

AN ADVENTURE FOR 9TH-LEVEL HEROES

STAR WARS

ROLEPLAYING GAME



TEMPEST FEUD

JEFF GRUBB AND OWEN K.C. STEPHENS

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TEMPEST FEUD

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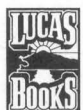


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620-88659-001-EN
9 8 7 6 5 4 3 2 1



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Introduction

Plague has broken out on the planet Endregaad, in the Tion Cluster. Military units from the Corporate Sector have imposed a planetwide blockade to keep the disease quarantined. Brave and foolhardy starship captains challenge this blockade, some motivated by altruism, others by greed. No one yet realizes that a deadlier plague threatens Endregaad, one that will soon spread to the rest of the galaxy.

Here Be Hutts

Tempest Feud is a *Star Wars Roleplaying Game* adventure of epic scope featuring the crime lords of the galaxy: the Hutts. Over the course of the adventure the heroes become involved with one Hutt family in particular and in the power struggles that exist within a Hutt clan. In Act One, the heroes deal with Hutt operations on the blockaded world of Endregaad. In Act Two, they become embroiled in Hutt politics and deceptions on Nar Shaddaa, the center of Hutt business dealings. Finally, in Act Three, all is revealed as the heroes confront their ultimate enemy on Varl, the Hutts' original homeworld—now a polluted swamp. See the Plot Overview section for a more detailed summary of the adventure.

Tempest Feud is about a threat to the galaxy. A new form of spice, more addictive than anything before, has appeared on the scene. Certain individuals, both Hutt and Human, are interested in discovering the source of this spice. As the heroes work with their Hutt clan, they uncover more about the nature (and danger) of the Hutt spice and have one chance to destroy this menace forever.

The adventure is intended for four heroes of 9th level. By the end of the adventure, they should be 12th level. The adventure can be modified to include more or fewer than four heroes, or heroes of different level, according to the needs of your campaign. Further, this adventure can be played as a stand-alone adventure or as part of your larger *Star Wars Roleplaying Game* campaign.

Tempest Feud uses the rules as presented in *Star Wars Roleplaying Game*. No other rules are required to play, although the inclusion of additional rules from supplemental sourcebooks might enhance the gaming experience. The adventure portion of this product is broken down into three acts separated by two intermissions. The stat blocks of the major and minor supporting characters, as well as new starships, vehicles, droids, and equipment statistics, are presented in the appendices that follow the adventure.

Plot Overview

As an adventure, this book contains information for the Gamemaster (GM) only. Players planning to run their heroes through *Tempest Feud* will have less fun if they read any part of this book.

Tempest Feud is broken down into three major sections (Act One, Act Two, and Act Three), each centering on a planet where the Hutts have interests. You can run these sections consecutively (moving from one act to the next without interruption) or break them up with smaller adventures of your own devising. Plot ideas for small adventures are covered in the intermission sections between the three acts.

In Act One, the heroes encounter Popara the Hutt, the leader of a powerful Hutt clan. Popara wants the heroes to perform a mission of mercy, running medicinal spice and emergency supplies to the planet Endregaad, which is suffering from a virulent plague. An ulterior motive clouds Popara's altruism: His youngest child, Mika, is trapped on the planet and at risk. Popara wants the heroes to run the quarantine blockade set up by the Corporate Sector Authority (CSA) and rescue Mika.

During the audience with Popara, the heroes meet two other important Hutts. Popara's eldest child, Zonnos, makes it clear to the heroes that if Mika doesn't come out alive, he'll reward them. Vago, an officious Hutt aide-de-camp, provides the heroes with the information and equipment they need.

The heroes take a load of spice to Endregaad, fighting space pirates and dodging CSA forces led by a Corporate Security Representative named Angela Krin. They locate Mika the Hutt at a crashed starship and discover something new—a form of spice known as tempest, which has deadly effects on its users.

If the heroes rescue Mika, they earn the respect and debt of a powerful Hutt. Act Two begins with an invitation to dinner on Nar Shaddaa, the Smuggler's Moon. Popara claims to be concerned with the spread of this new spice known as tempest, but in reality he wants the heroes to discover who is responsible for several recent assassination attempts against his family. The dinner is cut short when Popara himself is slain and the heroes are blamed for his death.

Abandoned on the Smuggler's Moon, the heroes must clear their name with the Hutts. This involves alliances with other Hutt families, aid from Vago and Mika, the dangers of a Hutt bounty hunter, and possible encounters with the original inhabitants of Nar Hutta—the Evocii. On Nar Shaddaa the heroes also encounter Angela Krin, who is searching for the source of tempest; she attempts to enlist the heroes' aid. With the information the heroes gain in this part of the adventure, it appears that Zonnos is responsi-

ble both for the new, deadlier spice and for Popara's death. Vago disappears, apparently the victim of Zonnos's foul play as well, and Krin is captured. Only by launching an assault against the Anjiliac clan's spire can the heroes prove their innocence. In the end, the heroes help destroy the spice-infected Zonnos and help install the surviving Mika as head of the Anjiliac clan.

In Act Three, Krin discovers the source of tempest, based on the nature of the original plague on Endregaad. It comes from Varl, the Hutt's original homeworld. The heroes can break into the factory that holds the secret of the tempest spice. There they find Vago but discover that he is nothing more than a Force-controlled pawn of the true master of the spice—Mika. Mika is responsible for both his father's death and the spread of the deadly spice, and unless the heroes stop him, he will be their end as well.

Playing the Adventure

Tempest Feud is a sweeping adventure that should take up twelve or more evenings of play (more if you add side adventures between the acts, or your heroes insist on fighting everything they encounter). Each act should be resolved in about four or five sessions.

You can insert this adventure into your existing campaign once the heroes reach 9th level. You can also run it with characters created at 9th level if your players feel comfortable with the *Star Wars Roleplaying Game* rules. Another possibility is to create 8th-level characters and run an adventure or two before throwing them into this adventure. This allows the players to grow into their characters and learn how to function as a team.

Your players can follow the plot of the adventure as closely as they choose. Remember that the heroes control the plot, and their actions and decisions should govern their ultimate success or failure. If the heroes deviate from the adventure or are accidentally led astray, you can use the material in this book to gently guide them back on course. For instance, the adventure outlines what to do if the heroes attack Popara the Hutt the first time they see him. Familiarizing yourself with the adventure and the supporting characters ahead of time will better enable you to deal with the unexpected.

Heroes gain experience awards at the end of each act, taking into account the levels of challenges as well as story awards. This award should be sufficient to raise a character from one level to the next for the following act. You can modify these awards to spotlight spectacular play, or reduce them for players who were not present for the entire adventure.

Setting Levels

Each act of *Tempest Feud* is intended for a party of four heroes of a particular level. Act One is designed for 9th-level characters, Act Two for 10th-level characters, and Act Three for 11th-level characters. Each combat encounter includes notes for adjusting the challenge for stronger or weaker groups of heroes. As a rule of thumb, scale up a level for each two additional heroes of the same level, and scale up a Challenge Code if the average level of the heroes is two higher than that of the Gamemaster characters.

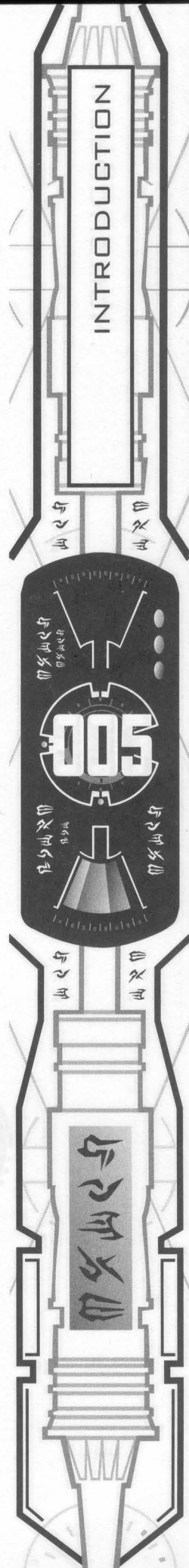
Players who are keenly aware their heroes' abilities and who work particularly well together might play at a higher effective level than an "average" group of players. Similarly, a group that is picking up higher-level characters for first time for this adventure might find the encounters in this adventure more difficult. Feel free to modify combat encounters to accommodate the capabilities of your particular group of players and heroes. For instance, if your heroes breeze through a challenging encounter, adjust the next simple encounter to make it more difficult for them, either by adding more obstacles or making the opponents tougher or more numerous. Similarly, if a challenging encounter proves too difficult for the heroes, perhaps as a result of bad luck or poor decisions, reducing the number of opponents in the next extreme encounter might be the best way to encourage (though not guarantee) their survival.

Playing in Different Eras

You can set *Tempest Feud* in any of the three main eras of play covered in the *Star Wars Roleplaying Game*. The primary changes within the adventure result from the political situation beyond Hutt space. For ongoing campaigns, heroes might have dealings with Republic, Imperial, Rebellion, or New Republic forces, which you can work into play during the adventure's intermissions. What about that bounty hunter who's been chasing after the heroes? Remember those Rebel outlaws the heroes double-crossed? What about that casino owner on Bespin who still holds a grudge? The intermissions are where you can deal with these hanging campaign issues.

Here are some suggestions for the various eras of play:

- ☉ Rise of the Empire Era: The heroes work for the Republic, which is interested in establishing trade concessions with the Hutts.
- ☉ Rebellion Era: The heroes are members of the Rebellion, whose leaders seek important Imperial information that Popara possesses. Conversely, the heroes might be loyal citizens of the Empire who are chosen to guarantee Popara's influence in crushing the Rebellion.



☉ New Republic or New Jedi Order Era: The heroes are members of the New Republic, which can use Hutt aid (or at least neutrality) in their dealings with the Second Empire and the Yuuzhan Vong.

If you are setting this adventure in the time of the New Jedi Order, it is highly recommended that it occur before the Yuuzhan Vong reach Hutt space. Much of that part of the universe changes as a consequence of the Yuuzhan Vong invasion, and Nar Shaddaa would no longer be available as a place to encounter Popara and his clan.

The Nature of Hutts

Hutts are large gastropods found throughout the galaxy. They have thick, sluglike bodies topped with a wide-mouthed head, catlike eyes, and a slit nose. Two stubby arms jut from just beneath the head. A Hutt's jaw is capable of unhinging, much like a snake's, allowing it to swallow objects of incredible size. In addition, the Hutt mouth has a dexterous, almost prehensile tongue.

As a species, Hutts are crafty, mercenary, calculating, and sly. They have not only worked their way into criminal enterprises throughout the known universe but also have dominated many fields of felonious activity. Criminal empire-building is a major enterprise of the Hutts, and most illegal activities in the galaxy seem to involve Hutts in one way or another.

Hutts are hermaphroditic, possessing both male and female reproductive organs. As a result, gender is more a case of a Hutt's deliberate decision or a viewer's deduction than any definitive gender status. Popara carried both his children in a marsupiallike pouch when he first birthed them (keeping each for fifty years, until they were capable of surviving on their own). Within the time and place of

this adventure, all three prefer the male pronoun (usually in a sentence structure such as "His most illustrious and puissant magnificence").

Hutts can live for up to a thousand years. They have long memories and can typically remember dealings with an individual's ancestor or homeworld of which that person is not even aware. Similarly, Hutts never forget a significant slight or reversal. They see revenge as a slow, carefully calculated pursuit.

Hutts in general believe they are the center of the universe and completely deserving of the galaxy's bounty. Indeed, a common Hutt aphorism is "Someone's got to have it. Why not us?"

Hutt History

The Hutts' egocentric nature has enabled them to survive the death of their original home and take over the planet of Nal Hutta and its moon Nar Shaddaa, and it has made them a fixture in the back rooms of galactic criminal life. The Hutt species came into being on the planet Varl, a ruined world now orbiting a white dwarf star named Ardos.

Hutt legend states that they originally had two suns, Evona and Ardos, who were the early Hutt gods. Evona was pulled into a black hole, and Ardos collapsed into a white dwarf out of grief. The Hutts say that the miserable current condition of Varl was caused by asteroid bombardment during this period, necessitating their departure for greener pastures. Another common tale states Varl was blown into the environmental nightmare it is today because of a Hutt civil war. The Hutts deny this, but the truth remains that their original homeworld, once a land of temperate forests, is now a dark, chill, glowing swamp beneath a dying sun. Regardless, the Hutts, having survived the deaths of their own deities and the devastation that accompanied their loss, now consider themselves the highest form of evolution and the center of the galaxy.

The Hutts relocated their home planet to the world once called Evocar, now known as Nal Hutta (Huttese for "Glorious Jewel"). In true Hutt fashion, they swindled the planet's indigenous inhabitants, the Evocii, and consigned them to the planet's moon, Nar Shaddaa. The Hutts then transformed the moon into a spaceport city renowned for its shady business dealings and confined the Evocii to that city's lowest depths. The Hutts, of course, consider all this their right. Were the Evocii smart enough or strong enough to resist, the Hutts would not have taken over. As far as most Hutts are concerned, the Evocii are in their proper place.

A Council of Elders rules the Hutts. These Hutts can trace their lineage directly back to Varl itself.



A TIME OF NEW HEROES

Your group might want to create a band of new heroes to take on *Tempest Feud*. If you allow this, it is recommended that the heroes begin play with something in common. For example, they might all work for the same faction or organization. In this case, use Act One, Scene One (Take 1) to introduce them to the adventure.

Heroes who have played all the way up from 1st level probably have their own reasons for adventuring together. Depending on your campaign, you might want to use either introductory scene—Act One, Scene One (Take 1) or Act One, Scene One (Take 2)—to bring the players into the adventure. ☼

Equally important, however, are the kajidics—criminal empires that blossom and fade over the passing centuries like night-blooming flowers. These kajidics account for much of the trade that passes through Nar Shaddaa, not to mention much of the wealth of the Hutts. Popara the Hutt is the overlord of one such kajidic, and his clan is involved in a number of nefarious operations—principally smuggling, but enforcement and illicit acquisitions as well.

Nal Hutta and Nar Shaddaa dominate the other star systems around it, such that the region is commonly known as Hutt space. Hutt space straddles the border between the Mid Rim and the Outer Rim, closer to the Core Worlds than the Tion Cluster and the Corporate Sector. The Hutts are in an excellent position, therefore, to capitalize on business opportunities that arise on worlds held by these distant neighbors.

Hutt Names

Hutts traditionally have three names. The first is their common name: Popara, Vago, Zonnos, and Mika are examples. These are the names by which they are normally addressed in everyday business. It is suitable to refer to “Popara the Hutt” without insult being given or taken, for the name Hutt itself carries warning and power.

The second name is the kajidic, or clan name, which far fewer know. The Hutts believe that information about one’s relatives must be kept from potential enemies. Popara and his children represent the Anjiliac clan. Vago’s clan is Gejalli, but he was adopted into the Anjiliac kajidic after Popara crushed Vago’s mother’s criminal empire. When a Hutt extends his trust to another being, he may allow that individual to know his clan name. The Hutts consider receiving this knowledge an honor.

A Hutt’s third name is a secret name, often revealed only after his or her death. The Hutts themselves do not divulge the meaning of this third name, and they are not common words in the Hutt language. It is rare to discover the secret third name of a living Hutt. For example, one of the best-known Hutts is Jabba Desilijic Tiure. To most of his retinue and those who deal with him, he is known only as Jabba the Hutt. To those he knew and (mostly) trusted, he was known as Jabba Desilijic. Others discovered his third name only after his death.

Running Hutts

Hutts, like Humans, have varying personalities. However, most Hutts follow the philosophy of the strong taking from the weak and the smart taking from the strong. Naturally, they consider themselves



TYPICAL HUTT RETINUE

While most encounters with Hutts are determined in this book, there is a chance that the heroes might encounter a random group of Hutts. A typical Hutt retinue (as might be encountered on Nar Shaddaa or another major urban center) typically includes:

⊖ 1 Hutt of sufficient level. Hutts can be of any class, although they favor fringer, noble, and scoundrel hero classes, and the diplomat or expert professional classes. Force-using Hutts are rare, as are Hutt soldiers. Higher-level Hutts often take the crime lord prestige class. Hutts of sufficient reputation (and crime lords in particular) have their own minions in addition to those provided here, and these followers tend to be of higher level than those listed below.

⊖ 1d3–1 supporting Hutts of three levels lower.

⊖ 1d6 bodyguards per Hutt. These are all either soldiers (40% chance), thugs (50% chance), or elite troopers (10% chance). The bodyguards are armed with blaster rifles or blaster carbines in hostile environments. In more social surroundings, they carry clubs, blades, and blaster pistols.

⊖ 2d6 courtiers, mostly diplomats and experts of varying level (the highest-level courtiers are typically three or four levels lower than the primary Hutt).

If encountered on the road, the primary Hutt either travels under his or her own power (40% chance), atop a litter or palanquin born by 1d4+4 commoner slaves (30% chance), or atop some kind of repulsorlift (30% chance). Lesser Hutts almost always travel under their own power.

Note that the bodyguards, courtiers, and even other Hutts are part of a retinue, not followers under the rules determined for the crime lord prestige class. Their first loyalty is to themselves or, in the case of the bodyguards, the Hutt who signs their paychecks, but even paid bodyguards generally don’t perform acts of incredible stupidity or throw away their lives to ensure their boss’s survival. ☹

to be the smart, and they hire the strong to do their dirty work.

When running Hutts, always remember you are superior to any other being in the room, including the heroes. Allow yourself to be flattered, but pride yourself on never being fooled. Assume that anyone dealing with you, regardless of species, is as in touch with their baser nature as you are. If your Hutt is greedy, then you can assume that every other creature is equally greedy. If the Hutt you are running is corrupt, you can assume that all other species are equally corrupt, even if they don’t admit it.

In general, Hutts are selfish, cunning, and proud. They are also slimy, ill-mannered, and slothful. There



is nothing more embarrassing than a Hutt in a position of weakness—these are usually slender, emaciated creatures with no say in their own lives, much less in the lives of their fellow creatures.

Hutts have loud, booming voices, usually deep in tone and timbre. They punctuate their taunts and demands with hooting laughter and never want to appear surprised. They usually (but not always) speak Huttese, their native language, and expect the listeners to either understand or rely on a translator. This behavior is one more way that the Hutts demonstrate their superiority.

In game play, you might want to favor the players with a few linguistic morsels (see the Handy Hutt Phrases sidebar). If the heroes understand Huttese (or have a translator available), switch to a common language in play (it is time-consuming to force everything to be translated, though it is sometimes worth it in play). All Hutts understand Basic—they just choose not to use it. Popara and Zonnos typically use Huttese in their dealings. Vago, who acts as the clan's middleman, is willing to speak Basic when necessary. Mika commonly uses Basic; this underscores how different from the norm he is.

Hutts are rarely encountered alone. Supplicants, sycophants, and entertainers surround them. They also employ several skilled bodyguards. Persons of nearly any species may fill these roles. The Klatooinians and Nikto in particular revere the Hutts as gods and make excellent candidates for such roles. See the Typical Hutt Retinue sidebar.

Despite their sluglike appearance, or perhaps because of it, Hutts are keenly aware of their surroundings. They always try to meet their enemies (be they assassins, smugglers, or business partners) on a ground of their own choosing and usually have several contingency plans ready if things go sour.

Popara's Kajidic

The Anjiliac kajidic is one of the more successful and stable clans based out of Nar Shaddaa. Other criminal organizations have been larger, but the Anjiliac clan, headed by Popara, has outlasted all its major rivals. The other Hutts have either made their peace with Popara or been destroyed for their folly. The Anjiliacs do not trace their heritage back to Varl, but Popara is highly regarded even by the Council of Elders.

Popara's clan operates in the fields of enforcement, acquisition, and smuggling. In enforcement, Popara has overseen protection rackets from the Inner Rim to the Corporate Sector. In his early years Popara organized a loose confederation of space pirates, and then extorted money from planets to keep his deadly fleet away. So successful was this early venture that even

after his pirate allies were destroyed, Popara was able to continue drawing money from colonies with empty threats. Popara now fronts money for mercenary organizations, operating as a clearinghouse for governments and factions seeking military forces with particular skills.

Popara's work in acquisition has also transformed over the years. In his youth, "acquisitions" referred to robbing lesser species of their valuables. Now it consists of speculating in rare materials, warehousing needed commodities until demand exceeds supply, and most of all, brokering information and intelligence. Popara has connections with both the criminal underground and more legitimate operations, and individuals from both sides seek him out.

Popara's favorite enterprise is smuggling. As long as someone wants to forbid a particular item or service, there are always those who desire it (indeed, the desire seems to increase once something is forbidden). Popara uses his legitimate transactions to cover his illegal smuggling activities. A number of prestigious shipping lines have been fronts for his operations, and he has dealt in just about every imaginable commodity, with two notable exceptions.

Popara does not deal in slaves (although he has owned slaves himself). He sees "free beings" as a thirsty market for his other activities and wants to keep them as free as possible. Popara also does not deal with deadly drugs—those that could seriously harm their users even through casual use. He has made millions on smuggling glitterstim spice and other stimulants, but he does not believe in destroying his own market. In both cases, Popara's morality is determined by his own self-interest.

Popara oversees much of his operation personally and is aware of the workings of the various parts of his empire. His aide-de-camp Vago, a Hutt whose family was foolish enough to challenge Popara for an important trade concession, assists him. Vago is the sole survivor of that clan, has been "adopted" by Popara, and has risen to an indispensable position.

Popara has two children, Zonnos and Mika. Popara has given each of them part of the family business to oversee. Zonnos tends to let things drift, relying on subordinates to take care of matters (and clean up his messes). Mika tends to be more hands-on, but often his own enthusiasm gets him into precarious situations that inevitably draw Popara's attention.

Popara runs his operation from one of the spires of Nar Shaddaa, but he has bases throughout the galaxy. He also has a personalized Ubrikkian space yacht that he uses to visit his far-flung holdings.

Each of the four major Hutts of the Anjiliac clan has his own retinue. Popara employs three Twi'lek

Force adepts who accompany him everywhere. Zonnos keeps a swarm of Wookiee mercenaries as his bodyguards and drinking companions. Mika has a small force of Nikto who are charged with protecting him. Vago prefers droids and possesses three (or more) identical 3PO units, one of which is always at his side. These retinues are described in the appendices, along with the Hutts themselves. In addition to his retinue, each Hutt has additional employees, servants, mercenaries, bouncers, and entertainers depending on the situation.

The Corporate Sector Authority

While this adventure does not extend to the Corporate Sector, the heroes are likely to encounter CSA forces as the adventure unfolds. The CSA has blockaded the plagued planet of Endregaad, and one of its operatives tries to enlist the heroes to hunt down the tempest.

The Corporate Sector is a region of space rich in minerals and other raw materials that the Old Republic leased to a number of powerful megacorporations. The sector is located at one end of the Hydian Way, far from the influence and politics of the Core Worlds and the Republic (and later the Empire). Lacking strong governmental oversight, the Corporate Sector quickly became a political force in its own right, under the control of avaricious corporations dedicated to the bottom line.

The Corporate Sector is a tapestry of strip-mined worlds and factory planets. The region appeals to smugglers both because of the raw materials found on these worlds and the unpleasant conditions under which most of the inhabitants live. Such individuals pay dearly for luxuries, which the smugglers are more than happy to provide. Consequently, there is no love lost between smugglers and the CSA.

During the Republic era, the Corporate Sector is small but industrious, always seeking to prove its worth. Its borders expand significantly during the Rebellion era, as the CSA lays claim to several more inhabited worlds and enslaves their indigenous populations. In the time of the New Republic, the CSA declares itself an independent region, eager to sell weapons and resources to all sides in a conflict.

Citizens of the Corporate Sector tend to be dedicated to their controlling corporations. They are loyal and proud of their companies' achievements. The Authority rewards those who are motivated, driven, and successful on behalf of the organizations they serve. Angela Krin is a good example of one such motivated individual.



HUTTESE IN PLAY

Three of the four major Hutts of this adventure prefer to speak their native language, Huttese, most of the time. As a result, a translator normally accompanies them.

Vago always uses one of his H-3PO units as a translator and speaks Basic only when he must. If the heroes speak Huttese to him, he seems amused by their accent.

Zonnos uses a fearful Klatooinian named Gabbera as his translator. Zonnos seems offended and suspicious of any non-Hutt being who can speak his language; he enjoys being able to make nasty comments about people in his native language in front of them.

Popara uses one of his Twi'lek Force adepts to speak for him. He respects those who address him in his native tongue. Mika, when he is encountered, speaks Basic.

Handy Hutt Words*

You may wish to pepper your Huttese with specific phraseology and words. While this is in no way a complete list, a few Huttese words are given here. These provide a feel for what Huttese sounds like.

Bounty hunter— <i>mruishani</i>	I— <i>jee</i>	Starship— <i>pankpa</i>
Cheat— <i>cheeska</i>	Imperial—	Steal— <i>moocha</i>
Contract— <i>nibobo</i>	Jedi— <i>jeedai</i>	Them— <i>hoohah</i>
Drink— <i>yacola</i>	Kill— <i>killlee</i>	We— <i>jee-jee</i>
Droid— <i>droi</i>	My lord— <i>ma lorda</i>	Weapon— <i>punyoo</i>
Fool— <i>stoopa</i> (also <i>schoon</i>)	No— <i>nobata</i>	Welcome— <i>chowba-so</i>
Friend— <i>pateessa</i> (also <i>kikyuna</i>)	Outlander— <i>oot-main</i>	What— <i>hakku</i>
Good-bye— <i>mee-jewz ku</i>	Price— <i>che copah</i>	Who— <i>coo</i>
Greetings— <i>h'chu apenkee</i>	Sell— <i>dwana</i>	Yes— <i>togwa</i>
	Shoot— <i>keepuna</i>	You— <i>uba</i> (also <i>chuba</i> , used as greeting—"Hey You!")
	Slave— <i>shag</i>	
	Smuggler— <i>ulwan</i>	

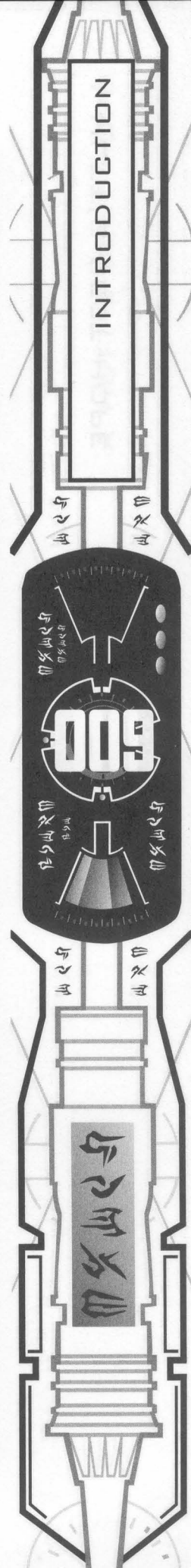
There are no words for "please" or "thank you" in the Huttese language. However, in a pinch, use "You will be rewarded" (*Bargon u noa-a-uyat*).

Hutt Numbers*

Hutts use a base-eight counting system (they have four digits on each hand). The names of the eight basic numerals are as follows.

0— <i>nobo</i>	3— <i>duba</i>	6— <i>keta</i>
1— <i>bo</i>	4— <i>fwanna</i>	7— <i>goba</i>
2— <i>dopa</i>	5— <i>k'wanna</i>	

*From *Beeps, Bleeps & Boskas: The Star Wars Galaxy Phrase Book and Travel Guide*, by Ebenn Q3 Baobab. ☺





In the initial act, Popara, a powerful Hutt lord, hires the heroes to perform a mission of mercy. Of course, when dealing with the Hutts, there is usually a catch or two. In this case, the catch is that in addition to delivering badly needed medicinal spice to a plague-stricken planet, the heroes must break through a Corporate Sector Authority blockade and find Popara's missing offspring, Mika.

In the process of finding and rescuing Mika, the heroes run afoul of space pirates, tangle with the blockading units of the CSA, and possibly join a caravan to locate Mika's hiding place. They also become aware that someone doesn't want them to succeed in their mission—someone who would be quite thrilled if Mika didn't survive his ordeal.

On Endregaad, the heroes also encounter something new: a type of spice that is much deadlier than any previously discovered. This spice, called tempest, increases the willpower and physical strength of the user, but causes a loss of self-control and sanity.

If the heroes can rescue Mika and fight their way off-planet (and slip past the CSA blockade once more), Popara rewards them and remembers them the next time he has a thorny problem to resolve.

Starting Point

Two opening scenes are presented here to accommodate different playing styles. In Scene One (Take 1), the heroes are assumed to work for one of the galaxy's major political powers, be it the Rebellion, the Republic, or the Empire. They might be tightly connected (an Imperial military squad, for example) or loosely so (a team specializing in covert missions that no ordinary Rebel would accept), but they are used to receiving a briefing and a set number of goals.

In Scene One (Take 2), the heroes are assumed to be freelance operatives—mercenaries, smugglers, adventurers, or general galactic knockabouts looking for a "job." In this case, they are approached by one of Vago's droids with a tantalizing offer.

Either version of Scene One can take place anywhere—its purpose is to get the heroes to Popara's

ship. Any planet or settlement in the Mid Rim or the Outer Rim could serve as a launching pad for the adventure. For obvious reasons, you should not start this adventure in Hutt space or the Corporate Sector. A planet in the Tion Cluster would be ideal. If you are running this adventure as a stand-alone (outside of a standard campaign), set it on one of the back-water worlds of the Tion Hegemony, such as Rudrig.

Scene One (Take 1): The Briefing

Read the following shaded text aloud to the players, perhaps modifying it for your own campaign or in some fashion that is likely to pique the players' interest.

You file into the room for the briefing. A holographic crystal activates, and a swirling star map appears.

"This is the Indrexu Spiral," says the briefing officer. "A mass of protomatter, cometary debris, and asteroid fields that snakes through the Tion Cluster. Its presence is a hazard to interstellar shipping, forcing starships to go parsecs out of their way to avoid it. No one has been able to map it accurately, much less find a safe route through it—until recently."

The crystal whirs softly, and a wide, conical head appears above the table. It is a Hutt—an old one by the looks of him, with patches of dried gray skin along his broad face. His eyes, however, are alive and alert—he's aware he's being holocommed.

"This is Popara the Hutt, leader of a powerful financial empire that includes both legitimate and illegal operations. He has information regarding a safe passage through the Indrexu Spiral. We don't know whether his own operatives did the scouting or whether the information just happened to fall into his hands.

Regardless, his ships are successfully navigating the region where others have been thwarted, to the great advantage of his shipping lines.

"I don't have to tell you how valuable this information is right now. The ability to move material, equipment, and men through the Cluster is supremely advantageous to anyone with such knowledge. I have set up a meeting between our representatives and Popara's group. I want you to be those representatives. Any questions?"

The heroes are likely to have questions. Some of the information they could receive is covered below, in the section titled A Little Research. In addition, the briefing officer can provide a cred chip for 500,000 creds—coded for Popara—as a good-faith offering. The briefing officer gives this to a trustworthy hero or the hero with the highest Reputation score.

The heroes are scheduled to meet Popara's representative, an H-3PO protocol droid, the next morning at landing bay X23 in the nearby spaceport. The droid takes them from there to a neutral meeting location. The briefing officer doesn't anticipate any problems from Popara—this would be a very profitable opportunity for him.

The briefing officer does not expect any competition for the information, since Popara's representatives apparently contacted them first. However, should something go wrong with the meeting, there is little doubt that the Hutt would contact other potential buyers. The heroes' main task is to secure the information, and any reasonable request by the Hutt should be tolerated to that end.

Tailoring the Briefing

The briefing presented above is relatively generic, in that it allows you to tailor it to meet the needs of your campaign. This depends on both the era and the style of the campaign you are running.

During the Rise of the Empire era, the heroes could be working for the Republic or the Jedi Council. In the former case, the briefing might occur in a brightly lit and friendly government office. In the latter case, the briefing occurs in an open chamber, and the briefing officer is a high-level Jedi consular or Jedi guardian. It is possible the briefing officer is holographic.

For a campaign set in the Rebellion era, an Imperial Navy officer aboard a Star Destroyer or a Rebel Alliance officer at a secret base might brief the heroes on the mission. If the heroes are in the field or otherwise unable to make direct contact with their

superiors, they could receive word from a courier or via a scrambled communications link.

In the New Republic or New Jedi Order era, the briefing officer might be a representative of the New Republic or some Corellian Sector consortium. In either case, the briefing takes place in a government or corporate office.

Regardless of the era, feel free to add more details to this encounter or modify the briefing. If your heroes regularly take their orders from a particular individual, use that individual as the mechanism to bring them into the adventure.

Scene One (Take 2): The Offer

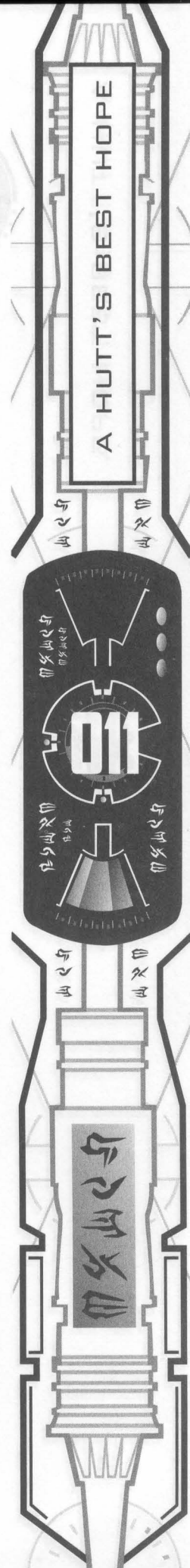
Use this scene if the heroes operate independently and do not take assignments from superior officers, independent benefactors, organizations, or factions. The heroes might include one or more smugglers looking for employment, mercenaries resting between battles, or adventurous freelancers publicly shopping for jobs. Identify the hero with the highest Reputation score and have Popara's protocol droid approach this individual at some opportune time, preferably when the heroes are in a readily accessible place (like a cantina).

Read or paraphrase the following shaded text to the players.

You're sitting at your table when a jade green protocol droid approaches you. It stands about a meter away from you and makes a polite burst of static. Then it says, "Excuse me, but I am looking for a particular individual. I understand that this individual is present here."

The droid's voice is clipped and efficient without being high-toned or insulting. The droid names the hero present with the highest Reputation score. If the heroes are slow or reluctant to answer, the droid pauses a moment and then presses on.

"I am H-3PO, a loyal servant of Popara the Hutt, may his hide ever be moist and supple. The august Popara desires a meeting to discuss a matter both of great urgency and extreme delicacy. Mighty Popara requests you attend an audience with him. Generous Popara is willing to compensate you well for both your time and attention."





HECK, NO, WE WON'T GO! (ACT ONE)

Published adventures such as this one assume that most players have an interest in playing them, regardless of their characters' demeanor. However, there might be heroes who have reservations about working with Hutts or adventuring in Hutt space. If they decline the adventure on either basis, allow their inaction to affect the campaign and create new opportunities to draw them in.

Without the heroes' involvement, Mika eventually manages to escape Endregaad, bringing with him his shipment of tempest. Mika finds another way to kill Popara, probably kicking off a Hutt war between families. The death of Popara the Hutt and unrest on Nar Shaddaa might not bother the heroes, but the spread of tempest across the galaxy will eventually impact them, their associates, or their future employers. Within a few months, the heroes might be hired (by more reputable benefactors) to find the source of the deadly spice. They will learn that Popara is dead and Mika has gone into hiding. They will have to find their own way to Varl and might not have any allies to help them end this deadly plague.

The protocol droid is persistent but not pushy. If turned down out of hand, he appeals to the others present. If rebuffed, he retreats. See the Heck, No, We Won't Go! (Act One) sidebar. H-3PO provides the following additional information:

- ☉ The droid has no clue why Popara wants to speak with the heroes. However, the droid tells interested heroes that Popara is looking for someone to complete a mission of mercy—not unheard of for the puissant Popara.
- ☉ H-3PO has not been given the power to negotiate a price or make an offer, but the droid notes that Popara is legendary for his honesty and generosity. Those who have served him well have received their own ships, favors with whatever passes for galactic government in this stretch of the galaxy, and in one case, their own asteroid.
- ☉ If they are interested, they should meet H-3PO at landing bay X23 the next morning. From this instruction the heroes can assume that they are going off-planet (at least briefly) and should plan accordingly.

✦ H-3PO: VP/WP —/14.

A Little Research

Heroes don't reach the upper levels of fame and notoriety by jumping into situations without knowing what to expect. Soon after meeting with H-3PO or their briefing officer, they should be hitting their

contacts for data, calling on powerful friends for gossip, combing data downloads, and gathering information on Popara the Hutt. Noble heroes who call in a favor can secure all the information below without making Gather Information checks.

The following information can be gleaned with a Gather Information check (DC 15):

- ☉ Popara the Hutt oversees an expansive business empire based on Nar Shaddaa, the moon that orbits Nal Hutta. He is not one of the Hutt Elders that rule Nal Hutta but is still considered very powerful.
- ☉ Popara runs a vast network of legal and quasi-legal operations known as a kajidic. He deals with smugglers and had a particular fondness for smuggling in his youth.
- ☉ Popara often travels off-planet on a custom-built space yacht, *Imru Ootmian*. The name means "Wandering Outlander" in Huttese.
- ☉ Individuals who have done work for Popara or his representatives say that Popara dealt fairly with them, honored their agreements, and paid on time.

The following information can be gleaned with a Gather Information check (DC 20):

- ☉ Popara is quite old—in his ninth century of life. He has survived several takeover attempts and skirmishes launched by rival Hutt kajidics. Each time, the opposing clans were crushed utterly. Popara has no living rivals—only competitors.
- ☉ Popara's success and survival instincts have made him both comfortable and fearless. He is described as being at ease with other species and handles himself well during delicate negotiations.
- ☉ Popara has built part of his reputation on his ability to be trusted. He keeps his word, once given. He lives up to the letter and the spirit of an agreement.
- ☉ Popara has been known to engage in altruistic acts that on the surface, at least, benefit others. Such actions are usually considered a sign of weakness among Hutts, but Popara has always turned whatever he does to an eventual profit.
- ☉ Popara does not deal in slaves, making him popular with many non-Hutts. He also does not trade in poisons or more deadly drugs. He deals only in glitterstim spice, which he considers relatively harmless and very profitable.

The following information can be gleaned with a Gather Information check (DC 25):

ⓐ Popara employs a vast network of operatives but frequently hires outside of his organization, either to give him deniability or to test “business associates” who want to deal with him long-term. Another Hutt named Vago takes care of most of Popara’s dirty work.

ⓑ Popara entrusts parts of his business to his two offspring, Zonnos and Mika. Zonnos is smug and sedentary, like most Hutts. Although he seems at times more interested in food and revelry than in ensuring the future of the family business, this behavior could be a ruse to throw off spies and competitors. Mika seems to have Popara’s instincts for profitable business opportunities and pursues them with a zest that at times seems unbecoming of a Hutt.

Scene Two: Meeting Popara

Encounter: Simple to Challenging

This scene begins at landing bay X23 and consists of taking the shuttle up to Popara’s space yacht, *Imru Ootmian*. Although this scene primarily deals with Popara and his offer, there is a chance that the heroes might become embroiled in combat.

When the heroes are ready to go to the landing bay, read or paraphrase the following to the players.

You arrive at landing bay X23 to find a newly landed ship refueling on the pad. It is a Hutt caravel, a ship used for short-range travel. Its main doors are open, and the loading ramp is down. Pairs of mountain Nikto are moving crates off the ship and stowing others aboard. Standing in front of the ship is a jade green protocol droid and a sleek, youthful-looking Hutt. The Hutt barks orders as the crew loads and offloads the ship. The droid approaches you.

If the heroes were hired by H-3PO, it does not introduce itself; although the droid that hired them was H-3POA and this one is H-3POB, the 3PO units share information. Otherwise it identifies itself as H-3PO, a protocol droid in the service of Popara the Hutt (“May his eyes always be bright and cogent!”).

The droid brings the heroes over and introduces Vago, the slender Hutt overseeing the loading. Vago seems alert and aware of his surroundings. He regards them with a sharp glance, then barks to the droid in



Huttese, "Get them aboard. Popara expects us." His manner is brusque and officious, and he seems loath to waste words on the heroes before they actually meet with Popara.

As soon as the heroes and the cargo (mostly exotic foodstuffs such as rantweed clusters, pickled zog, norrick loaves, and kegs of ale from Kashyyyk) are stowed, the ship takes off. Through the entire procedure, Vago seems to be capable, competent, and focused on the task at hand. The heroes can ask Vago questions, but he doesn't take time to answer them until they are aloft. H-3PO will make apologies if Vago gives them the brush-off. Once off-planet, the Hutt relaxes a little. If engaged in conversation, Vago passes on the following additional data:

- ☉ They are going to Popara's ship, *Imru Ootmian*, in orbit.
- ☉ He is a member of Popara's household, but he is not one of his children. Popara has two children, Zonnos and Mika.
- ☉ The heroes' questions about the negotiations must wait for Popara. Popara wants to speak with them personally.

The heroes are afforded a view of the Hutt's ship as they approach. Popara's Ubrikkian Space Yacht is a sleek vessel of polished chrome, resembling a dagger held up against the backdrop of stars. The caravel moors alongside the space yacht, and the doors open. Vago leads, motioning for the heroes to follow. H-3PO brings up the rear. After they leave the ship, there is a flurry of motion as the mountain Nikto start unloading the cargo.

As they move down the broad hallway to Popara's audience chamber, Vago informs them (and H-3PO translates loudly from the back) that they should consider it an honor that Popara himself wishes to speak with them. Among the Hutts, Popara's name is legendary. Vago professes that Popara has almost supernatural instincts and long ago learned not to second-guess the Hutt lord's decisions.

As the heroes move through the ship, let them know that the interior is finely furnished, with doorways carved from rare woods and art objects from a dozen worlds enshrined in small, tastefully lit alcoves. If asked, Vago briefly describes each object—usually a gift from some admirer. ("This statue is carved of a single pure emradite crystal and was presented to mighty Popara to commemorate the successful birth of his second child, Mika." or "That text is a original manuscript from the Bimm poet Ha'lathin, given to wise Popara by its previous owner.")

♣ Vago: VP/WP 18/10.



IMRU OOTMIAN

Popara the Hutt's ship, *Imru Ootmian*, has been in his hands for centuries, and he keeps it in top running order. Its chrome surfaces are always nicely polished, the interior furnishings opulent without being flashy. Its weapon systems are always ready to be brought on line at a moment's notice.

During the Rise of the Empire era, ships such as *Imru Ootmian* were uncommon, though even then they carried the wealthy and influential. In the time of the Rebellion, when bulky, utilitarian vehicles were more the style, the Ubrikkian Space Yacht looks out of place, a memory of better times. In the New Republic era, ships such as *Imru Ootmian* become more common again, though the smooth lines of the ship hark back to an earlier age. ☺

The Audience Chamber

When Vago reaches the door of the audience chamber, read or paraphrase the following to the players.

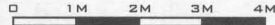
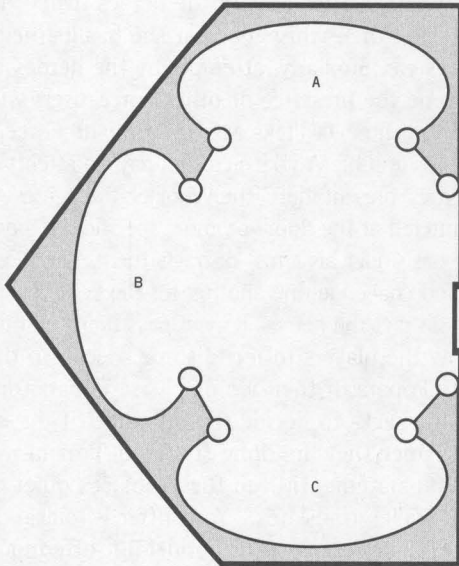
Vago steps to one side of a heavy muskwood door and motions you onward. However, the door opens before the Hutt can hit the switch, and a huge, broad-shouldered Wookiee storms through!

The Wookiee, one of Zonnos's drinking companions, has been sent out for more ale. Pick one of the heroes near the front and have the Wookiee look down at her and growl deeply, expecting her to step aside. Any attempt to intimidate or use a Force power on the Wookiee (regardless of success) results in the Wookiee challenging the hero later. Stepping aside, making an innocuous apology, or otherwise declining the Wookiee's fierce challenge results in the Wookiee pushing through to get more ale. The Wookiee will return during the audience with a keg under each arm, to the howling welcome of the other Wookiees.

As the heroes enter the audience chamber, read or paraphrase the following to the players.

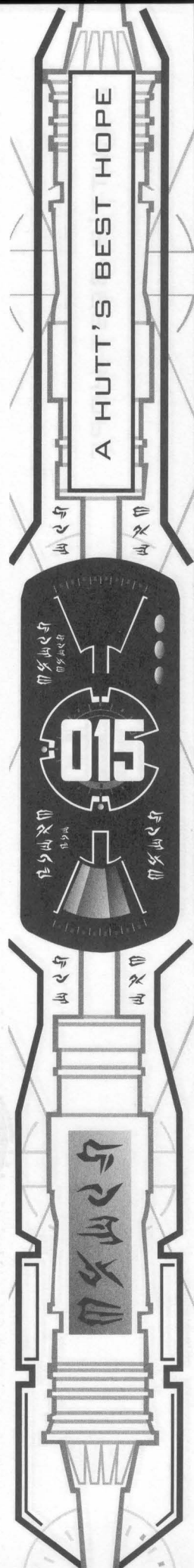
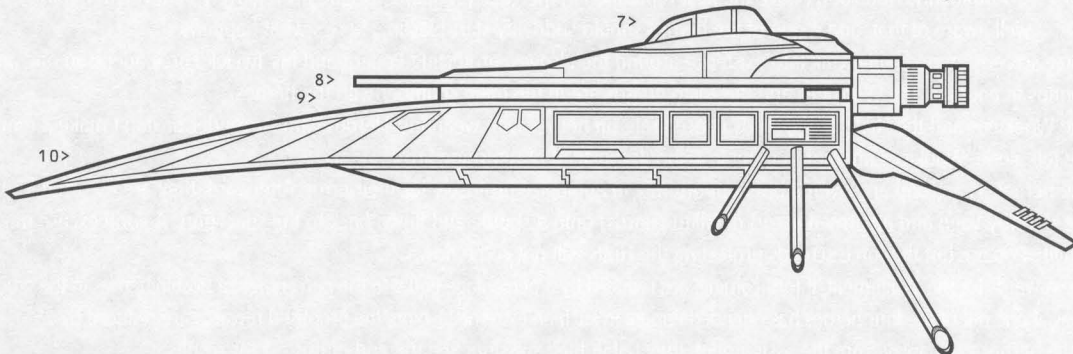
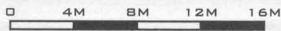
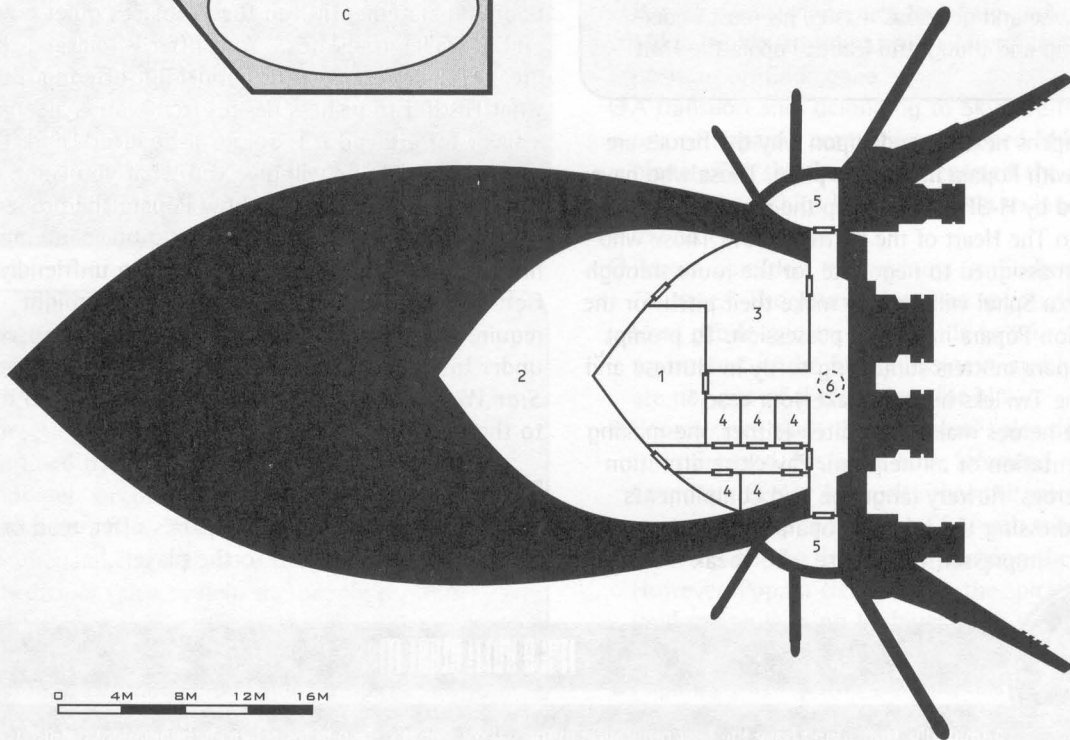
You enter a large, damp, dimly lit chamber that smells vaguely of mold and spoiled meat. The richly furnished room sports three deep alcoves. One alcove is directly ahead, and one is to either side. Each alcove has a wide, raised dais in it.

IMRU OOTMIAN - POPARA'S SPACE YACHT ▶



- A> Zonno's Alcove
- B> Popara's Alcove
- C> Mika's Alcove (Empty)

- 1> Audience Chamber (Enlarged at Left)
- 2> Observation Deck
- 3> Popara's Suite
- 4> Passenger Quarters
- 5> Engine Power Feed Chambers
- 6> Lift (Up to Observation Dome, Deck, Down to Crew and Cargo Levels)
- 7> Observation Dome Deck
- 8> Passenger Deck
- 9> Crew Deck
- 10> Cargo Deck



A HUTT'S BEST HOPE

An enormous Hutt with gray patches along his head and body and wide, alert eyes occupies the alcove directly ahead. The platform is festooned with rich tapestries and silk pillows. Three dark blue Twi'lek females dressed in stylish robes stand nearby, running soft sponges over the Hutt's wrinkled hide. Two Nikto guards flank this alcove.

The alcove to the right is occupied by a large, sprawling Hutt, younger than the one ahead of you. His eyes are wide as well, but much less alert, and a hokuum pipe is tucked into the corner of his mouth. He shares his dais with three large Wookiees, who are laughing and joking with one another.

The alcove on the left is empty and lacks even pillows or other Hutt accoutrements.

Behind you, Vago growls in Huttese and H-3PO states, "His most mighty and powerful lord, his most wise and generous master, his most understanding and thoughtful leader, Popara the Hutt!"

What happens next depends upon why the heroes are meeting with Popara in the first place. Those who have been hired by H-3PO should skip the presentation phase and get to The Heart of the Matter, below. Those who have been assigned to negotiate for the route through the Indrexu Spiral will have to make their pitch for the information Popara has in his possession. To prompt them, Popara mutters something softly in Huttese and one of the Twi'leks hisses, "Make your case."

Let the heroes make their pitch (either one making the presentation or all helping). Pay close attention to the heroes' flowery language and compliments when addressing the mighty Popara. Popara is impressed with those who speak his native

tongue, show some knowledge of his operations, and treat him in an honest and forthright manner.

While the heroes are making their presentation, one of the Force adept Twi'leks, Dai Utrila, attempts to identify Force-users among the heroes (using her See Force skill), then whispers what she has learned in Popara's ear. Similarly, attempts by the heroes to determine the presence of other Force-users will reveal the three Twi'leks as strong in the Force.

Zonnos and his Wookiee cronies pay no attention to the heroes' presentation. The Wookiee the heroes encountered at the door—or, more specifically, the kegs of ale he has under his arms—distracts them. The Wookiees hoot and challenge one another for the kegs, which might distract the heroes. Popara pays them no mind.

Allow the players to recite some speech to the mighty Popara. If their words please Popara, do not use skill checks to decide the outcome of the negotiations. Once they are done speaking, Popara makes a booming statement. Even the Wookiees quiet down, and a Twi'lek translates: "Your offer is fair, and the great Popara accepts your good-faith offering. But what His Illustriousness desires from you is a service—a favor for a favor. It is an altruistic effort, and if you accept this task, he will give you what you came for."

If the heroes decline to show Popara the proper respect or address him with nothing but contempt, his demeanor shifts from indifferent to unfriendly. Getting back into the Hutt's good graces might require a successful Diplomacy check (as discussed under Intriguing Interactions in Chapter 12 of the *Star Wars Roleplaying Game*). You should also refer to the It's a Hutt! Blast It! sidebar.

The Heart of the Matter

If the heroes agree to hear Popara's offer, read or paraphrase the following to the players.

IT'S A HUTT! BLAST IT!

Admittedly, Hutts don't have the best reputation in the galaxy. Popara, despite his relatively benevolent nature, is well aware of that, and if one of the heroes should suddenly start blasting, here's what happens:

- ☞ Force screens immediately wink into existence around the alcoves, protecting Popara and his Twi'lek Force adepts in one and Zonnos in another. The Wookiees and the Nikto guards are in the main chamber with the heroes.
- ☞ The Wookiees and the Nikto bodyguards concentrate on heroes with weapons. Heroes who surrender or don't make a move are left alone. Wookiees attempt to grapple a shooter instead of returning fire.
- ☞ The heroes as a group are given a brief opportunity to apologize profusely for their error. Afterward, they are escorted from the ship (by Vago and an armed escort of Nikto guards) onto a shuttle and flown back to the spaceport. A good excuse might mollify Popara, but the force screens protecting the Hutts will not come down.
- ☞ The rewards for the assignment, if forthcoming, are reduced by a percentage equal to the percentage of hostile heroes in the group. Thus, if one out of the four heroes has offended Popara in such an extreme fashion, the promised rewards are reduced by 25%.
- ☞ If the heroes walk away from the assignment, they fail in their mission. See the end of this act for results. ☹





BUT WE HAVE OUR OWN SHIP

Popara has been kind enough to provide a freighter to carry the medicinal spice to Endregaad. This ship should be part of the heroes' reward if they get Mika off the planet. However, the heroes might have their own ship already. The heroes should be encouraged (but not forced) to take a single ship—the one that Popara offers. Here are two good reasons to take just the one ship:

- ⊖ Popara offers as part of the deal to upgrade the systems of the heroes' existing ship, either with his own facilities or at some other location of the heroes' choosing. The upgrade can occur while the heroes are on Endregaad.
- ⊖ Popara points out that the map through the Tion Cluster is currently hardwired into the freighter's navigational computer, and making similar modifications to the heroes' ship wastes precious time. In addition, the Corporate Sector Authority is expecting Popara's ship at Endregaad.

Should the heroes insist on taking both ships (their own and Popara's), feel free to increase the danger of the space-based encounters. The space pirates use blasters instead of—or in addition to—ion guns, hoping to destroy the escort craft before capturing the freighter. The CSA patrols around Endregaad should be increased as well. ∴

Popara the Hutt rolls out a thundering string of syllables. The Twi'lek at his elbow translates.

"The planet Endregaad in the Tion Cluster is beset by a deadly disease and has been quarantined by the Corporate Sector Authority. No one gets on or off the planet without its permission. I have business interests on Endregaad. I want you to deliver a load of medicinal spice to help the people on that planet. For this I will provide you with a ship, the spice, and the coordinates to reach Endregaad through the Indrexu Spiral. Are you willing to do this for me?"

The heroes should be amenable to the situation as laid out, and Popara should pause here for their approval. After getting it, he brings up another matter.

"Of course," Popara says, "Were it something as simple as delivering spice, I would hire any tug captain to do it. There is another matter on Endregaad I need addressed."

"I have two children. Zonnos here is my eldest." He motions toward the large Hutt, who lets out a belch as the Wookiees hoot. "My youngest child, Mika, is on Endregaad taking care of clan business. Since the quarantine was imposed and the blockade put in place, there has been no word from him. The Corporate Sector Authority has been less than forthcoming with information, and it is not interested in the problems of a concerned parent. I want you land on Endregaad and find Mika. He is young and . . . impulsive. I worry for his well-being. Can I trust you to this delicate matter?"

Now the real negotiations begin. The heroes might have a few questions. Here are the bare bones of Popara's answers.

- ⊖ Popara wants the heroes to locate and retrieve Mika. He has coordinates for Mika's last known position on Endregaad.
- ⊖ A transport ship belonging to Skydove Freight, one of Popara's companies, dropped Mika on the planet. The ship has since departed the planet, and no new ships have been able to land since the blockade went up.
- ⊖ Popara considers the business on Endregaad "routine." The young Hutt was negotiating with local geode miners. Mika tends to take a hands-on interest in the family business, and his actions are not out of the ordinary for him.
- ⊖ Popara does want the medicinal spice delivered to Endregaad. His aides have informed the Corporate Sector Authority that the spice is coming and have provided the CSA with the call numbers on the ship that is carrying the spice. However, Popara clearly views the spice delivery (and saving lives on Endregaad) as secondary to the rescue of his child.
- ⊖ Popara's elder spawn, Zonnos, has already attempted to secure Mika's rescue through the Corporate Sector Authority force on Endregaad. The CSA has been unwilling to do any favors for the Hutts. Popara hopes that the medicinal spice, delivered by a crew composed of non-Hutts, will persuade the CSA to provide aid, or at least permission to land and retrieve Mika.
- ⊖ The Corporate Sector Authority has an old dreadnaught orbiting the planet. Like most of the CSA's ships, it is ancient but still packs enough firepower to bring down most ships.
- ⊖ Popara recommends that the heroes deliver the spice and try to negotiate their way past the CSA



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Decorative Huttese symbols on the left margin.

forces to land. If that fails, they should run the blockade, expecting resistance from the CSA.

⊕ Popara has no problem if the heroes attempt to run the blockade right off the bat. He leaves the details to their discretion.

⊕ Popara will provide the ship for transporting the spice. The route through the Indrexu Spiral is already hardwired into the ship's navigation system.

⊕ If the heroes succeed in rescuing Mika, Popara lets them keep the ship he has given them. If the heroes have their own ship, he gladly offers to upgrade their ship while they are making the delivery. In addition, he offers a token payment based on performance and, of course, his gratitude.

⊕ Vago, who will make the necessary arrangements for the spice, will make further information about Endregaad and the situation available to the heroes. If none of the heroes can pilot a starship, a pilot will be provided for them before they take off. They should direct any other concerns they might have to Vago.

In the end, the heroes should know that Popara is making them a good offer for a mission that has some risk.

Comments from the Wookiee Gallery

As the negotiations progress, Zonnos and the Wookiees start making fun of the heroes. At first it's just the occasional comment in Huttese or Shyriiwook. If the heroes speak neither language, they are aware only of a rising cacophony of hoots and belches. It becomes clear that Zonnos is mimicking the hero who is asking the most questions, repeating what he says in nonsense-Basic.

The heroes are not provided with a translation, but H-3PO is present and will provide a running commentary if asked. The comments are along the lines of:

"So that's the thing that was backing up the sewers!"

"We should throw them back, they're too small!"

"A child could take any of them, and a small child at that."

"They look like a backup band at a third-rate cantina."

"It's like asking three Jawas and a power droid to build a Death Star."

Finally, Popara looks over and grunts a warning at his son. Zonnos does not back down, but rather addresses his father in Huttese. Either H-3PO or one of the Twi'leks will translate, if need be.



Zonnos says, “Blessed progenitor, look at these runts and weaklings before you. They could not fight their way past a gundark cub, must less survive to find Mika. Let me send my Wookiees to rescue my treasured sibling.”

Popara gives a low, long blink, as if considering the matter, then replies, “No, I believe there is a greater chance of success if I send them.”

Zonnos stifles a chortle and says, “The least of my Wookiees can take any one of their number.”

The heroes can leap in at any time. If they don’t, Popara will say, “I take your bet, my child. Guests, is there one among you to prove young Zonnos incorrect? Does any of you care to wrestle a Wookiee?” As he speaks, the Wookiee that met them at the door stands up and makes threatening gestures.

The Wookiee Doesn’t Always Win

The heroes don’t have to fight Zonnos’s Wookiee, and if they can find a way around it without looking weak, Popara will be particularly impressed. Flat-out refusal is possible, though Zonnos will consider the heroes cowards and treats them as if they had lost outright.

The Wookiee sizes up the chosen hero, while the other Wookiees (and Zonnos) take on side bets “just to make things interesting.” No bet is larger than 100 credits. Zonnos offers those betting against his Wookiee 3–1 odds. Should the hero battling the Wookiee look particularly uninspiring (say, a Gungan or an Ewok), he offers up to 7–1 odds.

Zonnos sees this as a one-on-one confrontation—his “boy” against one of the heroes. The combat is expected to be weaponless, but Zonnos will not quibble if someone brings a weapon in from either side. The Wookiee will grapple and seek to crush his opponent. If that doesn’t seem to be working, the Wookiee will borrow a force pike from one of the Nikto guards.

Combat is to the first wound. The Wookiee surrenders when it loses any wound points. Popara calls off the battle when the hero is first wounded. One of the combatants might sustain enough wound damage to die in the fight (should his opponent score a critical hit). In such a case, Popara’s Twi’lek Force adepts immediately administer healing via medpacs or even Force powers.

Zonnos doesn’t fully grasp Force powers, and if the heroes use them without being obvious, Popara is again impressed. If more than one hero gets into the fight, more Wookiees join as well. If the fight degenerates into a general melee, the force screens go up around the Hutt’s platforms to keep them safe.

Should the hero lose, Popara will be less pleased, but he still tells his son he is planning to let the

heroes proceed with the attempt to rescue Mika, keeping the Wookiees as “Plan B.” Popara will not allow any further questions from the heroes, sending them off to deal with Vago.

If the heroes win, Popara is pleased and Zonnos is mortified. The Wookiee who lost is derided by his comrades and becomes subservient in any future dealings with the hero who defeated him. Popara asks whether the heroes have any other questions before ending the audience and instructing them to check with Vago. Consider granting a Force Point to the individual who bests the Wookiee in fair combat.

If the heroes win Zonnos’s bet, Popara ends the discussion speaking in Basic, something that Hutts do not normally do. He addresses the hero with the highest Reputation score by name and says to him, “Find my boy.” With that, the interview is over.

✦ Popara the Hutt: VP/WP 106/16.

✦ Zonnos the Hutt: VP/WP 63/18.

✦ Dai Utrila: VP/WP 44/10.

✦ Koya Utrila: VP/WP 38/10.

✦ Rihn Utrila: VP/WP 50/14.

✦ Wookiees (4): VP/WP 42/14 (54/14 while raging).

✦ Popara’s Southern Nikto (2): VP/WP –/11.

Scene Three: Hutt Machinations

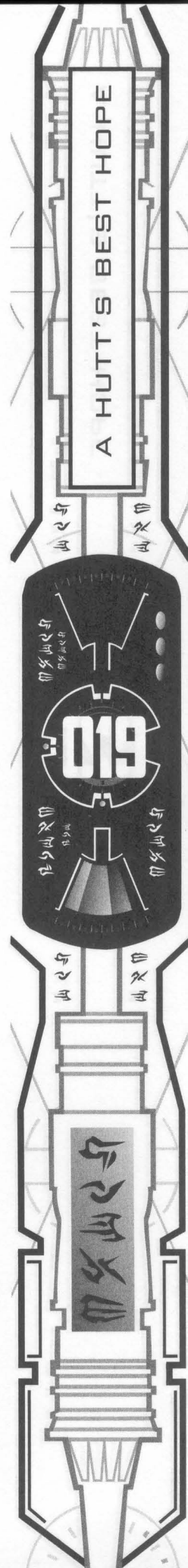
Encounter: Simple

This scene deals with the fallout from the audience with Popara. The heroes have a chance to check out the ship they will be flying and gather more data for their mission to Endregaad. They also learn more about Vago and Zonnos and entertain a “friendly visit” from the latter.

After the Meeting—Vago

Following their reception by Popara, the heroes encounter Vago outside the audience chamber, H-3PO at his side. He provides some data disks for the heroes, the droid translating as he presents them. (For details of their contents, see The Data Disks, below.)

Vago hands you four holodisks. “Information on Endregaad . . . information on Popara’s youngest child . . . information on the disease itself . . . information on the corporate blockade. The ship’s on the ground, now, if you want to take a look at her. We’ll be loading the spice this afternoon. You can take off by day’s end, tomorrow at the latest.”



Vago and the H-3PO droid lead them to the shuttle bay. From there, they travel back to the surface, docking again at landing bay X23. The freighter is in landing bay X14, if they want to inspect it. Vago is more relaxed now and more willing to treat the heroes with a modicum of civility. They are Popara's employees now, and he understands that type of relationship well enough. He is more willing to share details of working within Popara's clan, though he will not willingly reveal the clan name to the heroes. However, Vago is willing to share the following information.

- ☉ Both of Popara's children are very capable.
 - ☉ Zonnos is older and considered a typical Hutt, popular among his fellows. He delegates when he can. He is expected to succeed Popara as the clan leader.
 - ☉ Mika is not a typical Hutt. He is energetic and involved with his parts of the business. Mika has gotten into trouble before, usually by trying to find out things hidden to other Hutts. His discoveries often are very profitable for the clan. It was a team of spacers hired by Mika who first successfully navigated the Indrexu Spiral.
- ☉ Popara lives up to his word. He believes treachery is bad for business and bad for his clan.
- ☉ Vago's job is to "take care of things" for Popara. He is not a blood relative. If the heroes press, Vago reveals that Popara destroyed his family in a clan war, and then adopted him—the last survivor—as an infant. Vago doesn't seem particularly upset about this but refuses to discuss the matter in more detail.

Vaccination

Once the heroes return to landing bay X23 aboard the shuttle, read or paraphrase the following to the players.

Upon landing, Vago lowers the ramp. Then he produces a large device that looks like a cross between a hypodermic needle and a staple gun. "One last thing," he says, a slight smile spreading across his wide face. "You're going to need your shots."

Vago needs to vaccinate heroes against the Endregaad plague. Vago explains that the protection is good for about thirty days and uses the same medicinal spice they are delivering in a solution of bacta and water. It should provide immunity, though he is not certain. (The vaccination has countered



THE ENDREGAAD PLAGUE

The disease ravaging Endregaad has no name other than "The Endregaad Plague" and so far has not spread to other systems. On Endregaad itself, it is extremely virulent and has affected one person in ten. The symptoms of the plague include fever (degree varies according to species), extreme loss of bodily fluids, crusting around the mouth and eyes, general weakness, and thickening of the fingers and tongue (if any). The disease is represented in the following game terms:

Disease: Endregaad Plague
Type: Ingested/Inhaled (DC 15)
Incubation Period: 1d4 days
Initial Damage: 1 Dex and 1 Str
Secondary Damage: 1d3 Con

No species exposed to the plague so far seems to have a natural immunity to the disease. (Individuals within a species, however, may be immune because of their unique physiology.) Another exposure to the disease does not inflict cumulative effects on someone who is already suffering from it, but one might become ill again after recovering from the earlier exposure. Victims are unable to regain lost ability score points while under the effects of the plague.

A shot of medicinal spice can either cure the disease in a victim or provide a vaccination that renders someone effectively immune to it for thirty days. Given enough spice, the plague can be controlled.

Simply being on Endregaad is sufficient to require a Fortitude saving throw once per day to see if a creature contracts the plague. The vaccine that Vago provides is effective and should negate the need for these daily checks for as long as the heroes remain on the planet.

The origin and purpose of the Endregaad Plague is hinted at in Act One but not revealed until Act Three. ☹

other plagues over the years, and early response from Endregaad indicates that it works there as well.)

Vago provides the heroes with a pouch containing ten doses of vaccine as well as a hypodermic spray. He instructs the heroes that this cache is to be used for "negotiations with the local population," but that two doses should be saved for Mika. It is unknown whether the plague affects Hutts, but Vago would rather be safe than sorry.

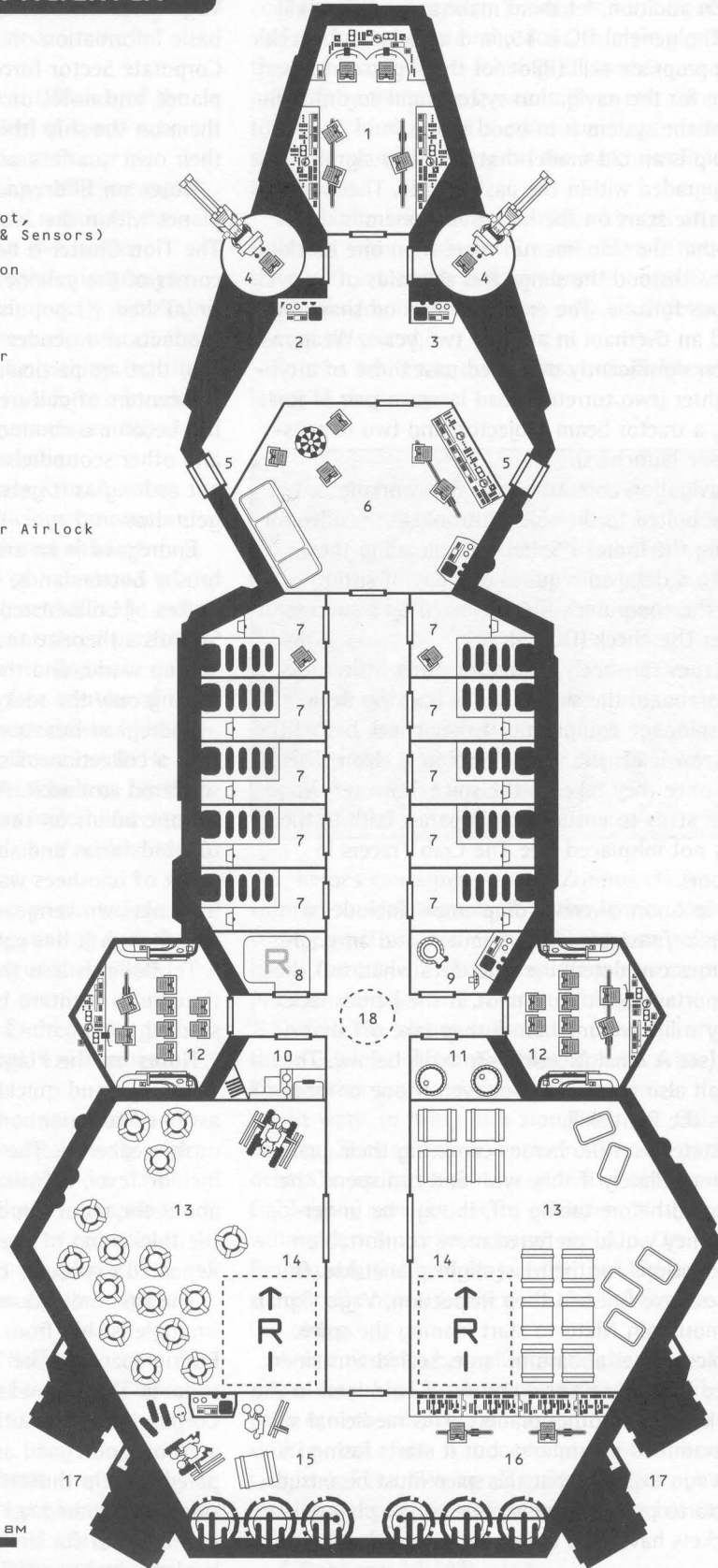
Inspecting the Ship

The ship in landing bay X14 is a Suwantek TL-1200 freighter. Its full statistics are presented in Appendix Three: New Starships. Run over the basics of the ship

SUWANTEK TL-1200 FREIGHTER ▶

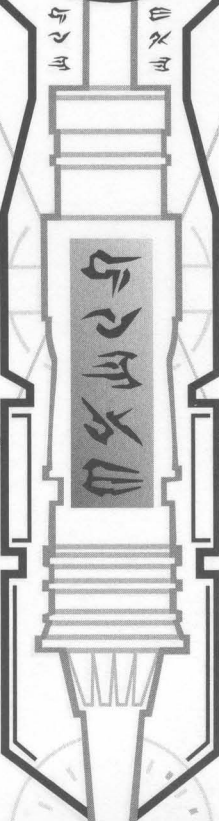
- 1> Cockpit (Pilot, Copilot, Astrogation, Shields & Sensors)
- 2> Life Support Station
- 3> Ship's Computer Station
- 4> Laser Cannon Gunwells
- 5> Landing Ramps
- 6> Crew Lounge
- 7> Crew Cabins
- 8> Refresher/Sonic Shower
- 9> Medical Bay
- 10> Galley
- 11> Storage
- 12> Escape Pods
- 13> Cargo Bays
- 14> Cargo Elevators
- 15> Machine Shop
- 16> Engineering
- 17> Engines
- 18> Access Ladder to Upper Airlock

-  Chair
-  Computer/Ship Com
-  Refresher
-  Holochess Board
-  Retractable Landing Ramp
-  Bed
-  Cargo Pod
-  Cargo Crate
-  Secure Cargo Container
-  Med Monitor
-  Bacta Tank
-  Couch
-  Cabinet
-  Door



0 2M 4M 6M 8M

A HUTT'S BEST HOPE





with the heroes. If they want to check out various systems in addition, let them make appropriate skill checks. The general DC is 15, and a successful check of the appropriate skill (Pilot for the flight controls, Astrogate for the navigation system, and so on) indicates that the system is in good shape.

The ship is an old model that has been significantly upgraded within the past decade. There are no recent battle scars on the hull, but numerous dents suggest that the ship has run more than one blockade and withstood the slings and asteroids of outrageous fortune. The engine is in good shape but will need an overhaul in another two years. Weapons have been significantly upgraded past those of a typical freighter (two turreted quad lasers, a pair of ion cannons, a tractor beam projector, and two concussion missile launchers).

The navigation computer is in fine working order; a module bolted to the side of it holds the codes for navigating the Indrexu Spiral. Downloading these codes into a datapad requires one day of sifting through the computer's files followed by a successful Computer Use check (DC 15).

The heroes can freely search for other little tricks and traps aboard the ship, such as tracking devices or similar espionage equipment. If they check before the ground crew loads the spice, the ship is clean. This changes once they take on the spice, however—Vago has taken steps to ensure that Popara's faith in the heroes is not misplaced (see *The Crab Tracers* in Scene Four).

The ship's normal crew complement includes a pilot, copilot/navigator, two gunners, and an engineer. Heroes can determine who does what, but the most important position is pilot. If the heroes lack one, they will have one before they take off that evening (see *A Final Meeting—Zonnos*, below). The heroes can also request a pilot even if one or more of them has the Pilot skill.

Vago states that the heroes can bring their gear aboard immediately if they wish and can spend the night aboard before taking off, though he understands if they would prefer more comfortable accommodations for their last night planetside. Once the heroes have finished their inspection, Vago signals for the mountain Nikto to start loading the spice.

The spice comes aboard in large, sealed containers. Raw spice is photosensitive and must be mined in the dark on Kessel and other planets. This medicinal spice can be examined in sunlight, but it starts losing its effects. Vago explains that the spice must be mixed with bacta to produce the vaccine to the plague. Four packets have crab tracers built into the frames.

The Data Disks

Vago gives the heroes four holodisks. These contain basic information on Endregaad, the plague, the Corporate Sector forces that are blockading the planet, and notes on Mika. The heroes can study them on the ship (there is a holoplayer on board), in their own quarters, alone or together.

Notes on Endregaad: Endregaad is a mid-sized planet within the Joxin system, in the Tion Cluster. The Tion Cluster is typically regarded as a backwater corner of the galaxy, and Endregaad is even less distinguished. Its population trades in local animal products and geodes (hollow stones lined with crystals) that are particularly beautiful. Being far from the centers of culture and government, Endregaad has become a common meeting place for smugglers and other scoundrels. The local government is tolerant as long as it gets its cut and none of the locals gets shot.

Endregaad is an arid planet, mostly consisting of brushy bottomlands, wide mesas, and prominent buttes of brilliant red sandstone and blue granite. Scientists theorize that Endregaad was once a swamp world, and the shallow oceans evaporated, leaving only the rocky outcroppings.

Endregaad boasts only one major city—Tel Bollin—with a collection of smaller settlements and outposts scattered around it. All are built on the low mesas. No one builds on the bottomlands, which are subject to windstorms and shifting sands. Local legends also speak of banshees wandering the empty lands, seeking unknown vengeance. There is a plethora of local life, though it has yet to be cataloged.

Tel Bollin is also the site of pre-Republic ruins, though no mention is made of anyone who has ever studied them.

Notes on the Plague: The plague appeared three weeks ago and quickly swept the planet. It is assumed to be airborne, and those affected are seriously weakened. The symptoms of the plague include fever, dehydration (resulting in crusting about the mouth and eyes), general weakness, and the thickening of the fingers and tongue (if any). Repeated exposures can kill an individual.

The first indication of the plague occurred when a smuggler's ship from Endregaad showed up in Rudrig space, in the Tion Cluster, its crew too weak to land. The ship was boarded and impounded. Corporate Sector Authority forces were sent to keep a lid on Endregaad as medical supplies were prepared to help those trapped on the planet. Several ships fled Endregaad before the blockade was fully in place, but for the past two weeks nothing has landed or taken off.

The origin of the plague is unknown to those on Endregaad, but it resembles two other known diseases that originated on blasted, irradiated worlds.

Notes on the Corporate Forces: Officials of the Tion Hegemony, the de facto rulers of space near Endregaad, contracted the Corporate Sector Authority to secure the area until a sufficient medical response could be mounted. In response, the Corporate Sector Authority put an old surplus *Invincible*-class dreadnaught, *Resolute*, in geosynchronous orbit around Endregaad, directly over Tel Bollin. Nothing gets on or off the rock without the CSA's permission, and so far the only thing that it allows on and off are protected CSA forces. In addition to *Resolute*, the CSA employs a dozen IRD fighters to help maintain the blockade.

The contact at the CSA is Angela Krin. A note describes her as a frustrating, officious bureaucrat.

Notes on Mika: Mika is the second child of Popara the Hutt. The holorecord of him shows a young, bright-eyed Hutt with a greenish body and a yellowish underbelly. Popara has entrusted particular missions to Mika, much as he has to Zonnos. Although Zonnos is expected to take control of Popara's holdings once Popara steps down, Mika figures prominently in his father's plans as well. He hopes that Mika will add a subtler touch to his older sibling's decisions. Mika's interests include foreign cultures, history, and technology, all of which would serve him well in such a role.

Mika was on Endregaad for two weeks before the plague broke out. He was negotiating with a collective of geode miners for 1% of their yearly haul in exchange for transport to the Core Worlds on Popara's ships. The notes on Endregaad's geology come from Mika's reports back to his parent and sibling.

Once the plague broke out, all contact with Endregaad ceased, resuming sporadically only with the arrival of the CSA forces. Popara's aides have contacted the CSA but have received no response concerning any Hutt on the surface of the planet. A quoted section of the report uses the phrase ". . . more important things to do than play nanny to some missing Hutt."

Mika last reported in from Tel Bollin just before the plague. Red and green Nikto bodyguards accompanied him.

A Final Meeting—Zonnos

The loading continues into the night (overseen by H-3PO). As workers run through a final check, the doors to landing bay X14 open. Zonnos and a pair

of his Wookiees enter. They are visible from the cockpit of the freighter. Zonnos is on a repulsorlift sled and remains near the door, in plain sight. On the sled is a very sad-looking Klatooinian—a slave, judging by the collar it wears. If no one comes out to talk to him, one of the Wookiees approaches the ship and start pounding on the hatch until someone comes out.

The Klatooinian slave identifies himself as Gabbera, who speaks for Zonnos. Zonnos prods the slave with a cudgel, and he corrects himself, saying he speaks for "Great Zonnos, may his digestion always be sound."

Zonnos addresses the heroes, with Gabbera translating if necessary.

"I wanted to wish you good luck on your mission and tell you that I have no hard feelings." Zonnos gives a wide smile. "I know that you are going into a dangerous situation, and I want you to know you have the support of our entire clan.

"However," says the Hutt, "Even if you fail to find my brother, or—Andros forbid—you find him too late to help, you will still have an ally in our clan." He gives you a friendly wink. "I trust I am clear in this matter?"

The heroes can agree or not—Zonnos claims he just wanted to wish them well. If they press Zonnos for some payoff to ensure that Mika doesn't make it back, Zonnos will simply say, "One cannot put a price on family," and refuse to haggle.

Should the heroes still need a pilot, he offers them Gabbera. After watching Zonnos whack the Klatooinian with a cudgel a couple times, they might want to bring him along anyway. Gabbera became Zonnos's slave as the result of a gambling debt. Cowardly, weak, and afraid of his own shadow, Gabbera is nonetheless an effective pilot, and he is willing to train others during the trip. On Endregaad, Gabbera stays with the ship unless specifically ordered otherwise. He's skilled at following orders.

If you need to bring Gabbera aboard as the pilot, keep him for Act One only—hopefully by this time others will have gained sufficient piloting skill to make him unnecessary. Play Gabbera for laughs (of the "We're all going to die" school), but let the players make the rolls for him in critical situations.

✦ Gabbera: VP/WP —/12.





CHEATING THE HUTTS

While many heroes are smart enough not to cheat a potential employer, some wouldn't think twice about taking the ship, the spice, and the coordinates through the Indrexu Spiral, then heading off to parts unknown. After all, it's a big galaxy, and what can Popara do, anyway?

In addition to the consequences of not rescuing Mika or discovering the effects of tempest early, Popara will have Vago "deal with the matter." Depending on how much the heroes stole and the amount of collateral damage, Vago will make at least three attempts to punish the miscreants who have blackened the kajidic's name.

First, Vago sends two Rodian soldiers (Seedar and Narnee) of the Bomu clan to convince them to return the stolen materials. Both Vago and the Bomu know that this will likely result in gunplay. The first warning that the heroes should get that they are being pursued is the sudden and explosive demise of the individual to whom they sell the spice.

Second, Vago will send a pair of bounty hunters to capture the offenders and imprison them in the pits of Popara's spire on Nar Shaddaa. These bounty hunters should be of sufficient level to provide a challenging encounter.

Third, Vago will hire an expert bounty hunter to kill the heroes at a distance. Depending on the era in which the adventure is set, this bounty hunter could be Boba Fett, IG-88, Bossk, some other renowned bounty hunter, or some foe of your own devising. After this third attempt, Vago is at the limit of the budget he had assigned for punishment, and the attacks drop off. However, the heroes would still be wise to steer clear of Hutt space for a few decades.

Should the heroes decide to sell the medicinal spice on the open market, they get 100,000 credits. Who knows? Maybe they'll live long enough to enjoy it.

♣ **Seedar and Narnee Bomu, Rodian Soldiers (2):**
VP/WP 50/13.⚡

Scene Four: Trouble at Endregaad

Encounter: Challenging

Without further ado, the heroes' ship lifts off from landing bay X14 and heads into space. The navigation computer is already programmed with the series of jumps necessary to get through the Indrexu Spiral. The nav computer functions as specified, and a navigator following its jump coordinates ends up with a method to reach destinations in the Tion Cluster, cutting 24 hours off the usual travel time. Depending on where the heroes started the adventure (and where they meet Popara), it might take a

few days to get to Endregaad depending on their location in the galaxy (see Chapter 11 of the *Star Wars Roleplaying Game* for travel times). Between hyperspace jumps, the only potential event is discovering Zonnos's crab tracers.

Toward the end of the Indrexu Spiral, the heroes' ship emerges from hyperdrive and is ambushed by pirates that seem to be waiting for them.

The Crab Tracers

Once the ship has entered hyperspace and the heroes are likely busy elsewhere in the ship, a piece of one of the spice cases—a 2-centimeter metal saucer—pops out of place of its own volition and falls to the deck. Six legs sprout beneath the dislodged saucer, and it begins to crawl into the darkness of the hold.

While the ship itself is free of listening devices and other bugs, the cases carrying the medicinal spice are not. Zonnos planted four of these crab tracers (see Appendix Five: New Equipment) in the frames of various crates, and the pirates from the Bomu clan use them to track the heroes' ship. These tracers also help the pirates target the freighter with their ship's weapons.

The heroes might notice that something is up with the spice crates. A player must state that her hero is checking on the spice during the trip; if so, have the player attempt a Search check (DC 30) for her hero to discover a small hole in the frame of one spice crate. The hole looks like nothing more than a dent or divot carved during loading. If the heroes spend an hour scouring the ship for tracers or similar devices, a successful Search check (DC 30) allows them to find one tracer. The crab tracer is clearly an electronic device, and a detailed examination (requiring a minimum of 1 hour) followed by a successful Computer Use check (DC 15) identifies it as a mobile tracker.

In the unlikely event that the heroes guard the hold around the clock, allow them to make either a Spot check opposed by the crab tracer's Hide check or a Listen check against the tracer's Move Silently check.

If the heroes find and destroy all four tracers, the Bomu pirates lose the +2 circumstance bonus on attacks with their ion cannons and might be unable to locate the heroes on Endregaad later (assuming the heroes remain low-key in their dealings there). If the heroes elude the pirates, the Bomu clan will not be present to challenge them in Scene Ten.

The Bomu Ambush

As the heroes exit hyperspace near Endregaad, read or paraphrase the following to the players.

You come out of hyperspace, the streaks of starlight returning to small dots. This is the last jump, the one that should put you on the far side of the system from Endregaad.

Suddenly a flash of ionic energy rocks the ship. The comlink sparks to life.

"Attention, freighter!" says someone in heavily accented Basic. "You are under attack by the illustrious Bomu clan of warriors! Dump your spice now or prepare to be boarded!"

There is another flash of light as ionic energy flashes across the bow.

The heroes' ship is under attack from *Vengeance*, a light freighter manned by spice pirates hired by Zonnos. The captain of the ship is Heedran Bomu, and his brother Ormann leads the boarding party. The pirate ship is armed with both blaster cannons and ion cannons but initially uses its ion cannons only. Heedran's intention is to disable the heroes' ship, not blow it up.

The pirate freighter appears off the port (left) side of the heroes' ship at medium range. The heroes' ship apparently came out of hyperspace close by. A suc-

cessful Astrogate or Pilot check (DC 12) allows the hero making the check to realize that such an occurrence is extremely rare. It's almost as if the pirates knew where the heroes were going to be.

Vengeance's ion fire seems particularly accurate, even at this range. The heroes might assume the pirates have decent gunners or superior weapons on the ship, when in fact the pirates rely on Zonnos's crab tracers to help guide their fire. If the heroes find but do not deactivate the tracers, let them make Intelligence checks (DC 20) to realize that the tracers could be assisting the gunners on *Vengeance*.

The heroes have a number of options at this point, ranging from the obvious to the crafty.

Dump the spice as demanded: A quick keystroke opens the cargo bay and jettisons the spice containers into space. Heedran lets the heroes go and goes after the spice instead. Popara will forgive the heroes for dumping the spice if they get Mika back.

Run: Use the rules from the *Star Wars Roleplaying Game* if the pilot of the heroes' ship tries to outfly and outmaneuver the enemy ship. Heedran pilots his own ship and has a +16 skill modifier on his Pilot checks. *Vengeance* pursues for 10 rounds unless clearly outdistanced.

Fight: Again, use the rules from the *Star Wars*



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Roleplaying Game for battle. While the Bomu use ion cannons to immobilize the heroes' ship, the heroes are under no such constraint. If they reduce *Vengeance* to half its hull points, Heedran breaks off the attack and tries to escape.

Call for help: Authority IRD starfighters from the CSA dreadnaught *Resolute* will arrive in about 4 hours. Okay, so that's not the best idea.

Dump the spice, then fight the Bomu ship as it stops to pick up the shipment: If they destroy or cripple *Vengeance*, the heroes can recover the spice using either tractor beams or crew in flight suits.

Set their own ambush: The heroes might take a hit, power down, and play possum until the Bomu board, then open up with their cannons at point blank range, trusting that they can beat the boarding party that comes aboard. To trick the Bomu in this fashion, the hero with the most ranks in Bluff must succeed at a Bluff check opposed by Heedran's untrained Sense Motive check.

If *Vengeance* knocks out the heroes' ship (or the heroes otherwise choose to power down), the Bomu attempt to board. The boarding party consists of Rodian and Human space scum, led by Ormann Bomu. They open the hatch between ships and come in blasting anything that has a weapon in its hand.

The boarding party fights its way (if necessary) to the cockpit, pulls the jettison lever to free the spice, and disables the ship's engines. Then the boarding party returns to their own ship, using tractor beams to drag the spice to their ship, leaving the heroes' ship adrift in space. Eventually the Corporate



THE BOMU CLAN

The Bomu are a large family of Rodians who perform dangerous mercenary actions for the Anjiliac clan and others. They might not be the best at what they do, but they are determined and have a strong sense of family loyalty and vengeance.

The Bomu are mid-level opponents who prefer ambushes and robbery to direct fights. If one is slain, there will be others to seek vengeance on the fallen Bomu's behalf. They make excellent ongoing bad guys, since there are plenty of them. However, they are rarely a credible threat unless they have someone else (in this case, Zonnos) doing their thinking for them.

The Bomu pop up in certain places in this adventure. Feel free to add more and introduce them into campaigns that branch off this adventure. There are a large number of Bomu brothers, sisters, cousins, and distant relations, all of whom can nurse a grudge and come after the heroes. ☺

Sector Authority ships will find the heroes here.

The boarding party retreats only if it loses four of its members or Ormann Bomu falls. If repulsed, *Vengeance* retreats. There are twelve crewmembers on *Vengeance* including the two Bomu brothers.

Heedron and two pirates remain aboard their ship at all times.

There is a chance that the heroes might capture the spice pirates. The ordinary spice pirates know nothing. The two Bomu claim they were hired by Zonnos to grab the spice. The Hutt said nothing about killing the heroes, nor did he seem too concerned about the heroes' survival. The Hutt gave the Bomu the coordinates and the schedule to enable them to intercept the spice shipment.

The captured Bomu threaten their captors with warnings of terrible vengeance unless they are released. "The Bomu clan will hunt you down forever!" is a common refrain.

Capturing one or both of the Bomu and turning them over to the Corporate Sector Authority smooths the heroes' relations with Angela Krin, changing her disposition from indifferent to friendly (see Chapter 12 of the *Star Wars Roleplaying Game*).

- ✦ Heedron Bomu, Rodian Pilot: VP/WP 36/11.
- ✦ Ormann Bomu, Rodian Soldier: VP/WP 50/13.
- ✦ Rodian Spice Pirates (5): VP/WP -/12.
- ✦ Human Spice Pirates (5): VP/WP -/12.

Scene Five: Above the Plague Planet

Encounter: Simple to Challenging

As the heroes approach the planet Endregaad, read or paraphrase the following to the players.

Endregaad floats like a mottled orange orb held at an arm's length. Suddenly, the transceiver crackles with the signal of an incoming message.

"Attention, incoming freighter. This is Lieutenant Commander Angela Krin of the Corporate Sector Authority dreadnaught *Resolute*. The planet Endregaad is under quarantine. No landings are permitted. You may change your heading, or else escort fighters will arrive to guide you to *Resolute*. Please respond."

As the heroes continue toward Endregaad, they are intercepted by a pair of Authority IRD starfighters. The heroes can respond to Krin's transmission, explaining that they are delivering medical supplies. Krin informs them that they can drop the supplies off

at *Resolute* and should follow the starfighter escorts. Further negotiations must wait until they are aboard the dreadnaught. If the heroes share the news of the spice pirates' attack, Krin definitely wants a meeting with them. Regardless, Krin reiterates that landing on Endregaad is impossible, but that she will meet with them once they dock.

The heroes can choose not to respond at all, in which case they are guided in by the IRDs. The IRDs attempt to hail the freighter to give them heading and approach protocols. If the heroes don't respond, the IRDs simply assume an escort position. Each IRD is essentially a one-man cockpit mounted at the front of a large engine, with a pair of blaster cannons on the bow. See Appendix Three: New Starships for a full description of the Authority IRD.

The heroes can open fire on the IRDs or follow them long enough to get near the planet and peel off. If they fire on the corporate fighters, the IRDs return fire until one of them is destroyed, at which point the surviving IRD retreats. However, tipping their hand this early will make running the blockade much more difficult. If they plan to run the blockade at this point, ignore the parts of the scene involving Angela Krin and *Resolute* and go directly to Scene Six.

Resolute

Should the heroes decide to accompany the IRDs to *Resolute*, read or paraphrase the following to the players.

The IRDs take up positions on either side of your vessel and guide you toward Endregaad. The planet ahead of you swells in the viewport, and broad bands of white clouds and rusty mountains are visible on its surface.

You're heading to one side of the planet, toward what looks at first like a space station in geosynchronous orbit. In fact, it is an enormous battleship parked in orbit over the planet. The monstrous dreadnaught bristles with gun turrets, missile tubes, and tractor-beam projectors. Heavy armor plates cover all sides like a durasteel hide.

If the heroes were planning to run the blockade without meeting Angela Krin first, they have one chance to peel off before they get under the ship's guns. If they try, however, a flight of three more IRDs will be dispatched immediately to prevent their descent.

If the heroes decide to meet with Krin, their ship is guided into one of *Resolute*'s hangar bays by a power-

ful tractor beam. A gray-uniformed man flanked by two CSA troopers waits for them near the hangar bay doors. (Appendix One: GM Characters has complete statistics for these supporting characters.) Along one wall of the hangar bay stands a line of cargo droids, waiting for the command to unload the ship.

The uniformed man identifies himself as Lieutenant Orrell Lockerbee, a Corporate Sector Liaison Officer. He says he has been asked to escort the heroes to a briefing with Krin. If he knows they are transporting spice for the plague, he asks for permission to unload it and test it for purity. (The spice is exactly what it seems to be.) Lockerbee does not press the issue if the heroes refuse.

Lockerbee and the two guards escort the heroes through a few passages, up a lift, and into a conference room overlooking the landing bay. Their ship is in clear view. If the heroes do not wish the spice to be unloaded, no one goes near the ship. Otherwise, the continual whir of cargo droids loading and unloading pervades this area. Lockerbee leaves the heroes alone in the room and places the two guards outside the door.

Across from the landing bay window, a display shows the extent of the Endregaad blockade, including a schedule of IRD starfighter patrols. The heroes can copy this information into their datapads if they choose. They can also examine the display to determine (Pilot check or Astrogate check DC 15) that the weakest part of the blockade is on the far side of the planet, away from Tel Bollin and *Resolute*.

✦ Lieutenant Orrell Lockerbee, Human CSA Liaison Officer: VP/WP 24/12.

✦ Human CSA Troops (2): VP/WP -/11.

The Conference

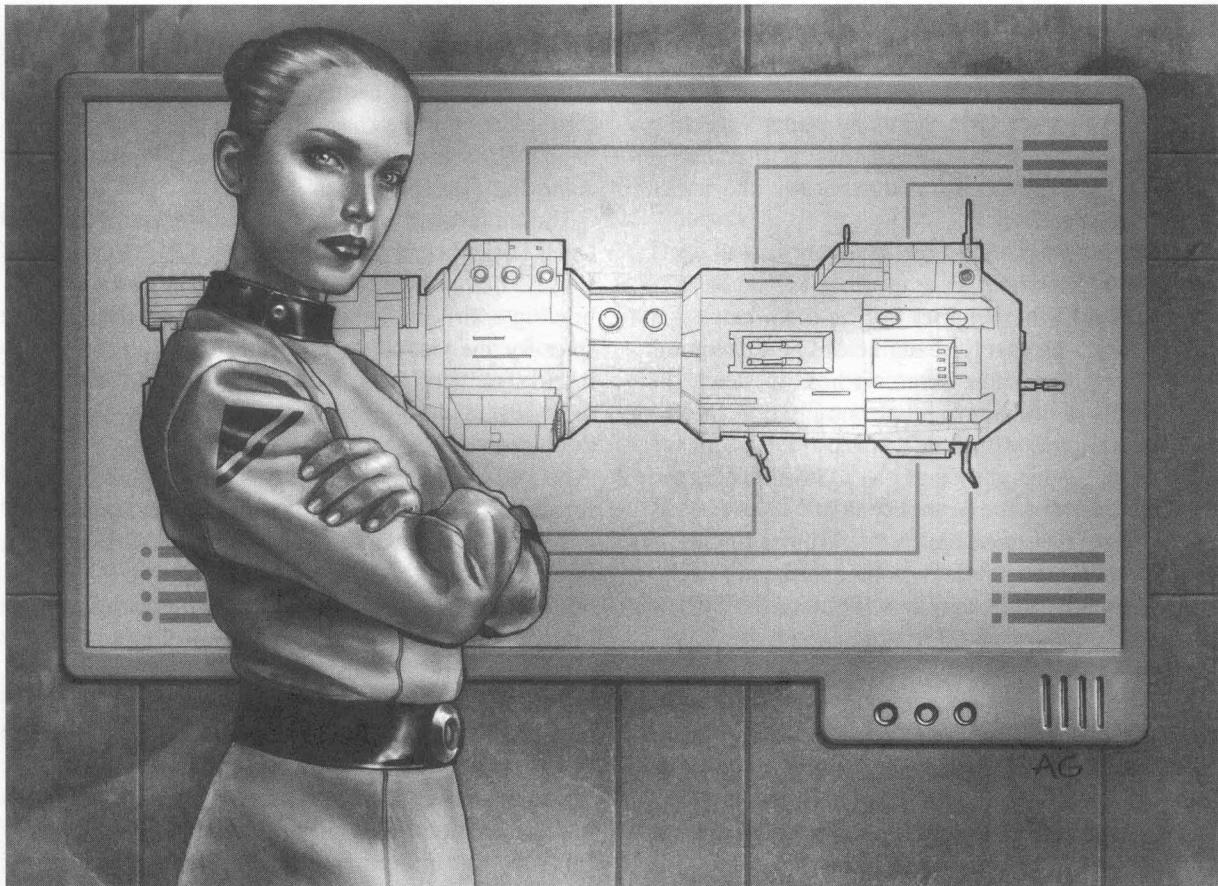
Once the heroes have been seen safely to the conference room, allow them a few minutes to examine their surroundings. Then read or paraphrase the following to the players.

The door slides open, and a red-haired woman in a corporate military uniform enters.

"I am Lieutenant Commander Angela Krin," she says in a sharp, official tone. "Thank you for putting up with the inconvenience, but the planet Endregaad is infected with a virulent plague. No one is allowed on or off. The Corporate Sector Authority must facilitate any business you have with this world. However, I should warn you, in the wake of the plague much of the normal authority of the planet



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has been undermined, and, of course, nothing can be exported until the plague is dealt with.”

This is a good time for the heroes to present the spice, if they have not done so already. If the spice is already being unloaded and checked for its purity, Krin expresses the CSA’s gratitude for both the donation and the delivery.

If the heroes defeated the Bomu and captured the pirate freighter *Vengeance*, Krin is pleased and remains positively disposed toward the heroes thereafter. However, CSA regulations specify that she must maintain the quarantine and fire on any ships that attempt to land, regardless of her personal feelings in the matter.

If the subject of Mika the Hutt is brought up, Krin will nod and pick up a datapad. “We received a request from a Popara the Hutt, demanding we turn over this Mika immediately. We checked with the authorities in Tel Bollin, but there has been no contact with Mika since the plague broke out. We have posted a request with the planetary government, but they have other things to do than worry about a Hutt merchant. Most likely he’s found someplace to lie low until this blows over.”

Another possibility, she admits more quietly, is that Mika has fallen victim to the plague and is beyond the help of his family. She notes that the population of Endregaad has been decimated, with one in ten people on the planet dead from the disease.

On the subject of the disease, Krin knows what the heroes know from their briefing. She doesn’t know where the disease came from, but the survivors are blaming off-worlders. This is another reason Mika might be in hiding and should be one more reason for the heroes to avoid the surface.

The quarantine, says Krin, will last until the plague has been brought under control. With the spice the heroes brought, it will take two weeks to finish inoculations. After that, standard operating procedure states that another two weeks must elapse before the quarantine is lifted, to monitor for additional outbreaks. No non-Corporate personnel are allowed on-planet until that time.

The request from Popara, according to her datapad, came as a message from Zonnos the Hutt. Krin can play it if the subject comes up. The message shows Zonnos, speaking in Huttese with a translation in Basic on a second audio track, bristling his way through a pompous demand that Mika be turned

over immediately lest the Corporate Sector Authority face the righteous might of Popara the Hutt's clan. Zonnos borders on accusing the Corporate Sector Authority of kidnapping, acting like the stereotypical imperious Hutt. Krin says in an ironic tone after playing it, "As you can see, we have given the matter every effort we can spare."

The heroes can endear themselves further to Krin by sympathizing with her in this matter, even promising to address the matter with Popara. Indeed, if the heroes have captured and questioned one of the Bomu clan, they might not be well disposed toward Zonnos themselves.

The heroes, if they have not authorized unloading the medicinal spice, can use it as a bargaining chip, threatening to withhold it. Angela Krin calls their bluff, noting that Popara must not be the humanitarian he claims to be, and that the only people who truly suffer from this act are the plague victims. She allows the heroes to leave with the spice if that is their wish, but she uses maximum force if they attempt to run the blockade.

Lieutenant Commander Angela Krin

Angela Krin is a strong-willed woman devoted to the Corporate Sector Authority. She believes that the CSA is the best way to govern a chaotic and confusing galaxy and is surprised when others do not agree with her. She does have some flexibility in her actions as commander of *Resolute*, but she utilizes it only when it dovetails with CSA regulations.

Angela Krin can serve as a long-term character in your campaign. If the campaign leans toward romance as well as lightsaber duels, Krin would make an excellent love interest for a hero. Any relationship that conflicts with her duties, however, will not last. Over time she might learn to unwind a bit and tread more in the gray legal areas.

Angela Krin respects competent, self-assured individuals. She has a professional admiration for a gutsy blockade-runner, though that will not stop her from trying to bring down the individual. She can also prove herself a valuable ally. She will not lose paperwork, for example, but she might reroute it by way of Alderaan.

♣ Lieutenant Commander Angela Krin, Human
CSA Officer: VP/WP 46/13.

Calling Around

Regardless of her feelings toward them, Krin grants the heroes use of her ship's communications, adding that with the collapse of the local government, all planetary communications are channeled through *Resolute*. They can attempt to raise someone planet-



CALLING IN A FAVOR

Nobles and crime lords have the ability to call in favors, which can have a potentially disastrous effect on the best-laid plans of GMs. In general, to call in a favor, a hero must be in a position to reach the individual being contacted and get a response. On short notice, that is unlikely in the Tion Cluster or in Hutt space, but it can be done.

In general, heroes who gain favors at various levels should be rewarded for using them. However, there might be repercussions for their use as well.

A hero with a favor owed from someone in the Corporate Sector Authority can use that influence to override Lieutenant Commander Krin's orders about the blockade. A message sent from *Resolute* by hypertransceiver draws a reply within a day. A frosty, bristling message to Krin is the reply from the CSA, questioning her leadership and judgment abilities as well as the loss of resources and time made necessary by her intransigence.

The individual who goes over the lieutenant commander's head earns Krin's enmity. While she does allow the heroes to land on the planet, she does not lift a finger to render any further assistance. If the heroes come under heavy attack planetside and send a message for her, their communication is mysteriously garbled. Furthermore, there is no real-time communication from the planet's surface, and all communications must pass through *Resolute*. This increases the chance of such a request from planetside being "misrouted" by Krin, particularly if the heroes are not supposed to be there in the first place.

Of course, this is a worst-case scenario. A hero taking an uncooperative, heavy-handed approach draws a response such as this. If the hero takes a more diplomatic tack, though—one that does not bring heat down onto Krin—she is much more accommodating to the heroes and might even assist them in some small way. ☺

side or use the hypertransceiver to contact Popara or call in a favor (see the sidebar Calling in a Favor for using favors in this adventure).

Most of the locations the heroes contact planetside (such as the office Mika was working out of or the local merchants' council) do not respond. If the heroes contact the law enforcement offices for Tel Bollin, a tired, exhausted officer with white crust at the corners of her eyes and mouth responds. She wearily explains that there are no Hutts in Tel Bollin, she doesn't know where any Hutts would be, and she has enough problems with riots and dead in the streets. She then terminates the communication.





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Contacting *Imru Ootmian* summons Vago to the holoscreen. Popara sends his regrets but is elsewhere. Vago takes the report and encourages the heroes to make every effort to locate and retrieve young Mika. It is clear that Vago feels that CSA rules should not apply to the heroes, but he will not say so publicly. If asked, he authorizes the heroes to turn over the medicinal spice regardless, but he expects them to use every resource they have to find Mika. The heroes can choose to rat out Zonnos at this point, revealing either his involvement with the Bomu clan's attack (if the heroes know of it) or the offensive nature of his message, which put off the Corporate Sector Authority in the first place. Vago's eyes widen at the news, his nostrils flare, and he simply replies, "I will inform Popara." Before signing off, he reiterates the importance of recovering Mika and reminds them that he was last seen in Tel Bollin.

Fallout

What happens in the next scene depends on how the heroes comported themselves in discussions with Angela Krin.

If the heroes threaten her authority or position, or if they indicate their intention to run the blockade, Krin cuts the meeting short and has the heroes escorted to their ship by armed CSA troopers. They are ordered to leave the system immediately and are told that any attempt to do otherwise will result in their ship being fired on by the dreadnaught. This is their only warning.

If the heroes turn over the spice without any difficulty and follow the rules, but do nothing to really endear themselves to Krin, her attitude toward them remains indifferent. She allows them to stay aboard *Resolute* for a few days (particularly if their ship needs repairs from the spice pirates' attack) but makes it clear that it is impossible for her to allow them to land on Endregaad; ships that violate this directive will be fired upon.

If they have worked hard to gain Krin's favor (turning over the spice, bringing in the spice pirates, sympathizing with her in the matter of Zonnos's empty threats, and behaving in a respectable fashion), she is much more likely to be friendly toward them.

Her attitude has a direct bearing on how strongly she will resist any attempt by the heroes to run the blockade and reach the surface of Endregaad (see the next scene).

Scene Six: Running the Blockade

Encounter: Challenging to Extreme

The heroes, if they want to reach Endregaad, must

run the CSA blockade. The strength of that blockade depends on what the heroes do.

When the heroes leave *Resolute*, regardless of Angela Krin's regard for them, their ship is under the guns of the dreadnaught. It would be a bad idea to drop down immediately to the planet's surface. While it would only take 10 minutes, that equates to roughly 100 combat rounds, during which time *Resolute's* turbolasers and concussion missiles can pound the ship to pieces.

Moving just outside the range of the guns (but still within sight of the dreadnaught) results in the ship being set upon by a flight of three IRD starfighters. These ships do not break off (they are under the watchful eye of Krin and *Resolute's* sensors), pursuing the heroes' ship to the ground.

The ideal method of running the blockade (which the heroes might gain through observation or through their own intelligence) is to leave orbit, head outward, circle around, and enter the planetary atmosphere from the far side. Doing so requires a Pilot check (DC 15). Failure results in being noticed by *Resolute* and being set upon by a flight of IRDs.

Once the heroes are on the far side of Endregaad and about to begin their descent, they find themselves challenged by the CSA:

- ☉ If Krin is unfriendly toward the heroes, a flight of three IRDs fights them all the way down and calls for reinforcements if necessary.
- ☉ If Krin is indifferent toward the heroes, a flight of three IRDs initiates combat, as above. But if the heroes manage to disable or destroy two of the three ships, the remaining IRD breaks off and heads for safety.
- ☉ If Krin is friendly toward the heroes, a single IRD intercepts their ship, fires off a volley of laser blasts, then pulls up, allowing their ship to proceed into the atmosphere.

Giving Up: The heroes, confronted with a powerful corporate regulation (backed up by a dreadnaught), might choose to return to Popara empty-handed. Popara is angry but tries to contain himself. Zonnos is amused and thanks the heroes for their help (but offers no reward). Vago is placid. Of course, the heroes are not allowed to keep the freighter and are shown the door as quickly as possible. Go to the intermission for further results.

Dumping the Spice: If the heroes still have the medicinal spice on board, they can dump the spice while running the blockade. If they do this, the IRDs immediately peel off to guard the spice while *Resolute* deploys ships with tractor-beam equipment

to recover the dropped containers. The heroes are able to reach the atmosphere. Three IRDs, aware of the heroes' location, intercept the freighter as it descends toward the planet. A dogfight in the skies of Endregaad ensues.

In the Atmosphere

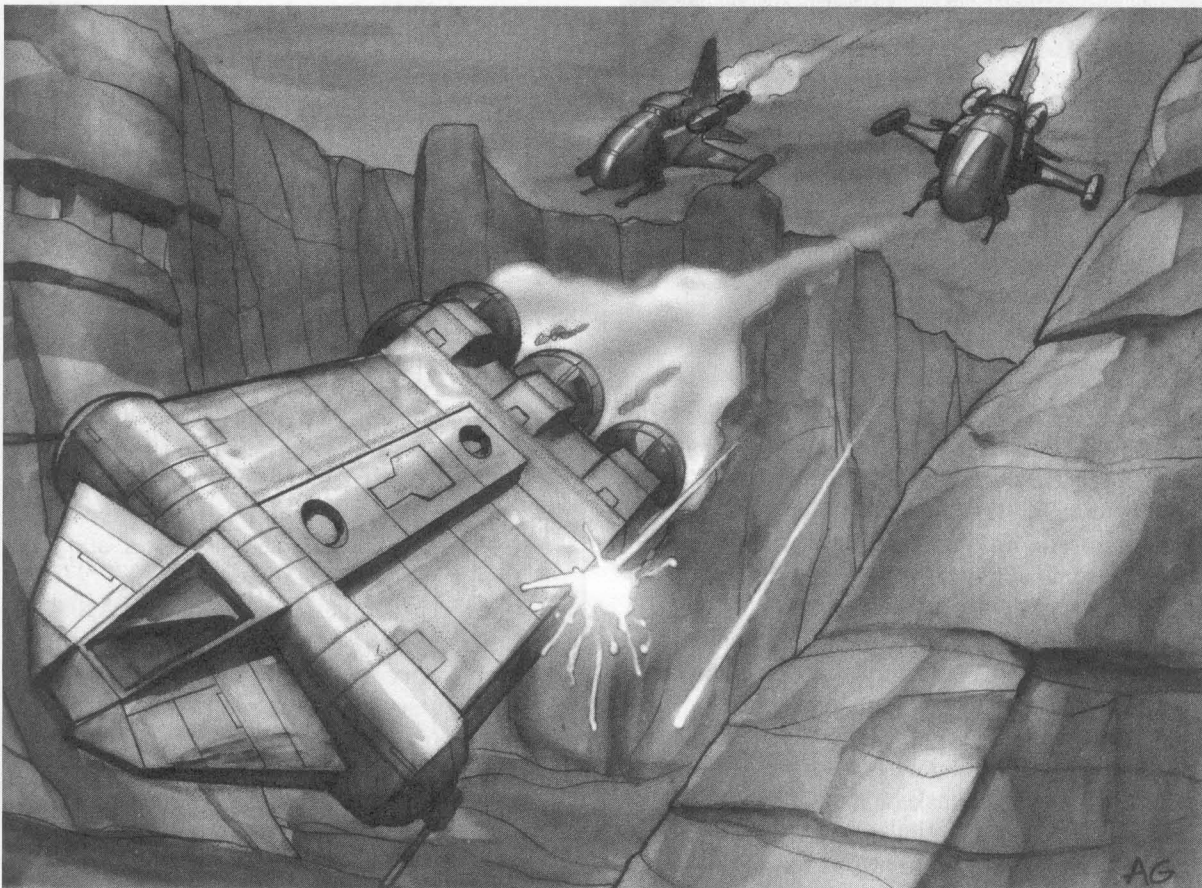
Once in the atmosphere, the heroes still have to make a safe landing. Buttes, sandstorms, and perhaps an occasional strafing run by the IRDs make this quite difficult.

The wide tableland of Endregaad spreads out before you in a panorama of reds and browns. Cathedrallike spires jut thousands of meters into the air, and dark strings of dried-up riverbeds thread among the buttes, undercutting them in massive, shallow caverns. The land is dotted with dark green vegetation adapted to this barren terrain. High cumulus clouds bunch together like banthas along the horizon. No cities or settlements are visible.

If the heroes have IRDs on their tail, they must lose them, destroy them, or drive them off. In addition, if they fly too high (above the level of the buttes and mesas), they attract the attention of another flight of three IRDs. Generally, the heroes should keep their altitude below 150 meters, requiring that the ship's pilot navigate through narrow crevasses and clouds of dust generated by nearby sandstorms.

Ask for three Pilot checks (DC 20) as the heroes fly through the dry washes of the planet. A failed check results in a failed maneuver (see Chapter 11 of the *Star Wars Roleplaying Game*). Assume the heroes' ship moves at cruising speed unless the pilot has evaded her pursuers and has the luxury of cautious flying, in which case the ship can drop to docking speed, and the DC of the Pilot check is reduced to 15.

The heroes can lose pursuing IRDs by accelerating to attack speed, in which case all Pilot checks to avoid hazards have a DC of 25. They can also choose to fly into a sandstorm, which will cause the IRDs to break off their pursuit. In a sandstorm, make one additional Pilot check (DC 25). A failed check causes the pilot to pull up to avoid a sheer vertical wall of blistering sand, bringing the ship out of the sandstorm and into the view of nearby IRDs.





CRASHING ON ENDREGRAD

The heroes might crash their ship trying to reach Tel Bollin. If the crash occurs a less than a half day's walk from Tel Bollin, the heroes can escape on foot before the Corporate Sector Authority forces land and attempt to "contain" them. They must locate Mika and figure out how to get off the planet. (If they recover Mika, Popara can be persuaded to oversee the salvage of their ship once the quarantine has been lifted.)

Heroes can test their jury-rigging skills by keeping the ship aloft until they reach Tel Bollin. (See the Repair skill description in Chapter 4 of the *Star Wars Roleplaying Game* for jury-rigging rules and Repair check DCs.) If their ship is reduced to 0 hull points and the heroes are unable to repair the damage, the ship crashes. Have the pilot make a Pilot check (DC 30). A successful check indicates that the heroes are badly shaken but suffer no damage from the crash. For every 2 points by which the check fails, everyone aboard the downed ship takes 1d6 points of damage. Thus, if the pilot rolls a 16, everyone aboard the ship takes 7d6 points of damage from the crash. Damage is subtracted from vitality points first. (The crash almost certainly kills "nonheroic" characters such as Gabbera, but not the heroes themselves unless they sustained serious injuries in previous encounters.)

If the heroes crash farther than a half day's walk from Tel Bollin, they will encounter CSA troopers before they reach the city. A dozen troopers and a sergeant from the city are deployed on a SoroSuub HS-14 hover-skiff to intercept them. The troopers have orders to apprehend and detain the "infected" heroes. Depending on Angela Krin's disposition, the troopers might have orders to fire on the heroes if they resist in any way. Statistics for the CSA troopers and sergeant are given in Appendix One: GM Characters. Statistics for the HS-14 hover-skiff can be found in Appendix Six: New Vehicles.

✦ **Human CSA Sergeant:** VP/WP 32/11.

✦ **Human CSA Troopers (12):** VP/WP -/11. ☼

Where Do We Land?

The heroes have three options in landing. They can try to land in Tel Bollin, they can find some isolated location to set down and hide the ship, or they can land near some outpost. Each of these options is discussed below.

Approaching Tel Bollin: Tel Bollin is a dark smudge on the horizon as the heroes approach. It is the center of the Corporate Sector Authority relief effort, and as such has active sensors and patrols. Heroes who can see the city through windows, viewscreens, or the cockpit canopy should make a Spot check (DC 15). A successful check reveals a lot of activity around the city, particularly in regard to IRD patrols in the air and

speeder bikes on the ground. If the heroes follow through with their plan to land here, another flight of IRDs will scramble to chase them back out into the desert. Setting down within the city itself will almost assuredly lead to a confrontation with dozens if not hundreds of CSA troopers.

Hiding the ship: In the desert surrounding Tel Bollin, dry washes have undercut the buttes in a number of locations. One of these shallow caves would be ideal for the heroes to hide their ship. They find one of these locations about a half day's walk from the perimeter of Tel Bollin. Once they have stashed the ship and decided what they are bringing along, the heroes can set out for Tel Bollin and try to track down Mika. They can leave droids or supporting characters behind if they so choose. Gabbera, if present, prefers to remain behind.

Landing near an outpost: Heroes looking for a smaller settlement will find a collection of ten or so buildings about a day's walk from Tel Bollin. CSA personnel evacuated the outpost's indigent population a week ago, and most of them took their possessions with them. Heroes searching the outpost find a desiccated corpse among the wreckage—a victim of the plague who refused to leave. The heroes will also find an inoperable repulsorlift cargo hauler that can be fixed (Repair DC 20) and used to transport up to eight Medium-size characters and their gear to Tel Bollin. The heroes will have to find some way of hiding the cargo hauler out in the open or risk having it fall into CSA hands when it shows up on the sensor scans near Tel Bollin.

Scene Seven: Tel Bollin

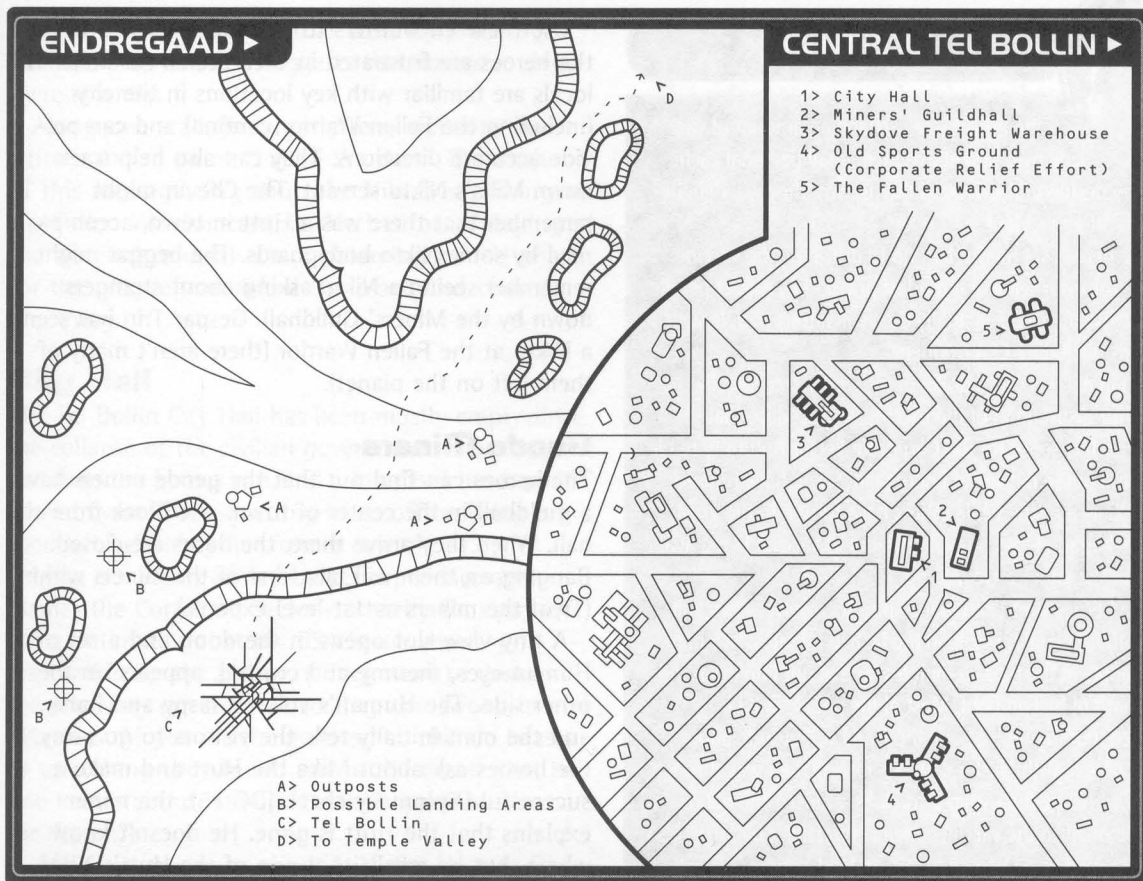
Encounter: Simple to Challenging

Once the heroes reach Tel Bollin, read or paraphrase the following to the players.

A dark haze hangs over Tel Bollin—a lingering reminder of countless burned bodies and homesteads. You pass the smoldering wreckage in outlying areas and continue toward the center of the city. The air smells like ashes, and the rising smoke stings the eyes.

The streets are mostly deserted, except for beings clad in heavy robes. Their identities, even their species, are hidden beneath the robes. They seem to be moving about furtively, as if to avoid disturbing the ghosts of the recent dead.

A combat landspeeder whirs by, marked with the insignia of the Corporate Sector Authority



and transporting a gray-uniformed rider. The rider pays you no mind. A speaker on the side of the landspeeder announces that vaccinations are available at some emergency relief area for any people with red tags of series 1200 to 1500. Overhead, three IRDs soar across the blackened sky.

Encounters in Tel Bollin are not rigidly structured. In trying to find Mika, heroes can do anything that seems reasonable. They can locate Mika's agent, Orgamon the Nikto, fairly quickly. They can question the local geode miners, check out the warehouse that Mika was using as an office, confer with the local government, confront the CSA forces on the planet, or question the seedy denizens at a local cantina. A short list of specific encounters is provided in the next section to help push the heroes along if they need it.

Scenic Tel Bollin

Tel Bollin's streets show little activity except for reddish dust devils and the occasional CSA-manned landspeeder. The government and most of the

social services on Endregaad have collapsed. Heroes who appear unaffected by the plague, or those with a vehicle of some sort, attract attention wherever they go.

Some houses and shops have been looted and burned, and large fire pits smolder every few blocks. Those killed by the plague have been fed to the flames in hopes that doing this might reduce the spread of the contagion. There are no stray animals on the streets.

The houses still standing have their doors and windows tightly latched as those within try to wait out the plague. The loudspeaker on the CSA landspeeder represents a CSA attempt to get more people in for vaccinations and protection. This tactic has met with middling success. Some of the houses have red quarantine symbols painted on the doors.

The southernmost district of the city, around the old sports grounds, is more populated, since this is the center of the Corporate Sector Authority's Relief efforts.

Use any of the following encounters to reinforce the despair of the plagued planet or provide useful information to the heroes.

☉ An old Chevin waddles through the street, towing a small repulsorsled behind him. His thick,





HEY, WE GOT SPICE

If the heroes are carrying an amount of vaccine over and above their small personal cache and they decide to distribute it themselves, they will definitely touch off an incident.

If the heroes set themselves up to distribute the vaccine for free (or even sell it at a modest price), they attract people from across the city. Eventually they will attract people with weapons—including CSA troopers.

The inhabitants of Tel Bollin have been systematically tagged for distribution of the vaccine, a procedure that makes perfect sense for the Corporate Sector Authority but is anathema to the natives of Endregaad. Some have refused CSA help as a result, while others have turned to the gray and black markets. As a result, rumors of vaccine being available quickly gather a crowd.

If the heroes start distributing spice themselves, they will attract about twenty people in the first 10 minutes, two hundred people in the next 10 minutes, and about one thousand by the end of half an hour. Most of the people will be unarmed, but the mob of one thousand will include about twenty people with blaster carbines forcing their way through the crowd (using the carbines as clubs, at first). The entire mob, if not given the vaccine, attempts to take it by force. CSA troopers—four three-person teams on landspeeders—eventually arrive to disperse the crowd and apprehend the heroes. Ⓢ

phlegmatic wheezing can be heard at quite a distance, and his eyes are crusty at the corners. The sled is stacked with bodies (pets, animals, and sentient beings), which the Chevin is taking to a pyre for burning.

- Ⓢ A ragged beggar approaches the heroes, asking for credits to buy vaccine. If asked, the beggar will spin a tale of how he had a tag but it was stolen, how he can't get another one, and how his family is going to die. He seems genuinely surprised if he is offered vaccine—he's just after the credits.
- Ⓢ The heroes come across a plague-stricken family picking through the burned remains of their house. Someone told someone else that the house was infected with the plague, and the neighbors set it alight. The neighbors are nowhere to be found.
- Ⓢ A man in the shadows mutters, "Spice, I got spice. Have some spice." He's selling common glitterstim, which he passes off as medicinal spice. The man, a 3rd-level scoundrel named Gespar Trin, folds at the first sign of confrontation.

Use these encounters to pass on information if the heroes are frustrated in their search for Mika. The locals are familiar with key locations in the city (including the Fallen Warrior cantina) and can provide accurate directions. They can also help track down Mika's Nikto servant. The Chevin might remember that there was a Hutt in town, accompanied by some Nikto bodyguards. The beggar might remember seeing a Nikto asking about strangers down by the Miners' Guildhall. Gespar Trin has seen a Nikto at the Fallen Warrior (there aren't many of them left on the planet).

Geode Miners

The heroes can find out that the geode miners have a guildhall in the center of town, one block from city hall. When they arrive there, the doors are closed. Banging on them will raise one of the miners within. (Treat the miners as 1st-level experts.)

A tiny view slot opens in the door, and a set of Human eyes, rheumy and crusted, appears on the other side. The Human's voice is raspy and harsh, and the man initially tells the visitors to go away. If the heroes ask about Mika the Hutt and make a successful Diplomacy check (DC 15), the miner explains that the Hutt is gone. He doesn't know where, but he recalls that one of the Hutt's Nikto guards was wandering around earlier in the week and tried to get inside. The miners turned him away. Maybe the Hutt is dead, and the Nikto is just wasting away; he's heard that Nikto do that when their masters die.

If the heroes press for information, or if they offer the miner a shot of the vaccine, he directs them to the Skydove Freight offices. The Hutt was working out of there.

The heroes could force their way into the guildhall, but there is not much else for them to learn here. The Human miner hesitates for a moment, then tells the heroes, "If the Hutt is still alive, tell him that the deal is still on. We've got the geodes if he has the credits." The miner then lets out a rasping cough and slides the door shut.

Skydove Freight

Skydove Freight is a nondescript building on the north side of town, marked with the company logo. The door has been forced open, and the large storefront window has been broken.

Entering the building, the heroes see that the office has been ransacked. Anything portable has been carried away. There are broken datapads and data chips scattered about. A wide, clear dais has been set up in the back—apparently Mika's reception

area. This has been trashed as well. A bundle of blankets atop the dais suggests that someone slept there recently.

Along one wall, in large letters, someone has written in red paint "Fallen Warrior." The author of this message, Orgamon the Nikto, is waiting at the Fallen Warrior cantina. He had been staying at the warehouse until a mob, blaming non-Humans for the plague, ransacked the place and chased him away.

City Hall

The Tel Bollin City Hall has been mostly empty since the collapse of the civilian government. Searching the building, the heroes can find a low-level bureaucrat named Lyssa Torel squatting in an office, living on food left behind by her former coworkers.

Lyssa is a touch addled by her experience and blames the Corporate Sector Authority for everything, intimating that the CSA is somehow responsible for the plague. ("They want to destroy the planetary government so they can swoop in and take over. Maybe it's the geodes, the chando beasts, or something they found out in the desert that no one knows about. Strange things happen out in the desert.")

If the heroes inquire about Mika the Hutt, Lyssa directs them to the Emergency Relief Area. ("That's the best place to start, assuming your Hutt friend hasn't been infected.") Most of the locals, as well as denizens from outlying settlements, congregate there.

Lyssa seems unaffected by the plague physically—she is one of the rare Humans who is naturally immune to it—but she is shaken by the entire situation.

✦ Lyssa Torel, City Bureaucrat: VP/WP -/9.

Emergency Relief Area

The city's southern district has been transformed into a series of encampments, with families clustered in tents and buildings. Homeless refugees crowd the rough central market, trading their belongings for tinned food. Most of the population is Human, with a handful of non-Humans that seem subservient and unwelcome. There are no Nikto or Hutts present.

The Corporate Sector Authority's relief efforts are coordinated from a sports field, where long lines of people gather for food, water, and medicine. If the heroes delivered their spice shipment to *Resolute*, it is distributed here. Otherwise, a weaker version of the vaccine is distributed. One corner of the sports field is used as a landing pad, and while the heroes are present, a shuttle lands with more supplies. Overhead,

IRDs pass in a low sweep over the city, as if looking for something.

The refugees wear colored, numbered tags around their necks. These tags are noted when the refugees obtain food, water, or medicine and are required for CSA bookkeeping. The tags have the unintended effect of further dehumanizing the population, as evidenced by the expressions of those wearing them.

The refugees seem to be generally free of the plague—more so than the natives in other areas of the city. The CSA is keeping the people in its relief area fed and clothed and tries to maintain a sense of order.

If the heroes make subtle inquiries about Mika the Hutt or his Nikto bodyguards, the response they get from anyone here is the assumption that a Hutt would get off the planet at the first scent of trouble and leave everyone else to suffer for it. Most of the non-Humans that were left behind gather in the cantinas and bars on the north side of the city. They are not welcome here.

The CSA officials wear cleanly pressed gray outfits and breathing masks. While all of them have been vaccinated, they are breathing bottled air as a further precaution. They move through the crowds with datapads, making sure that those who are getting food and supplies are using them, not reselling them or losing them to theft. CSA troopers in riot gear stand by to quell any uprisings.

The CSA ignores the heroes unless they make trouble. Trouble includes picking fights with others, stealing supplies, brandishing weapons, stirring up the refugees, failing to present proper identification tags, and asking questions of the CSA. Such activity attracts the attention of a CSA patrol and causes the general populace to bolt, leaving the offenders and the "Corporates" to fight it out.

A CSA security patrol on Endregaad consists of a 5th-level soldier (sergeant) and four 3rd-level soldiers (troopers). They are armed with blaster carbines set on stun. They are content to merely drive offenders out of the area, but if they capture the heroes, they will detain them for a day, question them, give them proper identification tags, and release them.

Angela Krin is not present among the ground troops. If the heroes invoke her name as an ally, or if they cause so much trouble that reinforcements must be shuttled down from *Resolute*, the CSA forces will attempt to capture and detain the heroes for the duration of Act One.

✦ Human CSA Sergeant: VP/WP 32/11.

✦ Human CSA Troopers (4): VP/WP -/11.



Swoop Gang

Run this encounter as the heroes are moving from one point to another on the streets of Tel Bollin.

A chorus of throaty, deep-pitched whines begins to sound from somewhere behind you. Turning around, you count five swoop bikes—little more than flying engines with seats and handlebars. Humans with ornate tattoos on their faces and arms are riding each of the bikes, laughing and weaving from side to side as they tear down the street.

One of them takes a swig from a bottle as he passes you, then tosses it over his shoulder. The bottle smashes at your feet, uncomfortably close.

The riders are a swoop gang already addicted to tempest. Their “tattoos” are, in fact, discolored veins visible beneath their flesh; noticing this fact requires a successful Spot check (DC 20). Their leader is Radigan, and the heroes will encounter him and his comrades later at The Fallen Warrior cantina.

The bikers continue to weave down the street and are soon lost to view. If the heroes take any hostile

action (say, pop off a shot at the one who threw the bottle), the bikers fly into a rage (a result of the tempest), swing around, and confront them. If this happens, move up the combat encounter from the next section to this section and adjust the meeting with Orgamon accordingly.

If the heroes defeat the swoop gang and any of the bikers are still alive, they volunteer the Nikto's location immediately. The heroes also find vials of tempest on the bikers (see below for a detailed description). Complete statistics for the bikers are listed in Appendix One: GM Characters. Appendix Six: New Vehicles contains statistics for the heavy swoop bikes.

✦ **Radigan:** VP/WP 17/11 (29/11 while raging).

✦ **Radigan's Thugs (4):** VP/WP –/11 (10/11 while raging).

The Fallen Warrior

The Fallen Warrior is a cantina on the north side of the city, far removed from the CSA Emergency Relief Area. It has become a gathering point for the remaining non-Humans in the city, as well as a few Humans unaffected by the plague. This includes tempest addicts such as Radigan's swoop gang.

The cantina's facade is rather unassuming—little





TAKING TEMPEST

Tempest is an addictive drug, much more so than other spices such as glitterstim, andris, or carsunum.

Tempest grants a +6 resistance bonus on Will saving throws for 12 hours. It also grants the ability to rage, as the Wookiee ability of the same name, one time at any point during the 12 hours when the drug is in effect. This rage lasts a number of rounds equal to the user's Constitution modifier + 5 and triggers a temporary gain of +4 Strength, +2 vitality points per character level, and a +2 bonus on Fortitude saves. The raging individual suffers a -2 penalty to Defense. The duration of this rage effect stacks with the duration of the Wookiee rage ability or other rage-inducing abilities. Other effects do not stack.

While raging, a character cannot use skills, feats, or special abilities that require patience and concentration, such as Move Silently, Expertise, or any Force-based power. At the end of the rage, the character loses the bonus vitality points gained from the rage, as well as 1d4 additional vitality points for every round of the rage's duration. This vitality point loss cannot result in wound damage to the character, but may result in fatigue.

Overdosing on tempest—taking more than a single dose within 12 hours—causes an immediate loss of 1 point of Wisdom and 1d2 points of Intelligence. An overdose triggers immediate rage, followed by exhaustion lasting 1d4 hours. An exhausted character moves at half normal speed and suffers an effective -6 penalty to Strength and Dexterity. Such a character can take another dose of tempest to offset the exhaustion. If so, he immediately loses 1 more point of Wisdom and 1d2 more points of Intelligence. If this ability damage reduces either Wisdom or Intelligence to 0, the character falls helpless. Otherwise, he enters a rage immediately. When that rage wears off, the penalties for exhaustion are cumulative with the previous ones. For example, if a character is exhausted from an overdose and takes another dose, he immediately rages again—and when the duration of that rage expires, the character is doubly exhausted (moves at one-quarter speed, -12 effective penalty to Strength and Dexterity). If a character's effective Strength or Dexterity score reaches 0 or lower, he falls unconscious for 2d4 hours.

Tempest is viciously addictive—anyone who takes even a single overdose becomes addicted. A tempest addict requires a dose of the drug every 12 hours to avoid withdrawal. A character suffering from tempest withdrawal has a -4 penalty on attack rolls, skill checks, ability checks, and saving throws for a number of days equal to 10 minus the character's Constitution modifier (minimum 1 day). The symptoms of withdrawal can be offset with another dose of the drug, but doing this leaves the character still addicted. To kick the habit, an addicted character must go completely through the withdrawal period without taking more of the drug.

The sensation of taking tempest is akin to having hot spikes driven into the back of your brain, releasing a flood of pleasurable emotions. One feels disassociated from one's body and invulnerable to any assault. In addition, one's temper becomes increasingly short, such that any action could send the user over the edge. The circulatory system of an addict darkens, and his veins become visible through the thin membrane of skin. ☹

more than a door with the bar's name carved above the lintel and a wide, shuttered window. (In the evening, the window is open, but the glass is frosted to prevent those within from being seen.) A small "No Droids" sign hangs to one side. Outside the bar are a number of heavy swoop bikes (at least five) that belong to Radigan's gang.

When the heroes enter, read or paraphrase the following to the players.

Beyond the door is a smoky common room. The air reeks of sweat, spice, and blood. Interspersed among several cloaked Humans are a few non-Humans: a drunk Ithorian sprawled in the corner, a pair of Bothans engaged in low conversation, and a couple of small, unrecognizable aliens playing a holographic dice game at the bar. The bartender, a heavysset woman with white hair, grunts at you to close the door behind you.

You also see a Nikto, one of the mountain breed, at a bench alongside one wall. His eyes and mouth are crusted and white at the corners, and he seems unconscious. A group of Humans with ornate tattoos on their faces and arms take advantage of the unconscious Nikto, making him the target of a game. Each pushes a half-filled mug of ale down the table at him, trying to get as close as possible to the edge without dumping it into his lap. Four mugs are already at his end of the table, and the largest of the tattooed Humans bounces his mug off two others to come precariously close to the edge.

The mountain Nikto is Orgamon, Mika's bodyguard, who was left behind in Tel Bollin in case Popara sent a rescue party. He had been staying at the Skydove Freight warehouse until a mob ransacked it. Then he started staying (and drinking) at the Fallen Warrior,



checking in at the freight office once a day. Finally he simply left a message in case anyone came looking for him and has been at the Fallen Warrior ever since.

Orgamon has contracted the plague, and Radigan's gang is just making matters worse. If the heroes do nothing, the next round of the game will dump a half-full mug into the Nikto's lap. Then the game will change and the tempest addicts will try to dump as many mugs of ale as they can on Orgamon before he manages to fall off the bench and crawl away. After that, the swoop gang begins looking elsewhere for fun (perhaps in the direction of the heroes).

Any attempt to stop the swoop gang from its entertainment triggers a violent response. Radigan and his men snarl at those who interfere. At close range, it is clear that the markings on their faces are not tattoos but rather throbbing, discolored veins.

Radigan and his boys are strung out on tempest. In addition to granting them a +6 resistance bonus on Will saves, the spice puts them on the edge of a Wookieelike rage (see the Taking Tempest sidebar for further explanation). As soon as the fight breaks out, the other patrons dive for cover or the exit. The barkeep hits the floor behind the bar and stays there for the duration. The Ithorian, drunk beyond caring, remains, as does the weakened Nikto.

Should Radigan and his boys defeat the heroes, they take what equipment the heroes have on them and leave for another bar. The barkeep provides basic medical aid to the survivors (along with a lecture about fighting out of their weight class).

Should the heroes beat Radigan and his men, they can search the bodies. The heroes find a collection of credits and some vials of a purplish spice. This spice doesn't look like the medicinal spice they delivered, or ever glitterstim, but rather something else. Each member of the swoop gang carries a vial. Note which hero, if any, is keeping the purplish spice (this fact could be important in Scene Nine). If the heroes think of it, they can take the speeder bikes parked outside as well.

The barkeep feels no sympathy for the swoop gang. They were bullies and thugs. Recently they've been messing with some new spice that darkens their veins and causes momentary losses of self-control. If asked whether they were on glitterstim or some similar spice, the barkeep replies, "No, this is some new drug called tempest. Haven't seen its like."

Complete statistics for the bikers are listed in Appendix One: GM Characters. Appendix Six: New Vehicles contains statistics for the heavy swoop bikes.

✦ **Radigan:** VP/WP 17/11 (29/11 while raging).

✦ **Radigan's Thugs (4):** VP/WP -/11 (10/11 while raging).

Talking to Orgamon: The Nikto is weak from the disease and wants simply to curl up and die. Only his loyalty to Mika has kept him alive this long. A dose of the vaccine (either from the heroes' stash or from the Emergency Relief Area) brings him around, but he remains fatigued for the remainder of this act (-2 penalty to Strength and Dexterity, cannot run or charge).

Orgamon says that he serves Mika the Hutt, and the heroes must reassure him that they are on a mission to find Mika for his father Popara before Orgamon will confide in them. Doing this requires a successful Diplomacy check (DC 10). If they earn his trust, Orgamon tells his side of the story.

"We were here when the plague broke out. There were riots at the spaceport, and several ships were set on fire. Masterful Mika wanted to determine where the plague came from and how to fight it. It seemed to come out of the north, borne on the wind, and as non-Humans became less welcome in Tel Bollin, he organized a party to go north, toward a place called Temple Valley. Mika was convinced that the secret of the plague would be uncovered there.

"I received a message from Mika several days ago. He had found something and told me to gather what supplies I could and join him. But there are no supplies—a mob looted the warehouse. And the messenger brought the plague with him, and I came down with it again."

His watery eyes become clear for a moment, and the Nikto says, "Mika is alive in Temple Valley. I know the way. Let me take you there. Let me serve the wise and adventurous Mika the Hutt!"

Heroes who generally distrust Hutts might find Orgamon's story hard to swallow, but Orgamon believes everything he tells them. That said, Mika seldom if ever reveals his true plans to his lowly Nikto bodyguards, so they are left with simple, blind loyalty.

✦ **Orgamon, Mountain Nikto:** VP/WP -/10.

Scene Eight: To Temple Valley

Encounter: Challenging

Once the heroes have found Orgamon and know that Mika is alive, they can decide how to go after him. They have several choices. They can go overland on their own (see Setting out on Their Own, below), they

can join a caravan for the Temple Valley that is forming up (see *The Caravan*, below), or they can go back to the ship. Should they head back to their ship, run Scene Ten (the return of the troublesome Bomu clan) now instead of later. In addition, stress the high level of IRD activity around Tel Bollin. If the heroes still wish to take their ship, they will almost certainly encounter a flight of three IRDs before reaching Temple Valley, regardless of altitude. See Scene Six (particularly the section titled *In the Atmosphere*) for advice on running such an encounter. If they crash their ship, the heroes must complete the journey on foot.

Orgamon's recommendation is that they join a caravan of refugee vehicles and chando-drawn cargo lifters heading for Temple Valley. It will take four days to reach Temple Valley in this case—a slower journey, but perhaps not so perilous. They will encounter the oasis children regardless. Orgamon offers to go with them, despite his illness or fatigue.

The Caravan

A caravan assembles the next morning. It consists primarily of six large cargo lifters carrying supplies for Temple Valley. If the heroes delivered the medicinal spice, one lifter is heavily guarded and has familiar-looking crates loaded onboard. Large, short-necked dinosaurlike beasts known as chandos tow the cargo lifters. The chandos stand about 3 meters high at the shoulder. They are herbivorous and respond to almost any stimulus with an indignant braying. In addition to the chando-towed lifters, the caravan includes three old but operational repulsorlift cargo haulers, three battered landspeeders, and six HS-14 swoop bikes.

The CSA does not officially sanction the caravan and would prefer to keep Tel Bollin's civilian population contained, but they have taken no steps to prevent the caravan from leaving. The caravan's supply of medicinal spice was "acquired" through a backroom deal with a sympathetic CSA officer.

The caravan's leader is a merchant named Simol Toc, a Human who has worked on Endregaad most of his life (he was born on Dellalt in the Tion Cluster). If the heroes seek him out, they find him a warm, friendly man who considers the caravan "a group of people heading the same direction" rather than an organized relief effort. Most of the people accompanying the caravan are native commoners seeking to recover their families from Temple Valley; there are between eight and fifteen (1d8+7) commoners present. The six guards protecting the cargo lifter with the medicinal spice were hired by the city and don't answer to Simol Toc or anyone else in the caravan.

Should the heroes offer their own services as guards,

Simol will accept, offering 100 credits each if they are on foot (he will let them ride on the cargo lifters) or 300 credits each if they have their own vehicles.

The purpose of a caravan is common protection, says Simol. Breakdowns are common in the badlands, particularly with old equipment, and people disappear in the desert all the time. Simol has heard folk tales of monsters lurking in the desert but has seen nothing to lend credence to these "fables." In fact, he believes that the heat and sandstorms are behind the disappearances.

Simol Toc knows Mika the Hutt and speaks well of him. The young Hutt's business with the local geode miners had been aboveboard and beneficial to both sides. Simol assumed that Mika had found a way off the planet before the outbreak and is surprised to learn that he is still on Endregaad. Simol has not been to Temple Valley since the plague broke out, but if the Hutt is there, they will know quickly enough. "After all, you can't hide something like a Hutt."

When the heroes and the caravan are ready to leave Tel Bollin, read or paraphrase the following to the players.

There is a whooping cry from the chando drivers as they convince their beasts to lumber forward. The beasts' harnesses tighten as they start to lug the cargo platforms behind them. The engines fire up on a motley collection of swoops bikes, landspeeders, and repulsorlift cargo lifters.

You head north out of the city. Overhead, a flight of IRD starfighters soars across the sky, arcing to the west.

Complete statistics for Simol Toc and the six caravan guards are provided in Appendix One: GM Characters. Other caravan travelers should be treated as commoners.

✦ Simol Toc: VP/WP -/13.

✦ Caravan Guards (6): VP/WP -/13.

Setting out on Their Own

If the heroes choose to go it alone despite Orgamon's advice, they will have to secure their own vehicles. Suitable vehicles include the cargo lifter they picked up in an earlier scene or the swoop bikes taken from Radigan's gang. If they have the resources, heroes can purchase landspeeders or swoop bikes in Tel Bollin for twice the fair market price. These will be in horrible condition, and each one will have a 20% chance of breaking down each day.



The heroes pass down off the mesa and into the wide badlands that surround the city. The region is dry and dotted with scrub. High overhead are vapor trails of IRDs slicing through the upper atmosphere.

The Oasis Children

The road to Temple Valley is no more than a dirt trail carved through the brushy badlands, linking one waterhole to another. The trail also passes through the territory of an unknown native creature known as the oasis mother.

The oasis mother is an organism with a mobile juvenile form and a semi-immobile mature form. The mature form plants itself at a source of water and relies on its juveniles—the oasis children—to bring it food. It thrives on warm blood and dying flesh, and the children will often bring it captured wild animals as well as occasional travelers. The oasis mother is always hungry and has driven its spawn far afield to raid.

The oasis children are nocturnal predators that resemble headless great apes. Their bodies are made of fibrous material and resemble dolls woven out of reeds and sticks. They have no visible sensory organs, but they do detect motions and heat around them. They have extremely long and powerful arms ending in poison-tipped claws. This poison serves to immobilize prey, which they drag back to the oasis mother for consumption. The oasis children themselves do not eat and only live for a few short weeks, during which time they are devoted to bringing prey to the oasis mother. Though barely intelligent, the oasis children are telepathically linked to the mother.

The caravan will spend two nights in the oasis children's hunting grounds. If the heroes are traveling alone, they spend only one night in the oasis children's territory.

The Caravan—The Children's First Night

Give the heroes the chance to set up watches in the evening. Most of the commoners traveling with the caravan are sleeping in their vehicles or around a fire at the center of the camp. The caravan guards are posted around the cargo lifter with spice and set up two four-hour watches consisting of three guards each.

If the heroes are awake after midnight, they notice one of the guards going over to wake Simol Toc. There is a discussion, and the rest of the guards are awakened and kept up the remainder of the night. If the heroes check out the guards, they will find that one of them is missing. The remaining guards believe that the missing guard, Rondo, might have grabbed some of the spice (or other valuables) and headed into the badlands on his own.

The heroes can wake up their comrades, check out the area, or just go back to their own camp. A quick inventory shows that no vehicles, spice, or other valuables are missing. If the heroes scour the surrounding area, a successful Search check (DC 25 at night, DC 15 in daylight) reveals a mixture of Human boot prints (Rondo's) and peculiar animal prints about 50 meters from the cargo lifter with the spice. Heroes can also find a deep rut suggesting a body being dragged northwest. The rest of the caravan wants to continue north toward Temple Valley, believing that Rondo either returned to Tel Bollin or fled for some other reason. If the heroes want to follow the tracks, Simol doesn't hold them back but continues moving the caravan northward.

The heroes can follow the tracks to find out what happened to Rondo. Following the tracks requires the Track feat and a Survival check (DC 25 at night, DC 15 in daylight) every kilometer. The ground is rugged and firm, and hot breezes erase the more obvious tracks. The oasis mother lies 10 kilometers northwest of the caravan's first encampment.

The oasis children deliver Rondo's remains to the oasis mother while four others ambush the heroes 1 kilometer before they reach the oasis mother's lair. These five lurk behind a pair of rocky outcroppings on either side of the trail left by the oasis children that attacked Rondo. These oasis children fight to the death to halt the heroes' advance.

✦ Oasis Children (4): VP/WP 24/9; see Appendix Two: New Creatures.

The Caravan—The Children's Second Night

The caravan guards stay awake through the entire second night. All the commoners traveling with the caravan stay near the fire. Simol asks the heroes to patrol the perimeter, either singly or in pairs. Should the heroes agree (or set up their own watches), four oasis children attack one of the patrols after midnight (the exact time of the attack is left to your discretion).

Allow the patrolling heroes a Listen check opposed by the oasis children's Move Silently check. If the heroes are successful, they can hear the soft footsteps of the creatures advancing toward them in the darkness. If the check fails, the oasis children leap forth and catch the heroes flat-footed. The oasis children attempt to poison and grapple prey. If they succeed in immobilizing a character, two of the oasis children carry the hapless victim back to the oasis mother while the others delay or frighten off pursuers.

✦ Oasis Children (4): VP/WP 24/9; see Appendix Two: New Creatures.



On Their Own—The Children's Only Night

If the heroes are on their own, have them plan sleeping arrangements before darkness falls and assume that these arrangements carry through for the next two nights. They might choose to set up watches (see the Setting up Watches sidebar) to guard the camp from strangers, build a fire to discourage

wild animals, or sleep within a vehicle (like in the bed of a cargo hauler).

Again, the oasis children try to pick off those farthest from the camp. If the heroes are in a secure place, one of the oasis children will shamle into the camp, suddenly appear (say, springing on the wind-screen), and run away, hoping to draw one or two heroes away from the camp.

Four oasis children attack the heroes each night. After eight oasis children are slain, the oasis mother gives birth to eight new children and begins to grow new pods to replace her slain progeny—a process that takes one week.

SETTING UP WATCHES

Whenever they take to the wilderness, smart heroes will normally ensure that one or two heroes stay awake in the event that something happens in the night.

When determining who stands guard, keep things simple. Separate the watches into an early shift and a late shift. Wounded or fatigued individuals should be allowed to rest for the night (this includes Orgamon, though he could be pressed into service and would make a nice sacrifice to the oasis mother).

Asking for watches in such situations every time gets the players into a rhythm to expert this sort of thing in the wilderness. It also allays suspicion when you finally want to throw something at them in the wee hours of the morning. ☺

Maw of the Oasis Mother

Following the oasis children's tracks will lead the heroes into a dry wash far from the beaten path. This is where the oasis mother has made her lair.

The mother itself looks like a tangle of vegetation with great golden fruits, some almost the size of a small child, hanging from its upper surfaces. These "fruits" are actually fibrous bloodsacs containing immature oasis children. The main trunk of the oasis mother is a mass of interwoven vines that extends into a pool of brackish water. It is into this mass of vines that the dutiful oasis children dump their prey.

A HUTT'S BEST HOPE

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ALONE AGAINST THE OASIS MOTHER

There is a chance, particularly with a small number of heroes, that all the heroes might be captured by the oasis children, incapacitated by their poisonous claws, and dragged to the oasis mother. If that's the case, allow them to wake up and try to fight their way out.

Heroes waking up in the grip of the oasis mother find themselves grappled by a number of vines attached to the main body of the plant. Small, sharp-tipped tendrils from these vines burrow beneath the flesh to draw the moisture out of their bodies. To make matters worse, Rondo's desiccated remains might be hanging right next to them!

A grappled hero retains all damage suffered in the fight with the oasis children. In addition, the oasis mother deals 1d8 points of damage per round as long as the hero remains grappled. (For rules on breaking or escaping the grapple, see the description of the oasis mother in Appendix Two: New Creatures.)

The oasis mother uses brute strength to hold her prey, and a captured hero must either break her hold or slip free of her tendrils to escape. ☼

The vines sprout short, flexible, sharp-tipped tendrils that react to motion and warmth. The tendrils pierce the flesh of the immobilized victims and drain off its blood and other fluids, leaving only an empty husk. The vines then swallow the husk, which is turned into mulch for the parent plant's consumption.

At the heart of the plant is a fungal growth that serves as the creature's brain. The oasis mother maintains telepathic contact with its children and can send them as far away as 25 kilometers. In addition, it can generate fear. The oasis mother receives a +10 species bonus on its Fear check and can affect any number of targets within 20 meters of her location. While this is not a Force power, a target may ignore the penalty by embracing the fear (and accepting a Dark Side Point).

The oasis mother is effectively immobile in combat (though its tendrils lash out at anything nearby). If it understands that something is coming for it, it summons all its surviving oasis children (it has fourteen total, minus any the heroes have destroyed) to protect it. Appendix Two: New Creatures contains complete statistics for the oasis mother and its children.

✦ Oasis Mother: VP/WP 115/50.

✦ Oasis Children (up to 14): VP/WP 24/9.

Life in Temple Valley

After three or four days on the road, the heroes reach Temple Valley.

Temple Valley is a sprawling collection of pre-fabricated units, decommissioned vehicles, and lash-ups of durasteel and plasticrete. The roads are no more than dirt tracks that encircle most of the buildings, and a few colorful tarps mark what must be a merchant district.

The survivors of Temple Valley—those who chose to remain—are exhausted and in the grip of the plague. Most of them appear to be geode miners too stubborn to leave. They are sprawled in the shade of the doorways, watching you with lean, hungry looks and white-crusted eyes. Were they healthy, they might be dangerous. Now, they don't look like they have the energy to make trouble.

The heroes can help with unloading and distributing the medicinal spice. Alternatively, they can try to find Mika. If he survived the trek across the desert, Orgamon immediately begins asking geode miners about the Hutt, whining like a dog looking for its master.

While the heroes busy themselves with whatever tasks they set forth, a tempest addict attacks one of them in the street.

A muscular man leaps from the shadow of a plasticrete lean-to, his veins resembling horrible, black spiderwebs. His face is twisted in rage. "You!" he bellows, spittle flying from his snarling lips. "You have some! I can practically *smell* it on you! Give me the spice! Give it to me *now!*"

Not waiting for a reply, the huge man pulls a short baton out of his belt and lunges forward.

The deranged addict, Urfo, can't really smell the tempest on the heroes, but he thinks he can. He decides to beat on a randomly chosen hero regardless of whether the heroes offer him the spice, and he does not stop until he or his opponent is taken down.

Urfo has three friends—petty thugs—who are also tempest users. They back him up, getting involved if other heroes come to the aid of Urfo's opponent. If Urfo is taken out in 1 or 2 rounds, these petty thugs flee in three separate directions. If cornered, they fly

into a rage themselves. Ideally, one or two should escape for the final battle at the end of Act One.

Simol Toc or someone else in the caravan has seen rages like Urfo's in Tel Bollin. He has heard about a new spice on the streets unlike anything else. It's called tempest, and those who use it are marked with darkened blood vessels and are susceptible to murderous rages.

After the battle, Orgamon appears. He has talked to several of the miners and discovered that Mika is not here; however, the wise Hutt left directions on where to find him. He is less than a day's walk north, near a crashed ship in the valley. One of the diseased geode miners, Huwin Clathor, can act as a guide or provide detailed directions once given the vaccine. If the heroes need medpacs at this point, Huwin has one per hero (part of Mika's supplies).

✦ Urfo: VP/WP -/19 (16/19 while raging).

✦ Urfo's Thugs (3): VP/WP -/16 (6/16 while raging).

✦ Huwin Clathor: VP/WP -/11.

Scene Nine: The Crashed Ship

Encounter: Extreme

The next morning—if not sooner—the heroes leave the Temple Valley settlement, heading north. After a few hours' walk (or a short ride), they arrive at their destination.

You top a low ridge and see a wide plain spread out beneath you. Through this plain, a great trench has been carved by a crashed starship, and chunks of metallic debris litter the ground. The bulk of the starship rests intact at the end of this trench, and a number of humanoid figures are searching the remains. Off to one side is a cargo skiff, at the foot of which someone has raised a makeshift tarp. In the shade of the tarp, you see the form of a young Hutt.

The fatigued Orgamon lets out a loud call to attract the Hutt's attention and starts down the ridge. Various figures around the crashed ship wave back.

Orgamon leads the heroes to the tarp spread out at the base of the skiff, and there they meet Mika the Hutt for the first time. His greenish flesh is a little cracked and chapped from the dry weather, and misters have been set up around the tent in a futile attempt to keep the Hutt moist.



MEET MIKA THE HUTT

Mika the Hutt is Popara's youngest offspring and on the surface seems very un-Huttlike. He possesses his father's generosity but also has a deep curiosity that Popara lacks. In situations when he can appear generous or magnanimous, he does so. He is direct but seems a bit naive about other species and cultures.

Mika, unlike other Hutts, speaks Basic in his everyday dealings. If asked, he will explain that speaking Basic saves time when dealing with those "unfortunate enough not to speak Huttese."

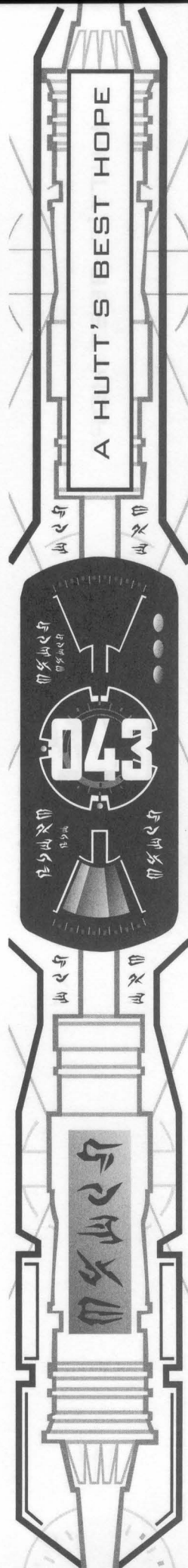
Mika is also a Force adept, a secret that his father knows but that Mika tries to keep hidden from others, including Vago and Zonnos. If the heroes include one or more readily identifiable Jedi characters, Mika uses Force stealth to try to keep his true nature from being revealed. Normally, just being a Hutt is enough to keep others from thinking he has Force powers, which is fine by him. He may eventually reveal his powers to the heroes in Act Two, but if they discover them before that, he offers a weak smile and says, "I ask that you do not tell Popara or Zonnos. They think I am an odd one to start with." ☺

Orgamon prostrates himself before Mika and says in Huttese, "Great and glorious young master, I have brought representatives of your mighty parent, who is concerned about your well-being, as are we all."

Mika nods and replies in Basic, "Rise, Orgamon. You have performed well. Let me meet these brave individuals who would come so far looking for a single lost Hutt."

Introductions are made, and Mika makes it clear that both he and his father are greatly appreciative of their efforts. Note that while Mika is far from a normal Hutt, even he will not speak phrases like "Thank you" or "I'm sorry." (Such phrases are simply not in the Huttese vocabulary.) However, he expresses regret that he could not be found more easily.

Mika points out the bulk of the crashed starship and says, "This freighter seems to be the source of the plague threatening Endregaad. The ship must have spread the foul disease to the winds when it crashed here. I have spent the past few weeks examining it, and I can safely say that it is ground zero for the current epidemic ravaging this world." He gives heroes a grand tour of the crash site, slithering beside them as they survey the wreckage. Mika hypothesizes that the downed ship lost power but still managed to come in at a very shallow approach angle. Had the pilot been more competent, it might have landed safely.



A HUTT'S BEST HOPE

Mika's two Nikto guards found a few bodies and buried them. In the days since, Mika says, he has been trying to gather more information about the plague. He claims to have sent a messenger with a report of the downed ship to the Corporate Sector Authority in Tel Bollin, but he hasn't heard back.

As they survey the damaged craft, the heroes notice six miners from Temple Valley taking it apart. Mika said that once he figured out the origin of the plague, he realized there was little he could do about it until the quarantine was lifted. He's waiving his salvage rights so the miners can keep parts of the ship, "so some good can come out of it." The ship, being a smuggler's vessel, has no registry or any other way to trace its point of origin.

A patch of ground near one of the ship's storage bays is covered with purplish dust, noticed by any hero making a successful Spot check (DC 15). "I think it was the cargo," says Mika. "Some type of spice, like glitterstim. I've never seen anything like it before, though."

If the heroes mention the name tempest or reveal that they've found samples of the spice in Tel Bollin, Mika acts surprised. "Hmm," he says. "So more than the plague spread from this ship . . ."

- ✦ Mika the Hutt: VP/WP 70/15.
- ✦ Mountain Nikto Guards (2): VP/WP -/10.
- ✦ Typical Geode Miners (6): VP/WP -/11; use the statistics for Huwin Clathor in Appendix One: GM Characters.

What Really Happened

Mika is the one who developed tempest and has been distributing it through his operatives at Skydove Freight. One of his ships was carrying a load of the spice through the Indrexu Spiral and bound for deeper regions of the Tion Cluster when it crashed on Endregaad. Mika's purpose in coming here was not to negotiate with the geode miners, but rather to recover the lost tempest. Once here, he discovered that the ship also carried a plague from its planet of manufacture.

The blockade was then a blessing and a curse. He could not get the spice off-planet at this point, but neither would there be other predators that might stumble upon it. Under the guise of looking for the source of the plague, Mika tracked down the crashed ship. He has in the weeks since managed to recover most of the remaining tempest (storing it in nearby caverns), let some of it loose on the market (accounting for Urfo and Radigan), and destroy all the evidence connecting the ship to his family. This includes the registry, the avionics sections, and any monitors or other black boxes. It is possible to trace

the owner of the ship through serial numbers on various engine parts, but that will take time (and Mika volunteers to do so if the heroes seem determined to learn who the owners are).

The original crew of this unnamed vessel is dead, either of the plague or of a carefully injected overdose of tempest. The Nikto bodyguards disposed of most of the evidence and hid the spice, and the Human geode miners have only been here for the past few days.

Mika is waiting in the shade, monitoring the CSA transmissions on a portable transceiver (his ability to broadcast was disabled in a mishap on the way out) and waiting for his would-be rescuers. What he doesn't know is that the geode miners doing the salvage have been talking back in Temple Valley, and there was enough spilled spice to make every user in town very interested in the ship. A gang from Temple Valley has followed the heroes to the crash site.

The Assault

Let the heroes and Mika become acquainted. The young Hutt is interested in their travels, their adventures in getting here, and any news of his family. He bristles visibly at Zonnos's actions but claims not to be surprised by them. Such duplicity and treachery is common in Hutt families.

Mika also is interested in tempest, once the heroes broach the subject. He asks about the behavior of those who have become addicted. He finds the idea of new spice intriguing but stresses that this version seems to be much more hazardous than



KILLING MIKA THE HUTT

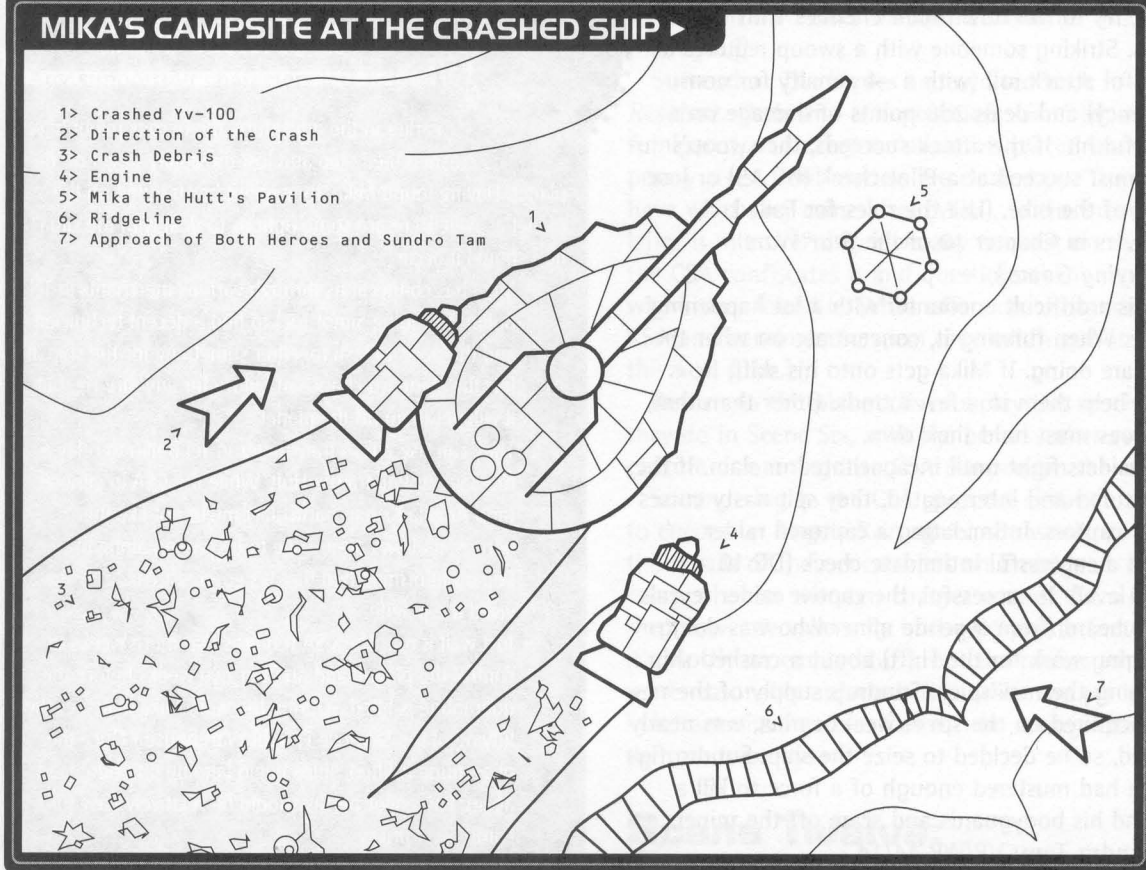
Try not to. You're going to need him later. Mika is a key supporting character in the adventure, and his early termination would throw a spanner into the works. The Nikto guards seem eager to die for him. As a result, you can decide that any attack against Mika instead hits one of the Nikto. They leap in front of blaster bolts, fall on proton grenades, and otherwise sacrifice their lives for their master.

If need be, Mika reveals his Force powers to save his own skin. If the choice is between having to ask the heroes to keep his little secret and being flayed by a force axe, he would rather reveal his nature to the heroes and deal with them later if they try to use the knowledge against him.

There might be situations when it looks like Mika could be slain. In this case try to engineer the events of Mika's death so that the heroes are unable to locate or recover a body. This allows Mika to return later, possibly taking the heroes by surprise. ☺

MIKA'S CAMPSITE AT THE CRASHED SHIP ▶

- 1> Crashed Yv-100
- 2> Direction of the Crash
- 3> Crash Debris
- 4> Engine
- 5> Mika the Hutt's Pavilion
- 6> Ridgeline
- 7> Approach of Both Heroes and Sundro Tam



any glitterstim he's ever heard of. No, he didn't think to try any of it—spice is something the Hutt would rather profit from than indulge in.

Mika also explains that the Endregaad plague does not seem to affect Hutts as it does others, and his Nikto bodyguards (except Orgamon) have been wearing breather masks. As the vaccine spread, they obtained some for themselves as well.

After a bit of conversation has taken place, read or paraphrase the following to the players.

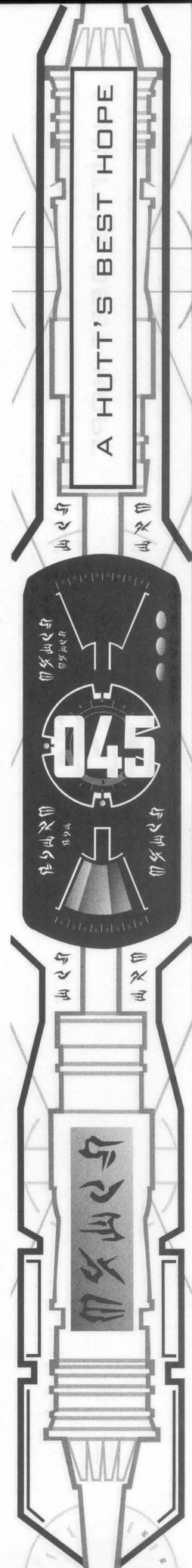
Shouts of alarm from the Nikto guards signal the appearance of eight silhouettes atop a nearby ridge. All of them are mounted on swoop bikes. Half of the figures have their rifles ready; the remaining four are gunning their engines.

A greedy, tempest-addled Human scoundrel named Sundro Tam has led seven other spice raiders to the crash site. He and three others fire their blasters from the top of the ridge while the remaining four zoom down on their heavy swoop bikes and draw their force axes. Allow the heroes a Spot or Listen check

(DC 15) to avoid being caught by surprise in the first round. The four spice raiders atop the ridge gain a free shot at them, otherwise. These four continue to lay down suppressive fire while the others fly down on their bikes, clamber off, and, armed with force axes, engage those on the ground. (Getting from the top of the ridge to the crash site takes 2 rounds on a swoop bike.) Only once the initial spice raiders are engaged in melee will the four raiders atop the ridge join the battle as well.

The defenders of the ship include the heroes, Mika, his Nikto bodyguards, and the geode miners. The miners dive into the ship for cover and surrender to whoever wins the battle. The Nikto close ranks in front of Mika, providing a living wall of cover as he retreats to his skiff. Any shot aimed at Mika instead hits one of his Nikto bodyguards. Mika takes 2 rounds to reach the safety of his ship and another 2 rounds to engage the forward gun and fire on any stray spice raiders.

The spice raiders pick targets randomly, focusing on the heroes only if they prove themselves the greatest threat. As the heroes enter melee combat with the raiders, they can see that all of them are marked with the visible veins of tempest addicts. The spice raiders start in a rage, and some, given the



chance, try to run down their enemies with their swoops. Striking someone with a swoop requires a successful attack roll (with a -4 penalty for non-proficiency) and deals 2d8 points of damage on a successful hit. If the attack succeeds, the swoop's driver must succeed at a Pilot check (DC 15) or lose control of the bike. (Use the rules for Failed Maneuvers in Chapter 10 of the *Star Wars Roleplaying Game*.)

This is a difficult encounter with a lot happening at once. When running it, concentrate on what the heroes are doing. If Mika gets onto his skiff, he is able to help them in a few rounds. Other than that, the heroes must hold their own.

The raiders fight until incapacitated or slain. If they are captured and interrogated, they spit nasty curses at their captors. Intimidating a captured raider requires a successful Intimidate check (DC 10 + the raider's level). If successful, the captive raider reveals that he heard (from a geode miner who was doing scavenging work for the Hutt) about a crashed ship containing the new spice. Sundro's supply of the new spice, acquired on the street weeks earlier, was nearly depleted, so he decided to seize the ship. Sundro figured he had mustered enough of a force to kill a Hutt and his bodyguards and scare off the miners.

✦ Sundro Tam: VP/WP 44/14.

✦ Human Spice Raiders (7): VP/WP 32/11.

Return to Tel Bollin

Once Mika is "rescued," he is more than willing to leave the planet. He allows the heroes to use his hov-erskiff to transport everyone back to first Temple Valley and then to Tel Bollin.

Assuming the heroes destroy all of the oasis mother's children, there aren't any encounters on the return trip to Tel Bollin. Otherwise, the heroes might face more oasis children, but at least they have the advantage of a hov-erskiff with a forward-mounted blaster cannon.

Mika needs to gather some papers in Tel Bollin at the Skydove Freight Warehouse. If one of the heroes or Orgamon tells him that the warehouse has been looted, Mika instead goes to the Miners' Guildhall. There are important documents outlining Mika's dealings with the local geode miners. These are Mika's proof of his success on the planet, and he wants to keep them. It should take him a day to get everything taken care of. Any Nikto who survived the assault are left behind to guard the Skydove Freight Warehouse against looters. However, Mika takes Orgamon with him.



BUT WE TOASTED THE SHIP!

Earlier in the adventure, the heroes might have crashed their ship and lost the ability to get off the planet. Having found Mika, they might be stranded on the planet as well. Here are some options to deal with the situation should it occur:

- ☉ Mika has connections through various merchants in Tel Bollin (including Simol Toc) to find a decent technician and the parts to lash together something for the ship. It has the standard chance of failure for any jury-rig, but it will get them off the planet.
- ☉ They can use a CSA transmitter in Tel Bollin to relay a message to Popara the Hutt. While the CSA in general (and Angela Krin in particular) might not like the heroes, it allows a message to be passed along to Popara informing him that his youngest child has survived the plague.
- ☉ Just wait it out. The CSA requires two more weeks to control the plague and another two weeks before the quarantine is lifted. (During the wait, Mika oversees the tidying of the Skydove Freight Warehouse.) Once the quarantine is lifted, ships begin landing on Endregaad again. Passenger berths should be relatively easy to come by, if pricey. ☹

Scene Ten: The Bomu Way

Encounter: Challenging

The heroes can return to their hidden ship either to take it to Temple Valley or transport Mika safely off-world.

If they have located and destroyed Zonnos's crab tracers, their ship remains hidden. If they have not, members of the Bomu clan will be waiting for them when they return. If this is the case, read or paraphrase the following as the heroes approach their ship.

You see movement behind the thick landing struts of your ship. Appearing from behind the landing gear are four Human thugs with blaster rifles and a pair of Rodians with the mark of the Bomu clan tattooed under their left eyes. "So nice to see you," purrs one of the Rodians. "Time for you to die."

If the Bomu from Scene Two escaped, they are leading this ambush. If they were killed or captured, replace them with Gespo and Hreeda (actually a Bomu sister) respectively. The Bomu have run the gauntlet of the blockade to "finish the job" and kill

Mika. If Gespo and Hreedra are here, they also want revenge for the deaths of their beloved siblings.

Any supporting characters left behind at the ship are unaware of the ambush unless someone contacts them. They could conceivably bring the ship's guns to bear on the attackers, though they might risk hitting their own allies. Firing the ship's guns scatters the Human space pirates whom the Rodians hired, but the Bomu are not so easily discouraged.

Once the attackers are neutralized, the heroes are free to board the ship.

- ✦ Heedron Bomu: VP/WP 36/11.
- ✦ Ormann Bomu: VP/WP 50/13.
- ✦ Gespo Bomu: VP/WP 50/13.
- ✦ Hreedra Bomu: VP/WP 50/13.
- ✦ Human Spice Pirates (4): VP/WP -/12.

Scene Eleven: Leaving the Planet

Encounter: Simple to Challenging

One last major task remains for the heroes—they have to get off the planet in one piece and return Mika to his family.

The events of this scene assume that the heroes are trying to leave while the quarantine is still in effect. (If they wait for the quarantine to be lifted, they get off the planet without incident; continue with Scene Twelve.)

Once the heroes' ship lifts off, read or paraphrase the following to the players.

You break through the cloud cover over Endregaad. Above you the stars twinkle invitingly. A few of the stars, however, seem to be moving to intercept you. Your communications link crackles and a clipped, military voice says, "Attention, unidentified vessel. You are violating the quarantine on Endregaad. Please drop your shields, stand down, and prepare to be boarded. Fail to comply, and you will be destroyed."

A flight of three IRDs moves to intercept the heroes' ship as *Resolute* orders more IRDs to converge on their position. The heroes have three choices:

Blast their way through: The heroes have 5 rounds before a second flight of three IRDs arrives, and another 5 rounds before a third flight reaches them. The IRDs try to disable the heroes' ship with their ion cannons, destroying it only if they must. If necessary, the heroes can abandon their ship using the escape pods, although the pods are programmed

to land on the nearest habitable world (in this case, Endregaad).

Surrender: The heroes are escorted back to *Resolute*. Their ship is impounded, searched, and fumigated, and everyone aboard is placed under temporary arrest until matters are cleared up. The heroes have what they came after (Mika), so the inconvenience is minor. If they have any tempest on the ship, the CSA confiscates it and questions them about where they found it. (Mika offers no resistance to the CSA and continues to seem only mildly curious about this new spice.)

Return to the planet: Events play out much as they do in Scene Six, with the heroes either evading capture or running into CSA troopers on the surface.

Surrendering to the CSA gives the heroes a chance to encounter Angela Krin again; she wants to know the details of their encounters on Endregaad. If necessary, she can threaten charges against them (which she knows are valid only in the Corporate Sector, so it's mostly an empty bluff), but she prefers to take a more reasonable approach first. Mika can place a holotransmission to his father, who springs the lot of them in two days.

Scene Twelve: Rendezvous

The heroes travel through the Indrexu Sector or take some other route to the predetermined rendezvous coordinates. Their navigation computer brings them into orbit of Droxxu, a ringed moon in the Cignet system, not far from Hutt space in the Outer Rim.

During the trip, Mika questions the heroes about their loyalties and what value they place on honesty and trust. He is sounding them out, trying to see how far he can play them and what strings he can pull to get them to do what he wants. He expresses admiration for Force-using heroes in particular and goes so far as to make a cash offer for a lightsaber (he accepts refusal in good grace).

When the heroes reach Droxxu, read or paraphrase the following to the players.

The ringed moon of Droxxu spins lazily beneath you. Mika smiles broadly, his face showing relief. "There's a refitted space station orbiting the dark side of the moon. Popara should be waiting for us there."

Orbiting Droxxu's dark side is an ancient space station that Popara procured over four hundred years ago.



A HUTT'S BEST HOPE

The Hutt uses the station as a place to conduct discreet meetings and store precious cargo. Although it doesn't look like much, Popara has invested heavily in the station, which boasts new deflector shields and an impressive array of neatly hidden turbolasers.

Popara's space yacht is clearly docked at the station, and other berthing ports are available.

When docking is complete, the ship and its inhabitants are decontaminated. Nikto in heavy suits and breathers pass through the ship, spraying clouds of virus-killing toxins into every compartment and nook. The spray is acrid and irritating but nontoxic to life larger than viral organisms. Only after this procedure are the heroes escorted (by Vago and an H-3PO unit) to Popara, who is aboard his yacht. Mika accompanies them. Vago, upon seeing Mika, congratulates the youth on his survival. Mika expresses his relief that Popara was wise enough to hire good people to come after him. The exchange is perfunctory and a little cold.

En route, Vago gives the heroes an idea of the response they should expect. This varies depending on the level of their success. Again, Vago stands at the side as the heroes enter the audience room. This time, there is no Wookiee blocking the way.

Upon entering the room, Popara lets out a hoot of joy upon seeing his child. Mika smiles a wide, devoted grin, and bows low before his parent. The two speak in Huttese. (H-3PO translates if asked.) The gist of the conversation is a warm welcome from Popara, a realization by Mika that it is good to be home, and a request by Popara for Mika to take his normal spot. Mika moves to the previously unoccupied dais.

Present in the room are Popara and his three Twi'lek Force adepts. Zonnos is also present, looking like he swallowed someone who disagreed with him. He is without his Wookiees for the moment. Gabbera, if present, goes to his side at once, which mollifies Zonnos not in the least. Vago remains outside, but the H-3PO unit is present to translate, if need be.

Popara asks for an accounting of what happened on Endregaad. The heroes can reveal as much or

as little as they choose, and Mika tries to fill in the blanks from what he knows. He praises the heroes in front of his parent but does not lie on their behalf. Popara is interested in information concerning the delivery of the medicinal spice, the nature of the plague and its effect on possible trade, an estimate of the damage done to the Endregaad infrastructure, and word on whether the heroes' actions irritated anyone Popara considers "important future business partners." Popara's chief concern is Mika, and if the heroes rescued him, any sins are quickly forgiven.

The heroes might decide not to mention the tempest. If they described it to Mika (it would be hard not to after the assault of the spice raiders), Mika brings it up. He describes it as a particularly caustic drug that seems to have a horrible effect on its users. Popara asks Mika if it might dampen the clan's sales of spice. Mika says that the new spice has already gained a foothold and that its addictive nature insures its continued popularity. Popara asks Mika to monitor developments surrounding the new spice and prepare a plan to counter its increasing sales. The heroes see that Mika is visibly pleased at Popara's trust.



BEHIND THE SCREEN: LONG-TERM ADVENTURES

Running a campaign over a number of nights poses several difficulties.

One of the greatest is making sure that everyone can make it. However, there will be times when someone can't make it to the game. Here are a few options on how to handle this situation.

- ⊖ Pull the hero out of the main action for the time being. This might create problems if the hero is vital to the plot (say, the only pilot when you're about to run the blockade on Endregaad). The hero is considered "around" but is not part of the action. He can catch up later.
- ⊖ Run the hero as a Gamemaster character. If that's the case, make it clear that the hero is going to be run more or less as a supporting character (no GM should run a player's hero and then rush him into battle to die). The heroes who are present will dominate the action and set the pace of the adventure.
- ⊖ Write the hero out for a while. He is sidelined by other matters and can catch up later. You don't need to run these "catching ups"—the hero catches up with his fellows, but lacks the experience (and the rewards of that experience) of surviving the perilous encounters.

Players missing gaming sessions might result in a possible loss of experience points for their heroes. (See Rewards for the Players at the end of Scene Twelve.) In game terms, find a good stopping point for the evening—between acts, between scenes, or between encounters for large scenes. Stopping in the middle of an encounter creates problems even if all the players meet again soon afterward, since something is always forgotten.

In general, be flexible. Get heroes back into play as soon as possible, even if doing that stretches credulity within the game. The important thing is to have fun playing. ☺

The heroes also have the chance to rat out Zonnos at this point. The elder sibling is sitting right there, looking massive and dangerous, but remains quiet beyond a brief expression of relief that Mika is all right. Zonnos admits that he might have been a bit terse with the CSA representatives, whom he describes as “Hutt-hating bureaucrats,” but he vehemently denies having any connection with the Bomu clan. The Bomu haven’t done work for the Anjiliac clan in years, and Zonnos thinks that someone is using his “good name” to cover up some other group. If the heroes brought a Bomu with them, even the Rodian admits that he worked through a middleman (as they often do).

Rewards for the Heroes

Popara’s main worry was for Mika’s safety. If the heroes rescued Mika, Popara is lavish in his praise and his rewards. Popara gives the heroes the ship they used to complete the mission. If the ship was damaged, Popara has it repaired free of charge. (Repairs take one month to complete, during which time Popara provides the heroes with free accommodations on the planet of their choice.) If their ship was destroyed, Popara has it replaced. If the heroes have their own ship, Popara volunteers to upgrade its systems, per their agreement. Improved weapon systems, a more reliable drive, custom modifications, and corrections to eliminate design flaws are possible. In addition, the Hutt equips the ship with a small holotransceiver for real-time message reception within the galaxy.

The heroes also get the backdoor route to the Indrexu Spiral. They can keep it for their own use in the Tion Cluster, pass it on to their superiors (for whatever awards they might bestow on them), or sell the route to the highest bidder. Navigational data for the Indrexu Spiral should be worth another 50,000 credits; the buyers range from political forces and the Corporate Sector Authority to space pirates and smugglers. Securing a buyer and the payment could be the springboard of a small side adventure during the First Intermission.



BEHIND THE SCREENT: DEATHS AND REPLACEMENTS

Death happens, even in the cinematic universe of *Star Wars*. A hero might sacrifice herself to save others or might be cut down in her prime by a brutal foe. You have a group of heroes, and one of them dies. Now what?

Generating a new hero at low level can be interesting, but it does lower the effective party level. As a consequence, the challenges become tougher and the rewards become greater. While the dangers might be out of the league of the lower-level hero, at least she has powerful friends to depend on. In a long-term campaign consisting of a variety of adventures, this could provide interesting play value (as the “old hands” train the new kid), but it does pose difficulties for adventures such as *Tempest Feud*.

In *Tempest Feud*, we recommend that if a hero dies, his or her replacement should be generated at the same level as or one level lower than the hero who died. You can ask the player to fit his or her new hero in with the group and with the story you are telling. Brooding loners might have a problem in adventures that require team efforts, and Imperial agents make poor companions for an established band of Rebels. There are frequent opportunities in *Tempest Feud* to introduce new heroes—in various cantinas, Popara’s court, or even among the CSA, depending on when the new character arrives.

As GM, you can choose to prorate the hero’s experience depending on when he or she shows up, giving him or her a fraction of the experience awarded to heroes who have passed through the entire act (and survived). This is your option, and your decision can be influenced both by how well the player runs his new hero and the contribution of his old one. ☺

Beyond that, Popara has additional rewards for the heroes depending on their actions. Popara’s other priorities are:

- ☺ Delivering the spice to Endregaad.
- ☺ Holding up the good name of Popara’s clan.
- ☺ Maintaining good relationships with the CSA (the fewer ruffled feathers he must smooth, the better).
- ☺ A full and cohesive report.

Each of these tasks that the heroes complete earns a bonus of 1,000 credits per surviving hero. Popara claps his hands and four Wookiees appear with lightweight durasteel cases containing the credits. Payment is in untraceable but negotiable local currency.

Finally, each hero gets a favor from Popara. This is akin to the call in a favor ability of the noble class, requiring a roll to see whether Popara can manage it. In addition to other bonuses, the hero gains a +5 circumstance bonus on any Charisma checks for this favor.

At the close of the audience, Popara says to the heroes, “I give you the greatest boon that any being can hope to attain—the gratitude of a Hutt lord. I appreciate your efforts on my family’s behalf and will think of you in the future for matters that require tact, swiftness, and competence.”





A HUTT'S BEST HOPE

Rewards for the Players

Consider this act a long adventure. Heroes completing it gain 9,000 experience points. This should be sufficient to raise each hero's level from 9th to 10th. Assuming that you increased or reduced the difficulty of the encounters accordingly for characters of higher or lower level, this calculation should stand.

Given the length of the adventure, you might want to prorate the experience points for the characters of those players who can't attend every session. You should discuss this with your players as well—they might see an advantage to everyone gaining experience regardless of regular participation, or they might want to reward those who show up every time. In addition, make additional awards for what you consider good play. This award is purely discretionary and comes on top of any other awards given during play. Such awards should not exceed 1,000 XP and should probably be in the 250–500 XP range.

Award Force Points (in addition to the one gained for achieving a new level) for dramatic and heroic actions, at your discretion. As a rule of thumb, only 1 additional Force Point per character per evening's play is common, but particularly dramatic (or foolhardy) heroes might find themselves in situations where additional Force Point gains could be merited.

Heroes who gain a level might require training for new skills and abilities. This is one reason for the First Intermission that follows. The intermission can also be used to bump up characters who didn't quite make it to 10th level, so they are not outclassed in the next act.

First Intermission

Tempest Feud can be run as a single adventure. However, it might be desirable for your players to get away from Hutts from a while, or necessary for them to have a few small adventures to gain sufficient experience to survive the next part of the adventure. Also, some heroes require special training to advance in level. This intermission can be used to provide a break and give the heroes a breather before plunging into the next part of the adventure.

The intermission should last one to two months of game time and might include several short encounters, either of your creation or from other sources.

Advancement and Training

When most heroes advance a level, they can pick up new skill ranks, skills, and feats. You might require heroes gaining new skills or feats (in particular, Force-related skills and feats) to find a trainer or mentor. Often Jedi seeking new enlightenment need time to learn from more powerful Jedi. In some eras, the search for lost knowledge requires heroes to find exiled Force-users with that knowledge.

If this is the situation within your campaign, you can use this period as a chance for the heroes to increase abilities and gain new ones. Sometimes a young Jedi seeking enlightenment must go off for specific training, and the other heroes can engage in different adventures during this time.

Small Adventures and Side Trips

Small adventures loosely tied to the events of *Tempest Feud* can reinforce some of the lessons presented in Act One—that Popara is a good person to work for, that Angela Krin is a competent official, and that there are *always* more Bomu. They also provide you with vehicles to underscore the growing prevalence of tempest in the galaxy. It should not show up in every adventure, but the heroes should grow more accustomed to seeing angry individuals with darkened veins. Here are some adventure seeds.

Popara as Patron

The heroes' connection with the Anjiliac clan can be used as a springboard to send them to distant places and expose them to all sorts of nasty people.

Deliver a message: The crime lord Nirama has been intruding on Skydove's legitimate trading operations. The heroes are sent to deliver a request that he desist at once. The crime lord responds by sending his thugs after the heroes. If they survive, he informs them that he will grant Popara's request.

Pick up an antique lightsaber: Use this scenario if Mika encountered Jedi among the heroes in Act One. Popara has legally purchased something he refers to as an "antique" (a gift for Mika) and wants the heroes to pick it up. Only when they take delivery do they realize they have a silver-bladed lightsaber dating back to the early days of the Republic. Do they try to find out where it came from, or merely hand it over?

Escort Vago to a meeting: Popara is sending Vago to a polar planet to oversee delicate negotiations regarding a contract for a mining franchise. The heroes are hired to serve as bodyguards and escorts.

Ransom: Space pirates have captured one of Popara's best smugglers. They are holding the smuggler hostage on an asteroid. Popara sends the heroes to pay the ransom but wants the pirates to "be taught a lesson." Gross carnage is encouraged.

Popara does not ask them to engage in his smuggling activities. Unless the heroes bill themselves as spice-smugglers, for example, he will not ask them to carry spice.

When hiring the heroes, Popara expects them to be able to survive on their own. If they need additional aid, he considers this a "favor" being paid off. Such requests are always routed through Vago, who asks the heroes whether he should present the request as "calling in a favor from the great Hutt." Played right, the heroes should be on their last two or three favors before Act Two begins. Indeed, they might owe Popara a favor or two by the end of the First Intermission.

Revenge of the Bomu

The Bomu clan is large and diverse, and the heroes can run into members throughout the Outer Rim. Their information network is good (though not perfect), and they often pop up at the worst possible moment with a gun and an attitude. Fortunately for the heroes, they tend to be underpowered for the assault and overconfident in their own abilities. The Bomu are best as an irritant, not a continual threat.

More Tempest Users

This scenario is an easy one to fit into adventures and encounters from other sources. One or more of the thugs that the heroes encounter in an alley or a barroom brawl are tempest junkies. Do not use this trick in every encounter—just enough to remind the heroes that tempest is becoming more prolific. The Challenge Code for the encounter should not change significantly, but try not to deploy tempest users who are at their base level more powerful than the heroes.

Tempest users should be confined to the Mid Rim and Outer Rim sectors of the galaxy, and they are more likely found in or near Hutt space. They are also encountered in regions of space where the Hutts have dealings, and in places near one or more of Popara's many legitimate fronts.

More on Angela Krin

If the heroes matched wits with Angela Krin, she is a good supporting character to bring in later, as potential competition (she might be after that silver-hued lightsaber, for instance, for an executive in the

Corporate Sector). She is smart, intelligent, and incredibly bold when she chooses. She also can call on the resources of the Corporate Sector.

If Krin has a relationship going with one of the heroes, you can put it to the test as the heroes and Krin switch between being allies and competitors. She could even try to get the heroes a couple of jobs with the Corporate Sector. Avoid putting Krin in direct conflict with the Hutts, as she teams up with Mika and Vago in Act Two, and try not to kill her—she's very useful later on.

Relationships with Others

The heroes gain a bit of notoriety for their work on Endregaad. Heroes whose Reputation scores increase as a result of their new level might be approached by other benefactors in need of blockade runners, while others might taunt them for working with the devious, dangerous Hutts.

The heroes, having dealt well with Hutts, now become "Hutt experts," to be called upon whenever someone has a problem with Hutts. Try to keep them off Nar Shaddaa during the intermission only because they are going there in Act Two.

Heroes with superiors might also become "tempest experts," though that possibility is greater after Act Two. A sudden outbreak of violence caused by the deadly spice might lead the heroes into another adventure involving angry substance abusers with dark veins popping on their foreheads.

Bringing in New Heroes

The intermission is a good time to work in new heroes as well, giving players a chance to try new characters before allowing them to become embroiled in the perils of Nar Shaddaa. Experienced players can pick up the tricks of their characters very easily, but a player running a Jedi for the first time has new options available to her, and it's best to try them out during small adventures.

As you move into Act Two, the heroes should be 10th level or close to it. Again, you can modify the encounters slightly to account for heroes of higher or lower level.





ACT TWO

NIGHT ON NAR SHADDAA

In this act, the heroes are called to Nar Shaddaa for an audience and celebration with Popara the Hutt. He thinks well of the heroes and wants their help on two matters—one public, one private.

His public concern is the increasingly widespread use of tempest. The heroes may have encountered more of it during the First Intermission. Popara is worried both about the effect it is having on his market of milder, more manageable types of spice and its effects on some of his employees, some of whom are now addicted to it. Its use has even spread to Nar Shaddaa itself. He wants the heroes to investigate the matter.

The dangers are rife—Nar Shaddaa is awash in the new, dangerous spice. The insidious menace reaches into Popara's very clan, for he is unaware that one child is using tempest, another is the secret power manufacturing it, and Popara's own trusted advisors are falling under its effect.

During the dinner, Popara is slain and the heroes are blamed for the death. They flee into the depths of Nar Shaddaa, where they learn more about tempest and encounter Angela Krin, who is on the trail of the drug. While underground, they encounter the Evocii, the original inhabitants of Nar Shaddaa and Nal Hutta, now driven to near-extinction by the Hutts. They also meet Mika, who blames Zonnos for their parents' death. A meeting to clear the heroes' names becomes an ambush, and some of the heroes might be captured. Those who escape

capture must mount a rescue on the spires of Nar Shaddaa itself to recover their people.

Act Two is designed for four heroes of 10th level. The challenges can be made more difficult for larger groups or heroes of higher levels. Having a ship is nice but not necessary.

By the end of Act Two, Popara and Zonnos are dead, the latter perhaps by the heroes' hands. Vago is missing, and Mika is in charge of the clan. Now more than ever, the young Hutt needs allies and experienced help to survive the savage world of Hutt politics.

Scene One: Gathering the Troops

The heroes might come into this act directly from Act One or after the events described in the First Intermission. Regardless, at least a month passes between the last scene of Act One and this scene. The heroes are given a chance to have other adventures, be out with their ship, and otherwise get away from Hutts for a little while before a message arrives.

You receive a holographic transmission and are greeted with the face of a jade green protocol droid. "Please stand by for a personal message from the magnificent Popara the Hutt," says the droid. "May his name ever be sung with praise."

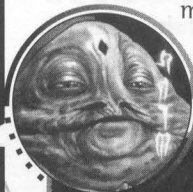
There is a burst of static and Popara appears, looking much the same as the last time you saw him. He is calm, and despite the fact that this is a recording, you get the feeling he is looking right at you. He speaks in Huttese, and the voice of H-3PO translates.

"Gentle and capable friends," says the Hutt, "I wish to invite you to meet with me at the soonest convenient moment. Come to my home on Nar Shaddaa. I will be hosting a series of banquets and wish for you to attend. At that time, I would like to discuss a loose

WHAT, NO SHIP?

The heroes might not have a ship for any of a number of reasons. In this case, Popara arranges passage for the heroes aboard one of his Skydove freighters—*Golden Opportunity*—heading toward Nal Hutta. The ship is piloted by a Quarren named Pocka whose opinion on passengers could be summarized as "If I don't know anything, they can't beat it out of me later."

Scene Two picks up with *Golden Opportunity* landing on Nar Shaddaa. ☺



end from your adventure on Endregaad. I believe a storm is coming, and I want to be prepared. Come as soon as you are able. I will be waiting.”

Static flashes again, and H-3PO reappears, “Popara, may his tongue always be tipped with sweets, requests your response to his message. Downloading coordinates and approval codes for landing now. We will meet again on Nar Shaddaa.”

With that, the message terminates.

The heroes, as always, can pass on this opportunity, although if their interactions with Popara have been universally positive, they should feel inclined to head for Nar Shaddaa. The message finds all the heroes, even if they have split up or are in hiding—Popara keeps tabs on the people he values. Ideally the heroes are all together aboard the ship Popara gave them, but they can be gathered from afar as well. New heroes can join at this time as well, although they will need to overcome any repugnance of Hutts to work for Popara.

The “storm” and “loose end” that Popara refers to is tempest. Adventures during the First Intermission may indicate its growing widespread use. Those attempting to dig up more information on the subject (Gather Information DC 20) hear rumors that Hutt space is particularly hard hit by this new addiction. Popara has publicly spoken out against tempest, calling it “a blight on the working sentient.”

As H-3PO promised, the coordinates and landing codes are attached to the message. There is nothing to do but head for Nar Shaddaa.

Scene Two: Viva Nar Shaddaa!

Encounter: Simple

After the heroes take care of whatever last-minute business they may have before heading to Nar Shaddaa, read or paraphrase the following to the players.

The trip through Hutt space to Nar Shaddaa passes without incident. The Smuggler’s Moon is like a mudwasp nest, with craft buzzing around it at all times. A number of ships have collected in a holding pattern at the trailing LaGrange point, waiting for permission to land.



HECK, NO, WE WON'T GO! (ACT TWO)

As in the previous act, there is nothing that requires the heroes to head for Nar Shaddaa, except that they have had good dealings with Popara in the past and have no reason to believe that things are going to change suddenly. Still, heroes might have reservations about heading for a planet populated by Hutts, and they might demur from the opportunity. As before, that’s acceptable, although the heroes could easily be drawn into the adventure some other way.

Without the heroes, Popara still dies and Mika goes into hiding. A full-fledged war breaks out between Zonnos and Mika as both vie for control of the clan’s business interests. Vago begins serving Zonnos but secretly contacts the heroes, hoping that they will contact Mika. If the heroes accept the mission at this point, they find Mika in the bowels of Nar Shaddaa, and the adventure continues from there.

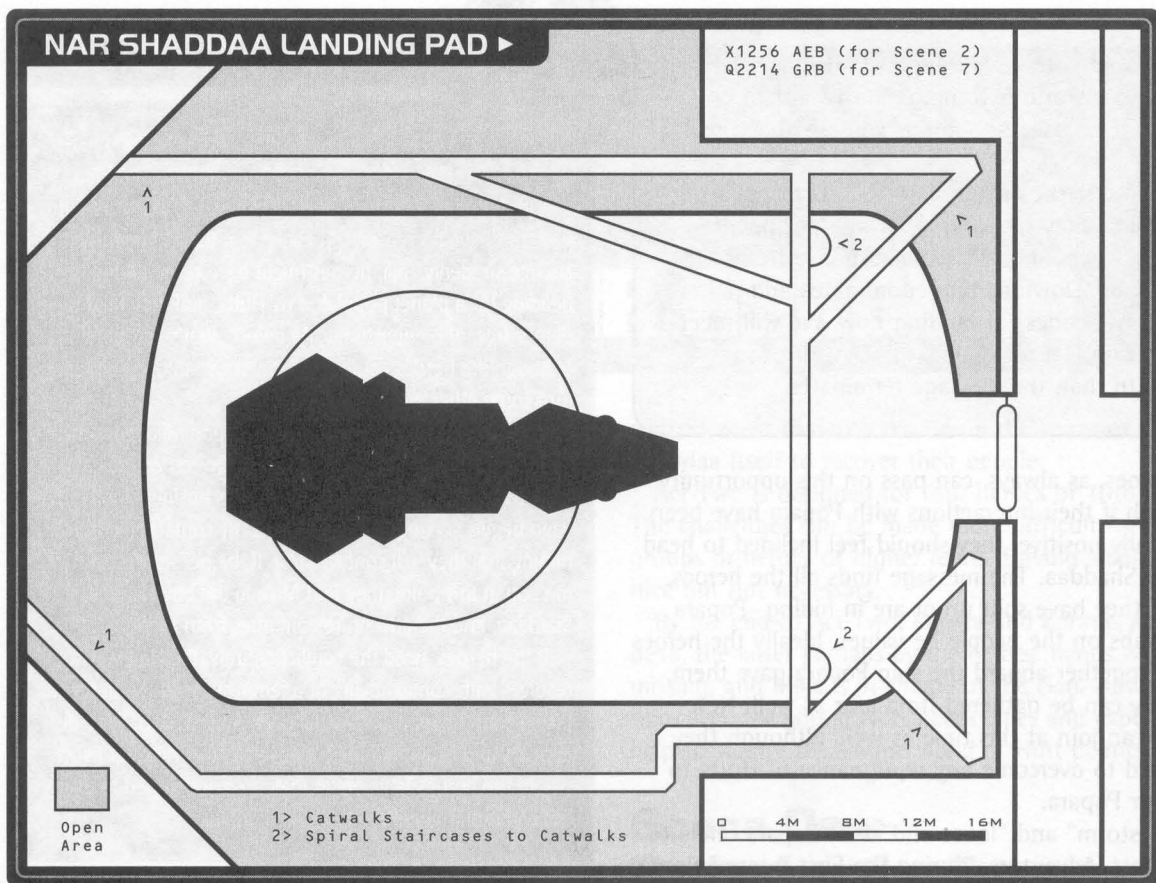
If the heroes avoid the conflict entirely, the Hutt war resolves with Zonnos dying of a tempest overdose and Mika taking over an apparently weakened Anjiliac clan. Vago disappears and is blamed for Zonnos’s death. The poor Evocii, whom the heroes have never met, are condemned to dying out within this generation. ☹

You punch in the clearance codes and receive immediate clearance and directions for landing. Your computer connects to the Nar Shaddaa master traffic relay, and you are brought into a tight orbit and then dropped down between the colossal skyscrapers of Nar Shaddaa that rise up from the moon’s depths like irregular, jagged teeth. The narrow spires and blackened domes appear simultaneously magnificent and malignant. Cloud cars and swoop bikes dance between the spires, and catwalks and bridges span the bottomless canyons between them.

You drop now into one of those canyons, and the sunlight disappears above you. You pass frightfully close to other buildings as you plummet. Eventually the descent slows and you touch down softly on a landing pad suspended between two of the great buildings. You feel it would take a good pilot to lift off without computer aid.

Waiting for you outside on the ramp is Mika the Hutt, a pair of Nikto bodyguards armed with carbine rifles, and a jade green protocol droid.





Mika greets the heroes warmly. He speaks Basic and welcomes them to Nar Shaddaa. He says that Vago was supposed to greet them, but Mika convinced the other Hutt to let him greet them instead. If the heroes have performed any other favors for Popara's kajidic, Mika congratulates or chides the heroes accordingly. He prompts them to bring along what luggage they need, along with any droids that normally accompany them. If they choose to leave their droids in the ship, Mika is happy with that arrangement. If anyone cares to note it, the landing dock is X1256 AEB.

Let the heroes make small talk for a moment, and ask each for a Spot check (DC 20). Those who make the check see a figure dressed in black on one of the catwalks about 6 meters above them. The figure has a blaster rifle and is taking careful aim at the group.

The heroes who spotted the figure can react normally, either trying to bring down or capture the sniper. They can shoot at the sniper, push Mika down, leap for the catwalk, or shout out a warning. The Nikto bodyguards, once alerted, assume that Mika is the intended target and pepper the sniper with blaster fire unless another character is in melee with him.

If the sniper gets off a shot, he hits the H-3PO unit—this is the target he was hired to hit. The

sniper—a Cerean named Ogo Nan—fires another shot to keep people's heads down, then flees. If forced into melee combat, he uses a vibroblade against his assailant. Anyone near the Cerean will notice a fine pattern of darkened veins dancing over his brows and reaching up his narrow head. The would-be assassin is a tempest user.

The sniper is unlikely to survive concentrated blaster fire from the Nikto bodyguards and the heroes, and when he perishes, he falls from the catwalk to the floor of the landing dock. Mika recognizes the Cerean as a freelancer who often worked for another Hutt named Lungru. He wonders aloud whether the Cerean was working for Lungru. He also wonders aloud whether he, Mika, was really the target, since Vago was supposed to greet the heroes.

If Ogo Nan survives and is captured (which would happen only as a result of the heroes' quick actions), he admits under interrogation (Intimidate DC 17) that he picked up a blind contract to destroy a green droid on the landing pad. The droid would be with a Hutt, the contract specified. The sniper has no idea who Mika or the heroes are, other than that they're associated with some powerful Hutt family.

If H-3PO is hit but not destroyed, it complains bitterly about how droids are made to suffer. Its

damaged parts can be replaced, but the unit will be offline for some time while repairs are made. If the droid takes more than its listed wound points, it suffers a head shot and is destroyed.

- ✦ **Mika the Hutt:** VP/WP 76/15.
- ✦ **Mountain Nikto Guards (2):** VP/WP -/10.
- ✦ **H-3PO:** VP/WP -/14.
- ✦ **Ogo Nan:** VP/WP 34/12 (48/12 while raging).

What Really Happened

Mika hired the sniper (through an anonymous third party). He knows his father is concerned about the rising tide of tempest, and he wants to use the heroes to find out what Popara knows. Because Mika wants to fake an assassination attempt without doing harm to any living thing, he instructs the sniper to hit Vago's 3PO unit (which has the added advantage of somewhat reducing Vago's resources). The "botched hit" creates the false impression that Mika was the intended target of a despicable Hutt rival—something that won't sit well with Popara.

An Old Friend

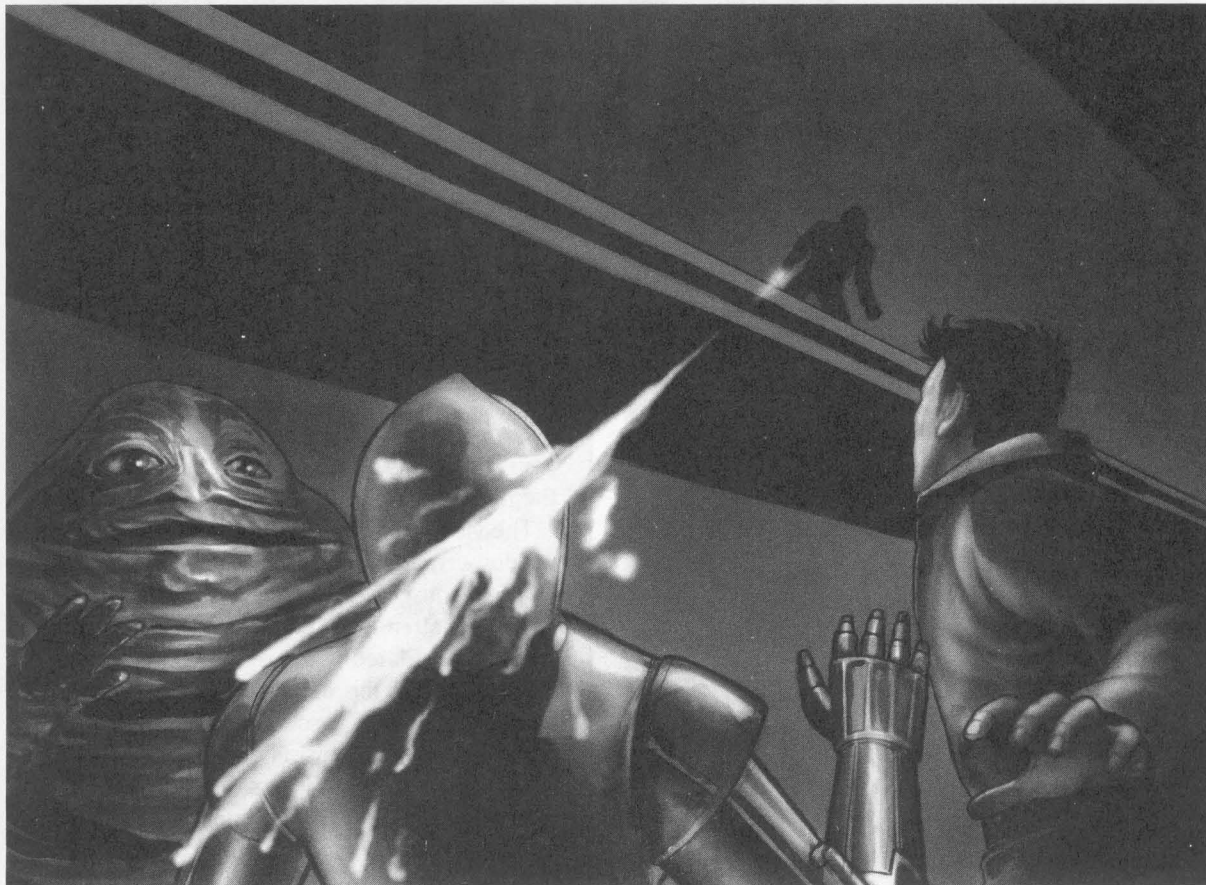
The heroes will undoubtedly remain alert as Mika leads them along what seems to be an endless succession of hallways, bridges, and high-speed lifts. Ask

the heroes who participated in Act One to make one more Spot check (DC 20) during this period. While on one moving walkway, those who succeed at the check see a familiar figure along another walkway. They see her for only a moment before a post or wall blocks the view. In that moment, the heroes get a good view of her strong features and flaming red hair. It is Angela Krin, and she is on Nar Shaddaa.

Rough Guide to Nar Shaddaa

Nar Shaddaa, the Smuggler's Moon, is the major moon of Nal Hutta, the current Hutt homeworld. It has been built upon over the centuries into a single vertical city, and according to the Hutts, rivals Coruscant itself with its beautiful spires. Nothing of the original surface of the moon exists, and it hangs in the sky over Nal Hutta as a constant reminder of the industry and wealth of the Hutt species.

Nar Shaddaa's beauty may be akin to Coruscant's on the highest level, where the various Hutt lords maintain their domains, but the veneer is thin indeed, and as one moves downward along the spires, the buildings become dingier and dirtier, and the people more poverty-stricken and desperate. The heroes spend the first few scenes among these beautiful spires, then discover the less savory parts of the city soon thereafter.



Here are a few things to keep in mind about Nar Shaddaa.

It is a city of levels. There are many catwalks, ledges, balconies, and bridges crossing between levels, within levels, and within rooms. There is usually something directly above or directly below the traveler. Sunlight never reaches the lowest levels of Nar Shaddaa, which lurk in the gloom cast by the taller spires.

It is a city of aliens. The Hutts recognize the rights of all species, it is said, as long as all species recognize that the Hutts are gods. As a result, representatives of almost every known intelligent species can be found here. To a traveler accustomed to the homogeneous nature of the Galactic Empire, this might come as quite a shock, but after a while most beings adapt to the wide diversity of Nar Shaddaa's corridors and the continual buzz of many accents and languages.

It is a city of machinery. Given the size of the city, entire buildings are devoted to power and light. These typically abut apartments and crowded shopping complexes. Incinerators, power plants, and manufacturing plants all exist in a tangle with the homes of their employees. There is a continual low din that undercuts every conversation on Nar Shaddaa, but which the Hutts think of as "the sounds of progress."

It is a city of crowds. This is particularly true of the lower levels, where individuals too poor to even afford housing sleep where they are able,



FALLING IN NAR SHADDAA

The good news is that it's impossible to fall all the way from the top of Nar Shaddaa to the bottom. The bad news is that one can still fall an awfully long way.

Unless stated otherwise in the text, there is usually another level, balcony, or other protrusion directly below where a character is standing. If a character falls off or is pushed from a bridge, ledge, or window on Nar Shaddaa, he falls 5d6 meters before hitting an obstruction. Standard rules for falling apply, including reductions for successful Reflex saves and Tumble checks.

The greater danger to the falling individual is that one might strike an object on the way down and bounce off it, triggering a series of short falls. A character who hits anything other than a flat, horizontal surface must succeed at a Reflex save (DC 10) or bounce off that level and fall another 5d6 meters.

The lowest levels of Nar Shaddaa are home to unsavory individuals called plummet bookies, who take bets on when the next body will "hit the durasteel," what its race will be, and what condition it will be in. There are also plenty of waiting scavengers to quickly grab whatever has "dropped from the heavens." ☺

and most carry their belongings with them. One must get used to bumping and shoving as one moves down the levels, and individuals who worry about thieves should carry added protection.

It is a city of crime. Everything is available in Nar Shaddaa, even the illegal stuff. A thriving black market survives off of the scraps that fall from the Hutts' tables—or sometimes the Hutts' lips. It is a swirling maelstrom of deals and counterdeals. Honesty and fair deals are rare in Nar Shaddaa.

Scene Three: Weekend at Popara's

Encounter: Challenging to Extreme

The heroes are brought up one more lift and into Popara's domain. The walls and carpeting are opulent and lush, with troughs of native Nal Hutta plants and infrared lamps keeping everything moist and warm. Mika, if present, visibly relaxes once they are within his clan's domain.

The heroes are given rooms with soft beds and individual climate controls. The heroes can double up or have individual rooms at their option. They have a modest view, mostly of the tower next door. A few stray beams of sunlight reach this far down—all else is cloaked in shadow. They can store their belongings and freshen up. Popara meets them at dinner with the other guests. If asked, Mika points out that the heroes can bring concealed weapons and wear lightsabers to dinner. Other weapons must be left in their quarters or checked at the door. Mika also tells the heroes that a droid will be sent to collect them when Popara is ready to receive his guests.

Party Time!

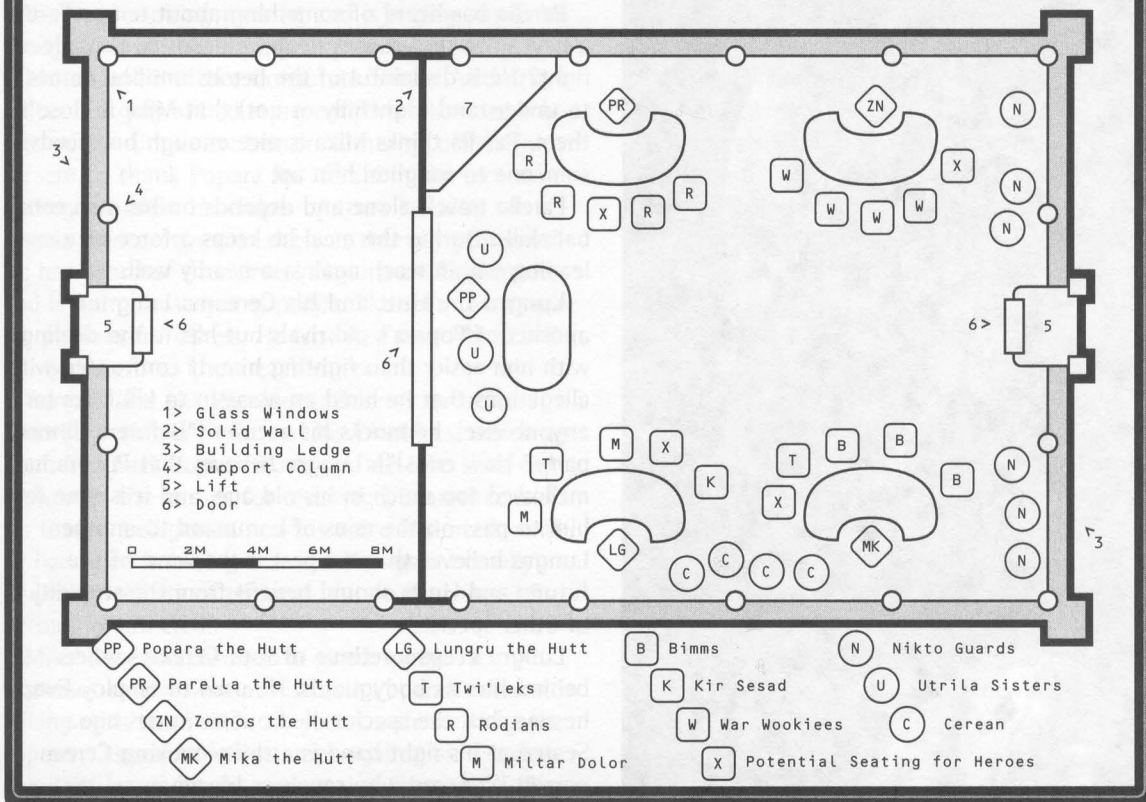
When the heroes are ready for dinner, read or paraphrase the following to the players.

A jade green protocol droid arrives to escort you to dinner. You take a high-speed lift up to the highest spire of Popara's tower.

The view from this altitude is amazing. Great windows frame three sides of the room. Outside, sunset is turning the other towers the color of molten blood, and the sky is a deepening blue striated with yellow featherlike clouds. Even at this height, the sky holds a veritable swarm of airspeeders and cloud cars.

The fourth wall consists of a great set of sliding doors opening into some sort of audience chamber beyond. The doors are slightly

POPARA'S PENTHOUSE ▶



translucent, and one can see the silhouette of a large Hutt and a smaller Hutt. Most likely they are Popara and Mika. The two raise what look like huge goblets and drink.

The room itself holds a menagerie of guests. There are Hutts present, as well as Cereans, Rodians, Twi'leks, Bimms, and a lone Bothan. All are seated or sprawled around low tables, and Twi'lek servants bring a variety of dishes, drinks, and other intoxicants. A three-piece instrumental band wails piteously in the corner.

Zonnos is present with his Wookiees, and his eyes narrow when sees you. He has no time to comment as the great sliding doors open and Popara slithers in, Mika at his side.

"Gentle beings and fellow sentients," he says in Huttese, "welcome to my humble home."

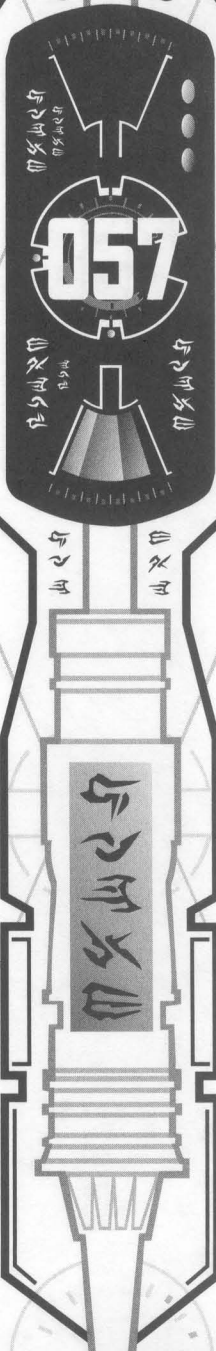
Popara seems to be in good spirits, although to those who have dealt with him before he might seem a bit more tired and grayer around the edges. H-3PO presents the heroes to him. He responds in Huttese, and H-3PO translates: "Excellent. Drink and mingle with the others. I will want to speak with you all later."

Guests at the Party

Popara has an eclectic mix of individuals at his soiree. Some are possible business partners, some are possible rivals, and some are both. Popara believes in keeping friends close and enemies closer. At dinner, the heroes are placed around the room, guided to their seats by H-3PO and waited on by Twi'lek serving girls.

Give the heroes a chance to interact with the various guests by pairing each hero with a different dining companion. Run these briefly, for only as long as the conversation seems interesting. Everyone is curious about the heroes' presence in Popara's court and wants to know why they are here.

Parella the Hutt: Parella is a long-term rival of Popara's who has become a sometime business partner. Parella is a viperous, shrewish, nasty, unpleasant creature and is trying to form a permanent union with Mika to benefit both clans. He is athletic and speaks often of the thrill of the hunt. He complains that he would rather be out hunting whirlbats on Nal Hutta instead of attending decadent parties. He further complains about the presence of lesser species at the table. He seems fascinated with weapons and takes particular interest in the heroes' lightsabers, if they have them. Having never seen one, Parella will



NIGHT ON NAR SHADDAA



go so far as to insist on a demonstration of the weapon's capabilities.

Parella has heard of something about tempest—it's a new spice that causes people's heads to explode, right? He is disdainful of the heroes until he comes to understand (rightfully or not) that Mika is close to them. Parella thinks Mika is nice enough but needs someone to toughen him up.

Parella travels alone and depends on his own combat skills. During the meal he keeps a force pike leaning within reach against a nearby wall.

Lungru the Hutt and his Cereans: Lungru is another of Popara's old rivals but has found dealing with him easier than fighting him. If confronted with allegations that he hired an assassin to kill Mika (or anyone else), he mocks his accuser ("Before a dinner party? How crass!"). Lungru believes that Popara has mellowed too much in his old age, and it is time for him to pass on the reins of command to another. Lungru believes that tempest is the wave of the future, and Hutts should benefit from the stupidity of other species.

Lungru keeps a retinue of four Cerean soldiers behind him as bodyguards. He used to employ Evocii, he says, but the species died out centuries ago. Seated at his right hand is a shifty-looking Cerean named Kir Sesad who serves as his advisor.

The Rodian Delegation: The four Rodians are representatives of the Kenu clan looking for employment. They know the story of the heroes' exploits in Endregaad and refer to the heroes as Popara's pets. They are 4th-level thugs. They know nothing of assassins, tempest, or other matters. They do know of the Bomu clan and consider them laughable amateurs at best.

The Twi'leks from Cularin: Two Twi'leks, Ranso Li and Cruva Lenda (4th-level diplomats), represent Lord Nirama, an alien crime lord in the Cularin system. They have come to Nar Shaddaa to procure a few fast, used freighters for Nirama's smuggling operation. They extol the virtues of the Cularin system as a tourist destination to anyone unfortunate enough to be trapped at the same table with them.

The Bimms: Three Bimms, seated together, have requested an audience with Popara to protect their ships from pirates. They have been here five days and have yet to be granted their audience. The food is good, so they are willing to hang out. They are aware of the growing tempest crisis and have figured out that it is hitting planets that regularly trade with Hutts.

Hawj the Bothan: An 8th-level diplomat from the planet Thoran, Hawj has been in delicate negotiations with Skydove Freight. He tends to be rather quiet,

writing things down on his datapad. Although this trait creates an air of secrecy about him, Hawj is actually an aspiring novelist and is writing down his thoughts about the debauchery of the Hutts.

Miltar Dolor of the Corporate Sector Authority: Miltar is a gray-suited representative (4th-level soldier) of the Corporate Sector Authority, officially present to thank Popara for his aid in the recent Endregaad crisis. He claims to know nothing of Angela Krin except that she was recently promoted. He has heard of the heroes' exploits on Endregaad and is unimpressed—it is people like them who make life perilous for others. He is seated near Mika, and the two seem to know each other.

Zonnos and His Wookiees: Zonnos occupies a sprawling table with four of his Wookiees, which are pounding back kegs of Kashyyyk ale. The Hutt congratulates the heroes for rescuing his brother, but his tone is belligerent and his voice is slurred, as if he had been imbibing heavily. Zonnos is actually under the effects of tempest and on the verge of becoming addicted.

Mika the Hutt: Mika is in good spirits. He expresses to any hero at his table Popara's interest in talking with them later. He seems unfettered by the apparent assassination attempt against him, saying only that lesser species and weaker Hutt clans often regard Popara's clan with fear, envy, or scorn—strong emotions that “lead to the dark side” and force them to do terrible things.

Popara the Hutt and His Twi'lek Advisors: Popara takes his place before the great doors, and he retreats regularly—first with the Rodian delegation, then the Twi'lek delegation. He does not have time at the moment to speak with the heroes, and if they try to force the issue, he tells them to have patience—their time will come.

Vago the Hutt comes and goes on a regular basis; after all, clan business won't take care of itself! He is not in the room when the heroes have their audience with Popara (see *The Audience*, below). An H-3PO unit is always in the room, however. If the heroes are surprised to see another one so soon after its apparent destruction, the droid explains that Vago had a spare H-3PO unit on call. The one that was shot was H-3POB; this droid refers to itself as H-3POC.

Six southern Nikto bodyguards stand about the room, with instructions from Vago to watch Parella and Lungru closely. They are armed with force axes. Entertainment is provided by **The Billtops**, three blue-skinned humanoids with a musical repertoire that only a Hutt could love. They are 4th-level experts.

If combat breaks out, refer to Appendix One: GM

Characters for the statistics of the following supporting characters.

- ✦ **Popara the Hutt:** VP/WP 106/16.
- ✦ **Dai Utrila:** VP/WP 44/10.
- ✦ **Koya Utrila:** VP/WP 38/10.
- ✦ **Rihn Utrila:** VP/WP 50/14.
- ✦ **Popara's Southern Nikto Guards (6):** VP/WP –/11.
- ✦ **Zonnos the Hutt:** VP/WP 63/18.
- ✦ **Wookiees (4):** VP/WP 42/14 (54/14 while raging).
- ✦ **Mika the Hutt:** VP/WP 76/15.
- ✦ **Vago the Hutt:** VP/WP 18/10.
- ✦ **H-3PO:** VP/WP –/14.
- ✦ **Parella the Hutt:** VP/WP 114/16.
- ✦ **Lungru the Hutt:** VP/WP 56/17.
- ✦ **Kir Sesad:** VP/WP 34/12.
- ✦ **Cerean Bodyguards (4):** VP/WP –/12.
- ✦ **Kenu Clan Delegates (4):** VP/WP –/12.
- ✦ **Miltar Dolor:** VP/WP 32/11.
- ✦ **Ranso Li and Cruva Lenda:** VP/WP –/10.
- ✦ **Hawj:** VP/WP –/9.

The Audience

Finally, the heroes are summoned into Popara's presence. H-3PO circulates through the room, informing each hero in turn that the Mighty Popara is ready to speak to the group.

You are ushered into the room behind the sliding translucent doors. These lead to an audience chamber almost as large as the reception hall. The view is spectacular. Two of the Popara's Twi'lek advisors close the doors behind him as he enters. The third Twi'lek steps forward with a large bowl of what looks like pale, writhing worms.

Popara takes a fistful of the worms and pops them in his mouth. He smacks his lips and nods in approval, and the Twi'lek leaves the bowl. The great Hutt settles among his cushions and smiles in your direction. One of the Twi'leks translates his words.

“You have served my clan well in the past,” says the Hutt, “and I come to rely upon you again. My rivals think that I am bringing you in to find out more about this new spice. This new spice is horrible stuff, dulling the mind and inflaming the passions. It is a danger to all who use it, yet it is spreading like a plague and has infested the Smuggler's Moon from top to bottom. I want you to find out where the spice is coming from. As before, you will be richly rewarded for your aid.”





“There is another matter, of course.” Here the Hutt lets out a loud burp. The Twi’lek pats his side, and he grabs another handful of worms. “This afternoon an assassin tried to take Mika’s life. Mika doesn’t think he was the real target, but I disagree. I think I have irritated someone in my search for the origin of the tempest spice—irritated them enough to merit a strong warning.”

“No one threatens my clan. I have crushed other clans mercilessly for lesser offenses. I want you to find out who is after my family.” He pauses again and rubs his belly.

“A number of other Hutt lords are also seeking the makers of tempest, probably to make a deal with them for their product. Both Parella and Lungru seem to think I should arrange a deal. They think I am weak and old. If either of them is responsible, I will . . .” He lets his voice trail off, then grabs another handful of writhing worms.

“You know my generosity. Will you aid me?” he asks. “Will you help me root out the source of the tempest spice and find out who is responsible for this attack on my family?”

Let the heroes ask their questions now. Popara mentions that “there have been other attacks.” A swoop bike swerved out of control and struck the side of his tower, breaking into one of the lower rooms. A random blaster bolt narrowly missed Zonnos as he and his bodyguards were moving through a crowded place. Popara also notes that tempest users are everywhere. He is sure the tempest spice and the attacks against his clan are connected.

Popara first ordered Vago to investigate, but now he worries that Vago might become a target. (“Even though he is not one of my offspring, Vago is part of the clan and dear to me.”) If the heroes think to ask, Popara says that Mika suggested they might be able to find out who is responsible for the spread of tempest.

Vago discovered a few things in their preliminary investigation. Tempest is readily available in the lower depths of Nar Shaddaa. The first symptoms of the use of the spice include a mild telepathic boost and a feeling of relaxation, similar to the effect of normal glitterstim. However, tempest is highly addictive, and those who overdose on the spice gain the signature veined pattern. More important, those affected seem to pick up Huttlike resistance to mind control. Finally, tempest addicts are prone to uncontrollable,

murderous rages. The lower depths of the city have become deadly because of tempest.

Vago's investigations turned up the names of a few tempest bars—places where one can acquire the spice. Popara provides a list on a datapad. These establishments are all in the lower city, down where a Hutt should not travel if he knows what's good for him. As before, whatever resources the heroes need Popara can provide, within reason. In addition, Popara's name and the name of his clan opens doors and provides protection from rival Hutts. The name of Popara's clan is Anjiliac, and he stresses that few get to know a Hutt's clan name. By giving the heroes his clan's name, Popara is placing great trust in their abilities and loyalty.

Popara also suspects that both Parella and Lungru are involved in the tempest trade and perhaps in the assassination attempts against his offspring, though his evidence against them is circumstantial—the pair always come sniffing around right after an accident. They feign concern, but Popara is sure that they are just waiting for him to lose his temper and make a mistake.

Popara's List

Vago has uncovered a list of what he calls “tempest bars”—cantinas and bars where tempest can be found. Popara gives them the short list on a datapad. If the heroes make an effort to track down the spice themselves, a successful Gather Information check (DC 20) leads to one of these three places.

- ☉ Kuzbar's Cantina on Level 42
- ☉ Dark Melody on Level 35
- ☉ Headache Bar on Level 20

The levels are numbered from the bottom up (though the “bottom” changes as one moves down—there are levels that have negative numbers, and no one has seen the true surface of the moon for millennia). Below Level 100, most of the towers become one interlocking conglomeration of structures, with canyonlike streets and galleries winding among densely packed buildings.

The Death of Popara the Hutt

Popara answers the heroes' questions as best he can. He is willing to entertain the notion that tempest might be the result of an outside force, but he refuses to believe that the assassination attempts are unrelated to the spice. Too much seems to fall into place. Someone is targeting worlds with strong Hutt connections, and tempest is spreading out of control.

When the heroes have run out of questions and the discussion begins to wind down, read or paraphrase the following to the players.

Popara takes the last of the worms from the bowl and drops it into his maw. Then he says, “We should rejoin the others.” He pauses. “But there is one last thing. My rivals might think me ancient, old-fashioned, and foolish. I am making plans to step down after all this is over and let new blood oversee my businesses. He does not know it yet, but Mika—my youngest—has impressed me greatly. He will take my place as the leader of Clan Anjiliac. He thinks well of you as well, so I hope you will aid him as you have aided me.”

The great, gray-skinned Hutt pauses, lets out a rumbling belch, and then continues, “I think Mika will need your protection.” He pauses again, belches, and then says, “I don't feel so well.”

The Twi'leks immediately rush to his side, chattering back and forth in their language, their head-tails twitching. One of them closes her eyes and presses her hands against the Hutt's flesh. Her hands seem to radiate energy, and Force-users recognize it as a Force healing. Those who understand the Ryl language realize that the advisors are confused about Popara's sudden illness.

The Hutt's eyes widen, and he begins moaning. As you watch, Popara swells and grows. He lets out a croak as the Twi'leks shout at each other, their head-tails thrashing violently.

Give the heroes a chance to react. Those with Force powers might want to help, but the Twi'leks push them away. The heroes might open the doors and fetch Mika, Vago, or Zonnos. If the heroes do this, they expose the entire assemblage to Popara's death throes. This is also a chance for the heroes to take cover.

Popara inflates to nearly twice his normal size before his gray flesh tears apart like a great balloon. He lets out one last rattling cry, then explodes.





Parts of Popara fly in all directions. Unless the heroes are right on top of Popara (as the Twi'leks are), it is fairly easy to dodge the gooey body parts and viscera. Those within 2 meters of Popara (including the Twi'leks) must attempt a Reflex saving throw (DC 25). For anyone farther than 2 meters away out to 6 meters away, the DC of this Reflex save is 15. Those who fail this save are stunned for 1d4 rounds.

If the doors were not open before, they open in the round following the explosion. Zonnos and his Wookiees are in front, followed by Popara's Nikto bodyguards. Behind them, pandemonium is breaking out among the guests, and Mika has already used a nearby lift to flee the tower.

Zonnos bellows, "They have killed Popara! I want them alive for torture!"

What Can the Heroes Do?

The heroes' survival depends on what they do next. They have a number of options.

Run: The heroes stand accused by the angry son of a dead Hutt. They might consider fleeing at this point. There is a lift at the back of the audience chamber that can take them quickly down a hundred levels into Nar Shaddaa's undercity.

If they flee, the heroes must beat their opponents to the lift. Most of the Hutts and their bodyguards are still flat-footed and surprised by the death of Popara, so if the heroes act quickly, they will reach the lift before anyone else can take action. Go to *Escaping the Tower*, below.

Talk their way out: Zonnos is unwilling to listen to reason and demands the heroes' immediate surrender. The Wookiees and Nikto surge forward and attempt to cut off all avenues of escape. Unless the heroes gain initiative, they will no longer be able to reach the lift without confronting the Wookiees, the Nikto, and possibly the three Twi'lek Force adepts as well.

Fight their way out: The heroes can fight their way out, but this is dangerous. They face the Nikto guards, the Wookiees, and possibly the Twi'lek Force adepts as well. Zonnos and Parella fill the doorway between the reception hall and Popara's audience chamber, ready to attack heroes who try to flee by that route. Lungru hides behind his Cerean bodyguards in the reception hall, and Mika is already gone. The other diplomats and guests do nothing except defend themselves (indeed, most of them have just seen lucrative deals fly out the airlock). Popara's stunned Twi'lek Force adepts might recover sufficiently to join the battle as well.

The Wookiees and Nikto try to heed Zonnos's demand that the heroes be taken alive, but if the

heroes resist too much, the attacks turn lethal. If the heroes are overwhelmed, they are taken into custody. Go to *Prisoners of the Hutts*, below.

Surrender: Heroes can throw down their weapons and surrender, hoping to get a chance to explain what happened. Zonnos orders the heroes seized and taken below to the cells. They are informed that they will be tortured for what they know, then destroyed. Go to *Prisoners of the Hutts*, below.

Jump out the nearest window: Desperate heroes might consider this option. The great windows of Popara's spire are made of reinforced glass (hardness 4, 4 wound points to shatter). A thin ledge runs around the perimeter of the spire (Dexterity check DC 20 to avoid falling), narrow enough to discourage others from following. The next balcony down is 20 meters below.

In a truly cinematic moment, a cloud car passes within jumping distance (5 meters) of the window, and a bold hero can try to leap aboard. If the jump fails, the hero plunges 20 meters (at least) to the next level (see the sidebar *Falling in Nar Shaddaa*). If the jump succeeds, the astonished cloud car driver relinquishes control of his vehicle without a fuss, allowing the hero (or heroes) to make a clean getaway.

If the heroes can reach a lower balcony, they can get away from immediate pursuit, but trouble will follow soon enough.

Some or all of the above: It is possible for the party to split up—some heroes might surrender or be captured while the others make their escape. If more than one of the heroes is captured, run the separated groups individually, then allow them to get back together once Vago gets them out. If only one hero has been captured, he remains the prisoner of the Hutts—the bait for eventual rescue.

What Really Happened

The way to a Hutt's heart (and other parts) is through his stomach. Normally Hutts use food tasters, and given the recent situations, Popara would expect an attempt on his life. However, he did not expect treachery from his own child, Mika.

Popara was fed a chemical binary explosive. The first part (a manufactured substance called Lithium Magna, available only in black markets) was added to the wine he toasted with Mika. The second part (a gelatinous chemical catalyst called Lucogen, common in some Rodian food pastes) was fed to the live worms he ate during his briefing for the heroes. The two components combined to kill the Hutt.

Popara was getting dangerously close to discovering the source of the flood of tempest—a carefully hidden trail leading to his own doorstep. The attack

THE SCENE OF THE CRIME

The heroes likely want to get out of the tower as soon as possible, so naturally some heroes are going to want to go in the other direction, back to the top of the spire where Popara exploded.

Should the heroes return to the top of Popara's spire, they find the reception hall and audience chamber in a shambles. A careful search with a sensor pack reveals elements of the binary explosive that was used to kill Popara, but the traces are too minute to find with the naked eye. The heroes do not find Zonnos (who has left the building), the other guests (who were quickly sent packing), Mika, or Vago.

If the heroes dawdle, let them poke around before hitting them with a Nikto patrol (see *Fleeing the Towers*). ☹

on the H-3PO unit was supposed to warn him off, but instead Popara was even more determined to find those responsible.

Mika has been using smugglers to bring tempest to Nar Shaddaa. Members of the kitchen staff already under his sway sabotaged Popara's food and wine. Mika has also lured away Popara's Twi'lek advisors with the spice, though they do not show signs of addiction yet. He does not know (but realizes soon) that Zonnos himself has been taking tempest, which makes his older sibling both a target and a threat.

Prisoners of the Hutt

Heroes who are captured or who surrender to the Hutts are stripped of their weapons (if any) and thrown in a common prison cell. Here they remain until Zonnos conducts a proper investigation, tortures them, and then kills them publicly. Their droids are deactivated (if possible) and left in a storage unit next door.

The 4-meter-square cell is an unlit room without bunks or amenities. It has a single durasteel door with a narrow grill for a window.

The heroes are confined for three hours. Finally, they hear footsteps clanking on the metal grillwork outside. You can ask the heroes to arrange themselves in the cell as they choose (by the door, against the far wall, or whatever).

The door slides open, and the heroes see a jade green protocol droid standing in the doorway. "Vago wants to speak with you," H-3PO says. If the heroes follow the droid, they are led to a small room adjacent to the cellblock. Curled up behind a table like a thick-bodied serpent is Vago. He looks up at the heroes as they enter and says (H-3PO translating if need be), "Lord Popara is dead. Mika is missing.

Zonnos has declared himself master of the clan and is at this moment signing your death warrants. The household is in an uproar. I might be the only one in the tower who wants to know what happened."

The heroes can explain as well as they are able. Throughout the discussion Vago seems quiet and concerned. After the heroes are finished, he says, "My loyalty is to Popara's clan. I want you to help me. Go find Mika. Find the origin of the spice." He sets a comlink on the table. "Your ship has been impounded. I will contact you through this device when I can arrange for your safe transport. I strongly recommend that you investigate the known tempest bars. Head downward. The farther down into the undercity you go, the less likely anyone will find you."

He returns the weapons the heroes took with them to Popara's banquet, but not anything they had left in their rooms. "Wait five minutes. I need to establish an alibi." Vago orders the droid to go into the cell and deactivate itself before leaving.

The way has been cleared for the heroes to sneak out of the tower and descend into the undercity without anyone catching them. If they have to go back to their rooms to secure the rest of their gear, they face two additional encounters and risk being discovered (see *Fleeing the Towers*, below).

SETTING THE MOOD: THE ESCAPE

While the heroes are escaping the tower, stress the need for stealth and secrecy. As the GM, you can encourage this by speaking in a low, urgent voice as the heroes navigate the maze of corridors and make their slow descent. The heroes might become lost searching for a lift or, having found one, trapped between levels when the lift mysteriously breaks down. Simple tricks like these can heighten tension.

If you don't feel comfortable making up hallways and stairs, here's a table. Roll 1d10, decide if you like the roll, and improvise as required:

Roll Feature

- | | |
|----|---|
| 1 | 4-meter-wide, poorly lit corridor |
| 2 | 4-meter-wide, poorly lit corridor with intersection |
| 3 | 4-meter-wide, poorly lit corridor with doors |
| 4 | 2-meter-wide ramp down |
| 5 | 2-meter-wide ramps up and down |
| 6 | 2-meter-wide staircases up and down |
| 7 | 4-meter-square lift (climbs and drops 10 floors) |
| 8 | 4-meter-square lift (climbs and drops 20 floors) |
| 9 | 8-meter-wide, well-lit gallery with alcoves |
| 10 | Spacious, well-lit atrium with balcony ☹ |





Fleeing the Towers

The spires of Nar Shaddaa are a maze of passages, lifts, and hallways. For purposes of escape, down is better. Heroes who return to their rooms to retrieve lost equipment are likely to have more encounters than heroes who head straight down into the undercity.

Heroes attempting to flee must first locate a lift to the undercity. Given the labyrinthine nature of Nar Shaddaa, this isn't as simple as it sounds, and the heroes are bound to run into someone en route. Have the heroes make Listen and Spot checks to detect the approach of a security force or other encounter. Whether the heroes are spotted depends on the result of a Spot check opposed by the heroes' Hide checks. (Roll once for the security patrol.) If a security patrol is not actively searching for the heroes, give the heroes a +2 circumstance bonus on their Hide checks. This bonus is lost the first time the heroes are spotted, after which guards immediately activate their comlinks and call for help. Additional reinforcements arrive each minute.

Possible encounters include:

- ☉ A unit of four mountain Nikto bodyguards armed with blaster carbines and force pikes.
- ☉ A unit of four Wookiees armed with blaster carbines and vibroblades.

- ☉ Parella the Hutt armed with a blaster rifle and force pike. He is making his way out of the building and does not attack the heroes unless they are hostile. He declines to help or accompany the heroes, leaving them to their own devices.
- ☉ Four Rodians of the Kenu clan armed with blaster carbines. They open fire on the heroes, hoping to win Zonnos's favor.

After two encounters (four if they went back to their quarters for gear), the heroes reach the lower levels of the spire. The walls become noticeably dingier, and the doors stick as they open. They are beyond the Anjiliac clan's domain. The question becomes, where do they go now?

Scene Four: Down and Out on Nar Shaddaa

Encounter: Challenging

The heroes have escaped Popara's tower, but they are now on Nar Shaddaa without their protector. Mika is missing. Vago is distracted with other matters. Zonnos wants their heads. What are they going to do?

A few options present themselves immediately. One plan is to head back to their ship. (Did anyone

remember where they parked? Allow heroes a DC 15 Wisdom check to find their way back.) Conversely, they can begin hitting the bars for information and wait for Vago to contact them. Other plans, such as finding a smuggler to transport them off Nar Shaddaa, might lead them to an undercity tavern, and you can use any of the tavern encounters here. If the heroes want to hit the spice bars on Popara's list in a different order, they might miss a few clues, and you should rewire the encounters accordingly.

Back to the Ship

The ship is parked on landing dock X1256 AEB. The door leading to the platform is locked and rigged with an alarm, and the ship is held in place by a tractor beam. The door is equipped with an electronic lock (Disable Device DC 40), and the controls for the tractor beam projector are located deep within a central control installation. Zonnos has worked quickly to seal this bolthole. The heroes are not leaving with this ship.

The heroes, if they are quick about it, can get equipment off the ship. Motion sensors detect them as soon as they step on the landing pad, triggering a klaxon. Four Klatootinian mercenaries armed with blaster carbines and vibro-axes appear 1 minute later.

♣ Klatootinian Mercenaries (4): VP/WP 60/15.

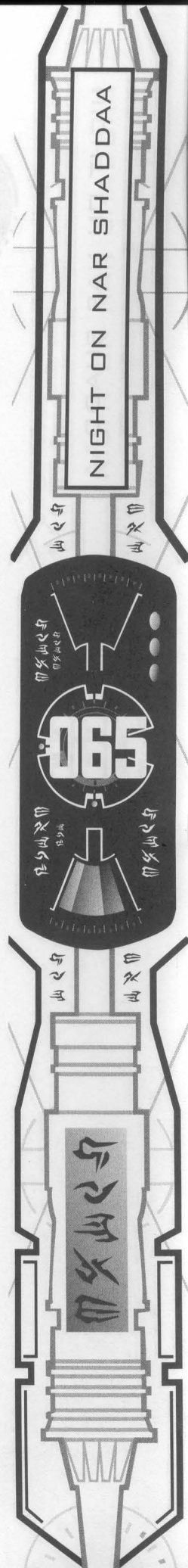
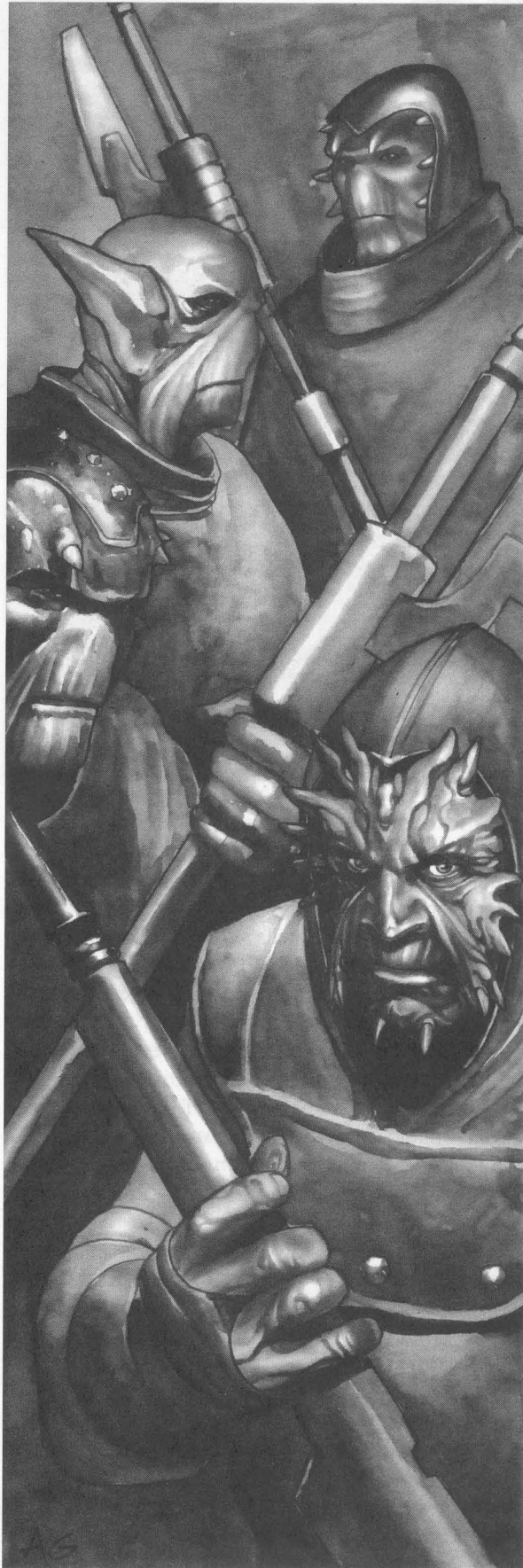
Resting in a City That Never Sleeps

Heroes who sustained wound damage during their escape from Popara the Hutt's spire might want to hole up for a while to rest. They may need to find a safe source of medpacs as well. Min Gost, a Sullustan information dealer in the city (see *On the Trail of the Spice—Kuzbar's Cantina*, below), can get them medpacs at normal cost. Otherwise, a few disreputable stores sell medpacs at twice the normal cost. Store clerks might give the heroes suspicious looks, but the heroes should be able to acquire most normal equipment in the undercity markets, provided they are reasonably discreet.

Heroes can hide in ventilation shafts or rent small, single-bedroom apartments in the undercity for 50 credits a night (per domicile). This rental fee includes a standard 30-credit security deposit. An additional bribe or clever Jedi mind trick keeps the owner of the apartments from divulging the heroes' location to other parties interested in finding them.

Enemies of My Enemy—Parella and Lungru

It might occur to the heroes that they could find sanctuary with either Parella or Lungru. Neither holds



GETTING AROUND ON NAR SHADDA



Nar Shaddaa is a maze of catwalks, walkways, balconies, passages, and buildings. Crowded roads snake through the upper levels. Wide, pedestrian-filled skybridges arch across the lower depths. Malls line the floors of buildings, offering all kinds of services (both legal and illegal). Heroes searching for something in particular might have trouble finding it.

Heroes who ask questions on the street are rebuffed with phrases such as "Eat vacuum!" or "Shove off!" A successful Diplomacy or Intimidate check (DC 15) or a small bribe is usually enough to make an unfriendly passerby stop and give directions, or even say something along the lines of "I'll take you there for ten credits."

In general, a crowded street consists mostly of commoners of various known species, with a few low-level thugs and scoundrels among them. The heroes must be cautious, however. Some of these petty thugs and scoundrels are on Zonnos's payroll and might reveal the heroes' whereabouts to the Hutt for a small fee. Whenever the action begins to lag, feel free to accost the heroes with groups of tempest-addled thugs and Nikto guards sent by Zonnos to eliminate them.

✦ **Tempest Thugs (4):** VP/WP -/14 (10/14 while raging).

✦ **Southern Nikto Guards (4):** VP/WP -/11. ☼

much love for the Anjiliac clan or sheds tears at Popara's passing. The heroes can easily locate their towers (with a DC 12 Gather Information check) and pay either Hutt a visit.

If the heroes go to Parella's tower before hitting the Dark Melody, Parella greets them at the door in full Hutt battle armor. He has decided to endear himself to Zonnos by helping to hunt down Popara's assassins and attacks the heroes on sight. If Parella is defeated, his bodyguards (four Klatooinian mercenaries) come forward to drive the heroes away. If the heroes have already fought Parella, no one answers the door.

Should the heroes visit Lungru, they find him less hostile but quite belligerent. He refuses to meet the heroes in person, speaking to them instead through a holoprojector mounted next to his front door. He speaks Huttese (of course), but a clipped and precise translation in Basic overlaps his booming voice. "Unlike dear, dead Popara, I did not reach my advanced age on the wings of fate. I am more cautious. He should have been more cautious as well." Lungru laughs. He is a very typical Hutt, taunting the heroes from a place of safety.

Lungru refuses any sanctuary for the heroes. "Were I to take you in, others would assume incorrectly that I was behind Popara's demise, which is, of course, not

true. The other Hutt clans would stand aside and let Zonnos move against me. I have my own enemies, you know."

He agrees that he thought Popara foolish for not engaging in the tempest trade. "Whoever this tempest spice lord is, he is more clever than me. I will wait until he reveals himself, then I will deal with him. Or her."

If the heroes press Lungru for information and succeed at a Diplomacy check (DC 20), Lungru offers his own theories about Popara's death. "I have seen many clan wars. Family struggling against family, bodies flung out of windows and hurled into the darkness below. This feels different. This feels more . . . like a family affair." He laughs again but does not offer any further clues. Lungru believes Zonnos is behind Popara's death, not thinking much of little Mika.

If the heroes mention Zonnos specifically, Lungru notes that Zonnos is—in his humble opinion—a lightweight. "He is trying to fill his father's dais, but he is too small. He rattles inside his parent's legacy like a bead in a battle station. He is trying to make himself look big by making you look dead. He got lucky once."

Once the conversation dies out, Lungru ends it in typical Hutt fashion: "I would like to lounge about and chat, but while we've been talking, my Cerean advisor has been in contact with Zonnos. His forces will be here very soon. Enjoy the remainder of your lives." With that, the holoimage evaporates.

Lungru speaks the truth. About 2 minutes after Lungru signs off, eight Nikto guards arrive at his tower in four horribly maintained Incom T47 airspeeders with the intention of eliminating the heroes. The heroes can plan an ambush or flee into the depths of the city.

✦ **Parella the Hunter:** VP/WP 114/16.

✦ **Klatooinian Mercenaries (4):** VP/WP 60/15.

✦ **Southern Nikto Guards (8):** VP/WP -/11.

On the Trail of the Spice-Kuzbar's Cantina

Kuzbar's Cantina is one of the establishments on Popara's list (see Popara's List in Scene Four). When the heroes arrive, read or paraphrase the following to the players.

Kuzbar's Cantina is one of the nicer establishments in the area. A Rodian singer warbles in one corner accompanied by a Bimm kloo horn player. The rough-looking clientele consists mostly of aliens, smugglers, and shady information dealers.

Use the cantina map if a fight breaks out.

Heroes seeking information or a soft berth on a smuggler's ship should hit up the bartender, a rough-looking man with serpentine tattoos on his face and arms. For a small tip, he points the heroes to a Sullustan information vendor in one corner of the cantina. The Sullustan, Min Gost, seems only mildly interested in the heroes and gladly answers their questions for a small fee (about 200 credits per piece of information). Here are some facts he knows.

Who has reason to hate Popara? No one hates Popara. Even his rivals, Lungru and Parella, love Popara. He is regarded as an honest Hutt. The spice lord bringing in the tempest might have issues with Popara because the Hutt has so far refused to deal, but killing Popara seems a bit extreme.

Who is this spice lord? I do not know, but the spice lord's organization has spread throughout Hutt space. The tempest is everywhere, making beings irritable and angry. It's bad stuff.

What do you know about tempest? It is purple, easy to acquire, and imported from some other world. It is found on several planets that do business with the Hutts. One of Popara's sons buys his tempest here, from a Trandoshan dealer named Minnix. (Min nods toward a male Trandoshan displaying the symptoms of tempest addiction seated in the opposite corner of the cantina.)

Which of Popara's sons buys tempest? The older one. He sends his Wookiee friends here to get it. He thinks that no one knows, but who else employs Wookiees?

Has anyone else been asking about the tempest? People who want to try it, I suppose. There was a red-haired woman who came here asking questions about the spice. She sounded like a government operative, although which government I can't say. I directed her to the Trandoshan, they spoke briefly, and then she left. *Note:* Min's description of the woman matches that of Angela Krin.

Where can we get a ship out of here? Many pilots visit this cantina. I can arrange something for a small fee—say, 500 credits.

After the heroes have asked four or five questions, read or paraphrase the following to the players.

A squat droid with a holoprojector mounted atop its bulbous head wheels into the cantina. The holoprojector displays the face of Zonno the Hutt, who is speaking in Huttese. A female voice provides a translation in Basic.

"Popara the Hutt has been murdered. His

assassins are still at large. I am putting a price of one hundred thousand credits on their heads. Here are their descriptions." The holoprojector then begins displaying images of each of you, along with your names.

The Sullustan seems intrigued. "Well, this is interesting," he says. "What is my silence worth to you?"

Silencing Min Gost requires a significant bribe (5,000 credits) or a successful Intimidate check (DC 18). Of course, there are other ways to silence a Sullustan, but killing him is probably going to earn one or more of the heroes a Dark Side Point.

Minnix, the Trandoshan spice dealer in the corner, sees Zonno's message unless the heroes blast the droid immediately. Minnix tries to take them down and claim the reward. Although armed with a blaster pistol, he flies into a rage the instant he is wounded and attacks heroes with a chair (wielding it as a club). If the heroes capture the Trandoshan and successfully interrogate him (DC 15 Intimidate check), he confesses that he gets his spice from various "middlemen" at Dark Melody, a bar on Level 35.

A brawl in the cantina draws a lot of unwanted attention to the heroes. A few of its clients flee the scene, returning 15 minutes later with either Parella the Hunter (see *On the Trail of the Spice—Dark Melody*, below) or four of Zonno's Nikto guards, who are scouring the undercity for signs of Popara's assassins.

✦ Min Gost: VP/WP 17/8.

✦ Minnix: VP/WP 42/15 (52/15 while raging).

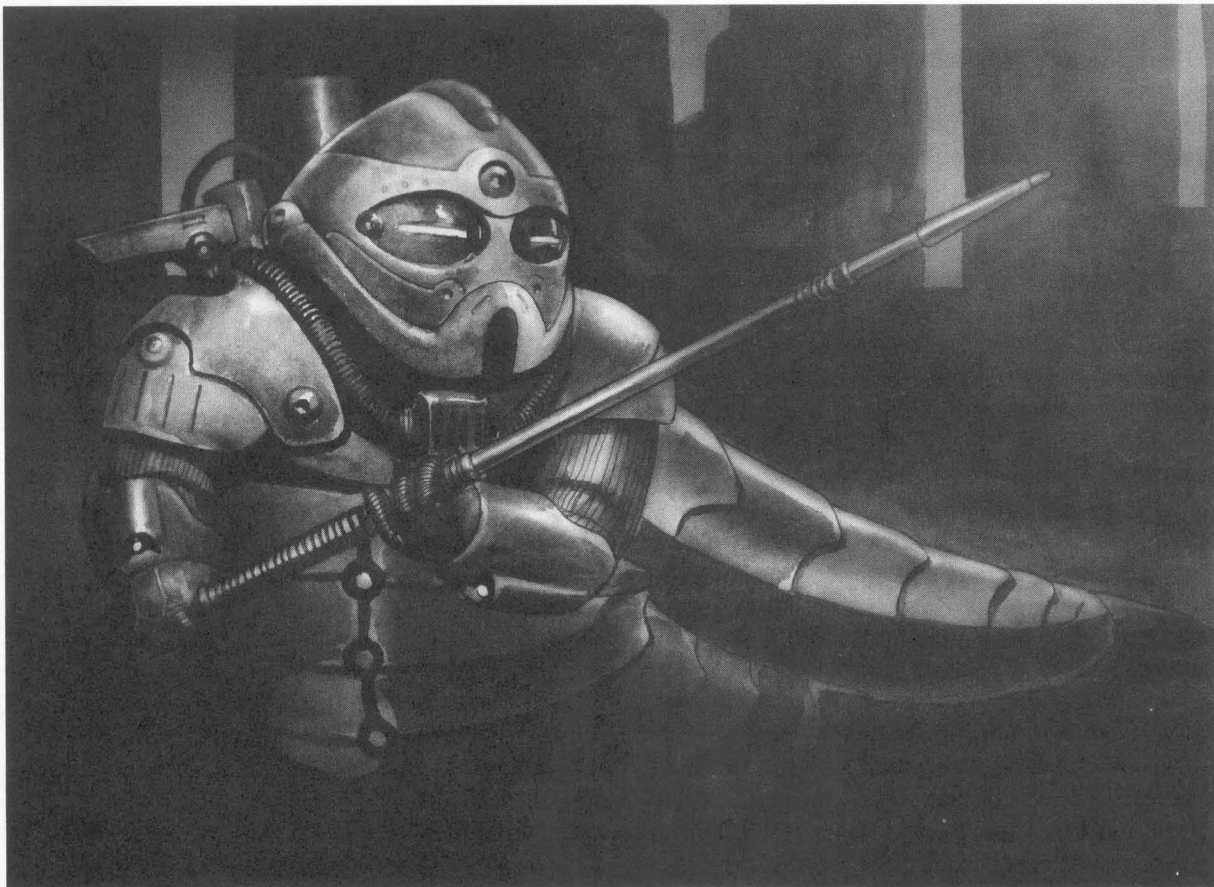
On the Trail of the Spice—Dark Melody

When the heroes explore this establishment, read or paraphrase the following to the players.

The Dark Melody is dingy and dark. A damaged droid plays some dreadful tune in one corner. The air inside smells oily. No one seems to recognize you, and most of Dark Melody's patrons have hoods drawn up over their heads and don't seem interested in talking.

The Kubaz barkeep points heroes to a pudgy Human with dark, oily hair gathered in a ponytail. The man, Meldark, claims to be the finest information broker on the thirty-fifth level. He charges 100 credits for a





5-minute conversation, but his knowledge is somewhat limited. If the heroes inquire about tempest dealers, Meldark explains.

"You're too late, my friends. There was a tempest dealer who liked to hang out here. The poor bastard died about a week ago. He was sitting in the corner when suddenly he grabbed his throat and fell over, choking. No one could save him. His face turned blue, his heart gave out, and he died. Some say he sampled a bad batch of spice. Others say he offended the spice lord and was killed for his temerity."

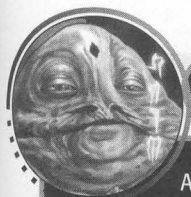
Meldark knows that the spice dealer was Human (identity unknown), probably employed under a blind contract (see the Blind Contracts sidebar). As Meldark and the heroes talk, a small floating droid that looks like a training drone zips into the bar and starts making a long circuit around the establishment. The tracking droid belongs to Parella the Hutt, who has taken up the challenge to find and kill the heroes. Eyewitnesses and snitches have traced the heroes here, and he is waiting for them outside.

Meldark has nothing more to say about tempest or the Hutts. ("They are up there, we are down here. It works out.") Outside the bar, Parella (clad in Hutt battle armor) confronts the heroes.

Outside the bar, you hear the sound of metal plates scraping against the road surface, and people start clearing the streets around you, dodging into shops and doorways.

A Hutt slithers forward, clad head to tail in metal armor and clutching a force baton in one gauntlet. The Hutt's eyes regard you with amusement. Through the vocabulator mounted on his chest, you hear a bubbling Hutt voice announce, "Flee, puny ones, before the might of Parella the Hunter!"

Parella enjoys the thrill of the hunt and tries to spook the heroes by turning off his armor's micro-repulsors, which normally allow quieter movement. If he manages to set the heroes to flight, Parella pursues them. He has few qualms about damaging buildings or firing into crowds. Parella uses three tracking droids to follow the heroes and pinpoint



BLIND CONTRACTS

A blind contract is one in which the two individuals involved in the contract never meet; they do not even know each other's identities. A number of houses on Nar Shaddaa specialize in such contracts. Shady individuals who don't care whom they work for get one set of numbers. Employers who don't want to be connected with nefarious deeds get another. The blind contract agent works as a middleman (and some even use droids as operatives and subject them to regular memory wipes).

Mika has made extensive use of blind contract agents on Nar Shaddaa. He hired the Cerean assassin through a blind contract and has hired smugglers in a similar fashion to pick up tempest on other planets. Given Nar Shaddaa's mazelike bureaucracy, it is nearly impossible to track the spice back to Mika. A determined individual with access to the right blind contract agent's computer or datapad can track (with a DC 25 Computer Use check) the spice back to one or more Skydove freighters, but the trail ends there. ☹

their location. If the tracking droids are destroyed, Parella goes back for more. He can appear again later in the adventure (if things slow down), perhaps in the Second Intermission.

✦ **Meldark:** VP/WP 26/10.

✦ **Tracking Droids (3):** VP/WP -/8; use the statistics for the Imperial Mark IV Series Patrol Droid in Chapter Fifteen: Droids of the *Star Wars Roleplaying Game*.

✦ **Parella the Hunter:** VP/WP 114/16.

On the Trail of the Spice-Headache Bar

This unruly establishment lies deep in the bowels of the city. The traffic here is steady, but the patrons are mostly scoundrels, thugs, and criminals.

The Headache Bar is a truly wretched hive of scum and villainy. The light fails to reach the corners of this dive, and you wouldn't be surprised to learn that some of the slumped-over patrons might in fact be dead. Raucous shouts and loud snores fill the room. A droid wipes the durasteel counter with a dirty rag. It cocks its head in your direction, points to a darkened corner of the bar, then resumes polishing the counter.

Have the heroes make a Spot check (DC 15). Those who succeed see a Hutt wrapped in a blanket in the

corner. As the heroes approach, the figure shifts and reveals itself to be Mika. The young Hutt smiles and says, "I knew you would come, eventually."

Mika is on the lam. After seeing Popara die, he knew he would be next. He knew that Popara planned to give the heroes a list of places where tempest could be found and hoped to meet them here eventually.

Mika says he believes Zonnos is responsible for his parent's death. Mika also questions Vago's loyalty to the Anjiliac clan. If the heroes mention that Vago helped them escape, Mika seems relieved and replies, "Good for Vago. Popara's trust was not misplaced."

Let the heroes provide their theories. Mika is not aware that Popara had planned to name him—not Zonnos—as his successor, and this news comes as a genuine surprise to Mika. The heroes might also tell him that they suspect Zonnos is taking tempest. Mika shudders visibly and says, "That makes him even more dangerous."

Mika, for his part, has good news. He has been arranging a way off-planet. No Hutt will risk irritating Zonnos as long as he visibly controls the clan businesses, so Mika has turned to someone else. His contact is waiting for him at the last bar, Murr, on Level 15. Mika wants to transport himself and the heroes to an off-world Skydove Freight outpost or other clan stronghold, where he can challenge Zonnos's leadership of the Anjiliac clan from a position of strength.

As the heroes leave the Headache Bar with Mika, four tempest-using thugs jump them. During the battle, Mika uses his Force powers (except Force Grip) and "accidentally" reveals his Force-sensitive nature; see the Meeting Mika sidebar for his reaction when the heroes discover his Force powers. If he has already used Force powers around them, he does not react this way.

If the heroes suspect that Mika might be somehow involved in the tempest trade, he uses Force Stealth to hide his thoughts from other Force-users and replies, "Tempest is bad for business. My father wanted to put an end to it, and now the mighty Popara is dead. Now this spice has claimed my treacherous sibling, Zonnos. I want this spice lord found and brought to justice. I cannot stand by and watch my clan—my people—fall prey to this menace. My father said I could trust you. Was his faith in you misplaced, or shall we try to help each other?"

If the heroes attack Mika, he attempts to flee, using Affect Mind to get various thugs and bar patrons to defend him or hold off the heroes long enough for him to make good his escape. At a last resort, he uses Force Grip to crush the heroes, heads down to Level 15, and arranges safe transport for himself to an off-



world Skydove Freight office (see Scene Five). Heroes who decide not to accompany Mika can follow him when he heads down to Level 15. Although swathed in a heavy cloak, Mika is easy to follow.

✦ **Mika the Hutt:** VP/WP 76/15.

✦ **Tempest Thugs (4):** VP/WP -/14 (10/14 while raging).

Scene Five: Angela Krin

Encounter: Challenging

Mika leads the heroes down to Level 15, where he has arranged a meeting in another seedy cantina called the Murr.

Daylight is but a memory at these depths. The only light emanates from glow rods and large, decrepit video screens that flicker with pictures of powerful Hutts, their voices a dull rumble at this depth. The streets are filled with trash, and the stench is overpowering. This is not the bottom of Nar Shaddaa, but it must be close.

The Murr is a dive's dive—nothing more than a dimly lit room with tables. The bartender lies unconscious behind the counter, and the tables are unoccupied except for one. The stern-faced woman seated at the table rises as you enter. Mika bows to her, turns to you, and says, "Gentle beings, meet my contact, Angela Krin of the CSA."

Krin's reaction to the heroes depends on how they interacted in Act One. If they were thorns in her side, she is cool and distant but not overtly hostile. If she had anything close to a relationship with the heroes, she is amused to find them so far down in the bowels of Nar Shaddaa.

Krin was recently promoted to captain and has been on detached duty, trying to find the source of the tempest spice. She wears nondescript civilian clothing instead of a pressed gray CSA uniform.

Mika contacted Krin soon after her arrival on Nar Shaddaa. He and Vago (whom she has met as well) have been trying to track the tempest spice lord. She has been able to get into places that the Hutts or their obvious servants would not be welcome, and she has secured information from individuals who are unwilling to talk to Hutts. Popara's list of spice bars comes from her work. Her contact in Popara's court was Miltar Dolor, who has disappeared in the wake of Popara's death. (Zonnos had Miltar killed soon afterward as a precaution.)

Krin has been looking for a way off Nar Shaddaa. Most of her smuggler contacts are turning the



THE EVOCII OF NAR SHADDAA

The Evocii are a bipedal, bilateral humanoid species native to the planet Evocar in the Y'Troub system (now known as Nal Hutta). They have narrow faces with square, lanternlike jaws and elliptical eyes. The crowns of their heads are ringed by blunt bumps. Their skin color varies from pale yellow to a deep lemon shade. In the great times of the past, they regularly lived to be five hundred years old. Now it is rare to find one more than two hundred years old.

The Evocii were a productive, relatively peaceful race dispersed across the surface of Evocar in clans. They were capable of interstellar contact and built a number of small trading posts across the planet, but Evocar was still considered a quiet, backwater world until the arrival of the Hutts.

The Hutts fled the destroyed ecosystem of their home planet, Varl, in great star caravans. They found Y'Troub perfect for resettlement. They negotiated with the Evocii, whittling away their holdings until finally the Hutts controlled the bulk of the planet. Eventually, the Evocii were relocated to Nar Shaddaa, while the Hutts worked to make Nal Hutta more suitable for Hutt life.

On Nar Shaddaa, the Evocii faced terrible persecution. As the moon became a base for smugglers, they fell farther down the social ladder, until finally they were among the lowest of scavengers on the lowest levels. Still organized by clans, the Evocii have been preyed upon by other scavengers, smugglers, and the wild vrbithers. The Hutts who originally brought them to the Smuggler's Moon forgot about them.

There are fewer than six thousand Evocii on Nar Shaddaa, and without outside intervention, they will be extinct within a generation. Indeed, many Hutts already consider them a dead species—an unfortunate casualty of the Hutts' success on Nal Hutta.

Evocii Commoner: Init +1; Defense 11 (+1 Dex); Spd 10 m; VP/WP -/11; Atk -1 melee (1d8-1, spear) or +1 ranged (1d8-1, spear); SQ Low-light vision; SV Fort +0, Ref +1, Will +1; SZ M; FP 0; Rep 0; Str 8, Dex 12, Con 11, Int 10, Wis 12, Cha 8.

Equipment: Ragged clothes, 1d4 spears.

Skills: Hide +3, Listen +2, Move Silently +3, Speak Basic (or Huttese), Speak Evocii, Spot +2, Survival +3.

Feats: Weapon Group Proficiency (primitive weapons).

Species Traits: -2 Str, +2 Dex, +2 Wis, -2 Cha. Evocii receive a +2 species bonus on Hide and Move Silently checks (already figured into the above skill modifiers). ☺

proverbial deaf ear, and a few have reported her presence to Zonnos. Still, she has managed to secure a cargo skiff and some weapons by calling in favors. The skiff allows Mika more mobility, and Krin has a lead on a ship out of here.

Krin has parked the skiff in an abandoned ware-

house on Level 13. Mika asks the heroes to accompany them, assuring them that getting off-planet is the best first step toward proving their innocence.

♣ Captain Angela Krin: VP/WP 51/13.

The Warehouse

When the heroes leave the Murr for the warehouse, read or paraphrase the following to the players.

Things get even filthier as you descend two more levels. The flickering glow rods are starting to give out, and the walls are caked with grime and ash.

The warehouse looks like it was abandoned centuries ago. Ominous shapes in the darkness prove to be nothing more than heaps of trash, resting in the middle of which is a vehicle that combines parts a Hutt cargo skiff and a cloud car. From within the vehicle comes the sound of a crying child.

Heroes who investigate the skiff find an Evocii child curled up on the deck behind a crate of twenty blaster carbines and twelve frag grenades. She hugs a sad-

looking rag doll. Let the heroes try to coax her out (Diplomacy check DC 10). If they don't, Krin will do so, speaking softly. The girl is scared to death of Hutts and hides behind Krin or a hero if Mika approaches.

Mika, for his part, is quite surprised. The child appears to be Evocii, a species thought extinct that once lived on Nal Hutta. (Mika fails to mention that the Hutts were mostly responsible for their extinction.)

The child speaks Basic and Evocii. Her name is Matha, and she came in here when the vrbllthers caught her scent. She hid in the skiff until they went away. Now she wants to go home. If a hero asks what a "vrbllther" (pronounced VER-bl-ther) is, read or paraphrase the following to the players.

You hear a low growl behind you. Looming in the doorway are several hunched, reptilian shapes. Their silhouettes sway in the flickering lights, and saliva drips from their fanged jaws.

"Vrbllthers!" shrieks the child, who runs back to the skiff. The creatures lunge forward.

This is a straight-up fight. Mika moves to the back and uses Force Push to slow the vrbllthers. Krin



draws her blaster pistol. If the heroes are still unarmed at this point, Krin points them toward to the crate of battered but serviceable blaster carbines and frag grenades on the skiff. Opening the crate is a move action.

The vrbllthers attack until slain.

✦ **Matha:** VP/WP -/8; Atk -2 melee (1d3-2, unarmed); SV Fort -1; Str 6, Con 8; other statistics similar to the generic Evocii commoner, as detailed in the sidebar The Evocii of Nar Shaddaa.

✦ **Vrbllthers (6):** VP/WP 39/15; see Appendix Two: New Creatures.

Scene Six: The Evocii

Encounter: Simple

After the vrbllthers attack, Matha must be coaxed out of the skiff again. She wants to go home, and the heroes must decide whether to take her. If any of them look wounded, Matha says that her grandfather has the ability to heal others, and she is willing to take the heroes to see him.

If the heroes decide to leave the Evocii child to her own devices, they lose the chance to speak with Sorgoth, the Force-using leader of her clan. Matha leaves, walking slowly away with tears in her eyes. Krin shoots the so-called “heroes” a stern glance and suggests that they at least escort the girl home, but Mika discourages this course of action. (Mika knows he wouldn’t be received well by the Evocii, and escaping from Nar Shaddaa should remain the heroes’ primary concern.) You can skip the rest of this scene and proceed to Scene Seven if the heroes side with Mika and decline to meet the Evocii.

If some or all of the heroes accompany Matha, she leads them to her clan’s home in the darkest depths of the undercity. Some of the heroes might decide to stay with the skiff. Given the choice, Mika stays behind to guard the skiff while Krin joins the heroes.

If the heroes follow Matha, read or paraphrase the following to the players.

Matha leads you down a set of stairs into a wide antechamber piled high with garbage. The poor lighting makes it difficult to see beyond a few meters.

You sense movement to your right. A pale, narrow face emerges from the darkness, revealing an Evocii dressed in faded rags. Further movement belies several more of them dressed in shabby clothes that blend in nicely with the colorless surroundings. The silent, watchful Evocii surround you.

An ancient Evocii clad in a tattered robe disengages from the rest and approaches you. Matha runs to him, and they exchange brief words in a peculiar, chirping language. Finally, the old Evocii looks at you and says in Basic, “Thank you for returning our child. We have so few of them these days. You are far away from where you should be. What has brought you to depths of Nar Shaddaa?”

The heroes can tell as much or as little of their tale as they choose. The robed figure is Sorgoth, the one hundred fifty-year-old leader of this particular Evocii clan. He is also a Force adept.

Sorgoth’s clan numbers around thirty, and of those about ten would be considered warriors. They scavenge what they can from the upper levels, moving where they cannot be seen, communicating with other Evocii clans as they discover them. Sorgoth can offer some basic supplies if the heroes are needy (medpacs, barely edible food, glow rods, and other nonweapon items).

Sorgoth can provide the general history of the Evocii, as described in the sidebar The Evocii of Nar Shaddaa. He has no love for the Hutts, and when he finds out the heroes are traveling with one (Matha will tell him if the heroes don’t), he advises them never to turn their backs on him. In his mind, all Hutts are ruthless, treacherous creatures.

If the heroes ask about tempest, Sorgoth suspects that the Hutts are producing and distributing it. It is the Hutt way—they are evil. If the heroes ask about Zonnos or Popara’s death, Sorgoth simply points out that Hutts are treacherous and always fight.

Sorgoth possesses “the healing touch” (the Force skill Heal Another) and is happy to use this power to aid the heroes. If they reveal that they’re looking for safe passage off Nar Shaddaa, Sorgoth says, “You want to leave this place? We do as well. If we stay here, we will die. Thanks to the Hutts, there are few of us left. When you find a way off, will you take us with you?” The heroes can pledge to help the Evocii; if they do, the Evocii will do whatever they can to help them.

Once their fear of the heroes is allayed, the Evocii express interest in some items belonging to the “visitors from above” (jackets, jewelry, but not weapons). If the heroes offer the Evocii a gift, they are even more appreciative.

If the heroes are friendly and impress Sorgoth, he volunteers to read their fortunes. He draws a set of symbols in the ash, touches the heroes on their foreheads, then sits in meditation. He intones a long

string of Evocii words, takes a deep breath, and says the following: "I see a storm of purple dust that will sweep up those who conceived it. I see a mad Hutt, one who has lost his mind. I see danger and betrayal. To survive, you will need to trust in your friends. That is all I see."

After telling the heroes their fortunes, Sorgoth takes Matha and bids them farewell. He provides one last gift: a silver whistle. If the heroes blow the whistle in these lower levels and the Evocii happen to be nearby, they will hear it and come to their aid. Once this gift is bestowed, the Evocii begin to melt into the shadows, picking their way through the refuse and disappearing like wraiths. Matha and Sorgoth are the last to go, and Matha turns to wave farewell.

✦ **Sorgoth:** VP/WP 37/12.

✦ **Evocii Warriors:** VP/WP -/11.

✦ **Evocii Commoners:** VP/WP -/11; see the sidebar The Evocii of Nar Shaddaa for statistics.

Scene Seven: Blast On, Blast Off

Encounter: Extreme

If possible, give injured heroes a chance to heal—either naturally, by using medpacs (purchased in the undercity or provided by the Evocii), or by the use of Sorgoth's or others' Force abilities.

If the heroes escaped from Popara's tower and have the comlink that Vago gave them, the Hutt contacts them through the comlink. Otherwise, Vago contacts Krin through her comlink instead.

The friendly, metallic voice of an H-3PO unit burbles through the comlink.

"I beg your pardon, but wise and clever Master Vago has authorized me to contact you. He says that Zonnos is deranged and has called in all sorts of family favors to hunt you down. Vago has been successful in covering your tracks, but it is only a matter of time before Zonnos finds you and learns of Vago's treachery.

"Vago has found a way off the planet for all of us—he has secured a ship. He is heading for the ship now and says that he will meet you in one hour at landing dock Q2214 GRB. He advised that you not be late."

With that, the droid terminates the transmission. Mika discourages the heroes from trying to reestablish contact with the droid, saying that Zonnos might

try to track the transmission. Mika knows the location of landing dock Q2214 GRB—it belongs to Skydove Freight. He recommends they use the modified skiff in the undercity warehouse (see Scene Six) to reach the landing dock, but they also have enough time to reach the bay on foot, if necessary.

The heroes might want to take some or all of the Evocii with them. However, Sorgoth and his clan have moved on. If the heroes have befriended the Evocii, a successful Spot check (DC 20) notes one of them among the crowds as they move up through the city. The Evocii appears for only a moment, and then fades into the crowd.

As the heroes approach the doors to the landing dock, Krin advises caution. A Search check (DC 10) reveals that there is nothing obviously wrong with them. Before opening the doors, Krin recommends that if something goes wrong, they regroup back at the warehouse.

The doors slide open to reveal the dark silhouette of a Hutt caravel. The transport bears the emblem of Skydove Freight and is parked at the far end of an elongated landing dock. Light spills in through the opened doors, and additional light from inside the caravel illuminates a lowered boarding ramp, but the bay is otherwise cloaked in darkness. A familiar, jade green H-3PO droid stands halfway between the doors and the ship. Of Vago, there is no sign.

The H-3PO unit greets the new arrivals and urges them to hurry, turning its back on them and hustling toward the ship. If they ask about Vago, the droid explains that he is already onboard. They need to hurry or Zonnos will catch them.

Landing dock Q2214 GRB is identical in appearance to landing dock X1256 AEB (the heroes' point of arrival on Nar Shaddaa). Lost in the darkness above are several catwalks. Heroes who ask about catwalks should be allowed a Spot check (DC 15) after moving 10 meters into the room. A successful check reveals several figures on the overhead catwalks; they are holding very still, their weapons ready. The heroes will not catch the ambushers flat-footed, but they will not be surprised themselves. If the heroes give any type of visible warning to their fellows or turn to run, the Wookiees spring their trap. Neither Krin nor Mika spots the ambushers.

If the heroes do not notice the ambush (or choose not to react), the droid turns when it gets to the bottom of the boarding ramp and says, "I'm sorry, but



you're going to have to surrender now. Zonnos has Master Vago, and I had no choice."

The droid continues to apologize as the lights come up suddenly in the darkened bay to reveal four Wookiees with electro-nets and eight southern Nikto guards with blaster rifles (set to stun). Behind them, the doors to the landing dock start to slide shut.

If the heroes did not spot the ambushers, they are caught flat-footed and the ambushers get a free action. If the heroes spotted the ambushers (but waited for them to make the first move), roll for initiative normally.

The doors take 1 round to shut and lock (Disable Device DC 35). Heroes who are not flat-footed can exit the landing dock before the doors close; this requires a successful Dexterity check (DC 11). Four Rodians of the Bomu clan, summoned by Zonnos to help spring the trap and hot on the heroes' heels, arrive to take out heroes outside the landing dock. The Rodians are armed with blaster carbines and really don't care about taking prisoners. If the heroes defeat the Bomu, they can either flee into the city or use their weapons or ingenuity (represented by a Disable Device check) to get through the sealed doors.

Inside the landing dock, the Wookiees cast a pair of electro-nets at Mika, while the other two drop them on random heroes. At least one of the Nikto fires at Krin. If she fails her Fortitude save against the stun, she crumples to the ground, unconscious.

The catwalks provide the Wookiees and Nikto with one-half cover against attacks from the floor of the landing dock. The heroes can use the Hutt caravel for cover or board the ship and try to take off (see The Hutt Caravel, below). The H-3PO unit does nothing to the heroes other than advise them to surrender ("It's a perfectly logical alternative!"), reminding them that Zonnos has already captured Vago.

For the story to build to a satisfying conclusion, it is preferable that the ambushers capture at

least one character in addition to Mika. Unless a hero is nailed immediately, go after Krin—it is up to you to make her capture convincing. Roll the dice behind the screen, shake your head, and announce that Krin has crumpled to the floor. If another character is brought down in the first volley, then it is not as necessary to incapacitate Krin; indeed, the player whose hero is stunned might enjoy the chance to play Krin during the rescue in Scene Nine.

After throwing their nets, the Wookiees use their blaster carbines to stun characters trapped in the nets.

✦ **Wookiees (4):** VP/WP 42/14 (54/14 while raging). In addition to a blaster carbine and a vibroblade, each Wookiee carries an electro-net (see Chapter 7 of the *Star Wars Roleplaying Game*).

✦ **Southern Nikto Guards (8):** VP/WP —/11.

✦ **Bomu (Rodian) Soldiers (4):** VP/WP 50/13.

The Hutt Caravel

The Skydove Freight caravel *Luminous Star* is ready to fly, but its weapons systems were damaged in a recent altercation with space pirates and are non-functional. Activating the caravel's launch systems requires a move action, and reenabling the ship's turbolasers requires an hour's work and a successful Repair check (DC 30). The caravel is not equipped with a hyperdrive and is intended only for short jaunts between Nar Shaddaa and Nal Hutta. Lifting off among the crowded spires and catwalks of Nar Shaddaa requires a successful Pilot check (DC 15).

If the heroes manage to avoid the ambush and make it to the caravel, consider concealing two more Wookiees and four additional Nikto guards in secret smuggling compartments aboard the ship. Heroes searching for hidden compartments find them with a successful Search check (DC 30). The Wookiees and Nikto remain hidden until after the heroes have taken off and landed. They activate their comlinks so that Zonnos can track them, then emerge from their hiding places (hoping to catch the heroes by surprise). Like the ambushers in the landing dock, their weapons are set to stun.

If the heroes secure the caravel, they can attempt to land elsewhere and rejoin the others. Modify Scene Eight accordingly—heroes who eluded capture get the announcement of the upcoming executions over the ship's onboard transceiver.

Appendix Three: New Starships presents complete statistics for the Hutt caravel.

✦ **Wookiees (2):** VP/WP 42/14 (54/14 while raging). In addition to a blaster carbine and a vibroblade, each Wookiee carries an electro-net (see Chapter 7 of the *Star Wars Roleplaying Game*).

✦ **Southern Nikto Guards (4):** VP/WP —/11.

SPLITTING THE PARTY (ACT TWO)

It is possible for the heroes to be separated as a result of the battle with Zonnos's forces. They should regroup eventually at the ancient warehouse, per Krin's suggestion. The Evocii can lead the heroes they rescue through ventilation shafts to that level (see Evocii to the Rescue).

You might wish to throw additional encounters at the heroes (a sudden reappearance of Parella, for example), but this will result in one part of the group sitting idle while the others battle. Encourage the players to use their heroes' comlinks and regroup at whatever location is most convenient. ☺



Evocii to the Rescue

This event occurs only if the heroes were kind to the Evocii in earlier encounters. If the heroes treated the Evocii poorly, you can skip this section.

If it looks like all the heroes might be captured, the Evocii try to rescue one or two of them. When only one or two of the heroes are left standing in the landing dock, read or paraphrase the following to the players.

As if matters were not bad enough, the ground suddenly shifts beneath your feet, and the deck plates you are standing on suddenly give way. You are falling.

Let the heroes make Reflex saves (DC 11) to catch the edge of the collapsing plates. The fall is not a long one (5 meters) and leads into a cross passage underneath the landing dock. In the darkness, the heroes can see a lean, yellowish face—an Evocii. “Come along,” he says, “if you want to live to fight another day.” Suddenly he is gone, scrabbling down the passage. If the heroes follow the Evocii warrior, they are led out of immediate danger. Zonnos’s Wookiees and Nikto do not pursue, although you can make the Bomu soldiers more tenacious (should they find their way inside the landing dock).

Capture!

Some players will have their heroes captured as a result of this scene. Their characters are shackled and imprisoned under the watchful eyes of a pair of Wookiee guards. Zonnos is not going to wait long enough for them to try any tricks, so their wait should be a short one. However, it’s not much fun for the players if their heroes spend all their time locked up.

Unless the heroes formulate some brilliant plan for escape (and that might happen), offer the players a Gamemaster character to run for the time being. Options include Angela Krin, Sorgoth, or an Evocii warrior (perhaps the one who guided some of the heroes to safety, above). Once the captured heroes are sprung from their chains, you can regain control of these Gamemaster characters or let the players continue running them as “secondary heroes” for the time being.

And what becomes of Mika the Hutt? If Mika is captured, Zonnos has him confined to his suite in the Anjiliac spire. Popara’s elder offspring won’t do anything to Mika until after his other prisoners are dispatched; see Scene Nine for details.

Scene Eight: The Announcement

Encounter: Simple to Challenging

After the ambush, free heroes should regroup at the warehouse (or possibly some other location, if they can communicate by comlinks). Once at the gathering spot, they should start planning what to do next.

As you consider your options, a figure approaches you. It is Sorgoth, and he has a small holoscreen under his arm.

“One of my warriors found this,” the elderly Evocii says, handing over the screen. “I knew you’d want to see it.”

The screen shows Zonnos the Hutt, looking triumphant. You notice the dark, pronounced veins on his head and upper body. As he speaks, Sorgoth translates his words into Basic. “The murderers of my mighty progenitor, Popara Anjiliac Diresto, have been captured. They will be given a fair trial within the hour, then executed by my hand. Justice will be done.” The recording loops at this point.

Heroes who have escaped via the Hutt caravel might hear Zonnos’s message while they are aloft over the city. Those who have regrouped in a nicer section of Nar Shaddaa might see a display droid running the message. One of the Force-using heroes might suddenly receive an image from Mika, showing the captured heroes standing before Zonnos in the audience chamber. Regardless of their present



CONVINCING THE EVOCII

The Evocii are excellent allies, acting as guides through the ductwork or as additional warriors in pitched battles. While they are accustomed to years of abuse from the Hutts, they are hesitant to fight them. A hero who wants the Evocii to oppose the Hutts must convince them by a Bluff, Intimidation, or Diplomacy check (DC 20). Success means the Evocii go along with the plan.

If the heroes persuade the Evocii to help them liberate their captured comrades, Sorgoth and eight Evocii warriors agree to help plan and execute the assault on the Anjiliac spire. (The heroes should give some thought to rearming the Evocii, given their primitive weapons.) This allows players who have captured heroes to run someone for the rescue (such as Sorgoth or an Evocii warrior). Matha does not join the assault. ☺



location and situation, you should have no trouble relaying the message to the players.

The heroes must devise a plan if they are going to rescue their friends. Here are some possibilities they might consider, but be prepared to entertain other suggestions.

Fight their way in from the bottom: The heroes can use the same route they took to flee the Anjiliac spire to get back in. There will be five encounters as they make their way up (see *Fleeing the Towers* in Scene Three). Also, Zonnos will be warned of their arrival.

Sneak in through the ventilation system: With the help of the Evocii (see the sidebar *Convincing the Evocii*), the heroes can reach Zonnos's throne room through the ductwork. The trek is long and exhausting, and heroes who crawl through kilometers of filthy ventilation shafts must succeed at a Fortitude save (DC 15) or be fatigued (cannot run or charge, -2 penalty to Strength and Dexterity) for the rest of the day.

Crash the party: If the heroes have the Hutt caravel *Luminous Star*, the modified cargo skiff from the undercity warehouse, or some other flying craft, they can launch an assault on the Anjiliac spire. The spire has a pair of turbolaser cannons defending it, but each gets only one shot as the heroes ram the building. The plastisteel gives way easily to such an assault.

Once the heroes have formulated their plan, proceed with the next scene. Modify the scene accordingly to fit the needs of the heroes' situation.

Scene Nine: Zonnos Enraged

Encounter: Extreme

As the heroes put their plans into operation, read or paraphrase the following shaded text. Heroes with comlinks can hear the discussion, while those with transceivers can witness it. Heroes who were taken prisoner experience it firsthand.

Zonnos the Hutt lies sprawled on the dais of his throne room, his veins clearly visible and pulsing, his eyes widening and squinting, his rage palpable. Four Wookiees armed with vibro-axes flank the massive Hutt. A squad of southern Nikto guards watches the door. Of the rest of Popara's court, there is no sign except for a battered jade green H-3PO droid at the foot of the dais.

Zonnos lets out a snarl and says, "You have been found guilty of the murder of a Hutt, the greatest crime of the galaxy. How do you plead?"

Heroes who have been captured can try to escape, convince Zonnos that he is persecuting the wrong people, or just spit (figuratively or literally) in the Hutt's eye. The Hutt is suffering from a tempest overdose, and the slightest insolence or provocation is enough to thrust him into a blinding rage. If Angela Krin is among the captives, she accuses Zonnos of killing Popara. This enrages Zonnos and causes him to rebuke the prisoners in a shower of spittle. "Silence, you puny little weaklings! You will die, and everyone on Nar Shaddaa will see that the Anjiliac clan is stronger than *ever!*"

Zonnos's addiction to tempest makes him difficult to control. (He receives a +6 resistance bonus on his Will saves.) In his current frame of mind, he cannot easily be bribed, intimidated, or reasoned with. Nevertheless, Force-using heroes with the Affect Mind skill can try to plant a suggestion in Zonnos's mind. If the attempt fails, Zonnos flies into a killing rage as cameras mounted to the walls broadcast the carnage across Nar Shaddaa.

Once the imprisoned heroes have their shot at escape (perhaps using their Force powers or the *Escape Artist* skill), let their would-be rescuers appear. Those crawling in through the ductwork appear near the vents. Those ramming the building break in through one of the great windows on either side on Zonnos's dais.

Any interruption causes Zonnos to fly into a rage and attack the nearest foe. He swells visibly as he succumbs to the tempest rage, becoming a drooling, savage warrior. His Wookiees and Nikto guards fight until they are killed or until Zonnos is killed. When Zonnos dies, the Nikto surrender. (Raging Wookiees do not surrender until their rage has ended.)

This is Zonnos's last stand. Even if he is brought down through nonfatal means, his mind snaps as a result of a tempest overdose, and he will never be whole again.

♣ **Zonnos the Hutt:** VP/WP 63/18 (79/18 while raging).

♣ **Wookiees (4):** VP/WP 42/14 (54/14 while raging).

♣ **Southern Nikto Guards (8):** VP/WP -/11.

♣ **H-3PO:** VP/WP -/14.

Abandoning the Captives

The free heroes might decide to leave their captured friends to the tender mercies of Zonnos the Hutt. It might be that they feel outclassed, they might want to cut their losses, or maybe they never liked Krin anyway. Doing this would be a bad thing. Barring any Jedi mind tricks on Zonnos, he will likely rip each of the captives apart (still manacled) with his

bare hands and dance on the bodies. The spectacle will be transmitted to the rest of Nar Shaddaa as a sterling example of Hutt justice.

If the heroes flee instead of rescuing their friends, give each of them a Dark Side Point.

Mika Freed

If he was captured in Scene Seven, Mika the Hutt is confined to his chambers on one of the upper levels of the Anjiliac spire and placed under heavy Nikto guard. (Four guards watch him in his quarters, and another four Nikto stand guard outside.) Due to his precarious mental state, Zonnos is unable to think clearly and doesn't know what to do about his younger sibling. Zonnos does not suspect that Mika is behind the death of Popara and instead focuses his rage on the heroes.

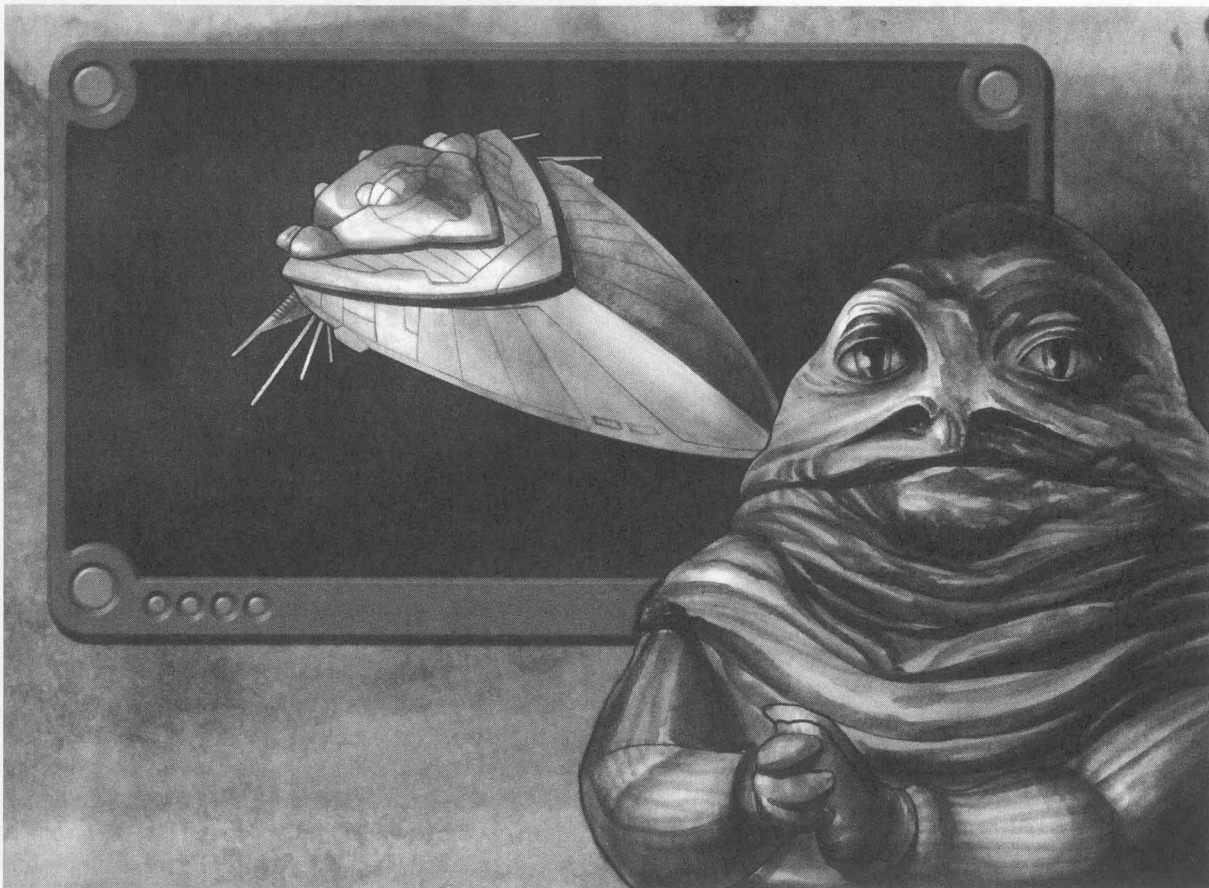
If the heroes are having trouble escaping Zonnos or reaching the Hutt's throne room, Mika can use Affect Mind to plant suggestions in the minds of the southern Nikto guards. He tells them, "You don't want to hurt me," "You must do as I command, for I am a loyal Hutt of the Anjiliac clan," and "Zonnos has gone mad, and you should help me defeat him." Mika's puissant skill at "mind tricks" coupled with the weak wills of the Nikto

enable the Hutt to squirm free of captivity. Mika leads the eight Nikto guards to Zonnos's throne room, either arriving in time to create a suitable distraction or soon after the heroes defeat his enraged sibling. At this point, however, Mika doesn't take too many risks.

Scene Ten: The Last Hutt Standing

This scene assumes that one of two events has happened: Either the heroes defeated Zonnos and freed their captured friends, or Zonnos the Hutt killed his prisoners and the surviving heroes fled. In either case, once the surviving heroes are safe, they can make arrangements to leave Nar Shaddaa or hunker down somewhere to rest and recuperate.

If the heroes defeat Zonnos and liberate their friends, the far lift opens; Mika, looking a little the worse for wear from his imprisonment, steps out with eight Nikto bodyguards. If Mika interceded in the battle against Zonnos, he and his Nikto guards are already in the reception hall. Mika is quick to explain how he escaped captivity, claiming that he was able to persuade the Nikto that Zonnos had gone mad and killed Popara.



Mika looks at the wreckage of the battle and says, "It seems that I am now the ruler of Clan Anjiliac." He seems to be speaking more for the cameras than for you. "Such a waste. Such a bloody end for one Hutt's madness."

Mika moves his way through the devastation of the audience room. He turns to you, and shakes his head. "I'm alone now," he says in a voice that sounds a thousand parsecs away, "and there is so much to be done. I will need your help."

Mika is willing to let Zonnos take the blame for everything, including Popara's death. He seems visibly shaken by the events of the day, and while he praises the heroes for their actions, he seems distant and detached.

The household is in shambles. Many of the guards are dead, some killed by the heroes. Vago, who apparently sold them out to Zonnos, has gone missing. ("Clever Popara made a mistake adopting the offspring of one of his rivals!") Mika says that his father's Twi'lek advisors are gone as well. He feels utterly alone and needs help. He is, of course, more than willing to reward the heroes for that aid.

Left to her own devices, Angela Krin continues to search for the source of the tempest on Nar Shaddaa. Mika offers her luxurious accommodations in the Anjiliac spire for the duration of her stay. Mika makes the heroes a similar offer, although he understands if they want to "get away" for a while.

Rewards for the Heroes

At the end of this act, the heroes have helped to put Mika on the Anjiliac throne, but at a tremendous cost. Mika, while not Popara, rewards them as well as he can. Figure on a cash reward of at least 20,000 credits per hero. He releases their ship to them if it has been impounded or provides them with a new ship if they did not have one. He offers to upgrade their existing ship again, though not to the extent that Popara did for Mika's rescue.

Finally, each hero gets a favor from Mika, and Mika takes on the obligation of any favors owed by his parent. This is akin to the call in a favor ability of the noble class, requiring a roll to see whether Mika can manage it. In addition to other bonuses, the hero gains a +5 circumstance bonus on any Charisma checks for this favor.

Mika seems to be rather detached as he lays out the largesse. He keeps saying that there is much to be done and much to be accounted for. And that he needs the heroes more than ever now.

Rewards for the Players

Consider this act a long adventure. Heroes completing it gain 10,000 experience points. This should be sufficient to raise each hero's level from 10th to 11th. Assuming that you increased or reduced the difficulty of the encounters accordingly for characters of higher or lower level, this calculation should stand.

Given the length of the adventure, you might want to prorate the experience points for the characters of those players who can't attend every session. You should discuss this with your players as well—they might see an advantage to everyone gaining experience regardless of regular participation, or they might want to reward those who show up every time. In addition, make additional awards for what you consider good play. This award is purely discretionary and comes on top of any other awards given during play. Such awards should not exceed 1,000 XP and should probably be in the 250–500 XP range.

Award Force Points (in addition to the one gained for achieving a new level) for dramatic and heroic actions, at your discretion. As a rule of thumb, only 1 additional Force Point per character per evening's play is common, but particularly dramatic (or foolhardy) heroes might find themselves in situations where additional Force Point gains could be merited.

Heroes who gain a level might require training for new skills and abilities. This is one reason for the Second Intermission that follows. The intermission can also be used to bump up characters who didn't quite make it to 11th level, so they are not outclassed in the next act.

Second Intermission

The period following Act Two is not so festive as the first. The heroes have witnessed the death of Popara and a battle for power within the Anjiliac clan, and they have helped put Mika on the throne. But things have changed, and Mika doesn't seem to be as powerful or influential as Popara was. In addition, several members of Popara's old court, including Vago and the Twi'lek Force adepts, have vanished. The crown rests uneasily on Mika's head, and he makes as much use of the heroes' abilities as he can.

In addition, Mika has his own plans that could involve the heroes in other ways. Popara's goodwill should extend to Mika, but the heroes might become more immersed in Mika's shadier dealings.

The intermission between Acts Two and Three provides another resting point for the heroes after a hard-fought campaign. Here is a time to resupply and



SIDE TRIP TO NAL HUTTA

While this adventure does not involve a visit to Nal Hutta, heroes might express an interest in seeing the planet regardless. Here are the basic facts on Nal Hutta.

Nal Hutta, which means "Glorious Jewel" in Huttese, was originally the home of a species known as the Evocii. The Hutts abandoned their original homeworld of Varl, came to Nal Hutta, swindled the Evocii out of the land, exported them to the moon, and exploited them mercilessly. Most Hutts believe them extinct.

The Hutts proceeded to make Nal Hutta more like their native Varl, destroying the planet's ecology in the process. They bulldozed the forests, strip-mined the mountains, flooded the oceans with toxic pollutants, and killed millions of native lifeforms. Nal Hutta has been transformed into a polluted wasteland with humid, rainy weather and thick blankets of acidic fog. The Hutts feel comfortable here.

Various Hutt clans have plantations and estates on Nal Hutta. These sprawling manses consist of swampy lands with huge, ornate palaces built atop them. Here the Hutts gather to conspire, plot, and undercut one another. The Anjiliac clan might have some minor holdings here—mostly former possessions taken from earlier rivals—but Popara rarely visits, preferring to run his empire from Nar Shaddaa.

As on Nar Shaddaa, a significant population of slaves and indentured servants on Nal Hutta makes everything run for their Hutt masters. These slaves and servants are kept in blockhouse-like quarters away from view.

In short, Nal Hutta is paradise for Hutts and purgatory for anyone else. ☹

Small Adventures and Side Trips

Part of the purpose of the Second Intermission is to give the heroes (and sometimes the players) a breather while setting up some basic concepts for Act Three. In particular, the heroes get to work more often for Mika. The young Hutt lord seems more dependent on them when, in fact, he is using them to advance his own quest to flood the galaxy with tempest.

Mika as Patron

Mika does not have Popara's self-assured grace and power. He seems to need the heroes to help with his day-to-day operations. Assignments are common, and instead of getting a break from the Hutts, the heroes might feel like they're putting out fires for the new master of the Anjiliac clan. Here are a couple ideas for Mika-related short adventures.

Escorts: The heroes and their ship are hired to escort a Skydove freighter transporting legitimate cargo (gemstones, foodstuffs, medical supplies, or refined ore) to a system outside of Hutt threatened by pirates. Mika has alerted the pirates to the heroes' presence, hoping that the heroes will distract the pirates long enough to get a second freighter carrying a load of tempest through the "back door."

Spice riots: An outpost of the Organium Group is under siege from tempest addicts on a remote world. They have roused the population against the Hutts and are burning their warehouses and factories. Can the heroes bring order?

Vago sightings: This is a common occurrence in the time following the rise of young Mika. Vago has been spotted in this cloud city or was seen doing business in that desert settlement, and would the heroes check it out? Vago is not around, of course (he has been captured by Mika and shipped off to Varl, under the watchful eye of Mika's new Twi'lek assistants), but this allows the heroes to be wherever you wish, falling into other adventures as they happen.

In general, none of the jobs that Mika asks the heroes to do is illegal, but the line is grayer than with his father. The people they deal with are not always the best, and the people they are fighting are not always evil. Mika seems to be struggling with his empire and trying to do his best to hold it all together.

Mika tries to allay the heroes' suspicions by doing them the occasional favor. For example, if the heroes have an old enemy who is causing them grief, Mika can use his resources to remove the irksome threat. The heroes might discover that the bounty hunter who has been on their case for months has suddenly found someone else to hunt. Conversely, if the Bomu

heal. This intermission should last no longer than a couple months, although the demands of your own campaign might dictate otherwise. If you choose, you can press on into Act Three directly as well.

Advancement and Training

When most heroes advance a level, they can pick up new skill ranks, skills, and feats. You might require heroes gaining new skills or feats (in particular, Force-related skills and feats) to find a trainer or mentor. Often Jedi seeking new enlightenment need time to learn from more powerful Jedi. In some eras, the search for lost knowledge requires heroes to find exiled Force-users with that knowledge.

If this is the situation within your campaign, you can use this period as a chance for the heroes to increase abilities and gain new ones. Sometimes a young Jedi seeking enlightenment must go off for specific training, and the other heroes can engage in different adventures during this time.





FAVORS ON NAR SHADDAA

As on Endregaad, heroes can call in favors early in the act (before Popara's party). However, their ability to access communication equipment is severely limited after Popara's death.

Attempts at off-world communication engage briefly before the screen or holographic display goes blank, to be replaced with the face of Zonnos the Hutt and a mechanical voice in Basic stating, "Your access code is in violation. Please remain where you are." About five minutes later, five southern Nikto arrive on speeder bikes. Short-range comlinks are unaffected by this transmission interruption.

Heroes might have favors owed them by other powerful Hutts. Most other Hutts are unwilling to put themselves in the middle of what they see as a dynastic succession struggle, and such help is minor at best. If and when Zonnos is killed, the heroes are able to call in favors again. ☺

clan has become too much of a nuisance, Mika might threaten enough of them to discourage them from troubling the heroes in the future. Anything to stay in the heroes' good graces!

Parella's Back

If the heroes defeated but did not kill Parella on Nar Shaddaa, he is back. Unlike the Bomu (which he might employ as hounds or bait to lure the heroes to him), Parella is a dangerous foe with access to a lot of technology. He is an unusual Hutt who takes great delight in the hunt—the more the heroes slip through his grasp, the most tenacious he becomes. If the heroes manage to elude him several times, he begins to respect them more. Although he might develop a genuine affection for the heroes, a face-to-face meeting will always end with the hunter killing his prey, the prey killing the hunter, or the prey slipping away. To Parella, that is the way it must be.

More Tempest

As entire urban populations are corrupted by the new spice, the HoloNet fills with stories of governments banning tempest, but their measures always fall short of stopping the tempest smugglers or uncovering the source of the spice. The visible signs of addiction are such that any public figure not seen for a week or more starts rumors that he is kicking the habit in seclusion somewhere.

For the heroes, this means a lot more tempest use among their foes, as well as more sudden, irrational attacks by those suffering from an overdose. By the beginning of Act Three, the heroes should be willing to deal decisively with the tempest menace for no other

reason than it lets them go back to fighting stormtroopers, alien menaces, and other everyday problems.

Working with Angela Krin

During the period between Act Two and Act Three, the heroes encounter Angela Krin as she is working on her own to break the tempest case. Whenever she makes headway, something happens to derail her. For instance, she might track a shipment of spice to a Twi'lek smuggler in the Ryloth system, only to get there and find out that the smuggler and his ship were destroyed or lost to a malfunctioning hyperdrive.

Relationships with Others

Those heroes who better their Reputation scores as a result of Act Two do so through their notoriety regarding the succession battles for Popara's clan. Individuals approach the heroes hoping for help from the Hutts in some manner or another. Others regard the heroes as nothing more than Hutt henchmen. A few might even suspect that the heroes are involved with the distribution of tempest, particularly if they have visited systems where the spice has taken hold.

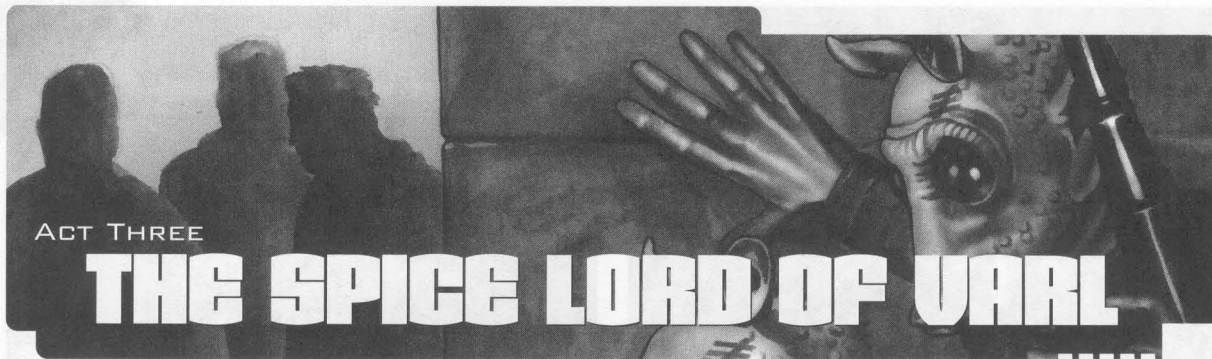
Those heroes with superiors find their relationships even further strained. There is muttering—perhaps even an accusation or two—that the heroes are more loyal to their new Hutt lord than their traditional allegiances to the Empire, Rebellion, or Republic. This might sour the heroes on their traditional ties, which is a good thing for Mika and for Act Three.

More so than before, the heroes are considered experts on tempest and are called in to help on small matters. Some planets set up their own blockades against the spice, which profits the smugglers even more. Even so, no one knows where the tempest comes from, and no one knows the identity of the mysterious spice lord who holds the reins. Uncovering the identity of this spice lord is another string you can pull during the intermission. (If the heroes suspect that Mika himself is behind tempest, they might try to get even closer to him to learn the truth.)

Bringing in New Heroes

The intermission is a good time to work in new heroes as well, particularly for those players whose heroes might have perished on Nar Shaddaa. This break gives them a chance to get comfortable with a new character before heading off to Varl.

As you move into Act Three, the heroes should be 11th level or thereabouts. Again, feel free to modify encounters slightly to account for heroes of higher or lower level. Mika is more comfortable with his new empire, Popara is dead, Vago is missing, and somewhere in Hutt space the spice lord awaits.



ACT THREE

THE SPICE LORD OF VARL

This act begins with the heroes on a mission for Mika to carry some rare cargo to Lungru the Hutt. On their way back, they run into a wing of Corporate Sector Authority starfighters, which informs the heroes that Angela Krin wants to talk to them. Krin believes she has tracked down the source of the plague that affected Endregaad. It is a mutated version of a virus native to Varl, the original Hutt homeworld. Further research has shown that the virus is capable of turning normal spice into a crude form of tempest. That suggests tempest is manufactured on Varl, which means it must be under the control of a Hutt clan, possibly the Anjiliac. Could Vago be running tempest?

Krin wants to find the base on Varl where the tempest is being manufactured. She has found out about a smuggler who is making a spice run to Varl. She wants the heroes to hijack the ship, raid it for information on the location of the tempest base, and destroy the base. She can offer the heroes weapons, equipment, and support but can't involve CSA personnel or ships. Krin is going out on a limb to do this—the CSA considers it an unnecessary expense for a matter clearly outside its jurisdiction. Krin recommends no one be told of this plan; the fewer who know, the less likely the information is to leak out.

The smuggler's freighter is more heavily armed than Krin had thought, and the heroes might have a difficult time stopping it. Getting the smugglers to dump their cargo isn't enough—the heroes must board the ship and take control of it. The smugglers have the coordinates of their landing dock and know that the tempest base is on the far side of a nearby mountain.

On Varl, the heroes face a Hutt patrol ship that challenges their landing. If the heroes are flying the smugglers' freighter, they can get past without any trouble, but otherwise they'll have to fight or run for it. The heroes can set down almost anywhere—most likely near a Hutt outpost the smugglers told them about. Once they get to the tempest manufacturing plant, the heroes discover it is actually a huge starship camouflaged to appear as a stationary building. After searching through the ship, the heroes discover

the tempest manufacturing core. There they find Vago along with Popara's Twi'lek Force adepts. Vago is under the Twi'leks' control and, along with several guards, attacks the heroes. If either the Twi'leks or Vago can be captured alive, they tell the heroes that Mika is the tempest spice lord.

Confronted by the heroes in the tempest command center, Mika explains how he engineered the deaths of Popara and Zonnos to seize control of the Anjiliac clan and finance his newest business venture. He takes his success as proof that he is superior to any other Hutt, and thus superior to any being anywhere. Mika vows to flood the galaxy with tempest and build a shadow empire that controls every crime lord, smuggler, bounty hunter, and Outer Rim world through spice addiction.

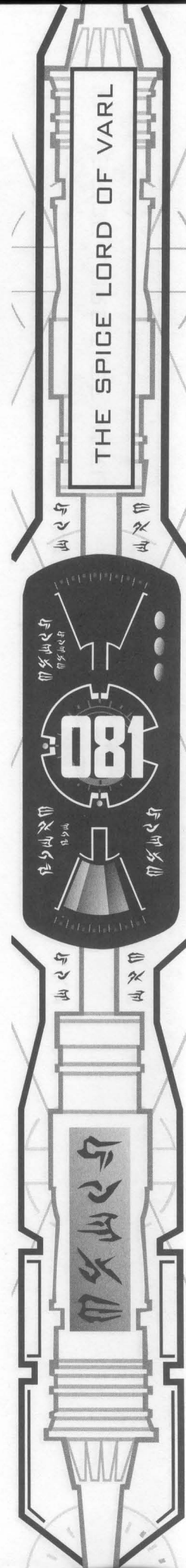
At the end of Act Three, Mika should be dead, the tempest manufacturing ship destroyed, and the heroes victorious over all their foes. Vago, if alive, rewards the heroes and does his best to retain their trust (although he is still a Hutt). Angela Krin receives a promotion and becomes a powerful ally. The heroes are given great rewards and great fame.

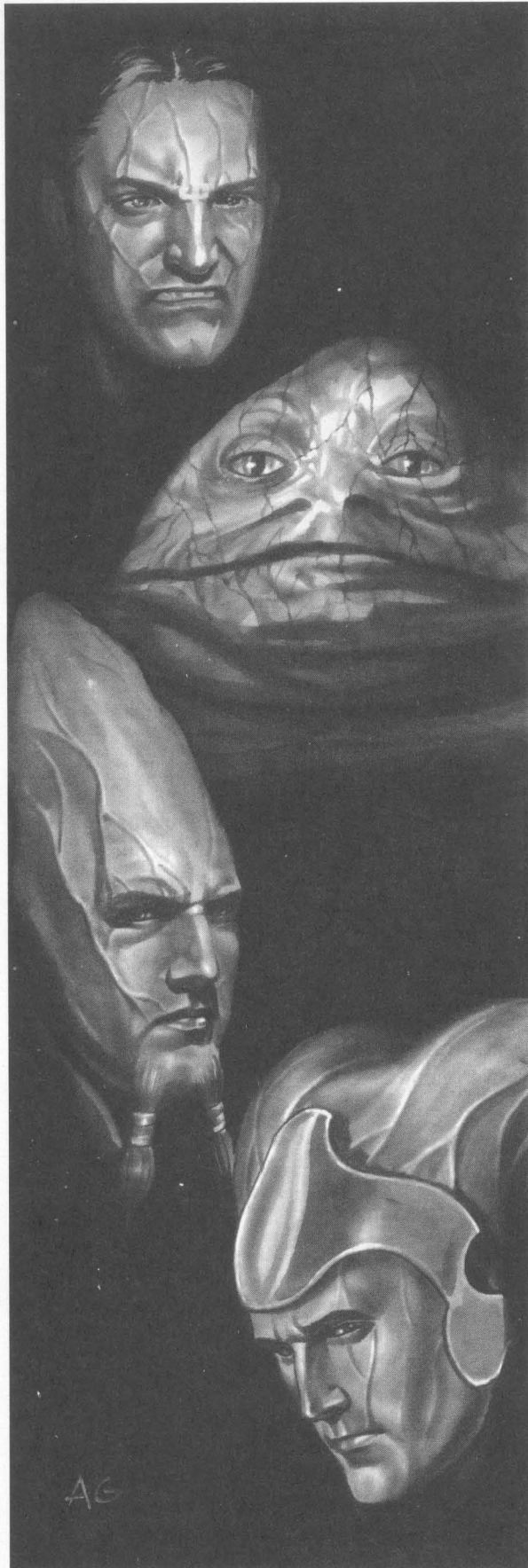
Act Three is designed for four characters of 11th level. Encounters can be adjusted for stronger or weaker groups.

Scene One: Working for Mika

Encounter: Simple

The heroes begin this act by performing a relatively straightforward job for Mika (one of several, if the heroes helped him during the Second Intermission) or doing him a special favor. Either way, it should be about two months after the death of Zonnos and the ascension of Mika to the head of the Anjiliac clan. Mika needs a load of exotic animals delivered to Lungru the Hutt and doesn't trust anyone else to do it. Besides, the heroes might have a score to settle with Lungru, and if they show up as Mika's agents, Lungru won't dare do anything to them.





When Mika's message arrives, read or paraphrase the following to the players.

The large, green face of Mika the Hutt flickers above the holoprojector. His voice seems louder and more booming than when you last saw him, though he still does you the honor of speaking in Basic.

"My friends, I have need of your services once again. I have an extremely valuable cargo that needs to be shipped to the palace of Lungru the Hutt on Joodrudda. It is a gift, meant to seal a bargain between our two clans. I know that you and Lungru have not gotten along before, but you are my agents, and he will not dare lift a hand against you. In fact, should you wish to speak to Lungru with impunity about the trouble he caused you in the past, this would be an excellent opportunity. Of course, I shall see you well compensated for your time and efforts.

"Come to Nar Shaddaa, and you can gather your cargo and payment in advance."

The message ends with a quiet click.

The animals are a pair of domesticated Corellian sand panthers, a male and a female. (These creatures are extremely difficult to tame, and therefore domesticated ones are highly prized.) Mika is delivering the sand panthers to Lungru as a gift. Lungru has long sought such creatures for his personal menagerie. Mika wants to send them to Lungru as a message—Mika can be a powerful ally and can do things Lungru cannot. Mika offers a fee of 5,000 credits (or 10,000 credits worth of black market weapons and goods) for the heroes to carry the panther cages for him.

The heroes can refuse to take the mission, but hopefully their relationship with Mika has been a good one. If they refuse once, he'll offer them more money (as much as 15,000 credits), but after that he stops calling them. Heroes who refuse to run missions for Mika find themselves unable to contact him easily in the future and might have unusual run-ins with the Bomu clan or tempest-crazed ruffians. Mika wants to keep friendly relations with as many agents as possible, but as he grows in power his more vengeful side slowly becomes apparent. In that case, you can skip directly to Scene Three and have Angela Krin contact the heroes early.

When the heroes arrive on Nar Shaddaa, they are met by Orgamon (or a different Nikto if Orgamon has



MIKA'S UNTIMELY DEMISE

Although this adventure takes great pains to conceal the identity of the tempest spice lord, there's a chance the heroes might suspect Mika, confront him, and overthrow him before the start of Act Three. (During the third act, Mika is coordinating the production and distribution of tempest from his secret installation on Varl and is unavailable.) The heroes might suspect Mika for several reasons: First, he is a Hutt, and Hutts are generally regarded as conniving, unscrupulous beings. Second, he has outlived both his progenitor and his older sibling and now oversees one of the most influential kajidics in Hutt space. Third, he is a Hutt.

Do your best to deflect suspicion away from Mika. The adventure includes several possible "red herrings," including Vago (who has good reason to hold a grudge against Popara's clan) and Lungru (one of Popara's few remaining rivals). If these fail to mislead the heroes—if the players are smart enough to see through Mika's scheme—then there's no need to maintain Mika's innocence. If Mika knows the heroes are on to him, he uses every resource at his disposal to crush them. First he sends the Bomu clan after the heroes. Unlike in previous encounters with the Bomu clan, these Rodian soldiers are tempest addicts prone to rages, making them even more dangerous. If they fail, Mika personally hires a capable Trandoshan scout named Ryssk to eliminate them. Ryssk pursues the heroes in a Z-95 Headhunter (see Chapter 11 of the *Star Wars Roleplaying Game* for statistics) equipped with a $\times 1$ hyperdrive, chasing them across the galaxy and showing up at the most inopportune moments—usually while the heroes are engaged in some other battle.

Even if the heroes kill Mika prior to Act Three, they must still destroy the tempest manufacturing plant on Varl. In Mika's absence, the operation is coordinated by one of his loyal underlings. You can either create a new villain to supplant the fallen Hutt or elevate an existing supporting character to the role. Perhaps Lungru or Parella the Hutt, hearing of Mika's demise, takes control of the manufacturing plant on Varl. One or more of Popara's Twi'lek Force adepts could be spies working for Lungru's or Parella's kajidic. One might wonder where Mika found the resources (and a shipyard) to construct the battleship *Tempest*; maybe his secret financial backer—a ruthless Corellian corporation or Outer Rim crime syndicate—moves in to oversee the production of tempest following the Hutt's demise.

If the heroes capture Mika, they could force him to reveal the location of the tempest manufacturing plant. He could court death by leading them into a trap instead, or he could lead them to Varl to meet their doom at the hands of the "real brains" behind the tempest operation.

In short, the adventure need not end with the death or capture of Mika the Hutt.

✦ **Ryssk:** VP/WP 60/16. ✨

died). He is here to load the animals onto the heroes' ship and give them their payment. If asked about Mika, he says that, regretfully, the powerful and benevolent Mika is unavailable to see the heroes at this time. If pressed, he admits that Mika is off-world, and Orgamon has no idea when he will return. The animals are shipped in sealed cages that automatically feed and care for them. All the heroes must do is take the cages to Lungru's summer palace on the planet Joodrudda, on the edge of the Corporate Sector.

✦ **Orgamon, Mountain Nikto:** VP/WP $-/10$.

✦ **Domesticated Corellian Sand Panthers (2):**

Predator 4; Init +2; Defense 22 (+2 Dex, +10 natural); Spd 16 m; VP/WP 26/14; Atk +11 melee (1d6+5, 2 claws), +5 melee (1d8+5, bite) or +4 ranged; SA Poison, pounce, rake; SQ Scent; SV Fort +6, Ref +6, Will +0; SZ M; FP 0; Rep 1; Str 21, Dex 15, Con 14, Int 3, Wis 13, Cha 16. Challenge Code: C.

Skills: Climb +10, Hide +14, Jump +10, Listen +8, Move Silently +10, Spot +5.

Feats: Multiattack, Track (bonus feat).

Poison: Sand panther claws are envenomed. Any opponent struck by a claw must make a Fortitude saving throw (DC 14). On a failed roll, the poison deals 1d6 points of Con damage. Another save is required 1 minute later to resist 2d6 points of Con damage.

Pounce: When first attacking an opponent, a sand panther pounces, allowing it to make a full attack even though it has already moved.

Rake: If a sand panther hits with both claws, it can try to grapple its opponent as a free action. If the grapple succeeds, the sand panther uses its rear legs to rake (+8 melee) for 1d6 points of damage per claw.

Scene Two: Special Delivery

Encounter: Simple to Challenging

The trip to Joodrudda is uneventful. When the heroes come out of hyperspace near the planet, two well-armed Hutt caravels hail them. The heroes are instructed to land at Lungru's palace and prepare to offload their cargo. Joodrudda is obviously a largely uninhabited planet covered in dust storms and barren rock, and Lungru's palace is the only structure of note on the world. There is a large landing pad half a kilometer from the palace, and no other starships are currently docked there. The heroes are allowed to land at the pad without incident, although the caravels warn them off and eventually attack them if they go anywhere else.

At the landing pad, a group of seven armed



Cereans guard a hoverskiff. Behind them stands Kir Sesad, whom the heroes might remember from Popara's banquet on Nar Shaddaa (in Act Two). As the heroes descend their boarding ramp, Lungru's Cerean advisor politely offers to have his guards unload the cargo. Once the Corellian sand panthers have been safely stowed aboard the cargo skiff, Kir Sesad steps forward to speak with the heroes.

The shifty-eyed Cerean waits impatiently but silently until both cages are loaded onto the cargo skiffs. Then he strides forward, pointing accusingly at you all.

"You caused me great trouble back on Nar Shaddaa. The almighty and massive Lungru was most displeased that I had not predicted that outcome. He has not forgiven me yet, nor has he forgiven you for ruining plans he made with Zonnos of Clan Anjiliac. I think perhaps Lungru might be happier if you all ceased to be a factor in Hutt affairs."

The twelve guards point their blaster carbines at you.

If the heroes start shooting, they have a fight on their hands. However, the Cereans do not make the first attack. As long as the heroes do not start a fight, the Cereans don't fire. Lungru does not want to anger Mika, and the Cereans know it. Kir Sesad is hoping to goad the heroes into attacking him so that he can claim self-defense. Lungru likes that kind of trickery and encourages it in his underlings.

The Cereans don't want to let the heroes go and maneuver to cut them off from their ship, if possible. If they succeed, the situation dissolves into a stand-off. The heroes can talk their way out of it with a good Bluff check (opposed by Kir's Sense Motive check) or a good Diplomacy or Intimidate check (opposed by Kir's Diplomacy check). If the heroes make even a single attack, it is much more difficult to talk the Cereans into ceasing hostilities (-10 circumstance bonus on Diplomacy checks). If the heroes lose the fight, Lungru orders those still alive to be treated with medpacs and put back on their ship.

- ✦ Kir Sesad: VP/WP 34/12.
- ✦ Cerean Bodyguards (7): VP/WP -/12.

Apologies from Lungru

If the heroes prevail on the landing pad or end the standoff without firing a shot, they are free to leave Joodrudda. When they are in orbit, they receive a comlink message from Lungru himself.

The comlink beeps and blares to life. The deep, loud voice of Lungru the Hutt can be heard in the background, while a familiar Cerean voice translates his speech into Basic.

"Good help is hard to find in these times. My employees overstepped themselves—an occurrence unlikely to happen again. Extend my greeting to Popara's treasured successor, Mika the Hutt, and have no fear of my wrath. So long as you are working for Mika, I shall seek no redress against you."

If the heroes wish to say something to Lungru, he'll listen to them. He makes no important comments or promises, but he is willing to let them rant, vent, or just talk politely as long as they want. Once the heroes seem finished, read or paraphrase the following to the players.

There is a pause, during which you can hear Lungru breathing. The sounds of something getting hit come over the comlink, followed by a closing door. When Lungru speaks again, his words are translated into Basic not by a Cerean, but by a droid of some kind.

"Mika is not the Hutt his father was, but he is successful and profitable. I suspect you will find his collar less comfortable than Popara's, and his leash not quite so long."

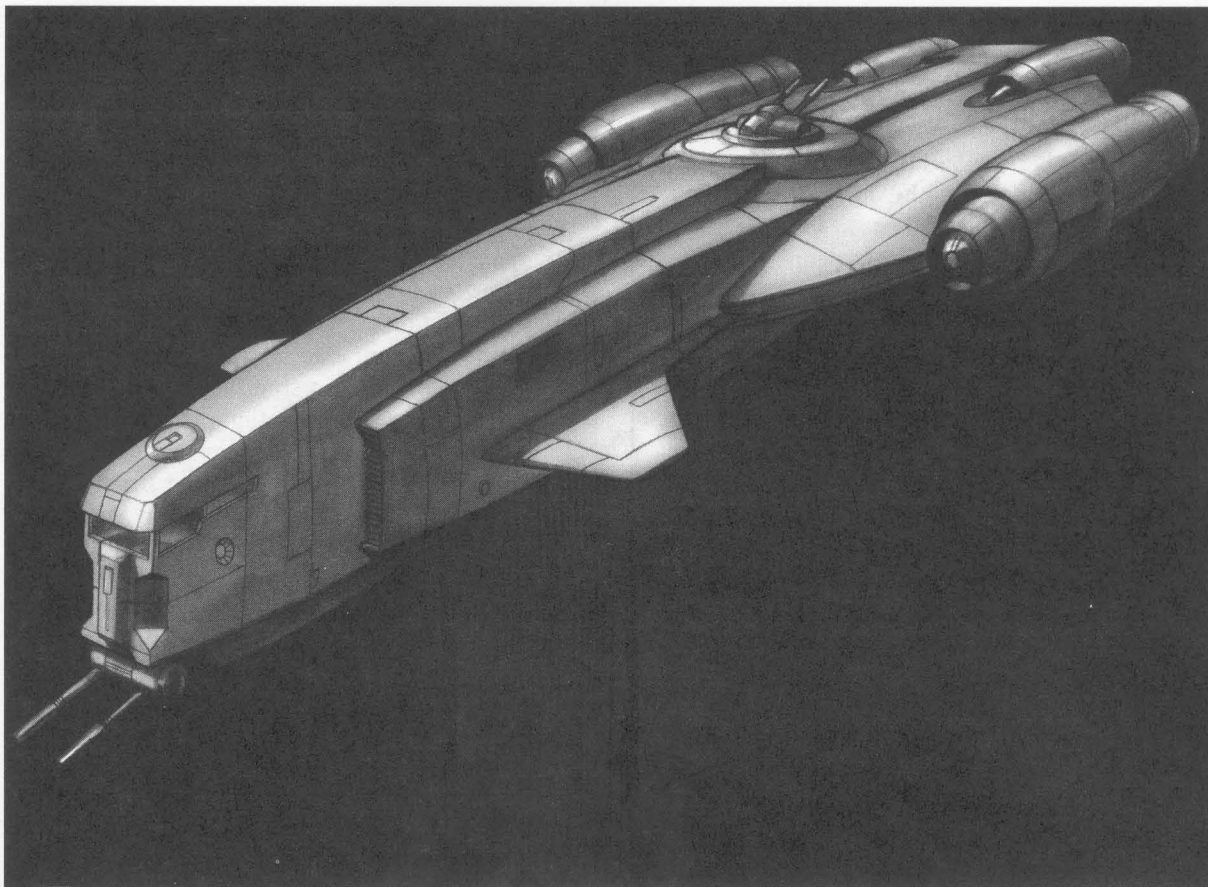
The comlink then goes dead.

Lungru does not respond to any further messages, and his orbiting caravels do not stand in the heroes' way of breaking orbit.

Scene Three: Krin's Angle

Once the heroes are ready to leave Joodrudda's star system, read or paraphrase the following to the players.

Your ship leaves behind the dusty planet of Joodrudda and heads to the minimum safe distance for a hyperspace jump. A few minutes before you reach the hyperspace limit, your sensors pick up a dozen Corporate Sector Authority IRD fighters closing in at sensor range. The lead ship hails you.



HECK, NO, WE WON'T GO! (ACT THREE)

The heroes might decide the tempest trade is not their problem, or that Krin is wrong about the source of the spice. If they decide not to go on this mission, for whatever reason, events proceed normally for a number of weeks. The characters still get missions from Mika, but he doesn't see them in person anymore. Mika's treatment of the heroes slowly deteriorates until, finally, he decides they're liabilities and sends bounty hunters to kill them. The heroes continue to run into tempest smugglers and tempest addicts during this time. Eventually, they might decide to track down Mika and demand an explanation for his attitude toward them, in which case they'll find him on Varl.

Krin can't handle this mission on her own, but that doesn't mean she won't try. If the heroes turn her down, Krin's superiors contact them a few weeks later, asking whether she has approached them recently. Krin has disappeared, and the CSA has no idea where she is. If the heroes decide to track her down, every lead points to her having gone to Varl. (She has, of course, been captured by Mika and won't be showing up again unless the heroes rescue her.) ::

The IRDs are flying in fast but have no hostile intention. They have been sent by Captain Angela Krin to ask the heroes to join her aboard her ship, *Vigilance*, on the edge of the system. The leader of the fighter flight assures the heroes that the CSA has no hostile intent—they are just here to escort the ship to *Vigilance*.

Vigilance is an Etti light cruiser with a new coat of paint. A Knowledge (spacer lore) check (DC 15) reveals that the CSA often uses Etti light freighters for antipirate raids, and a Computer Use check (DC 10) with the ship's sensors verifies that *Vigilance* has several concealed weapon ports. Once the heroes' ship is at medium range from *Vigilance*, Krin contacts the heroes personally. She wants to talk to them face to face—preferably on *Vigilance*, but she will come aboard their ship if they insist.

Once the heroes and Krin are in the same room, read or paraphrase the following to the players.

Angela Krin enters wearing the pressed gray captain's uniform. She looks tired but determined as she sets down a small holoprojector. It flickers to life, displaying a three-dimensional, rotating image of the planet Endregaad.

“The CSA spent a great deal of time dealing with the plague on Endregaad. Since the plague was brought into the system by a smuggling ship, we decided to study known alien viruses to see whether any of them bore a resemblance to the Endregaad Plague. After weeks of medical research, our people found an almost identical match.”

Krin clicks a button, and the image on the holoprojector changes to show two misshapen blobs hanging side by side. Although one is a slightly darker color, the two are similar in appearance.

“The virus on the left is the Endregaad Plague. The virus on the right is a disease native to the planet Varl, the original Hutt homeworld. The Varl virus doesn’t normally affect non-Hutts, but the virus on board the smugglers’ ship seems to be a slightly mutated variety, deadly to non-Hutts as well. Since that ship also carried a huge shipment of tempest spice, I ordered a comprehensive set of tests to compare tempest to the Varl virus. It proved conclusively that the Varl virus, when exposed to common spice, transforms that spice into a deadly, highly addictive substance. We suspect that someone is using the Varl virus to alter normal spice, creating what is now commonly known as tempest.”

If any of the heroes have medical skills, Krin is happy to show them the CSA medical reports that confirm her claims. Krin fields any other questions as quickly as possible, then gets back to her presentation.

Again Krin pushes a button, and the holoprojector changes its image. Now it shows a battered ship, obviously an old freighter.

“This is *Barabi Run*, a known smuggler’s ship we’ve been tracking. It has picked up several large spice shipments over the past few weeks. One of our agents managed to pump the ship’s navigation computers, which verify that the ship is taking its shipments to Varl. Since the population of Varl is tiny and composed mostly of beings who can’t afford the spice, there’s no reason to ship spice there for sale. If they’re not selling it, it seems reasonable that the spice is being taken to Varl for processing into tempest. This smuggler ship has a regular schedule: Every time it takes on a

ment, it makes a stop at the lifeless planet Rhilithan, along the Perlemian Trade Route, prior to making a hyperspace jump to Varl.”

Krin turns off the holoprojector.

“Neither Varl nor Rhilithan is inside Corporate Sector space, so we have no authority there. I need an outside group to help me capture *Barabi Run*. If it’s taking spice to Varl to be made into tempest, we can use it to find the tempest manufacturing plant. If we can find that plant, we can stop the flow of tempest at its source. Since nothing happens on Varl without the backing of some Hutt clan, I can’t go to the Hutts with a request for aid. If I give you the coordinates to Rhilithan, you could capture the ship before it makes the hyperspace jump to Varl. Once you have it, you can see whether the location of the tempest manufacturing plant is on board. With that information, we can make a strike against the plant and shut it down once and for all. What do you say?”

Krin answers any questions or concerns the heroes have as best she can. She’ll offer to go with them (in fact, she’d prefer to do so) but won’t commit any other CSA personnel to the mission. She can provide weapons and equipment if the heroes need anything reasonable. She can’t offer them any CSA ships—Krin is doing this on her own authority. Although she’s not technically violating any CSA regulations, she would likely be ordered back to the Corporate Sector if her superiors knew what she was up to—they don’t consider tempest a serious enough problem to worry about. How much of this Krin tells the heroes depends on how good her relationship with them is, and how much she has to say to convince them. If the heroes don’t agree to help, Krin won’t be able to do this on her own.

If the heroes mention any plans to contact or involve Mika, Krin advises against it. She doesn’t trust any Hutt in general, but she especially doesn’t trust a Hutt when dealing with Varl. If she needs to convince them, she’ll point out that Vago is still unaccounted for. Krin won’t insist, however, and the heroes can call Mika if they wish. They won’t be able to reach him, however, with only Orgamon answering their call. Orgamon still does not know where Mika is or how to contact him, but if the heroes wish to leave a message, Orgamon happily says he will relay it as soon as the “wise and powerful Mika” returns. Of course, since Mika is actually behind the tempest

trade, it will make the heroes' job much more difficult if they tell him much of anything.

✦ **Captain Angela Krin:** VP/WP 51/13.

Scene Four: *Barabi Run*

Encounter: Challenging to Extreme

The heroes only have a few days before *Barabi Run* is due to make its stop along the Perlemian Trade Route. They can make it to Rhilithan before the smugglers and lay in wait for the ship to drop out of hyperspace. Krin knows the coordinates, but the distance the heroes are from *Barabi Run* when it enters realspace depends on the result of an Astrogate check. To be at point blank range requires a check against DC 25, short range DC 20, medium range DC 15, and long range DC 10. If the heroes miss even a DC 10 Astrogate check, the smuggler's ship appears at sensor range.

When *Barabi Run* enters realspace, read or paraphrase the following to the players.

A flash of light and the blare of sensor alarms herald *Barabi Run's* entrance into realspace. The ship is a medium transport with three joined modules—a cylindrical module and two large, rectangular modules. The ship has turbolasers and heavy ion cannons jutting from concealed bays. It is headed straight for you at cruising speed, holding you steady in its front arc.

The smugglers open fire on the heroes' ship as soon as they detect it, but a successful Diplomacy check (DC 30) or Bluff check (DC 25) might allow the heroes to delay the fight long enough to move closer or get a missile lock on *Barabi Run*. Under no circumstances will the smugglers allow their ship to be boarded without a fight.

Barabi Run is heavily armed (more so than Krin had guessed), and disabling it should prove challenging. If the ship-to-ship battle turns against the smugglers, they dump their shipment of spice and attempt to flee. Naturally, this makes more work for the heroes, since they need the smugglers and the ship as much as they need the spice.

If the heroes incapacitate the smugglers' ship with ion cannons or deal the ship 350 or more points of hull damage, *Barabi Run's* systems shut down. The heroes can then grab it with a tractor beam and board it. The six spice raiders aboard *Barabi Run* set up barricades in the galley and engineering room to fight off any boarders. Their captain, Tarson Kestrel,

stays on the bridge and fights to the death. If the heroes successfully take the bridge and make an announcement over the ship's comlink, any remaining spice raiders surrender.

Some of the questions heroes are most likely to ask are covered below.

Where is the tempest manufacturing plant? The manufacturing plant is at the base of a large mountain range on Varl. The spice raiders are not allowed to land right next to it—they land on the other side of the mountains and offload their cargo there. Droids take the spice into one of the mountain's many mineshafts. The spice raiders don't know what happens to the spice after that.

Who is the tempest spice lord? The spice raiders have never seen or spoken to the spice lord. A company that handles blind contracts hired them shortly after the plague on Endregaad. They were told where to pick up the ship, where to get the shipments of spice, and where on Varl to leave them. They're paid anonymously after every shipment.

Where are the codes or passwords to gain access to Varl? *Barabi Run* has an automatic transponder that transmits a series of codes as soon as it enters orbit around Varl. The spice raiders don't communicate with anyone directly. The transponder could be removed and placed on another ship with a successful Repair check (DC 20).

How many other ships make shipments of spice? *Barabi Run* isn't the only ship that transports spice to Varl, but the spice raiders don't know how many other ships are used to bring spice to the landing site.

How does the tempest get taken off Varl? The spice raiders only make deliveries to Varl. They don't take any of the tempest off-world.

How large is the manufacturing plant? The spice raiders have only seen the plant from a distance while landing, but it looks like no more than one big building.

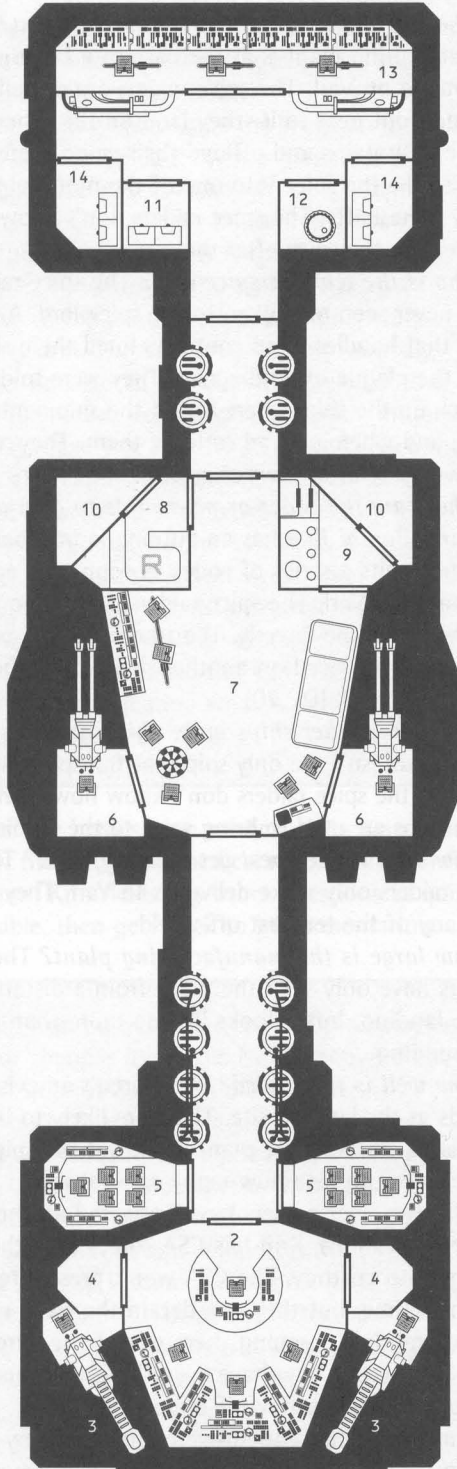
How well is it guarded? There aren't any visible guards at the landing site. There are likely to be lots of guards closer to the plant itself, but the spice raiders have no idea how many or what kind.

After the spice raiders have answered all the heroes' questions, Krin has CSA forces take the raiders into custody. The CSA won't prosecute them for any crime, but they can detain the spice raiders for several days, keeping them out of the heroes' way. The heroes now have everything they need to try to shut off the flow of tempest for good. The information is not conclusive enough for any major government force (either the CSA or whomever the heroes are working for) to commit their own forces, however. If the manufacturing plant on Varl is











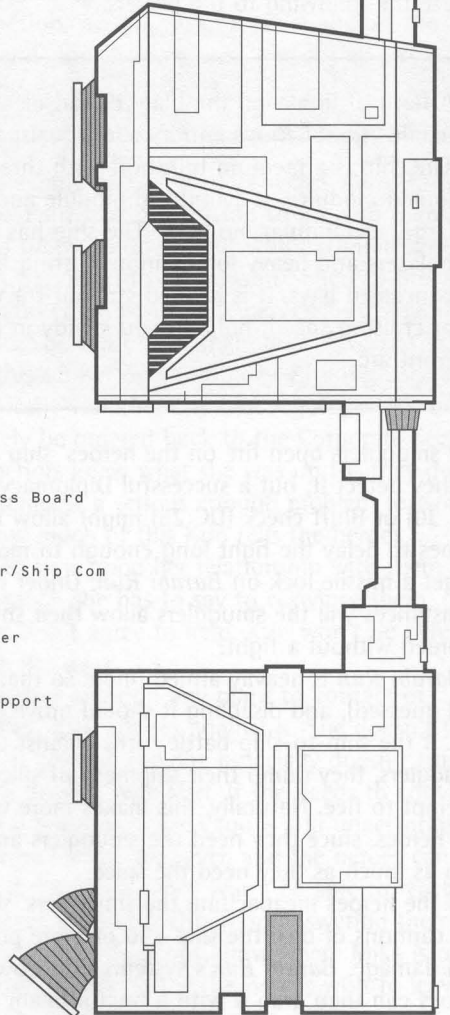
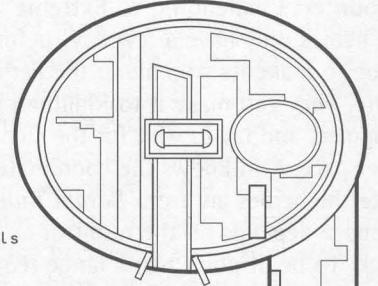
THE SPICE LORDS OF VARL

BARABI RUN MOBQUET MEDIUM TRANSPORT ▶



- 1> Engines
- 2> Bridge
- 3> Heavy Ion Cannons
- 4> Lifts to Cargo Levels
- 5> Escape Pods
- 6> Turbolaser Gunwells
- 7> Crew Lounge
- 8> Sonic Shower/Refresher
- 9> Galley
- 10> Access to Cargo Levels
- 11> Forward Armory
- 12> Storage
- 13> Forward Computer and Sensor Access
- 14> Access to Crew Levels

-  Chair
-  Couch
-  Door
-  Cabinet
-  HoloChess Board
-  Computer/Ship Com
-  Refresher
-  Life Support



0 2M 4M 6M 8M



57 2 11 14



SPLITTING THE PARTY (ACT THREE)

If the heroes capture *Barabi Run*, they will have two ships. They have the location of the tempest manufacturing plant and a transponder that should get them through Varl's planetary defenses. They might decide to just take *Barabi Run*, or they can remove its transponder and mount it on their own ship, or (if they have enough pilots and crew) they can take both. Krin recommends taking only *Barabi Run*, since it's the ship the spice raiders have used before, but she won't press the point.

If the heroes split up, you're going to have to run a divided party, which is always tricky. If possible, try to encourage the players to divide their heroes fairly evenly between the two groups. You might want to have Krin loan the heroes some extra CSA soldiers (use the statistics for the CSA Sergeant, as presented in Appendix One) to accompany each group, and have players with no hero in a group run one of these CSA supporting characters.

When moving back and forth between the two groups, try to spend equal time with each. If possible, end each group at a climactic moment—cliffhangers help players remember what they were doing and are a good way to keep everyone's interest. Think of the climactic scenes at the end of *The Phantom Menace* and *Return of the Jedi*. In Episode I, screen time was divided between Amidala's forces, the Gungan army, the two Jedi, and the Naboo starfighter pilots. Toward the end of Episode VI, screen time was split between the Rebel strike force on Endor, Lando Calrissian and the Rebellion attack fleet, and Luke Skywalker. ✨

going to be destroyed, the heroes are going to have to do it themselves.

✦ Tarson Kestrel: VP/WP 45/12.

✦ Spice Raiders (6): VP/WP 32/11.

Unrepentant

If the heroes warned Mika of their plans, a second ship—*Unrepentant*—escorts *Barabi Run*. (The inclusion of the second smugglers' ship increases the encounter's difficulty from challenging to extreme.) Mika hopes that the second ship will force the heroes to give up on their plans to find the origin of tempest. *Unrepentant* has similar statistics to *Barabi Run* but carries no cargo. Its crew consists of six more spice raiders.

The crew of *Unrepentant* won't surrender and don't know much if captured. They know nothing of who sent them or why—they were hired as an escort by a blind contract and thought of it as easy money.

✦ Spice Raiders (6): VP/WP 32/11.

Scene Five: Welcome to Varl

Encounter: Simple to Challenging

As the heroes come out of hyperspace near Varl, read or paraphrase the following to the players.

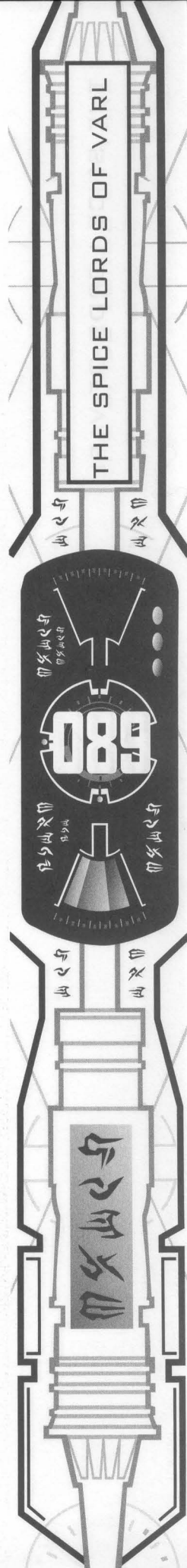
As the bright streaks of hyperspace light shrink down to form the stars of realspace, you get your first look at the Ardos system. Its white dwarf star seems particularly distant, and astrogation is complicated by a preponderance of dust clouds and asteroid fields. The planet Varl—a small, brown, ugly world—soon comes into view. Suddenly, your comlink erupts with a challenging voice yelling at you in Huttese.

A hulking Hutt patrol ship enters sensor range (see Appendix Three: New Starships for the ship's statistics). The vessel, manned by Nikto and Klatooinians, demands to know by what right the heroes enter the sacred home of the Hutts. If the heroes are aboard *Barabi Run* or have its transponder, they can transmit its pass codes. In that case, the Hutt patrol ship terminates communication and flies off, not responding to anything else the heroes say or do. If the heroes have two ships and only one has a transponder, the Hutt ship ignores the ship transmitting the codes but requires that the other ship explain its presence in the Ardos system.

If Mika knows the heroes are coming to Varl, they encounter two Hutt patrol ships instead of one. The Hutt patrol ships still allow any ship transmitting the proper pass codes to land on Varl, while intruding vessels without the proper codes are escorted out of the system or destroyed.

Heroes without a transmitter can try to incapacitate or destroy the Hutt patrol ship. The ship is likely no match for them, but every 4 rounds a new Hutt patrol ship shows up at sensor range, having responded to calls for assistance from the original ship. There are twenty patrol craft in the system, but no more than six are within range to engage the heroes. If at any time there is no functional Hutt ship within sensor range of the heroes, they have successfully gotten past the Hutt patrol.

The heroes can also make a run for it, trying to get farther than sensor range from the Hutt ship. A new Hutt ship enters sensor range every 4 rounds until the heroes succeed in moving out of sensor range. Heroes could also try to lose the Hutt ships in the canyons and valleys of Varl, much as they did at Endregaad.



Use the rules presented in Act One: Scene Six to adjudicate similar efforts here.

Once the heroes are past the Hutt patrols, they can examine Varl at length.

Rough Guide to Varl

Varl is the only planet in the Ardos system. The system's white dwarf star provides little light or heat but does bathe the planet in periodic X-ray storms.

Varl is a dry, hard world similar to Tatooine and a hundred other desert planets. However, close examination reveals that Varl is a poisoned world, constantly bombarded by acid rain and harsh radiation. Any time the heroes are moving around on the surface without breath masks, they risk infection; each hour they breathe the air, have them make Fortitude saves against both the Carrdooine chills and death seed plague (see Chapter 12 of the *Star Wars Roleplaying Game* for effects).

If the heroes decide to explore Varl, here are some facts to keep in mind.

Varl is a desolate world. There is no vegetation on Varl's surface—just endless stretches of brown, gray, and black. There are no seas, oceans, or lakes. Most of the planet is covered with jumbled spires of cracked stone separated by mazelike crevasses and trenches. Rocky plains and valleys fill with dust that can be over 1 meter deep. Occasionally, a mudhole provides water for local fauna.

Varl is a contaminated world. From space, vast areas of Varl's surface glow with radiation. Acid rain and liquid toxins form rivers of death in the mountains and gather in pools elsewhere, surrounded by the bones of creatures foolish enough to drink. Even the most resilient creatures seem sickly or wounded, with crusty white patches around their eyes and discolored hides.

Varl is strewn with wreckage. The planet's few large cities are nothing more than twisted junkyards of broken transparisteel and shattered concrete. Repulsorlift vehicles lie in rusting piles, and the skeletons of starships mark the ruins of ancient starports. Mountains are riddled with crumbling strip mines and broken-down manufacturing plants. Even the space around Varl is cluttered with battered hulls and long-abandoned satellites and caravels.

Varl is a desperate world. Where inhabitants can be found, they live in squalor and poverty. Most are survivors from various Hutt expeditions—Nikto and Twi'leks left behind when their masters gave up on some mission or hunt. A few are Hutts themselves—thin, graying, unhealthy Hutts who lack the booming voice or aura of confidence common to their species. There is little these refugees wouldn't do to gain pas-

sage off this dead world, but most lack the resources to perform any truly useful task.

There are numerous ways the heroes might decide to proceed from here, as discussed below.

Set down at the landing pad: The heroes might decide to set down at the landing pad on the opposite side of the mountains from the tempest manufacturing plant. This is the most obvious choice in many ways—it's what Mika expects the spice raiders' ship to do, and it won't warn him that anything is amiss (of course, if the heroes have already warned him, Mika will have forces waiting for them). If the heroes take this course of action, continue with The Landing Pad, below.

Set down in the nearest inhabited outpost: The closest inhabited settlement is more than 100 kilometers from the mountains and the tempest manufacturing plant. The inhabitants of this ramshackle outpost are mercenary and unfriendly, but they can give the heroes some information if paid well or if promised a ride off Varl. (Use the 4th-level generic mercenary and generic outlaw statistics found in Chapter 14 of the *Star Wars Roleplaying Game*.) Informants reveal that the manufacturing plant has been around for nearly a year, and ships have been seen landing near it and on the other side of the mountain range. They warn heroes that droids patrol the mountains, and they know about the mineshafts that go clear through the mountain, allowing one to get close to the plant. If the heroes decide to travel through one of the mineshafts, go directly to Scene Seven.

If the heroes leave their ship at the outpost, it will be attacked by a group of twelve local outlaws hoping to commandeer the vessel and escape Varl.

Set down next to the manufacturing plant: The heroes might want to set down next to the tempest manufacturing plant. If Mika doesn't already know they're coming, this tips him off that something is wrong. He allows the ship to land but won't allow it to take off again (see Nuke the manufacturing plant from orbit, below). Encounters within the tempest manufacturing plant should be treated as if the heroes had warned Mika.

Nuke the manufacturing plant from orbit: If the heroes decide to attack the manufacturing plant from orbit, they come under fire from the plant's defensive ion cannons and quickly draw the attention of up to twelve Hutt patrol ships. If that's not enough to discourage them, the plant itself lifts off from the mountainside, revealing that it's actually a Colossal starship with quite a bit of firepower (see Scene Ten). This would be a very difficult fight for the heroes to win, but their success forever ends the threat of tempest.

The Landing Pad

If the heroes decide to set down on the landing pad on the far side of the mountains from the tempest manufacturing plant, read or paraphrase the following to the players.

As you descend toward the platform, an automated beacon begins transmitting to your ship, guiding you to a safe landing. The mountains come into clear focus as you approach, showing blasted rock and thin rivers of glowing toxins.

The landing pad is a bare slab of stone, likely smoothed off with laser cutters. Blast patterns on the platform's surface suggest that many different ships have landed here, though it is impossible to tell how recently. About 20 meters from the landing pad, a simple shack with a transmission antenna jutting from its roof seems to be the source of the landing beacon. Ten ASP Series labor droids rest idly near the shack.

As your ship settles onto the smooth rock, a familiar green protocol droid walks out of the communications shack and heads toward the platform.

The protocol droid is one of Vago's H-3PO units. It has been put in charge of supervising the ten ASP Series labor droids unloading any incoming spice shipment. (Mika wants to step up tempest production and has changed the procedure since the spice raiders were here last.) H-3PO has no idea that Mika is actually in charge of the operation, since it takes orders directly from Vago. H-3PO reveals that Master Vago is "not quite himself" recently, and the severity of the change troubles the droid.

If the heroes destroy H-3PO from their ship, they can move about the landing pad without difficulty but lose any opportunity to gain more information on the spice operation. If H-3PO is attacked and not destroyed immediately, it calls in a warning to Vago, and the heroes encounter more resistance later in the adventure.

If the heroes come out to talk to H-3PO, the droid recognizes them from Popara's dinner party and asks them why they're here. If the heroes concoct some false explanation for why they're here in place of the spice raiders, have them make a Bluff check opposed by the droid's Sense Motive check. If the check fails, H-3PO sends a signal to Vago, alerting him to the heroes' presence.

If the heroes avoid answering H-3PO directly and

begin asking questions, the droid answers the first one or two (see below), then asks why they're here instead of the regular delivery group. Again, the heroes can attempt to bluff the droid or talk it into helping them find out what's going on. H-3PO won't agree to anything that opposes Vago, but it might be convinced to help them "find out what's wrong" or "look into the situation." This requires an opposed Diplomacy check, but H-3PO has a -5 penalty on its check because it earnestly wants someone to make everything all right.

Here are some questions the heroes might ask H-3PO and its likely replies.

What are you doing here? "Master Vago, may his eyes remain bright, ordered me to look after the ASP droids. He didn't go into any detail about my duties, but clearly he needed a stable mind to direct the unloading of cargo. It's all terribly dull, I'm afraid, but a droid's lot in life often is. There's nothing to it, really. The labor droids handle all the heavy work."

Where did Vago go after Popara's death? What has he been doing since then? "Shortly after Master Popara died, Master Vago relocated. I'm not entirely sure where he went, but he did some traveling aboard Popara's old yacht. He seemed afraid of being caught. Later, he collected me. We also picked up the Utrila sisters on Nal Hutta. They seem to be working for him now."



CRASHING ON VARL

If the heroes lose their battle against the Hutt patrol ships or are shot down by the tempest ship, the adventure isn't necessarily over. Their ship could crash land on the planet, forcing heroes to hike to the tempest manufacturing plant. You can decide the exact point of the crash or allow a heroic pilot to guide the ship fairly close to the landing pad. Have the pilot make a Pilot check (DC 30). A successful check indicates that the heroes are badly shaken but suffer no damage from the crash. For every 2 points by which the check fails, everyone aboard the downed ship takes 1d6 points of damage. Thus, if the pilot's check result is 16, everyone aboard the ship takes 7d6 points of damage from the crash. Damage is subtracted from vitality points first.

If the heroes crash farther than a half day's hike from the landing pad or the tempest manufacturing plant, they encounter three Hutt security droids and one Hutt war droid (deployed by Mika) before they reach the plant. Statistics for the security droids and war droid are given in Appendix Four: New Droids.

♣ **Hutt Security Droids (3):** VP/WP -/10.

♣ **Hutt War Droid:** VP/WP -/15. ☼



Where is Vago now? "Master Vago, may his tail always remain supple, informed me he had matters to attend to on the other side of this mountain. That was a few days ago, and I haven't heard from him since. He hasn't seemed himself lately, always talking very carefully and never seeing me directly."

How do you get to the manufacturing plant from here? "I was dropped off here when Master Vago arrived in Master Popara's old yacht, so I'm afraid I've never been to the manufacturing plant myself. However, when the labor droids come to pick up the shipments we've unloaded, they take them through that mineshaft over there. I suspect that must go clear through the mountain to the plant on the other side."

What kind of security is there here? "I really have no idea. Some rough-looking droids came through here yesterday, but I didn't give them a second thought. They had blasters. Perhaps they were guards, but there weren't more than four or five of them, and they never said a word. Quite rude, really. I can't imagine Master Vago had anything to do with them—he abhors rudeness."

↖ H-3PO: VP/WP -/14.

↖ ASP Series Labor Droids (10): VP/WP -/12; see Chapter 15 of the *Star Wars Roleplaying Game* for statistics.

Scene Six: Into the Mountains

Encounter: Challenging

The heroes have three basic choices of how to proceed from the landing pad. They can use the nearby mineshaft to travel under the mountain, use jetpacks or similar vehicles to fly over the mountain, or hike over the mountain on foot. Even if H-3PO is helping them, the protocol droid has never been to the manufacturing plant and cannot guide them.

Mineshaft Encounters

If the heroes enter the mineshaft, read or paraphrase the following to the players.

The hole in the mountainside is six meters in diameter and bores straight into the rock as far as you can see. The rock is black and cracked. The air seems stale and heavy, even through breath masks. Deep gouges in the floor show where heavy objects have been dragged along the ground. Some of the gouges are obviously recent, while others might be centuries old.

Heroes moving through the shaft need a light source of some kind after 20 meters (unless they have dark-vision). After 50 meters the corridor splits, continuing on in two different directions. A character with the Track feat can make a Survival check (DC 20) to determine which corridor has the most recent set of gouges. This allows the heroes to make it through the mountain in the shortest possible time—about 50 minutes. Without a successful Survival check, the heroes must guess which route to take and encounter several more intersections before they make it through. Such a group takes 50 to 160 minutes (2d6+4×10 minutes) and could face more dangers before they exit successfully.

Of course, the heroes aren't alone in the old tunnels. Hutt droids and local fauna move through the mountains. Every 30 minutes the heroes are within the mountain, they risk running into something; consult the Mineshaft Encounters Table below.

Mineshaft Encounters Table (Roll d%)

01–20: A Hutt war droid is making its way from the tempest manufacturing plant to the landing pad. As soon as it sees the heroes, it calls out to them in Huttese. If they make any reasonable reply in the same language, it ignores them. Otherwise, it opens fire.

↖ Hutt War Droid: VP/WP -/15; see Appendix Four: New Droids.

21–40: Six Hutt security droids are headed to one of the supply depots in the mountain to replace the power packs in their vibroblades. Their blasters still work fine, however. They attack non-Hutts on sight.

↖ Hutt Security Droids (6): VP/WP -/10; see Appendix Four: New Droids. These droids cannot use their vibroblades.

41–80: A photon spider attempts to sneak up on the heroes. Make a Move Silently check for the photon spider (opposed by the heroes' Listen checks) to determine whether the creature catches them flat-footed. If possible, the photon spider grabs a single hero and drags her to its lair in a side passage.

↖ Photon Spider: VP/WP 51/18; see Appendix Two: New Creatures.

81–100: Six of Mika's mountain Nikto guards appear, wearing ceremonial armor and breath masks. The Nikto make no effort to conceal their approach; if the heroes succeed at their Hide checks (opposed by the Nikto guards' Spot checks), they catch the Nikto by surprise. The Nikto attack the heroes as soon as they spot them. Captured Nikto die before revealing the identity of the tempest spice lord,

although successful use of the Affect Mind Force skill might pry the information from them.

✦ Ceremonial Mountain Nikto (6): VP/WP -/10.

Mountain Encounters

The heroes might decide to go over the mountain rather than *through* it. It takes longer but reduces the chance of getting lost or running into droid or Nikto patrols. There are, however, native creatures on the surface of the mountain.

It takes an average group of heroes 6 hours to cross the mountains. A scout can use the trailblazing special ability to reduce the time by one-quarter with a successful Survival check (DC 15) or one-half (DC 20), taking a -2 penalty on the check for each person over three. Every hour spent on the mountain yields an encounter, determined randomly from the Mountain Encounters Table below.

Mountain Encounters Table (Roll d%)

01-30: A photon spider scuttles out of its lair (a 5-meter-deep, 3-meter-wide rocky cyst in the mountainside) and attempts to sneak up on the heroes. Make a Move Silently check for the creature (opposed by the heroes' Listen checks) to determine whether it catches them flat-footed. If the photon

spider succeeds in stunning one of the heroes, it carries its prey back to its lair.

✦ Photon Spider: VP/WP 51/18; see Appendix Two: New Creatures.

31-50: A cloud of biteflies descends on the heroes. The creatures are too small to be effectively attacked as individuals (there are one hundred biteflies in the swarm, each with a Defense of 20 and 1 wound point), although an area attack or sufficiently large explosion eliminates all of them. The bitefly swarm is 4 meters in diameter and moves 4 meters per round. Each hero caught in the bitefly swarm must make a Reflex save (DC 20) or take 1 point of damage and be exposed to the biteflies' poison. A failed Fortitude save (DC 13) against the poison causes sudden chills and deals 1d3 points of Constitution damage. A second save is required 1 minute later, with failure causing horrible shakes and tremors that result in 2d6 points of Dexterity damage.

51-80: Two maddened vrbllthers hide among the rocks. The heroes should make Spot checks opposed by the vrbllthers' Hide checks. If the vrbllthers win, they gain a surprise round as they jump out and attack the heroes. As maddened creatures, the



vrbithers gain a +3 morale bonus to initiative, a +4 morale bonus on all attacks and Will saves, and double their normal vitality points. They fight until slain.

➤ **Maddened Vrbithers (2):** Init +9; VP/WP 78/15; Atk +16 melee (1d6+2/19-20, 2 claws), +14 melee (1d8+2, bite), or +13 ranged; SV Will +3; see Appendix Two: New Creatures.

81-100: Four soldiers of the Bomu clan are searching the mountains for Hutt relics. They are supposed to be patrolling for Mika, but they grew bored. The Rodians aren't trying to be stealthy, and if the heroes succeed at a Spot check (DC 25), they notice the Bomu before the Bomu can spot them in turn. The heroes can avoid the Bomu or even set an ambush for them. The Bomu wear breath masks to protect them against the planet's toxic air. A captured Bomu soldier can be coaxed into revealing the identity of the spice lord with a successful Intimidate check (DC 17).

➤ **Bomu (Rodian) Soldiers (4):** VP/WP 50/13.

Scene Seven: The Manufacturing Plant

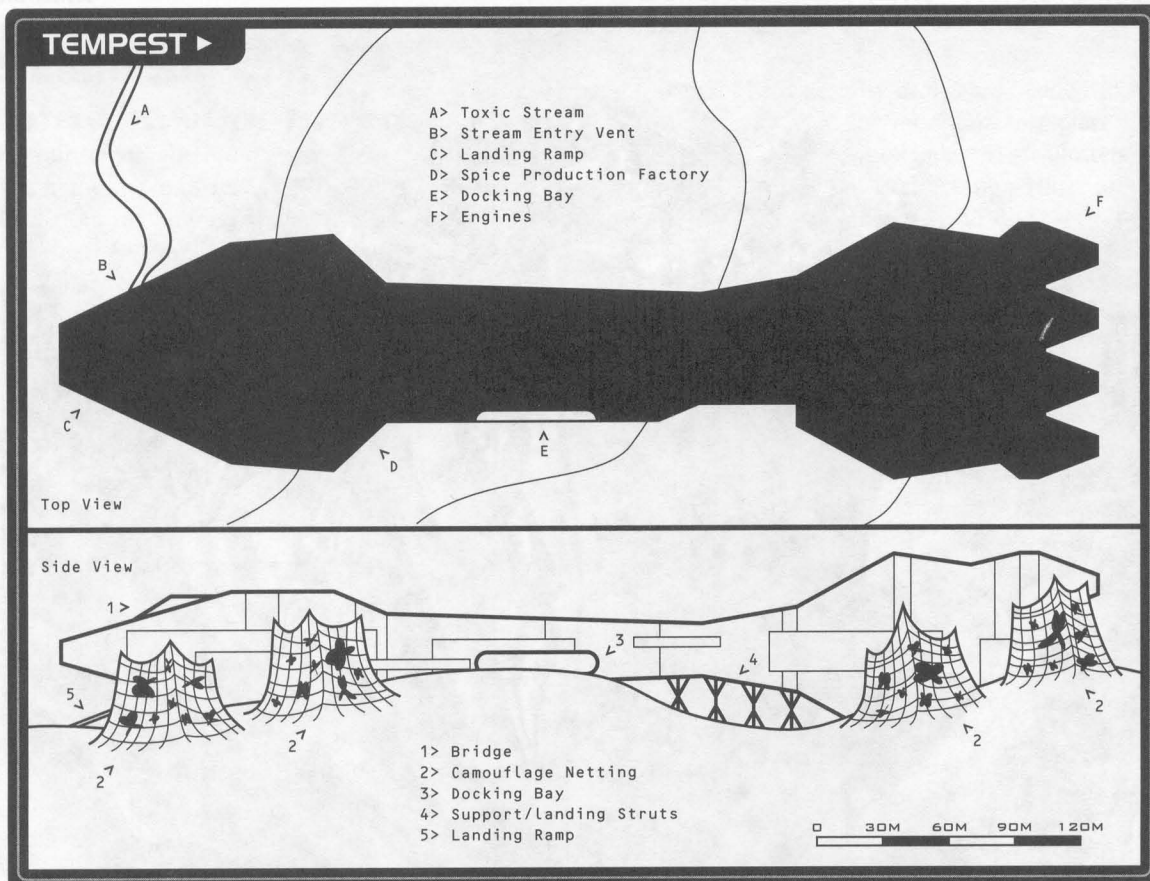
Encounter: Challenging to Extreme

Once the heroes reach the area near the tempest

manufacturing plant, read or paraphrase the following to the players.

The manufacturing plant is a squat structure more than 750 meters long abutting the mountainside. Odd, snakelike droids carrying blaster carbines patrol a perimeter 20 meters away from the plant, although the cracked earth and ridges provide some cover and make it difficult to ascertain how many droids are present. Putrid rivers of toxins flow off the mountain into large ports atop the plant. A large, enclosed docking bay is visible on the building's side, and an Ubrikkian yacht can be seen docked within. Massive struts jut from the building's circumference, elevating it slightly off the ground. A wide ramp leads into the building on the side facing away from the mountain.

The snakelike droids are Hutt security droids. Twelve of them patrol the outside of the plant at any given time. If Mika was warned of the heroes' arrival (either because they told him or because they landed their ship here instead of on the other side of the mountain),



the Hutt doubles the number of security droids guarding the perimeter. The security droids patrol in pairs.

The “plant” is actually an enormous starship, and the huge struts elevating it are, in fact, landing gear. The ship is camouflaged to appear as a building; however, a hero with Knowledge (spacer lore) can make a DC 25 skill check to realize that the building is actually a capital ship.

The heroes can either sneak into the plant or try to take out all the security droids. If they start a fight, they have only 10 rounds before a pair of Hutt war droids trundle out of the docking bay and the landing ramp. Another 4 minutes (40 rounds) later, two more war droids emerge from the ship to investigate.

If the heroes try to sneak in, their best point of entry is either the open docking bay or one of the toxic river intake vents. Any hero attempting to reach the docking bay or an intake vent without being detected must succeed at a Hide check and a Move Silently check opposed by the security droids’ Spot and Listen checks, respectively. Approaching the docking bay undetected requires two sets of checks against two different droid patrols; reaching an intake vent undetected requires only one set of checks against a single patrol. Any security droid patrol that spots the heroes opens fire immediately, attracting the attention of the other security droids and (eventually) the war droids.

✦ Hutt Security Droids (12 or 24): VP/WP -/10.

✦ Hutt War Droid (2 or 4): VP/WP -/15.



CAN I KEEP IT?

If the heroes manage to defeat Mika and the starship *Tempest* isn’t destroyed in the process, they might decide to keep the ship for themselves. Ignoring the fact that neither Vago nor Krin is willing to entertain the notion of the heroes owning their own capital ship, there are more practical reasons why the heroes can’t have it. The cost of upkeep would be enormous—probably beyond the heroes’ means—and no shipyard is likely to service a renegade ship not aligned with any legitimate naval power. An even more practical concern is the size of the ship’s minimum crew; the heroes would have a tough time filling all eight hundred crew positions at once, no matter how skilled they are.

The simplest solution is for Krin and Vago to agree to destroy the ship, in the interests of burying the secret of tempest manufacture forever. Another option would be for the Jedi Council, the Empire, or the New Republic to restore and rename the ship, assigning the heroes as members of its crew. ☺

Scene Eight: Aboard *Tempest*

Encounter: Extreme

The starship that houses the tempest manufacturing plant (itself named *Tempest*) is a gigantic vessel with hundreds of small rooms and linked corridors. Rather than map out the entire ship, ask the players roughly where their heroes are headed. There are four main sections: The ship’s fore section holds the tempest processing plant. The aft section holds the engine room. Heroes who explore the port side find the ship’s docking bay. Heroes who explore the starboard side find the barracks, repair shop, and armory.

As they move through the ship, the heroes face several encounters in the corridors. To determine an encounter, roll percentile dice and consult the *Tempest* Encounters Table below. In general, heroes have three encounters every time they move from one main section to another. If the heroes

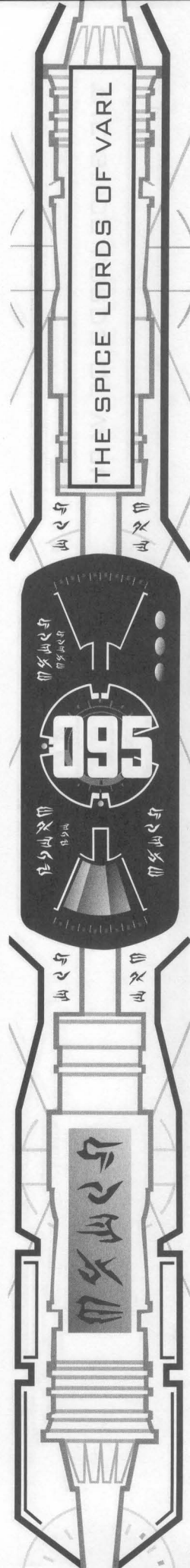


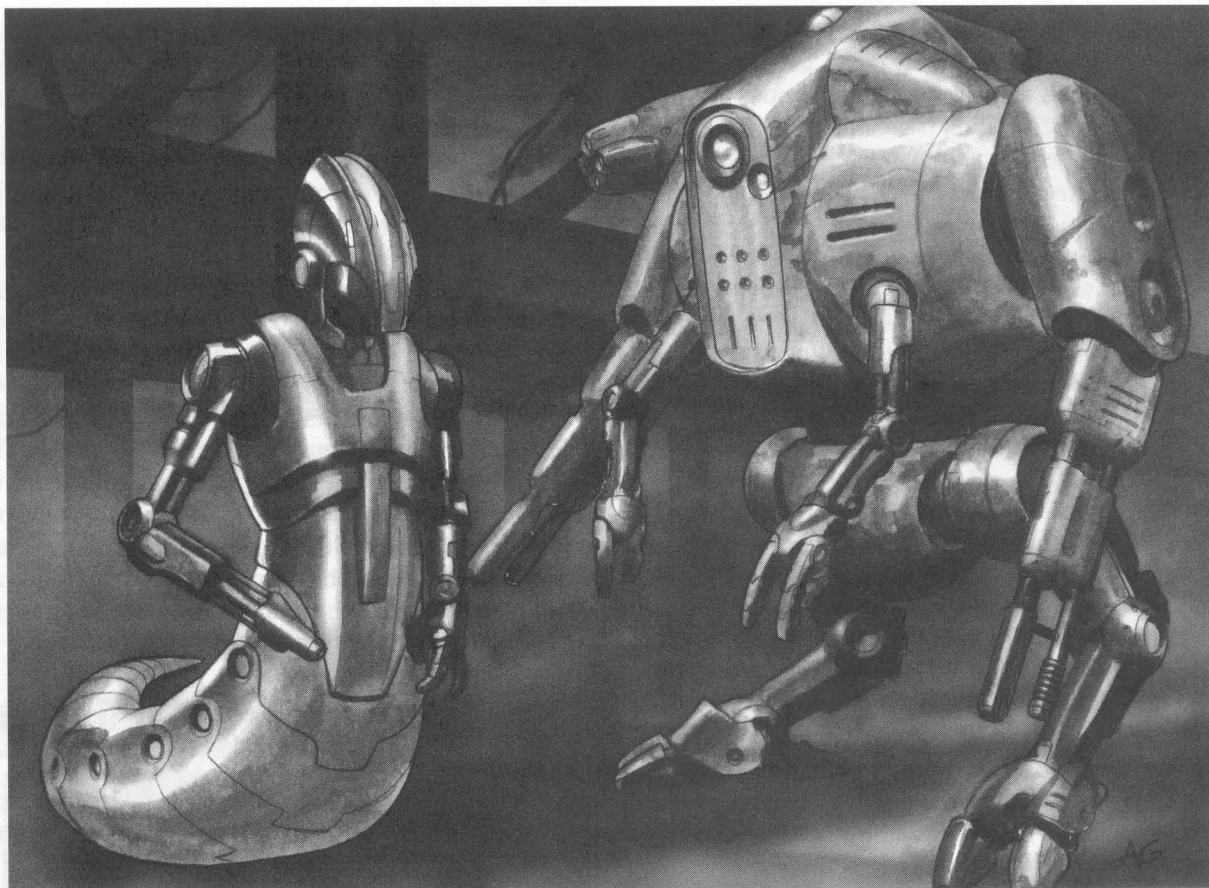
SETTING THE MOOD: THE SEARCH

As the heroes search *Tempest*, stress the need for stealth and secrecy. You can emphasize this by speaking in hushed tones and emphasizing noises heard in the distance—war droids trundling past two corridors over or turbolifts in use. If the heroes aren’t careful about stealth, feel free to throw an extra encounter at them. Continually give the heroes chances to tell you which way they want to go, adding character to the descriptions of corridors (a dim passage with flickering lights, a cramped hallway with Hutt writing warning everyone to keep to the right, and so forth).

If you don’t feel comfortable making up hallways, here’s a table. Roll a d10, consult the table, and decide whether you like the roll.

Roll	Result
1	2-meter-wide, unlit access corridor
2	4-meter-wide, dimly lit corridor
3	4-meter-wide, dimly lit corridor with doors
4	4-meter-wide, dimly lit corridor with intersection
5	4-meter-wide, brightly lit corridor with storage lockers
6	4-meter-wide, unlit corridor crossed by a 3-meter-high, 2-meter-wide catwalk
7	2-meter-wide catwalk crossing an unlit room full of operational machinery
8	4-meter-wide, brightly lit corridor with a functional turbolift
9	4-meter-wide, unlit corridor with a nonfunctional turbolift
10	4-meter-wide, dimly lit corridor with a 2-meter-wide ramp (up or down) ☺





create a distraction (such as blowing up some other part of the ship) or if *Tempest* has taken off and is engaged in a space battle, only two encounters occur between each main section.

Allow the heroes a Listen check and a Spot check before each random encounter. If the heroes succeed, they hear or see something that warns them of the approaching patrol, giving them a chance to hide or set their own ambush. A patrol detects hidden heroes with a successful Spot check (opposed by the heroes' worst Hide check). Patrols actively searching for the heroes receive a +2 circumstance bonus on their checks. If the heroes become embroiled in a firefight in the halls, reinforcements (in the form of another random encounter) arrive in 1 minute.

Tempest Encounters Table (Roll d%)

01–30: Six mountain Nikto wearing ceremonial armor and carrying blaster carbines patrol the corridor. They use their comlinks to call for reinforcements the round after combat is joined.

✦ Ceremonial Mountain Nikto (6): VP/WP –/10.

31–50: Two Hutt war droids guard a corridor or chamber through which the heroes must pass to reach their destination.

✦ Hutt War Droids (2): VP/WP –/15; see Appendix Four: New Droids.

51–70: Six ASP Series labor droids carry tempest crates to the docking bay. These droids pay no mind to the heroes and attack only if damaged.

✦ ASP Series Labor Droids (10): VP/WP –/12; see Chapter 15 of the *Star Wars Roleplaying Game*.

71–90: Four Hutt security droids guard the corridor or chamber.

✦ Hutt Security Droids (4): VP/WP –/10; see Appendix Four: New Droids. These droids cannot use their vibroblades.

91–100: Three Rodian pilots of the Bomu clan are heading to the repair shop and arguing about not getting paid enough. The heroes should be well acquainted with the Bomu by now and realize that negotiating with the Rodians is next to pointless. Recognizing the heroes as enemies of their clan, they attack on sight. If captured and interrogated (Intimidate check DC 16), they can reveal the identity of the tempest spice lord.

✦ Bomu (Rodian) Pilots (3): VP/WP 36/11.

Fore Section: Tempest Processing Plant

As the heroes enter this large area, read or paraphrase the following to the players.

Flickering ceiling panels illuminate this enormous, 12-meter-high chamber. Two rows of huge durasteel vats run the length of the room, all connected by 8-meter-high catwalks. Stairs run up the side of each vat, allowing access to the catwalks. A mushroom-shaped tower in the middle of the room has doors leading out to the catwalks as well as transparisteel windows on the upper floor looking out over the vats. The interior of the tower appears dark.

Rivers of toxins enter the chamber through vents in the ceiling and travel along gutters into the vats, where they are mixed with spice poured in from large overhead bins. At the bottom of each vat, a conveyor belt takes the processed tempest—obvious by its bright purple color—to a cargo machine that places it in large crates. The crates are taken by ASP Series

labor droids through a doorway at the far end of the room, leading to a warehouse. Already the warehouse is filled with thousands of crates—enough to flood the markets of every Core World from Corellia to Coruscant, you imagine.

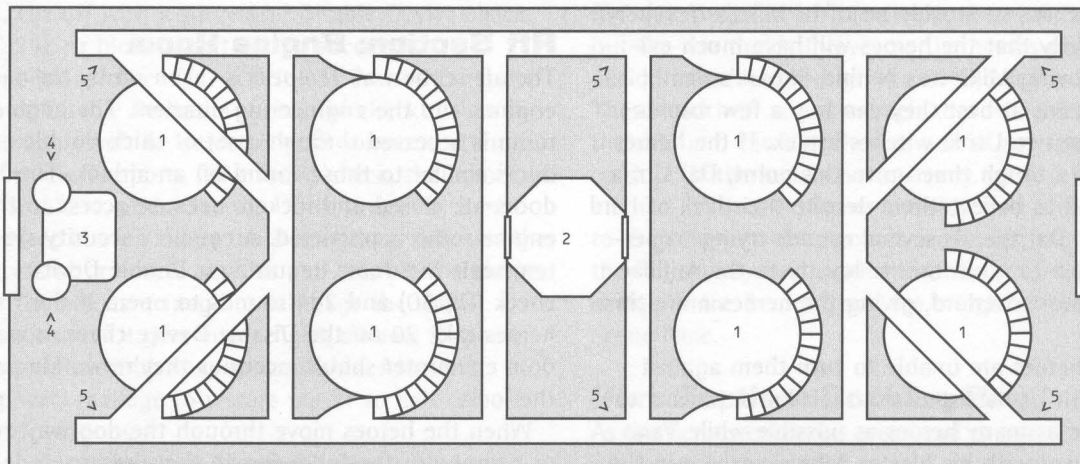
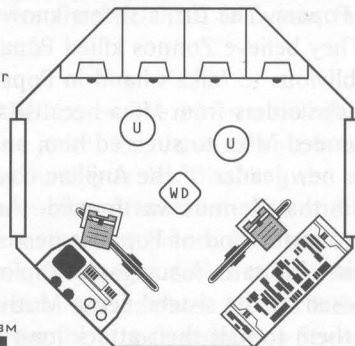
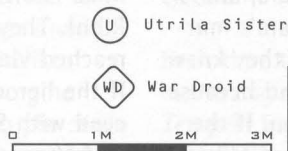
Tempest's bridge is located above the adjoining warehouse, and the loading ramp to the outside (see Scene Seven) is just beyond the warehouse.

The mushroom-shaped central tower offers a good view of most of the processing plant. Vago and the Utrila sisters are here unless the heroes have already dealt with them elsewhere. If Mika knows the heroes are coming, he hides six Hutt security droids and one Hutt war droid atop the catwalks in darkened corners.

As soon as the heroes enter the plant, the Utrila sisters have a chance to spot them. Allow them a Spot check (opposed by the heroes' Hide checks), with a +4 circumstance bonus if the alarm has been raised. It's impossible to climb the stairs, get on the catwalks, and approach the central tower without being spotted. Even if the heroes are attempting

TEMPEST PROCESSING PLANT ▶

- 1> Tempest Vat with Stairway Up to Walkway Level
- 2> Overhead Viewing Center (Enlarged at Right)
- 3> Lift to Mika's Audience Chamber
- 4> Turbolifts to Mika's Audience Chamber
- 5> Catwalks (8 Meters High)



to disguise themselves, the Force witches realize who they are. Once the sisters see the heroes, they make their presence known. Read or paraphrase the following aloud.

The loud, booming laugh of a Hutt fills the room as the lights in the central tower flicker to life. Vago the Hutt looks down at you from beyond one of the transparisteel windows, flanked by two Twi'lek females. He speaks slowly, allowing one of the sisters to translate for him.

"The mighty Vago says you have come far, but now your journey has reached its end. He cannot allow you to leave knowing what you know."

The two Utrila sisters are Dai and Koya, and Koya is controlling Vago with her Affect Mind ability. Heroes able to understand Huttese can make an Intelligence check (DC 15) to realize that Vago's speech is slow and slurred, lacking the confidence it normally possesses. If H-3PO is with the heroes, the droid says something is terribly wrong with its master and calls out to Vago, but gets no response.

The heroes can buy time by condemning Vago for killing Popara. The Utrila sisters know that's not the case. They believe Zonnos killed Popara, and they are oblivious to Mika's hand in Popara's murder. They take orders from Mika because they knew Popara intended Mika to succeed him, and because Mika is the new leader of the Anjiliac clan. If the heroes claim that Zonnos was framed—that Mika is, in fact, the mastermind of Popara's demise—the Utrila witches hesitate. A successful Diplomacy check opposed by the sisters' Sense Motive checks persuades them to halt their attack long enough for the heroes to provide proof of Mika's treachery. It is unlikely that the heroes will have much evidence proving Mika was behind Popara's death, which means at best they can buy a few rounds before the two Utrila witches attack. If the heroes have had a tough time up to this point, Dai Utrila is inclined to believe them despite their lack of hard evidence. Dai spends several rounds trying to persuade Koya to question her loyalty to the Anjiliac clan's newest overlord, giving the heroes more time to act.

If the heroes are unable to turn them against Mika, both Utrila sisters use their Force powers to neutralize as many heroes as possible while Vago shoots them with his blaster. Like elsewhere in the

ship, security droids and war droids show up as the fight rages on. Heroes who get within 5 meters of Vago see that he has a large electronic device attached to the back of his bulbous head. This device is a neural scrambler that allows Koya to control Vago despite his great resistance to such control (+10 base Will save bonus). If it is destroyed, Vago breaks free of her control and begins attacking the droids and Force witches. He also orders H-3PO (if present) to help the heroes any way it can.

The two doors to the processing plant can be sealed either from computer panels next to each door or from master controls in the central tower. The toxin intake valves and conveyors can be shut down only from the terminals in the central tower (Computer Use check DC 10).

Provided the heroes have not harmed either Utrila witch, Dai can be persuaded to join their side. She and her sister are aware that Mika is strong in the Force, and they share this information with heroes who earn their allegiance. If Vago is freed of the neural scrambler, his statement that Mika is to blame for Popara's death fills Dai with a desire to help the heroes. Even without Vago, the heroes might be able to convince Dai that they were loyal to Popara and simply want to put an end to the tempest trade, which Popara disapproved of anyway. Vago, Dai, and Koya know that Mika is on the bridge (with Dai and Koya's sister Rihn). They tell the heroes that the bridge can be reached via a turbolift in the adjacent warehouse. If the heroes take the turbolift to the bridge, proceed with Scene Nine.

- ✦ Vago the Hutt: VP/WP 18/10.
- ✦ Dai Utrila: VP/WP 48/10.
- ✦ Koya Utrila: VP/WP 42/10.
- ✦ Hutt War Droid: VP/WP -/15.
- ✦ Hutt Security Droids (6): VP/WP -/10.

Aft Section: Engine Room

The aft section of *Tempest* is taken up by the engines and the engineering quarters. The engine room is accessed through a set of thick double doors similar to those found on an airlock. The doors are closed and locked, because access to the engine room is restricted. A complex security system seals the doors, requiring a Disable Device check (DC 30) and 2d4 rounds to open. If the heroes take 20 on the Disable Device check, a random encounter should occur as they're working on the lock.

When the heroes move through the doorway, read or paraphrase the following to the players.

The doors open to reveal a large, cold room. A few red emergency lights bathe the area with a dull crimson glow. Computer consoles line the walls and three workstations. Monitors show various engine systems, all currently powered down except for a single set of generators. Five vents along the back of the room are marked as access hatches for engines 1 through 5, all closed with electronic locks. No one is present, and a low hum fills the room.

The engine room is empty, since *Tempest* is currently stationary (unless the heroes happen to be here when the ship is flying, in which case there are twelve mountain Nikto commoners and six Hutt security droids present). The computer controls scattered through the room can be used to perform various acts of sabotage, some of which are detailed below.

Cut the power: Most of the ship (except for engines and weapon systems) is powered by a single set of generators that the heroes could shut down. If they do, the ship switches to battery power and is illuminated by the same red emergency lights currently in use here. The good news is that disabling the generators causes a distraction for the next 10 minutes (until the lights come back on), during which time all Spot checks suffer a -2 penalty. The bad news is that two Hutt war droids, 12 Hutt security droids, and 12 mountain Nikto guards in ceremonial armor head for the engine room, arriving in 2 minutes and hoping to pin down the saboteurs.

Sabotage the ship's weapon systems: Power for *Tempest's* weapons comes from generators controlled from here. The power to those weapons could be rerouted with a successful Computer Use check (DC 30), cut off with a successful Disable Device check (DC 25), or blown apart with a successful Demolitions check (DC 20). In the case of Computer Use or Disable Device, a successful check means the sabotage won't be detected until someone attempts to fire the weapons. On a failed check, the heroes set off an alarm, and a security force arrives in 2 minutes (see above). Using the Demolitions skill, whether successful or not, is obvious and sets off the alarms.

If the heroes manage to sabotage the ship's weapons and it gets into a fight, assume it spends 3 rounds without weapons available. After that, engineers manage to restore power to half of each set of weapons.

Sabotage the ship: Like the power to the

weapons, the engines themselves can be weakened (giving *Tempest* a -4 penalty on all maneuvers and a maximum speed of Docking) or completely disabled. Such an effort is more difficult than sabotaging the weapon systems (Computer Use DC 35, Disable Device DC 30, Demolitions DC 25), with the same results for successful or failed checks as noted above.

Create a distraction: Almost anything the heroes do to cause trouble in the engine room creates a distraction. Firing a blaster at any of the control panels or workstations sets off alarms (although simply activating a lightsaber does not), as does firing blindly into the engine core.

Shut off the alarms: Since most every system on the ship draws power from the engine room, even the alarms themselves can be deactivated from here. If heroes successfully deactivate the alarms, they're free to blow things up in this room as long as they don't take too long.

Set delayed explosives: If the heroes have the proper equipment, they can set explosives to accomplish many of the tasks described above. The explosives can be linked to a timer or connected to a comlink for remote activation. The best place for such explosives is just beyond the engine access hatches. Opening a hatch without setting off an alarm requires either a Computer Use check (DC 25) to use the control panel to open it or a Disable Device check (DC 20) to bypass the simple electronic lock.

Each time the heroes take 20 on a skill check while in the engine room, they have an encounter (see the *Tempest* Encounters table). Disabling the alarms reduces the number of encounters to one.

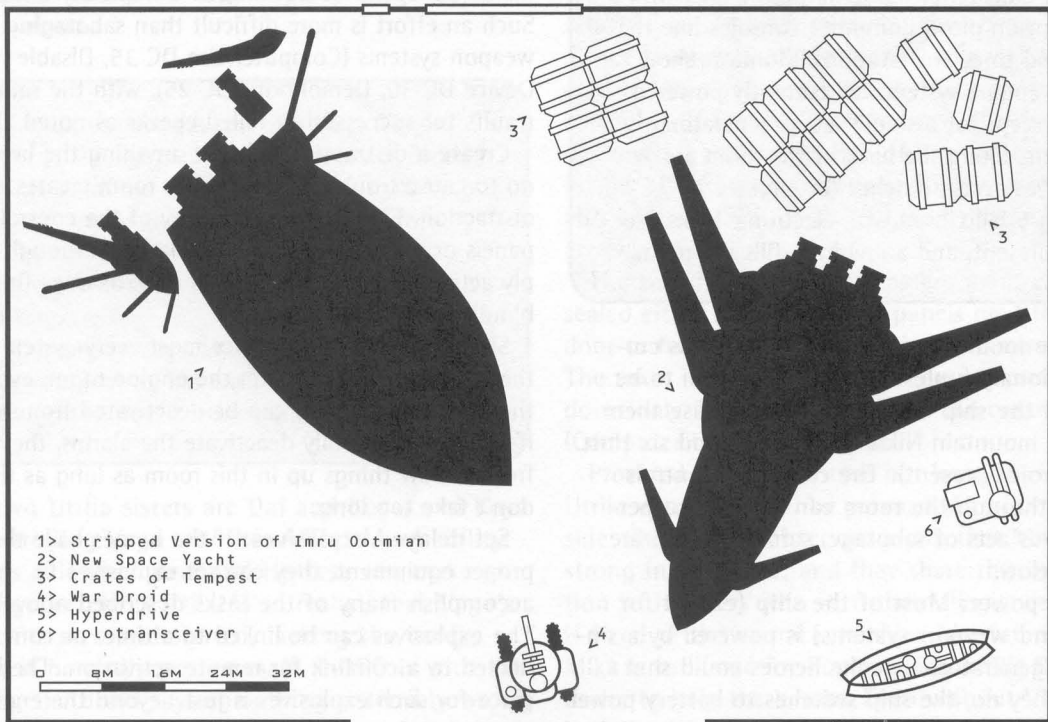
If the heroes become pinned in this room by Mika's forces, they might decide to jam the doors shut. The doors have hardness 15 and 500 wound points. Forcing them open requires a Strength check (DC 40). Despite their sturdiness, they won't hold out the war droids forever, so the heroes might decide to escape through the engine access hatches. These lead into access tunnels that run the length of the ship and can drop heroes out in any random corridor. If the heroes have already spent a fair amount of time exploring the ship, you might want to drop them in the tempest processing room or (if they've already dealt with the Utrila sisters) the bridge. If the heroes reach the bridge, proceed with Scene Nine.

Port Section: Docking Bay

As the heroes enter this area, read or paraphrase the following to the players.



TEMPEST DOCKING BAY ▶



- 1> Stripped Version of Imru Ootmian
- 2> New Space Yacht
- 3> Crates of Tempest
- 4> War Droid
- 5> Hyperdrive
- 6> Holotransceiver

0 8M 16M 24M 32M

Two Ubrikkian space yachts take up most of the space in this docking bay. One of the yachts has been stripped down to its basic framework. The other yacht looks more space-worthy, although several sections of its outer hull are still missing or unpainted. The ship's hyperdrive and HoloNet transceiver rest on the docking bay floor nearby. Toward the rear of the docking bay, you spot several hundred crates and a large set of doors leading deeper into the structure.

The first yacht—formerly Popara's vessel, *Imru Ootmian*—has been dismantled. Mika has taken parts from Popara's ship to build another yacht to his own exacting specifications. A few instruments from Popara's old yacht clutter the bay, including a $\times 0.5$ hyperdrive and a HoloNet transceiver (both still waiting to be installed). Neither yacht is currently spaceworthy.

A Hutt war droid is normally stationed here to guard Mika's yacht. (If the war droid was deployed to intercept and destroy heroes in Scene Seven, it is not encountered here.)

Three hundred crates of processed tempest are ready to be loaded onto a cargo ship and taken to destinations throughout the galaxy. Destroying the crates could create a distraction that might enable the heroes to avoid random encounters elsewhere in the ship (see above).

▶ **Hutt War Droid:** VP/WP -/15; see Appendix Four: New Droids.

Starboard Section: Barracks, Repair Shop, and Armory

The starboard section of the ship contains staterooms, crew quarters, and a repair shop. Hundreds of mountain Nikto commoners (noncombatant ship personnel) inhabit this section while *Tempest* is grounded. These Nikto stand aside or surrender when confronted by desperate, well-armed heroes and are dangerous only if given a chance to report the heroes' location to one of several roving patrols of armed Nikto guards. Heroes who successfully interrogate the Nikto commoners (Intimidate check DC 10) can learn the basic layout of the ship and locate its more vital areas (docking bay, tempest processing plant, engine room, and bridge). These Nikto know that Mika is the tempest spice lord and believe (incorrectly) that Vago is his loyal lieutenant, responsible for overseeing the

production and distribution of the spice.

The barracks contain beds of sleeping Nikto guards, their ceremonial armor and weapons stored in footlockers. As with Nikto commoners, unarmed and unarmored guards do not challenge the heroes but they do not hesitate to raise an alarm, arm themselves, and mobilize once the heroes have moved on.

Nestled among the crew quarters and barracks is a 20-meter-long, 6-meter-wide repair shop—a cluttered and dimly lit room filled with half-assembled security droids, bins of spare ship parts, tool lockers, and workshops. Heroes can find several portable toolkits here.

The armory is a roughly semicircular chamber, its walls lined with weapon racks and storage lockers. The weapon racks hold forty-five blaster carbines and thirty force pikes. The lockers contain fifteen suits of ceremonial Nikto armor, forty flight suits, eighty breath masks, twenty-five comlinks, eighty-five glow rods, and two hundred thirty power packs. The armory is guarded by three Hutt security droids.

➤ **Hutt Security Droids (3):** VP/WP -/10.

Scene Nine: The Bridge

Encounter: Extreme

From the tempest warehouse (see Scene Eight), a turbolift leads up to the bridge. Mika is typically on the

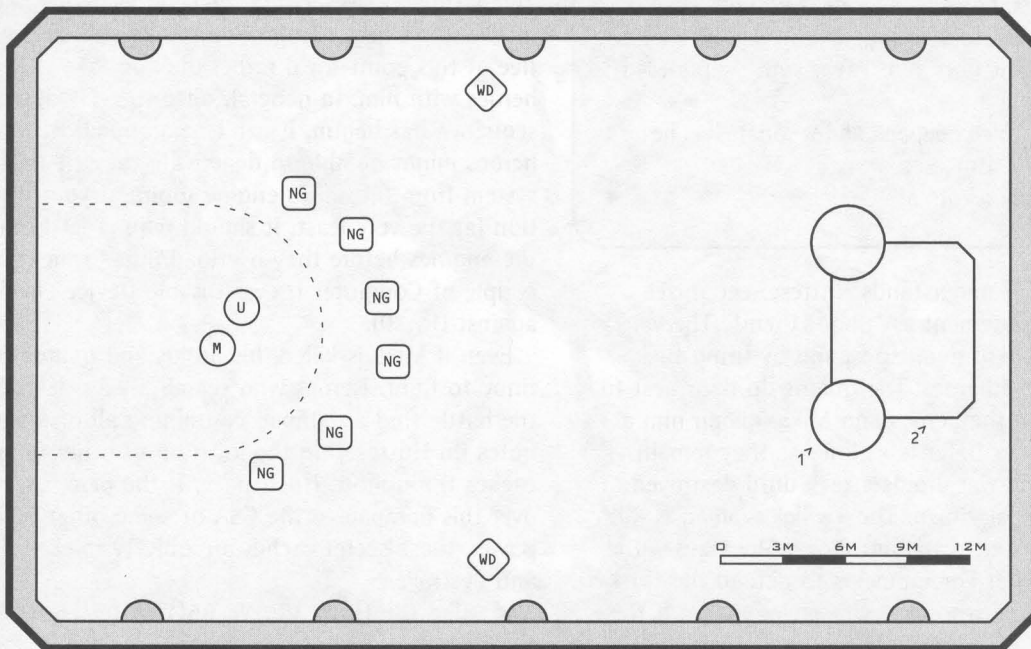
bridge, making plans to ship tempest to the galaxy at large. Unknown to most of his subordinates, Mika has recently begun taking tempest and shows signs of addiction. If any of the heroes have been captured since coming to Varl, they are on the bridge (as Mika's prisoners). One of Vago's H-3PO units is also present, although Mika smashed it in a fit of rage when he discovered the heroes' incursion.

When the heroes reach the bridge, read or paraphrase the following to the players.

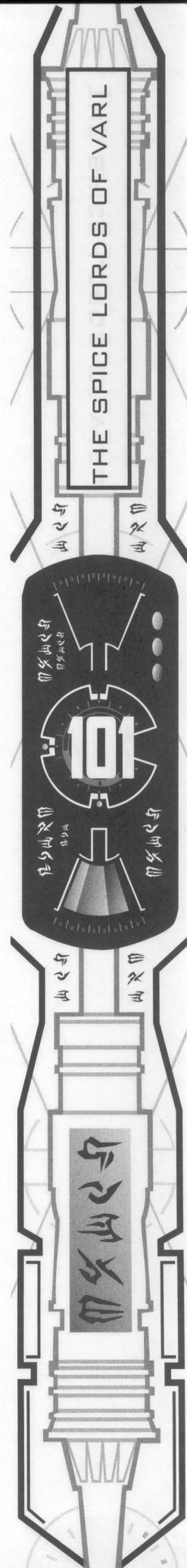
Although this room has the controls one normally finds on a starship bridge, its appearance resembles that of a Hutt's throne room. Mika sits atop a raised platform against the far wall of the room, surrounded by consoles and viewscreens. Pulsing purple veins mar his once supple flesh. A Twi'lek woman crouches next to him, stroking the Hutt's tail. A jade green H-3PO droid lies smashed at the foot of the dais.

Six mountain Nikto guards in ceremonial armor stand before their master, ready to throw themselves in the path of any attack.

AUDIENCE CHAMBER ABOARD TEMPEST ▶



(M) Mika (U) Rihn Utrila (NG) Nikto Guard (WD) War Droid 1> Turbolift
2> Lift



Two war droids stand by the walls, tracking you every movement.

As soon as you walk in, Mika slams his pudgy fist down on a console, and the entire floor starts to shake. You can hear the engines kick in as the enormous ship begins to lift off.

Everyone aboard *Tempest* must make a Reflex save (DC 15) to keep from falling prone (except Mika who, being a Hutt, is already considered fallen). Mika's Nikto guards and droids stand next to railings and receive a +3 circumstance bonus on their saves. If the heroes don't start shooting immediately, Mika begins speaking to them in Basic.

"Perhaps now you realize the splendor of my conception. My plan to eliminate Popara and shift the blame to Zonnos could have drawn unwanted attention to myself, but I took care of that by capturing Vago and making it seem like he had taken his revenge against the Anjiliac clan. Vago's sudden disappearance kept everyone from suspecting me, as I knew it would. With each shipment of the tempest spice, my shadow empire grows in power. Soon, I will control every starport and slum from the Tion Cluster to the Ison Corridor. Really, I couldn't have done it without your help. Popara said you'd come in handy, and for once he was right, but I fear your usefulness is at an end."

Mika's voice deepens and resonates as he switches to Huttese.

"Hoohah keepuna!"

Any hero who understands Huttese recognizes Mika's last statement as "Shoot them!" The war droids and Nikto guards respond by firing their blasters at the heroes. The guards do their best to stay between the heroes and Mika, giving him a +4 cover bonus to Defense as long as they remain standing. The war droids attack until destroyed or until they break down. The Twi'lek woman is Rihn Utrila, the sister of Dai and Koya. She stays with Mika, using her Force powers to defend the Hutt against anyone who closes to melee range. If the heroes have Dai Utrila or Koya Utrila (or both) on their side, they attempt to persuade Rihn to turn against Mika. After 3 rounds of arguing with her sisters, Rihn joins whichever side looks like it will

emerge victorious. If Rihn remains on Mika's side and the heroes attack her, the other Utrila witches turn against the heroes as well.

Mika attacks the heroes with Force Whirlwind and tries to use Dissipate Energy to protect himself. He follows up with Force Grip, and when one of the war droids breaks down he uses Move Object to hurl it at a hero. Mika fears Force-using heroes most of all and concentrates his attacks on them. If his Force powers don't produce the desired results, Mika may decide to slip into a tempest-induced rage to improve his chances of surviving the encounter.

During the fight, *Tempest* continues to climb through the atmosphere. A viewscreen activates, allowing heroes to see Varl's brown sky turn slowly black as the ship enters space. Once in space, the ship moves to its preprogrammed hyperspace jump coordinates, taking 10 minutes to do so. When it reaches these coordinates, a hero with the Pilot skill could try to take control of it (DC 20), or a hero with Computer Use could attempt to knock out the automated hyperspace jump command (DC 30). Two escape pods are attached to the bridge (each able to carry eight Medium-size creatures), should the heroes wish to abandon ship.

Mika and his Nikto guards fight to the death. If it looks like he's going to lose the battle and he's still atop his command dais, Mika activates a self-destruct device that destroys the ship 2 minutes later. A warning (in Huttese) echoes throughout *Tempest* every 30 seconds, alerting everyone aboard of the ship's impending doom. Mika still doesn't flee at this point—he'd rather die and take the heroes with him. In general, once the self-destruct sequence has begun, it can't be stopped. However, heroes might be able to deactivate the self-destruct system from the ship's engine room, at your discretion (at the very least, it should require jettisoning the engines before they overload, not to mention a couple of Computer Use or Disable Device checks against DC 30).

Even if Mika is killed, his droids and guards continue to fight. Heroes who search Mika's dais after the battle find a datapad containing all of Mika's notes (in Huttese) on the location of other tempest caches throughout Hutt space. If the heroes turn over this datapad to the CSA or some other military power, these secret caches are quickly tracked down and destroyed.

✦ Mika the Hutt: VP/WP 85/15 (109/15 while raging).

✦ Rihn Utrila: VP/WP 56/14.

✦ Ceremonial Mountain Nikto (6): VP/WP -/10.

✦ Hutt War Droids (2): VP/WP -/15.

Scene Ten: Up, Up and Away

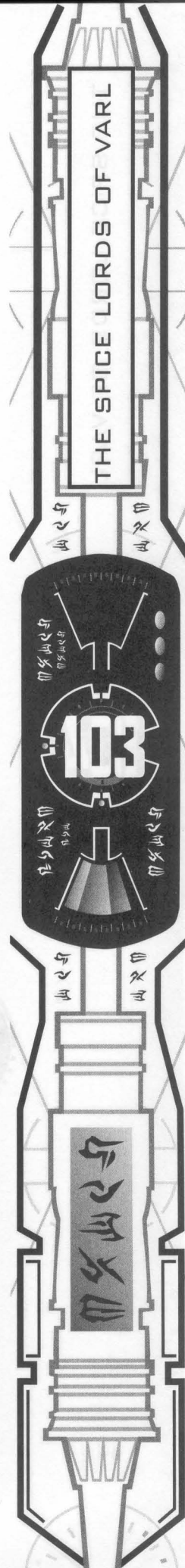
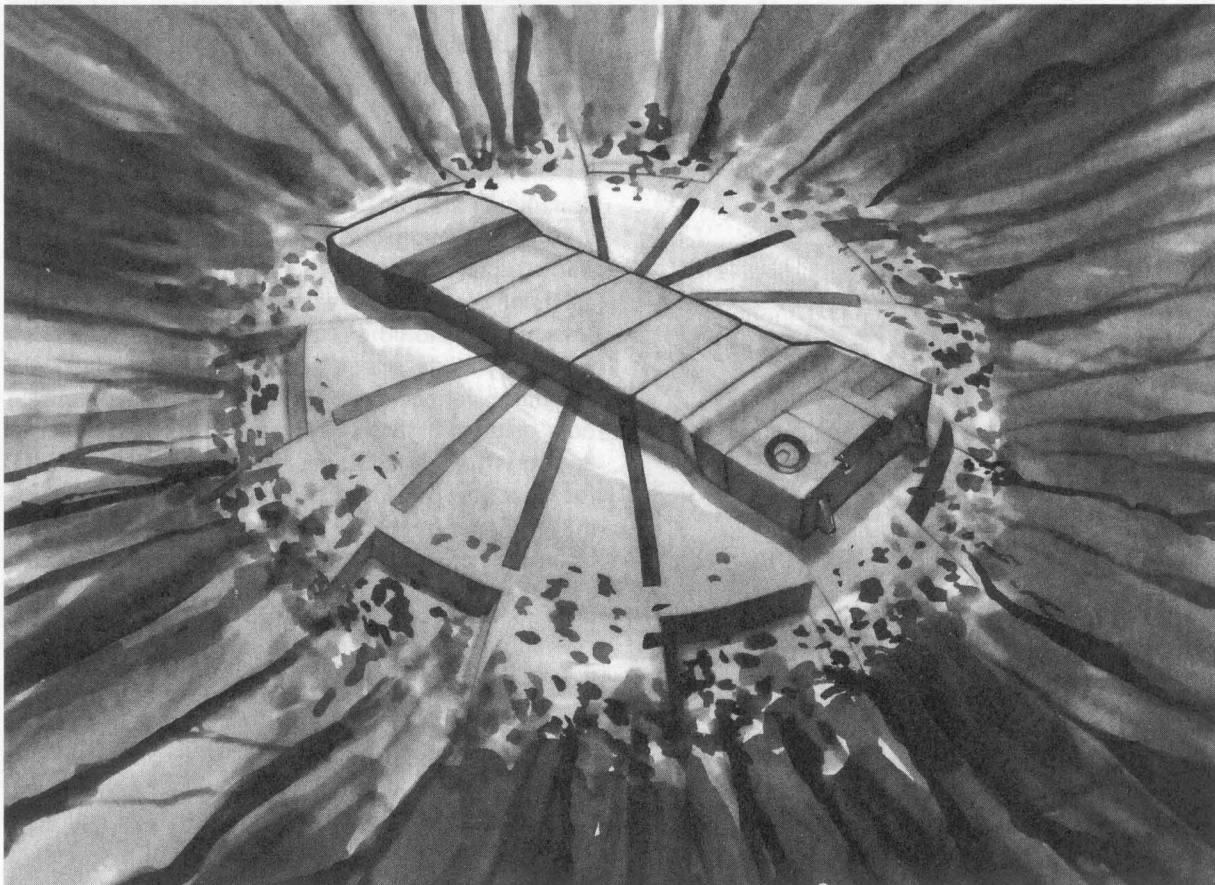
Once Mika hits the control for *Tempest* to take off, there's no stopping the ship's ascent. If the heroes left anyone behind at the landing pad or in a second ship orbiting Varl, those characters see the ship lift off and head for space. Once it gets far enough from Varl's gravity field, *Tempest* can make the jump to hyperspace. Heroes will probably want to stop the ship before it makes the jump. Cutting between two groups—the heroes aboard *Tempest* and the heroes on other ships—can provide an exciting and fast-paced climax to the adventure.

Of course, if all the heroes are aboard *Tempest* when it lifts off, there won't be any heroes to fire on the ship as it breaks orbit and proceeds to the preprogrammed hyperspace jump coordinates. That's okay. You might want to have some CSA ships arrive, looking for Angela Krin. As the heroes battle Mika on the bridge, CSA starfighters could open fire on *Tempest*. Players might even enjoy a chance to play some of the attackers, especially if their own heroes have been taken out of the main conflict on the bridge. You can let a player run an IRD starfighter or an Etti light cruiser during cut scenes,

just as you would handle heroes on a second starship. If someone missed a game session and had a hero fail to make it into *Tempest*, that hero might reappear at the head of a rescue fleet.

Tempest cannot make the jump to hyperspace until it has had 10 minutes (100 rounds) to break free of Varl's gravity well. For the first 5 minutes after liftoff, the ship is in Varl's foul atmosphere. After that, it's flying through the vacuum of space toward its jump point. If ships move to intercept *Tempest*, they can arrive at sensor range in 1 minute (10 rounds). That means that much of the battle could take place in the atmosphere rather than the vacuum of space. Regardless, use the starship combat rules in Chapter 11 of the *Star Wars Roleplaying Game* to adjudicate the battle.

If *Tempest* takes more than half its total hull points in damage, its hyperdrive is rendered inoperable. If it drops below 100 hull points, it begins to suffer from internal explosions (the volatile chemicals used to make *tempest* catch fire and mix with leaking starship fuel). Once that happens, the ship is doomed to explode eventually. Heroes inside the ship hear a warning alarm count down the time until a critical meltdown. If the heroes haven't finished off Mika, try to give them enough time to end



the fight and make it to the bridge's escape pods. If the heroes are close to defeat, have Mika and his surviving allies use the bridge's escape pods to get away from the doomed ship and give the defeated heroes a chance to scramble for the nearest available pod. If you take this option, you ought to reduce the total experience rewards handed out and devise insidious ways for the escaped villains to get back at the heroes later.

If everything goes well, the heroes defeat Mika and eject from *Tempest* before it explodes. Their escape pod either lands on Varl or is tractorbed by a friendly ship in orbit. If *Tempest* managed to remain functional for the full 10 minutes after liftoff, it makes a hyperspace jump to Nar Shaddaa. The fight can continue there, although the Hutts might not take kindly to CSA ships firing on anything in their space.

Rewards for the Heroes

At the end of this act, the heroes have hopefully deposed Mika, saved Vago, put an end to the tempest threat, and earned Angela Krin's gratitude and respect.

Vago does not forget those who have helped him—it wouldn't be good business. Figure on a cash reward of at least 30,000 credits per hero. Vago will also offer to repair or refit the heroes' ship, or replace one that they lost. He also offers to give the heroes a set of four crab tracers, which they can use in the future to track other ships.

Each hero receives a favor from Vago, and Vago agrees to take on the obligation of any outstanding

favors owed by Popara. This is akin to the call in a favor ability of the noble class, requiring a roll to see whether Vago can manage it. In addition to other bonuses, the hero gains a +5 circumstance bonus on any Charisma checks for this favor. Vago refuses to honor any favors owed by Mika.

Vago offers the heroes his further patronage, if they are interested. He is not insulted if they decline; he realizes that it might not be profitable for them to maintain such an association.

Krin also offers to reward the heroes, though she lacks the financial resources to pay in credits. She can offer the heroes safe haven in Corporate Sector space, especially if they need medical attention (she can arrange for a bacta tank), equipment, or good starship mechanics. She also tells the heroes she owes them one. As above, this is akin to the call in a favor ability of the noble class. In general, the heroes can count on Krin to help them out when she can, as long as they maintain a friendly relationship with her. If the heroes agree to accompany her to the Corporate Sector, she arranges for them to receive CSA Medals of Valor for their heroism. Cue the ceremonial music, and roll credits for the adventure.

Rewards for the Players

Consider this act a long adventure. Heroes completing it gain 11,000 experience points. This should be sufficient to raise each hero's level from 11th to 12th. Assuming that you increased or reduced the difficulty of the encounters accordingly for characters of higher or lower level, this calculation should stand.

Given the length of the adventure, you might want to prorate the experience points for the characters of those players who can't attend every session. You should discuss this with your players as well—they might see an advantage to everyone gaining experience regardless of regular participation, or they might want to reward those who show up every time. In addition, make additional awards for what you consider good play. This award is purely discretionary and comes on top of any other awards given during play. As in previous acts, such awards should not exceed 1,000 XP and should probably be in the 250–500 XP range.

Heroes who gain a level might require training for new skills and abilities. To facilitate training, the heroes can enjoy their "downtime" either as Krin's guests in Corporate Sector space or as Vago's guests on Nar Shaddaa.

Any hero who played through all three acts of *Tempest Feud* should gain 1 Force Point above



LET'S SELL TEMPEST OURSELVES!

Even if you're running a group of criminals, it's a bad idea for the so-called heroes to manufacture or sell tempest themselves. First, such activities aren't very exciting—running tempest is more like operating a business than having an adventure, and such a game quickly bogs down in details about supply and demand, balance sheets, and available resources. That just doesn't make for a thrilling campaign. Second, such activities have serious consequences for the heroes. Vago and Krin would both turn against them (possibly even joining forces), and other Hutt crime lords won't take kindly to someone of a "lesser" species taking over a Hutt enterprise. The heroes would face an endless supply of Bomu soldiers, bounty hunters, and law agencies "tipped off" by Hutt contacts. In the end, there's always a bigger fish in the pond, and one of them would crush the heroes' tempest business. ☹

and beyond what they receive for gaining levels or performing specific acts of heroism. As a rule of thumb, only 1 Force Point should be awarded per player per evening's play, but particularly dramatic (or foolhardy) heroes might find themselves in situations where additional Force Points might be merited.

Thanks in part to their roles in the deaths of Zonnos and Mika, the heroes each gain 3 points of Reputation (heroes with the Low Profile feat gain only 1 point). You can grant additional Reputation points for specific noteworthy acts, especially those with far-reaching consequences.

Further Adventure Hooks

The heroes have completed *Tempest Feud*, but that doesn't mean the adventure is over. In an ongoing campaign, the events on Nar Shaddaa, Varl, and even Endregaad can have long-running consequences. The heroes have picked up new allies and enemies, and their fame has spread throughout the galaxy. Here are just a few ideas for adventures that the heroes could take on after the conclusion of *Tempest Feud*.

Crush the Tempest Trade

The heroes might have destroyed Mika's tempest manufacturing ship, but there is still a lot of tempest in the galaxy. Even without the Anjiliac clan to push the trade, some individuals will find and sell what tempest remains unless someone else stops them. If the heroes ask for help, Angela Krin does what she can to close down these businesses. If the heroes have maintained good relations with Vago, he might ask for their help in destroying the stuff.

Guard the Storm

It is soon common knowledge in the underworld that the heroes have shut down the tempest plant. As demand begins to exceed supply and tempest becomes increasingly rare, intrepid criminal syndicates might try to learn the secret of tempest production. The heroes could find themselves wanted by crime lords and pirates for the secret knowledge of how to make the drug. If the heroes work for a military organization, they soon learn that factions within the organization think tempest might be useful as a weapon. Angela Krin wants everything about tempest

destroyed or forgotten, but not much can be done to rid the heroes of their memories, and that could make them a target.

Save the Evocii

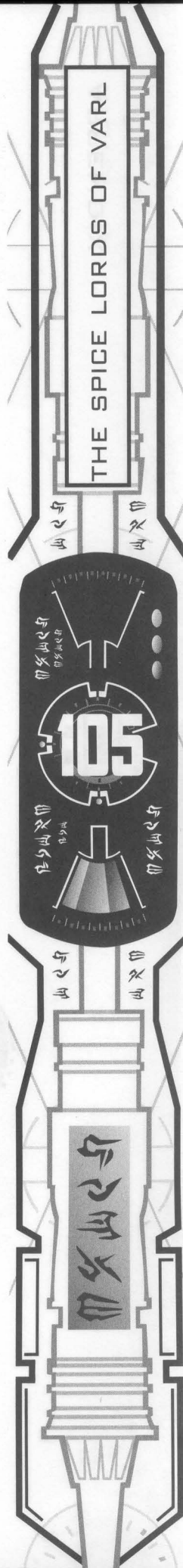
If the heroes helped move the Evocii, they might be called on to relocate the rest of the species. The heroes could search for a new Evocii homeworld (Krin could assist with such an effort), or they might decide to transport them to Varl (not much of a world, but still safer than the depths of Nar Shaddaa). In general, such efforts must be performed in secret—the Hutts would react poorly if they discovered some Evocii escaped them. Vago might be willing to help, if the heroes can convince him it's good for business.

Old Enemies

Parella, Lungru, and the Bomu clan might want revenge for the defeats the heroes handed them. Other groups such as the spice raiders also have long memories where the heroes are concerned. Old enemies could pop up occasionally, or they might look for opportunities to ally with new enemies. The Bomu could even be hired by one of the other groups to take out the heroes. The heroes shouldn't encounter characters from this adventure everywhere they go, but they shouldn't be allowed to forget that they stepped on some toes.

New Allies

Angela Krin, impressed with the heroes' handling of Mika, keeps them in mind for whatever problems she deals with in the future. She can also be an excellent resource for the heroes, with access to the Corporate Sector Authority's intelligence and military files. Vago is a good source for information for the heroes, as long as they keep doing jobs for him occasionally. The Evocii see them as saviors of their whole species, and although they have little to offer the heroes, they could someday rise to prominence in the galaxy or find some relic on their new homeworld that, presented as a gift, might benefit the heroes in some way. Conversely, the Evocii might be threatened by something new, calling on the heroes to save them yet again.



Appendix One: GM Characters

Supporting characters who appear in this adventure are listed alphabetically. Some of them change over the course of the adventure, with different write-ups for each act. If you need statistics for a character not listed here (which can happen if the heroes go in an unexpected direction), look at the generic opponents described in Chapter 14 of the *Star Wars Roleplaying Game* and use the statistics that come closest to what you need.

Angela Krin—Act One

✦ **Lieutenant Commander Angela Krin:** Human Noble 3/Soldier 3/Officer 2; Init +1; Defense 18 (+1 Dex, +7 class); Spd 10 m; VP/WP 46/13; Atk +5/+0 melee (2d4-1, vibrodagger) or +7/+2 ranged (3d4 or stun 1d4/DC 10, hold-out blaster); SQ Call in a favor, bonus class skill (Gather Information), inspire confidence +1, leadership; SV Fort +7, Ref +6, Will +6; SZ M; FP 4; Rep 5; Str 8, Dex 13, Con 13, Int 14, Wis 10, Cha 16.

Equipment: Hold-out blaster, comlink, credit chip.

Skills: Appraise +8, Astrogate +9, Bluff +9, Computer Use +8, Diplomacy +17, Disguise +9, Gather Information +12, Intimidate +10, Knowledge (bureaucracy) +8, Knowledge (military) +8, Knowledge (spacer lore) +8, Pilot +11, Read/Write Basic, Sense Motive +7, Speak Basic, Speak Cerean, Speak Huttese, Treat Injury +3.

Feats: Armor Proficiencies (light, medium, heavy), Point Blank Shot, Precise Shot, Rapid



ANGELA KRIN

Angela Krin is a serious and dedicated member of the Corporate Sector Authority military. She does her best not to break rules, but she is willing to bend them for a good cause. She's well known in the CSA for taking on missions without orders to do so—a tendency that's overlooked by her superiors as long as she keeps succeeding and doesn't fall behind in her regular duties. Krin is a loyal friend and an implacable enemy, although she believes everyone should get a second chance. She hates drug dealers because she feels they prey on the weak and defenseless. In fact, she lumps them with bullies and tyrants, whom she regards as the scum of the galaxy. Although Krin is often bull-headed, she generally listens to reason.

During the course of the adventure, Krin's accomplishments "off camera" enable her to gain a promotion (and a level) between Act One and Act Two. ☺



BOMU CLAN

The Bomu clan is an extended family of Rodian mercenaries. Popara and other Hutts often employ them as smugglers, killers, bounty hunters, and pirates. The Bomu are proud of their heritage and are universally marked with a tattoo of their family symbol as soon as they are old enough to hold a blaster carbine. Characters who run afoul of the Bomu soon discover that there is a never-ending supply of brothers, sisters, aunts, uncles, and cousins willing to enforce the honor of the clan.

The Bomu all train for the same kinds of missions and thus are similar in skill level. Although every Bomu is an individual, they can each be treated as either a Bomu pilot or a Bomu soldier. Feel free to increase a Bomu's individuality by making minor changes to skills, feats, or equipment selection, but the Bomu usually don't interact with the heroes long enough for such subtle distinctions to be noticed. ☺

Shot, Spacer, Starship Operation (starfighter), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Angela Krin—Acts Two and Three

✦ **Captain Angela Krin:** Human Noble 3/Soldier 3/Officer 3; Init: +1; Defense 18 (+1 Dex, +7 class); Spd 10 m; VP/WP 51/13; Atk +6/+1 melee (2d4-1, vibrodagger) or +8/+3 ranged (3d4 or stun 1d4/DC 10, hold-out blaster); SQ Call in a favor, bonus class skill (Gather Information), inspire confidence +1, leadership, requisition supplies; SV Fort +7, Ref +6, Will +6; SZ M; FP 4; Rep 8; Str 8, Dex 13, Con 13, Int 14, Wis 10, Cha 16.

Equipment: Hold-out blaster, comlink, credit chip.

Skills: Appraise +8, Astrogate +9, Bluff +11 (includes Persuasive feat), Computer Use +8, Diplomacy +17, Disguise +9, Gather Information +14, Intimidate +18 (includes Persuasive feat), Knowledge (bureaucracy) +8, Knowledge (military) +8, Knowledge (spacer lore) +8, Pilot +11, Read/Write Basic, Sense Motive +12, Speak Basic, Speak Cerean, Speak Huttese, Treat Injury +3.

Feats: Armor Proficiencies (light, medium, heavy), Persuasive, Point Blank Shot, Precise Shot, Rapid Shot, Spacer, Starship Operation (starfighter), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

✦ **Bomu Pilot:** Rodian Scout 8; Init +2; Defense 18 (+2 Dex, +6 class); Spd 10 m; VP/WP 36/11; Atk +6/+1 melee (1d6/DC 12, stun baton) or +8/+3 ranged (3d6 or stun 1d6/DC 15, blaster pistol); SQ

Trailblazing, uncanny dodge; SV Fort +4, Ref +6, Will +3; SZ M; FP 1; Rep 2; Str 10, Dex 14, Con 11, Int 10, Wis 9, Cha 11.

Equipment: Blaster pistol, stun baton, comlink.

Skills: Astrogate +9, Computer Use +9, Knowledge (business) +5, Knowledge (spacer lore) +5, Knowledge (streetwise) +5, Listen +6, Pilot +16, Read/Write Basic, Read/Write Hutttese, Read/Write Rodese, Repair +5, Search +7, Speak Basic, Speak Hutttese, Speak Rodese, Spot +6.

Feats: Dodge, Skill Emphasis: Pilot, Starship Dodge (space transport), Starship Operation (space transport), Track (bonus feat), Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

✦ **Bomu Soldier:** Rodian Soldier 7; Init +2; Defense 15 (+1 Dex, +4 class); Spd 10 m; VP/WP 50/13; Atk +7/+2 melee (2d6, vibroblade) or +8/+3 ranged (3d8/19-20 or stun 1d6/DC 18, blaster carbine); SV Fort +6, Ref +3, Will +1; SZ M; FP 0; Rep 2; Str 10, Dex 13, Con 13, Int 10, Wis 9, Cha 11.

Equipment: Blaster carbine, vibroblade, comlink.

Skills: Computer Use +3, Demolitions +5, Intimidate +7, Knowledge (military tactics) +7, Listen +4, Read/Write Basic, Read/Write Rodese, Search +2, Speak Basic, Speak Rodese, Spot +4, Survival +2.

Feats: Armor Proficiencies (light, medium, heavy), Dodge, Far Shot, Multishot, Point Blank Shot, Precise Shot, Rapid Shot, Track (bonus feat), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

✦ **Caravan Guards:** Human Thug 4; Init +0; Defense 11 (+1 class); Spd 10 m; VP/WP -/13; Atk +6 melee (2d10+2, vibro-ax) or +4 ranged (1d4, rock); SV Fort +5, Ref +1, Will +2; SZ M; FP 0; Rep 0; Str 14, Dex 10, Con 13, Int 8, Wis 12, Cha 10.

Equipment: Vibro-ax, ragged clothes.

Skills: Knowledge (Endregaad) +1, Listen +5, Read/Write Basic, Speak Basic, Spot +5, Survival, +3.

Feats: Alertness, Armor Proficiency



CEREANS

Lungru the Hutt surrounds himself with an almost exclusively Cerean retinue. Just how he managed to gather so many of the normally peaceful Cereans into his service is a mystery; most other Hutts assume he forced them into a massive debt, which they pay off by working for him. It is a sign of Lungru's great pride that he refuses to employ Nikto, Twi'leks, or Klatooinians, claiming they are too "common" for his service. ☹

(light), Power Attack, Weapon Group Proficiencies (simple weapons, vibro weapons).

✦ **Kir Sesad, Cerean Advisor:** Cerean Scoundrel 7; Init +1 (-1 Dex, +2 species); Defense 16 (-1 Dex, +7 class); Spd 10 m; VP/WP 34/12; Atk +5 melee (1d4, knife) or +8 ranged (3d6 or stun 1d6/DC 15, blaster pistol); SA Sneak attack +2d6; SQ Illicit barter, better lucky than good; SV Fort +3, Ref +4, Will +5; SZ M; FP 0; Rep 4; Str 10, Dex 8, Con 12, Int 17, Wis 16, Cha 14.

Equipment: Blaster pistol, knife, datapad, comlink.

Skills: Bluff +15, Computer Use +13, Diplomacy +14, Gather Information +12, Hide +9, Knowledge (business) +13, Knowledge (Hutt culture) +13, Knowledge (streetwise) +13, Listen +10, Read/Write Basic, Read/Write Cerean, Read/Write Hutttese, Sense Motive +10, Speak Basic, Speak Cerean, Speak Hutttese, Speak Rodian, Speak Ryl, Spot +10.

Feats: Point Blank Shot, Skill Emphasis (Bluff), Skill Emphasis (Diplomacy), Skill Emphasis (Sense Motive), Weapon Group Proficiencies (blaster pistols, simple weapons).

✦ **Cerean Bodyguards:** Cerean Thug 3; Init +3 (+1 Dex, +2 species); Defense 18 (+1 Dex, +7 ceremonial armor); Spd 8 m; VP/WP -/12; Atk +5 melee (1d4+2, club) or +4 ranged (3d8 or stun 1d6/DC 18, blaster carbine); SV Fort +4, Ref +2, Will +3; SZ M; FP 0; Rep 0; Str 15, Dex 12, Con 12, Int 12, Wis 15, Cha 8.

Equipment: Ceremonial armor, blaster carbine, uniform, knife.

Skills: Intimidate +2, Knowledge (security) +4, Listen +5, Read/Write Basic, Read/Write Cerean, Speak Basic, Speak Cerean, Speak Hutttese, Spot +5.

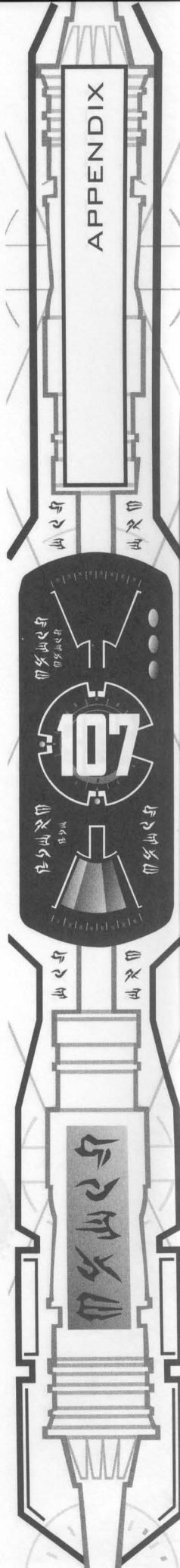
Feats: Armor Proficiencies (light, medium), Weapon Group Proficiencies (blaster rifles, simple weapons).

✦ **CSA Liaison Officer:** Human Noble 2/Soldier 2; Init +2; Defense 16 (+2 Dex, +4 class); Spd 10 m; VP/WP 24/12; Atk +2 melee (2d6-1, vibroblade) or +5 ranged (3d8 or stun 1d6/DC 15, blaster pistol); SQ Call in a favor, inspire confidence +1; SV Fort +4, Ref +4, Will +4; FP 1; Rep 1; Str 9, Dex 14, Con 12, Int 10, Wis 13, Cha 15.

Equipment: Gray CSA uniform, blaster pistol, vibroblade, comlink, datapad.

Skills: Astrogate +4, Bluff +5, Computer Use +7, Diplomacy +9, Intimidate +5, Knowledge (Corporate Sector) +7, Knowledge (Tion Cluster) +3, Pilot +6, Survival +4.

Feats: Alertness, Armor Proficiencies (light, medium), Point Blank Shot, Skill Emphasis (Knowledge [Corporate Sector]).



✦ **CSA Sergeant:** Human Soldier 5; Init +6 (+2 Dex, +4 Improved Initiative); Defense 16 (+2 Dex, +4 blast helmet and vest); Spd 10 m; VP/WP 32/11; Atk +6 melee (1d4+1, combat gloves) or +7 ranged (3d8/19–20 or stun 1d6/DC 18, blaster carbine); SV Fort +4, Ref +3, Will +2; SZ M; FP 0; Rep 1; Str 13, Dex 14, Con 11, Int 10, Wis 9, Cha 12.

Equipment: Blast helmet and vest, blaster carbine (set to stun), combat gloves, comlink, datapad.

Skills: Computer Use +4, Demolitions +4, Intimidate +9, Knowledge (military) +4, Listen +1, Profession (law officer) +4, Read/Write Basic, Repair +4, Speak Basic, Spot +1, Treat Injury +4.

Feats: Armor Proficiencies (light, medium, heavy), Improved Initiative, Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

✦ **CSA Trooper:** Human Thug 3; Init +1; Defense 15 (+1 Dex, +4 equipment); Spd 10 m; VP/WP –/11; Atk +3 melee (1d4, combat gloves) or +4 ranged (3d8/19–20 or stun 1d6/DC 18, blaster carbine); SV Fort +3, Ref +2, Will +0; SZ M; FP 0; Rep 0; Str 11, Dex 13, Con 11, Int 10, Wis 9, Cha 10.

Equipment: Blast helmet and vest, blaster carbine (set to stun), combat gloves, comlink, datapad.

Skills: Intimidate +6, Knowledge (military) +4, Listen +1, Profession (law officer) +4, Read/Write Basic, Speak Basic, Spot +1.

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

✦ **Evocii Warrior:** Evocii Thug 4; Init +1; Defense 12 (+1 Dex, +1 class); Spd 10 m; VP/WP –/11; Atk +3 melee (1d8–1, spear) or +5 ranged (1d8–1, spear); SQ Low-light vision, +2 species bonus on Hide and Move Silently checks; SV Fort +4, Ref +2, Will +2; SZ M; FP 0; Rep 1; Str 9, Dex 12, Con 11, Int 10, Wis 12, Cha 8.



GABBERA

Gabbera is a typical Klatooinian. He serves Zonnos the Lesser as a translator and (when needed) pilot. Like most of his species, Gabbera has unswerving loyalty to his Hutt master. No matter how badly Zonnos mistreats Gabbera, the Klatooinian remains faithful and dedicated. He is, however, a great coward and useless in a fight. If flying a ship under attack, he retains his wits enough to keep flying but won't fire weapons or attempt to ram an enemy starship. ☹

Equipment: Ragged clothes, 3 spears.

Skills: Climb +2, Hide +4, Jump +0, Listen +4, Move Silently +3 (includes +2 species bonus), Read/Write Evocii, Speak Basic, Speak Evocii, Spot +5, Survival +2.

Feats: Alertness, Weapon Group Proficiency (primitive weapons).

✦ **Gabbera:** Klatooinian Expert 1; Init +2; Defense 12 (+2 Dex); Spd 10 m; VP/WP –/12; Atk +0 melee (1d3, unarmed) or +2 ranged; SV Fort +1, Ref +2, Will +1; SZ M; FP 0; Rep 0; Str 10, Dex 14, Con 12, Int 12, Wis 8, Cha 8.

Equipment: Cheap clothing.

Skills: Astrogate +5, Computer Use +5, Knowledge (Hutt culture) +4, Knowledge (streetwise) +4, Listen +1, Pilot +6, Read/Write Basic, Read/Write Hutt, Read/Write Klatooinian, Speak Basic, Speak Huttese, Speak Klatooinian.

Feats: Starship Operation (space transport), Weapon Group Proficiency (simple weapons).

✦ **H-3POA, H-3POB, and H-3POC:** Walking protocol droid; Diplomat 4; Init +0; Defense 11 (+1 armor), Spd 8 m; VP/WP –/14; Atk +0 melee (1d4, hand) or +0 ranged (3d4 or stun 1d4/DC 10, hold-out blaster); SV Fort +2, Ref +0, Will +3; SZ M; FP 0; Rep 0; Str 10, Dex 10, Con 14, Int 16, Wis 12, Cha 10.

Equipment: Comlink, locked access, improved sensor package, infrared vision, internal storage (2 kg), translator unit (DC 5), recording unit (audio), recording unit (video), self-destruct system, vocabulator, weapon mount (concealed, hold-out blaster).

Skills: Computer Use +10, Diplomacy +9, Knowledge (etiquette) +10, Knowledge (Hutt culture) +10, Knowledge (security codes) +8, Listen +4, Read/Write Basic, Read/Write Hutt, Read/Write Klatooinian, Search +6, Sense Motive +8, Speak Basic, Speak Huttese, Speak Klatooinian, Spot +4.

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

✦ **Hawj:** Bothan Diplomat 8; Init +2; Defense 14 (+2 Dex, +2 class); Spd 10 m; VP/WP –/9; Atk +4 melee (1d3–1, unarmed) or +6 ranged; SV Fort +0, Ref +4, Will +6; SZ M; FP 0; Rep 3; Str 10, Dex 14, Con 7, Int 15, Wis 10, Cha 16.

Equipment: Grungy clothing, datapad.

Skills: Appraise +6, Bluff +12, Computer Use +9, Diplomacy +14, Gather Information +14, Knowledge (bureaucracy) +8, Profession (administrator) +9, Read/Write Basic, Read/Write Bothan, Sense Motive +13, Speak Basic, Speak Bothan, Speak Huttese.



H-3PO

Three H-3PO droids serve Vago the Hutt as personal protocol droids. Unlike most Hutts, Vago prefers not to surround himself with a retinue and has found droids more adaptable and loyal than most biological hirelings. The 3POs were constructed from several different droids by Nar Shaddaa black-market mechanics to match Vago's demanding specifications. Vago is normally seen with only one of the droids at a time, so that most do not realize there are in fact three of them.

However, the H-3POs are far from standard. They have a locked access system and are programmed to only accept orders from Vago and Popara himself (both by recognizing their voices and through a series of code phrases only those two Hutts know). Each droid also possesses the following:

- ⊖ an internal storage unit (which Vago uses to store a spare hold-out blaster);
- ⊖ a built-in comlink, audio and video recording units;
- ⊖ enhanced sensors;
- ⊖ a concealed weapon mount (visible only when in use; otherwise requires a Spot check DC 18);
- ⊖ a self-destruct device (in case the droid falls into the hands of a rival Hutt).

These modifications are in addition to the vocabulator and translation unit standard to protocol droids.

Unlike most protocol droids, these 3POs are not outgoing, excitable, or even particularly friendly. They are dispassionately professional droids—unerringly polite but cold and detached. It took many years for Vago to craft these personalities to his satisfaction, and he's unlikely to have the droids memory-wiped as long as they remain coolly professional. ☉

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

♣ **Huwin Clathor:** Human Expert 1; Init +0; Defense 9 (-1 Dex); Spd 10 m; VP/WP -/11; Atk +0 melee (1d3, unarmed) or -1 ranged (1d4, rock); SV Fort +0, Ref +0, Will +3; SZ M; FP 0; Rep 0; Str 10, Dex 8, Con 11, Int 14, Wis 13, Cha 12.



HUWIN CLATHOR

Huwin Clathor is a goede miner known for being honest and sharp-eyed. He has had dealings with Mika the Hutt and has nothing but good things to say about him. If Huwin hears the heroes talk about needing to find the Hutt, he volunteers to show them to the way to Mika. ☉

Equipment: Coveralls, mining equipment.
Skills: Computer Use +6, Demolitions +6, Knowledge (geology) +6, Knowledge (Endregaad) +6, Profession (miner) +5, Read/Write Basic, Search +9, Sense Motive +5, Speak Basic, Survival +5.

Feats: Sharp Eyed, Skill Emphasis (Search), Weapon Group Proficiency (simple weapons).

♣ **Kenu Clan Delegate:** Rodian Thug 4; Init +2; Defense 13 (+2 Dex, +1 class); Spd 10 m; VP/WP -/12; Atk +4 melee (1d3, unarmed) or +6 ranged (3d6 or stun 1d6/DC 15, blaster pistol); SV Fort +5, Ref +3, Will +1; SZ M; FP 0; Rep 1; Str 10, Dex 14, Con 12, Int 13, Wis 11, Cha 8.

Equipment: Blaster pistol, comlink, datapad.

Skills: Climb +2, Knowledge (streetwise) +4, Listen +5, Read/Write Basic, Read/Write Rodese, Speak Basic, Speak Huttese, Speak Rodese, Search +4, Spot +5, Survival +3.

Feats: Armor Proficiency (light), Skill Emphasis (Survival), Track, Weapon Group Proficiencies (blaster pistols, simple weapons).

♣ **Klatooinian Mercenary:** Soldier 8; Init +0; Defense 16 (+6 equipment); Spd 8 m; VP/WP 60/15; Atk +11/+6 melee (2d10+3, vibro-ax) or +8/+3 ranged (3d8/19-20 or stun 1d6/DC 18, blaster carbine); SV Fort +10, Ref +4, Will +4 (includes +2 species bonus); FP 0; Rep 2; Str 16, Dex 10, Con 15, Int 8, Wis 10, Cha 10.

Equipment: Padded battle armor, blaster carbine, vibro-ax.

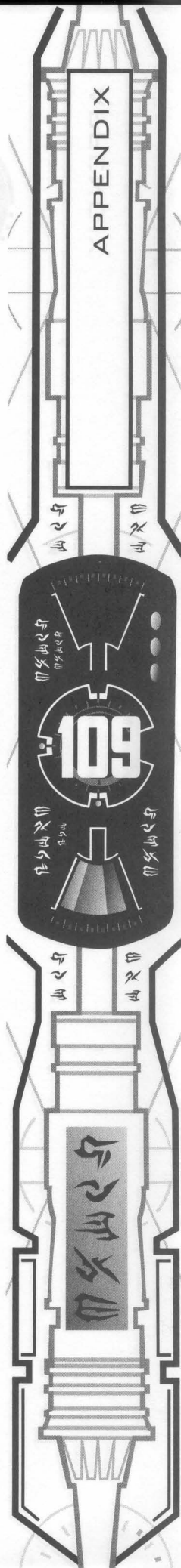
Skills: Intimidate +11, Pilot +7, Profession (mercenary) +7, Repair +3, Treat Injury +4.

Feats: Armor Proficiencies (light, medium, heavy), Cleave, Great Fortitude, Lightning Reflexes, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Weapon Group Proficiencies (simple weapons, blaster pistols, blaster rifles, heavy weapons, vibro weapons).

♣ **Lungru the Hutt (Lungru Nokko Vimmas):** Hutt Noble 10; Init -2; Defense 14 (-1 size, -2 Dex, +7 class); Spd 2 m; VP/WP 56/17; Atk +9/+4 melee (1d3+2, unarmed) or +5/+0 ranged (3d6 or stun 1d6/DC 15, blaster pistol); SQ +6 species bonus on Will saves against mind-affecting Force powers, always considered fallen, bonus class skill (Intimidate), call in a favor 3, inspire confidence +3, command +4; SV Fort +5, Ref +3, Will +12; SZ L; FP 1; Rep 12; Str 15, Dex 6, Con 14, Int 16, Wis 17, Cha 16.

Equipment: Blaster pistol, datapad.

Skills: Appraise +13, Bluff +11, Computer Use +8, Diplomacy +17, Gather Information +9, Intimidate





LUNGRU THE HUTT

Lungru is a fairly typical Hutt. He was born with a silver hookah in his mouth, having inherited a powerful business from his family. Lungru has never had to fight to stay on top and rarely takes chances. He originally opposed many of Popara's business interests but ended up deciding it was easier and more profitable to work with Popara. However, Lungru has a reputation for being cruel, vindictive, and patient. His enemies often disappear long after he seems to have lost interest in them. No one really trusts Lungru, including Popara, Zonnos, and Mika. ☹

+20, Knowledge (business) +13, Knowledge (Hutt culture) +13, Knowledge (streetwise) +16, Profession (trader) +13, Read/Write Basic, Read/Write Huttese, Sense Motive +16, Speak Basic, Speak Huttese, Speak Klatooinian, Speak Nikto, Speak Ryl.

Feats: Frightful Presence, Infamy, Iron Will, Persuasive, Toughness, Weapon Group Proficiencies (simple weapons, blaster pistols)

✦ **Lyssa Torel (Tel Bollin Bureaucrat):** Human Diplomat 4; Init +4 (Improved Initiative); Defense 11 (+1 class); Spd 10 m; VP/WP -/9; Atk +1 melee (1d3-1, unarmed) or +2 ranged; SV Fort +2, Ref +1, Will +4; SZ M; FP 0; Rep 1; Str 8, Dex 11, Con 9, Int 12, Wis 10, Cha 12.

Equipment: Grungy clothing, datapad.

Skills: Appraise +5, Bluff +7, Computer Use +5, Diplomacy +11, Gather Information +5, Knowledge (bureaucracy) +7, Profession (administrator) +9, Read/Write Basic, Sense Motive +7.

Feats: Great Fortitude, Improved Initiative, Skill Emphasis (Profession [administrator]), Weapon Group Proficiency (simple weapons).

✦ **Meldark:** Human Scout 5; Init -1; Defense 14 (-1 Dex, +5 class); Spd 10 m; VP/WP 26/10; Atk +1 melee (1d6-2, baton) or +2 ranged (3d6 or stun 1d6/DC 15, blaster pistol); SQ Trailblazing, skill mastery (Computer Use, Hide, Spot), uncanny dodge; SV Fort +3, Ref +2, Will +6; SZ M; FP 1; Rep 1; Str 6, Dex 8, Con 10, Int 17, Wis 16, Cha 8.

Equipment: Blaster pistol, baton, comlink.

Skills: Climb +5, Computer Use +11, Diplomacy +5, Hide +7, Gather Information +8, Knowledge (Nal Shaddaa) +11, Knowledge (streetwise) +11, Listen +11, Move Silently +7, Read/Write Basic, Read/Write Huttese, Read/Write Rodese, Search +11, Speak Basic, Speak Calamarian, Speak Huttese, Speak Rodese, Spot +11, Survival +6.

Feats: Point Blank Shot, Skill Emphasis (Gather Information), Skill Emphasis (Survival), Trustworthy, Weapon Group Proficiencies (simple weapons, blaster pistols, blaster rifles).

Mika-Act One

✦ **Mika the Hutt (Mika Anjiliac Chiera):** Hutt Force Adept 10; Init -1; Defense 15 (-1 size, -1 Dex, +7 class); Spd 2 m; VP/WP 70/15; Atk +7/+2 melee (1d4, combat glove) or +6/+1 ranged (3d6 or stun 1d6/DC 10, hold-out blaster); SA Force weapon +1d4; SQ +6 species bonus on Will saves against mind-affecting Force powers, always considered fallen, comprehend speech, Force talisman +2; SV Fort +9, Ref +4, Will +9; SZ L; FP 4; DSP 7; Rep 3; Str 10, Dex 8, Con 15, Int 18, Wis 14, Cha 16.

Equipment: Hold-out blaster, ornate combat glove (Force weapon adds +1d4 to damage; Force talisman grants +2 Force bonus on saves against Force skills and feats), comlink, credit chip.

Skills: Bluff +9, Computer Use +8,



MIKA THE HUTT

Mika the Hutt is Popara's youngest offspring, smaller and leaner than most Hutts. He has used this status to his advantage, cultivating a reputation for weakness and odd interests. Mika often displays signs of compassion, concern, honesty, and selflessness. He never goes too far with such displays—he is still a Hutt, after all—but shows enough of these traits for most Hutts to discount him and members of other species to treat him with a modicum of respect. As a result, Mika has built up a considerable power base without having any other Hutt think of him as a threat. Zonnos hates Mika with a passion, and Popara is concerned for his future.

If anything, Mika is even more amoral than the typical Hutt. He is smart enough to see there is more than one road to power, however, and that brute force is often the most costly way of obtaining power. Rather than fight for Popara's considerable holdings, Mika plans to win them through subterfuge. He has discovered how to make a new kind of spice, called tempest, through his many contacts with non-Hutt smugglers and renegade scientists. Mika is using tempest to fund his secret acquisition of troops and contracts, all of which are based in his starship base on Varl. Because Mika is seen as an ineffectual fool by most Hutts, his plans have gone undetected for months.

Mika is also a Force adept, a fact he has kept hidden from everyone except Popara. Mika sees his Force powers as an ace in the hole. In general, he does his best not to use them in obvious ways but won't risk death or a major failure by refusing to reveal them. ☹

Diplomacy +11, Knowledge (business) +10, Knowledge (galactic politics) +10, Knowledge (streetwise) +10, Listen +10, Profession (trader) +9, Read/Write Basic, Read/Write Huttese, Sense Motive +7, Speak Basic, Speak Huttese, Speak Shyriiwook (understand only), Speak Rodese, Speak Ryl, Speak Nikto, Spot +9.

Force Skills: Affect Mind +16, Empathy +10, Force Grip +22, Force Stealth +8, Move Object +10.

Feats: Infamy, Force Sensitive, Great Fortitude, Skill Emphasis (Force Grip), Weapon Group Proficiencies (primitive weapons, simple weapons, blaster pistols).

Force Feats: Alter, Control, Dissipate Energy, Sense.

Mika-Act Two

✦ **Mika the Hutt (Mika Anjiliac Chiera):** Hutt Force Adept 11; Init -1; Defense 15 (-1 size, -1 Dex, +7 class); Spd 2 m; VP/WP 76/15; Atk +8/+3 melee (1d4, combat glove) or +7/+2 ranged (3d6 or stun 1d6/DC 10, hold-out blaster); SA Force weapon +1d4; SQ +6 species bonus on Will saves against mind-affecting Force powers, always considered fallen, comprehend speech, Force talisman +2; SV Fort +9, Ref +4, Will +9; SZ L; FP 5; DSP 10; Rep 3; Str 10, Dex 8, Con 15, Int 18, Wis 14, Cha 16.

Equipment: Hold-out blaster, ornate combat glove (Force weapon adds +1d4 to damage; Force talisman grants +2 Force bonus on saves against Force skills and feats), comlink, credit chip.

Skills: Bluff +10, Computer Use +8, Diplomacy +11, Knowledge (business) +10, Knowledge (galactic politics) +10, Knowledge (streetwise) +10, Listen +10, Profession (trader) +9, Read/Write Basic, Read/Write Huttese, Sense Motive +7, Speak Basic, Speak Huttese, Speak Shyriiwook (understand only), Speak Rodese, Speak Ryl, Speak Nikto, Spot +9.

Force Skills: Affect Mind +17, Empathy +10, Force Grip +25, Force Stealth +9, Move Object +14.

Feats: Infamy, Force Sensitive, Great Fortitude, Skill Emphasis (Force Grip), Weapon Group Proficiencies (primitive weapons, simple weapons, blaster pistols).

Force Feats: Alter, Control, Dissipate Energy, Sense.

Mika-Act Three

✦ **Mika the Hutt (Mika Anjiliac Chiera):** Hutt Force Adept 12; Init -1; Defense 16 (-1 size, -1 Dex, +8 class); Spd 2 m; VP/WP 85/15; Atk +9/+4 melee (1d4, combat glove) or +8/+3 ranged (3d6 or stun 1d6/DC 10, hold-out blaster); SA Force weapon +1d4; SQ Tempest rage 8 rounds (see Modified Statistics for Rage, below), +6 species bonus on Will saves against mind-affecting Force powers, always considered fallen, comprehend speech, Force talisman +2; SV Fort +10, Ref +5, Will +10; SZ L; FP 6; DSP 15; Rep 3; Str 10,

Dex 8, Con 16, Int 18, Wis 14, Cha 16.

Modified Statistics for Rage: VP/WP 109/15; Defense 14 (-2 rage, -1 size, -1 Dex, +8 class); Atk +11/+6 melee (1d4+2, combat glove); SV Fort +12, Will +16; Str 14.

Equipment: Hold-out blaster, ornate combat glove (Force weapon adds +1d4 to damage; Force talisman grants +2 Force bonus on saves against Force skills and feats), comlink, credit chip.

Skills: Bluff +10, Computer Use +8, Diplomacy +11, Knowledge (business) +10, Knowledge (galactic politics) +10, Knowledge (streetwise) +10, Listen +11, Profession (trader) +9, Read/Write Basic, Read/Write Huttese, Sense Motive +8, Speak Basic, Speak Huttese, Speak Shyriiwook (understand only), Speak Rodese, Speak Ryl, Speak Nikto, Spot +9.

Force Skills: Affect Mind +18, Empathy +10, Force Grip +26, Force Stealth +10, Move Object +19.

Feats: Infamy, Force Sensitive, Great Fortitude, Skill Emphasis (Force Grip), Weapon Group Proficiencies (primitive weapons, simple weapons, blaster pistols).

Force Feats: Alter, Control, Dissipate Energy, Force Whirlwind, Sense.

✦ **Miltar Dolor:** Human Soldier 4; Init +2; Defense 15 (+2 Dex, +3 class); Spd 10 m; VP/WP 32/11; Atk +5 melee (2d4+1, vibrodagger) or +6 ranged (3d6 or stun 1d6/DC 15, blaster pistol); SV Fort +4, Ref +3, Will +2; SZ M; FP 0; Rep 1; Str 13, Dex 14, Con 11, Int 12, Wis 13, Cha 10.

Equipment: Blaster pistol, vibrodagger, uniform, comlink, datapad.

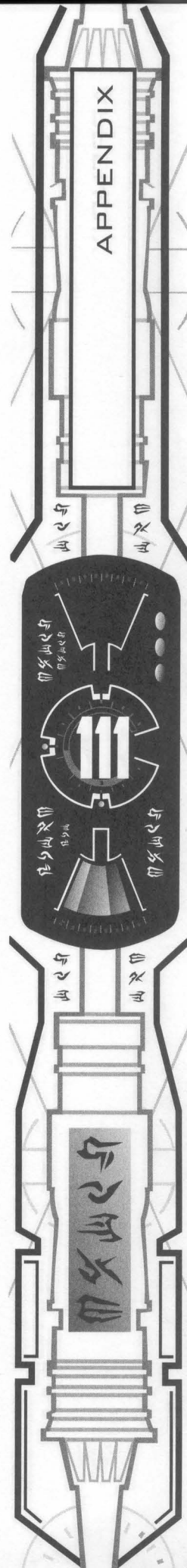
Skills: Computer Use +5, Diplomacy +6, Intimidate +7, Knowledge (galactic politics) +5, Knowledge (military) +5, Listen +4, Profession (law officer) +4, Read/Write Basic, Speak Basic, Speak Cerean, Speak Huttese, Spot +4, Treat Injury +4.

Feats: Alertness, Armor Proficiencies (light, medium, heavy), Point Blank Shot, Precise Shot, Rapid Shot, Skill Emphasis (Diplomacy), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

✦ **Min Gost:** Sullustan Scoundrel 6; Init +3; Defense 20 (+3 Dex, +7 class); Spd 10 m; VP/WP 17/8; Atk +4 melee (2d4, vibrodagger) or +7 ranged (3d6 or stun 1d6/DC 15, blaster pistol); SA sneak attack +2d6; SQ Darkvision 20 m, illicit barter, better lucky than good; SV Fort +1, Ref +8, Will +3; SZ M; FP 1; Rep 4; Str 11, Dex 16, Con 8, Int 10, Wis 12, Cha 12.

Equipment: Blaster pistol, vibrodagger, comlink.

Skills: Bluff +6, Climb +4, Computer Use +9, Disable Device +4, Gather Information +10, Hide +12, Knowledge (streetwise) +9, Listen +12,



Profession (bartender) +6, Read/Write Sullustese, Speak Basic, Speak Dosh, Speak Huttese, Speak Nikto, Speak Sullustese, Spot +5.

Feats: Dodge, Heroic Surge, Point Blank Shot, Skill Emphasis (Gather Information), Weapon Group Proficiencies (blaster pistols, simple weapons).

✦ **Minnix:** Trandoshan Soldier 5; Init +3 (-1 Dex, +4 Improved Initiative); Defense 16 (-1 Dex, +1 natural armor, +6 equipment); Spd 8 m; VP/WP 42/15; Atk +10 melee (1d6+5, club) or +4 ranged (3d6 or stun 1d6/DC 15, blaster pistol); SA Tempest rage 7 rounds (see Modified Statistics for Rage, below); SQ Darkvision 20 m; SV Fort +6, Ref +0, Will +2; SZ M; FP 0; Rep 1; Str 20, Dex 9, Con 15, Int 10, Wis 12, Cha 9.

Modified Statistics for Rage: VP/WP 52/15; Defense 14 (-2 rage, -1 Dex, +1 natural armor, +6 equipment); Atk +12 melee (1d6+7, club); SV Fort +8, Will +8; Str 24.

Equipment: Blaster pistol, padded battle armor, chair (club), comlink.

Skills: Computer Use +4, Intimidate +7, Knowledge (streetwise) +4, Listen +3, Read/Write Basic, Read/Wrote Dosh, Speak Basic, Speak Dosh, Spot +3, Treat Injury +4.

Feats: Armor Proficiencies (light, medium, heavy), Cleave, Improved Initiative, Point Blank Shot, Power Attack, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

✦ **Popara's Southern Nikto Guard:** Thug 3; Init +2; Defense 18 (+2 Dex, +6 equipment); Spd 8 m; VP/WP -/11; Atk +3 melee (2d8, force pike) or +5 ranged (3d8 or stun 1d6/DC 18, blaster carbine); SQ +4 species bonus on Listen checks, +2 species bonus on Search and Spot checks; SV Fort +3, Ref +3, Will +0; SZ M; FP 0; Rep 0; Str 10, Dex 14, Con 11, Int 8, Wis 9, Cha 10.

Equipment: Padded battle armor, blaster carbine, force pike, comlink.

Skills: Listen +4, Knowledge (security) +1, Search +1, Read/Write Nikto, Speak Nikto, Spot +2.

Feats: Weapon Group Proficiencies (blaster rifles, simple weapons, vibro weapons).

✦ **Mika's Ceremonial Mountain Nikto Guard:** Thug 2; Init +1; Defense 18 (+1 Dex, +7 equipment); Spd 8 m; VP/WP -/10; Atk +4 melee (2d8+2, force pike) or -1 ranged (3d8 or stun 1d6/DC 18, blaster carbine); SQ +2 species bonus on Climb checks; SV Fort +4, Ref +1, Will +0; SZ M; FP 0; Rep 0; Str 15, Dex 12, Con 10, Int 8, Wis 10, Cha 9.

Equipment: Ceremonial armor, blaster carbine, force pike, comlink.

Skills: Climb +5, Listen +0, Knowledge (security) +1, Read/Write Nikto, Speak Nikto, Spot +0.

Feats: Weapon Group Proficiencies (simple weapons, vibro weapons).

✦ **Typical Mountain Nikto Guard:** Thug 1; Init -1; Defense 15 (-1 Dex, +6 equipment); Spd 8 m; VP/WP -/15; Atk +1 melee (2d8, force pike) or -4 ranged (3d6 or stun 1d6/DC 15, blaster pistol); SQ +2 species bonus on Climb checks; SV Fort +4, Ref -1, Will +0, SZ M; FP 0; Rep 0; Str 10, Dex 8, Con 15, Int 8, Wis 10, Cha 9.

Equipment: Padded battle armor, blaster pistol, force pike, comlink.

Skills: Climb +4, Listen +0, Knowledge (security) +1, Read/Write Nikto, Speak Nikto, Spot +0.

Feats: Weapon Group Proficiencies (simple weapons, vibro weapons).

✦ **Ogo Nan:** Cerean Scoundrel 7; Init +9 (+3 Dex, +2 species, +4 Improved Initiative); Defense 20 (+3 Dex, +7 class); Spd 10 m; VP/WP 34/12; Atk +5 melee (1d4, knife) or +8 ranged (3d6 or stun 1d6/DC 15, blaster pistol) or +4 ranged (3d8/19-20, blaster rifle); SA Tempest rage 6 rounds (see Modified Statistics for Rage, below), sneak attack +2d6; SQ Illicit barter, better lucky than good; SV Fort +4, Ref +8, Will +5; SZ M; FP 1; Rep 4; Str 10, Dex 17, Con 12, Int 12, Wis 16, Cha 11.

Modified Statistics for Rage: VP/WP 48/12; Defense 18 (-2 rage, +3 Dex, +7 class); Atk +7 melee (1d4+2, knife); SV Fort +6, Will +11; Str 14.

Equipment: Blaster pistol, blaster rifle, knife.

Skills: Climb +5, Computer Use +6, Disable Device +13, Forgery +11, Hide +16, Jump +5, Knowledge (streetwise) +11, Listen +13, Move Silently +13, Read/Write Basic, Read/Write Cerean, Speak Basic, Speak Cerean, Spot +3.

Feats: Improved Initiative, Far Shot, Point Blank Shot, Skill Emphasis (Hide), Weapon Group Proficiencies (blaster pistols, simple weapons).



NIKTO GUARDS

The Nikto are commonly associated with the Hutts, and many Hutts have Nikto servants and soldiers. There are several subspecies of Nikto, although guards are most often mountain Nikto. The Nikto guards employed by Popara are a less common subspecies from the southern regions of their homeland, and they are tougher than most. Typical mountain Nikto guards are also presented. Nikto are generally loyal to their Hutt masters. ☺



PARELLA THE HUTT

Parella is an oddity among Hutts. While most Hutts succumb to the pleasures of spice, food, dance, and money, Parella is a hunter. He has enjoyed numerous big game safaris and takes immense pleasure in stalking and killing prey. Although hunting is an unusual venue for Hutt compulsion, Parella is as excessive a hunter as most Hutts are excessively lazy. He has kept his own small business going largely through personal power—no one has managed to kill him, and his enemies often wind up dead at his hands. While other Hutts find this direct approach distasteful, they're not foolish enough to discount its effectiveness.

Parella owns an ancient suit of Hutt battle armor, which he wears whenever he hunts. The suit augments his abilities greatly. Modified statistics for Parella in Hutt battle armor are presented here. ☼

✦ **Parella the Hutt (Parella Jiramma Baco):** Hutt Scout 7/Soldier 7; Init +3 (–1 Dex, +4 Improved Initiative); Defense 16 (–1 size, –1 Dex, +8 class); Spd 2 m; VP/WP 114/16; Atk +16/+11 melee (2d8+4, force pike) or +11/+6 ranged; SQ +6 species bonus on Will saves against mind-affecting Force powers, always considered fallen, trailblazing, uncanny dodge, skill mastery (Spot); SV Fort +13, Ref +5, Will +9; SZ L; FP 5; Rep 2; Str 18, Dex 9, Con 16, Int 12, Wis 15, Cha 13.

Equipment: Force pike, comlink, credit chip.

Skills: Climb +9, Computer Use +6, Hide +4, Gather Information +6, Intimidate +12, Knowledge (business) +6, Knowledge (streetwise) +6, Listen +7, Move Silently +4, Profession (trader) +7, Read/Write Basic, Read/Write Huttese, Speak Basic, Speak Huttese, Speak Ryl, Spot +17, Survival +19.

Feats: Armor Proficiencies (light, medium, heavy, powered), Cleave, Great Cleave, Improved Initiative, Infamy, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Track, Weapon Group Proficiencies (simple weapons, blaster pistols, blaster rifles, heavy weapons, vibro weapons).

✦ **Parella the Hunter (in Hutt battle armor):** Defense 17 (–1 size, –1 Dex, +9 battle armor); Spd 12 m; Atk +18/+13 melee (2d8+6, force pike) or +12/+7 ranged (3d4 or stun 1d4/DC 10, hold-out blaster) or +12/+7 ranged (6d8/19–20, E-web repeating blaster); SQ Darkvision 50 m, +4 equipment bonus on Hide, Listen, Move Silently, and Survival checks (to track only); Str 22, Dex 11.

Equipment: Hutt battle armor (equipped with E-web repeating blaster and 2 hold-out blasters; see Appendix Five: New Equipment), comlink, credit chip.

✦ **Popara the Hutt (Popara Anjiliac Diresto):** Hutt Noble 3/Scoundrel 4/Crime lord 9; Init –1; Defense 20 (–1 size, –1 Dex, +12 class); Spd 2 m; VP/WP 106/16; Atk +9/+4 melee (stun 2d6/DC 18, gentler rod) or +8/+3 ranged (3d4 or stun 1d4/DC 10, hold-out blaster); SQ +6 species bonus on Will saves against mind-affecting Force powers, always considered fallen, bonus class skill (Gather Information), inspire confidence +1, illicit barter, better lucky than good, contacts 3, resource access, inspire fear –6, minions, exceptional minions; SV Fort +10, Ref +9, Will +14; SZ L; FP 5; Rep 20; Str 10, Dex 8, Con 16, Int 18, Wis 14, Cha 18.

Equipment: Gentler rod (disguised as scepter; see Appendix Five: New Equipment), hold-out blaster, comlink, credit chip.

Skills: Appraise +20, Bluff +20, Computer Use +10, Diplomacy +27, Gather Information +27, Intimidate +17, Knowledge (business) +12, Knowledge (streetwise) +12, Listen +14, Profession (trader) +14, Read/Write Basic, Read/Write Huttese, Sense Motive +15, Speak Basic, Speak Dosh, Speak Huttese, Speak Nikto, Speak Rodese, Speak Ryl, Spot +14.

Feats: Alertness, Expertise, Fame, Great Fortitude, Infamy, Iron Will, Skill Emphasis (Gather Information), Trustworthy.

✦ **Radigan:** Human Thug 3/Soldier 3; Init +3; Defense 15 (+3 Dex, +2 class); Spd 10 m; VP/WP 17/11; Atk +8/+3 melee (2d4+2,



POPARA THE HUTT

Popara exudes an aura of competence—just looking at him is enough to know he is an important and powerful Hutt. He can use the Expertise feat to make an attack action with his scepter (even if no one is near him), taking a –9 penalty on attack rolls and adding 9 to his Defense. Coupled with his ability to inspire fear, this makes direct attacks against Popara difficult. When placed in serious jeopardy, Popara takes whatever actions are needed to avoid injury. Popara doesn't expect to take out enemies directly—he has minions for that kind of thing.

If heroes doing a job for Popara have a reasonable request for equipment, Popara can tap into his extensive resources to provide for their needs. Using his resource access ability as a crime lord, Popara can (on average) get any reasonably common collection of equipment worth no more than 2,400 credits in just a few hours. If he brings the considerable weight of his criminal empire into play, he can gain access to hundreds of thousands of credits of material, but he's unlikely to do this except where specified in the adventure. ☼

vibrodagger) or +9/+4 ranged (3d6 or stun 1d6/DC 15, blaster pistol); SA Tempest rage 5 rounds (see Modified Statistics for Rage, below); SV Fort +6, Ref +5, Will +1; SZ M; FP 0; Rep 1; Str 14, Dex 16, Con 11, Int 8, Wis 9, Cha 13.

Modified Statistics for Rage: VP/WP 29/11; Defense 13 (-2 rage, +3 Dex, +2 class); Atk +10/+5 melee (2d4+4, vibrodagger); SV Fort +8, Will +7; Str 18.

Equipment: Blaster pistol, stolen credit chip, vibrodagger, vial of tempest.

Skills: Intimidate +5, Knowledge (streetwise) +4, Knowledge (swoop bikes) +3, Pilot +12, Read/Write Basic, Speak Basic, Repair +3.

Feats: Armor Proficiencies (light, medium, heavy), Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons),

✦ **Radigan's Thug:** Human Thug 5; Init +2; Defense 12 (+1 Dex, +1 class); Spd 10 m; VP/WP -/11; Atk +6 melee (2d6+1, vibroblade) or +7 ranged (2d6, slugthrower pistol); SA Tempest rage 5 rounds (see Modified Statistics for Rage, below); SV Fort +4, Ref +3, Will +0; SZ M; FP 0; Rep 0; Str 13, Dex 14, Con 11, Int 9, Wis 9, Cha 10.

Modified Statistics for Rage: VP/WP 10/11; Defense 10 (-2 rage, +1 Dex, +1 class); Atk +8 melee (2d6+3, vibroblade); SV Fort +6, Will +6; Str 17.

Equipment: Slugthrower pistol, vibroblade, vial of tempest.

Skills: Intimidate +3, Knowledge (streetwise) +1, Knowledge (swoop bikes) +1, Pilot +9, Read/Write Basic, Speak Basic.

Feats: Armor Proficiency (light), Skill Emphasis (Pilot), Weapon Group Proficiencies (simple weapons, slugthrowers, blaster rifles).

✦ **Ranso Li and Cruva Lenda:** Twi'lek Diplomat 4; Init +1; Defense 12 (+1 Dex, +1 class); Spd 10 m; VP/WP -/10; Atk +1 melee (1d3-1, unarmed) or +3 ranged (3d6 or stun 1d6/DC 15, blaster pistol); SQ Low-light vision; SV Fort +2, Ref +2, Will +4; SZ M; FP 0; Rep 2; Str 8, Dex 13, Con 10, Int 14, Wis 10, Cha 14.

Equipment: Blaster pistol, fine clothing, datapad.

Skills: Appraise +8, Bluff +8, Computer Use +8, Diplomacy +12, Knowledge (streetwise) +8, Read/Write Basic, Read/Write Ryl, Sense Motive +6, Speak Basic, Speak Huttese, Speak Lekku, Speak Ryl, Survival +6.

Feats: Skill Emphasis (Survival), Track, Weapon Group Proficiencies (blaster pistols, simple weapons).

✦ **Ryssk:** Trandoshan Scout 10; Init +2; Defense 20 (+2 Dex, +1 natural armor, +7 class); Spd 10 m; VP/WP 60/16; Atk +10/+5 melee (stun 1d6+3/DC 12, stun baton) or +9/+4 ranged (3d8/19-20 or -/DC 18, ion rifle) or +9/+4 ranged (4d6 or stun 1d6/DC 15, grenade); SQ Darkvision 20 m, trailblazing, uncanny dodge (Dex bonus to Defense, cannot be flanked), skill mastery (Hide, Move Silently, Pilot, Repair); SV Fort +6, Ref +7, Will +4; SZ M; FP 4; Rep 3; Str 16, Dex 14, Con 13, Int 13, Wis 8, Cha 7.

Equipment: Stun baton, ion rifle, 4 frag grenades, 4 stun grenades, thermal detonator, Z-95 Headhunter with hyperdrive.

Skills: Astrogate +12, Computer Use +10, Demolitions +10, Hide +11, Move Silently +11, Pilot +15, Read/Write Dosh, Repair +10, Search +7, Speak Basic, Speak Dosh, Spot +6, Survival +8.

Feats: Armor Proficiency (light), Spacer, Starship Operation (starfighter), Toughness, Track, Weapon Group Proficiencies (simple weapons, blaster pistols, blaster rifles).

✦ **Simol Toc:** Human Diplomat 4/Expert 4; Init -1; Defense 11 (-1 Dex, +2 class); Spd 10 m; VP/WP -/13; Atk +6 melee (1d6, quarterstaff) or +5 ranged (3d4 or stun 1d4/DC 10, hold-out blaster); SV Fort +3, Ref +1, Will +9; SZ M; FP 0; Rep 1; Str 11, Dex 8, Con 13, Int 12, Wis 12, Cha 14.

Equipment: Quarterstaff, hold-out blaster, datapad.

Skills: Appraise +9, Computer Use +9, Diplomacy +10, Knowledge (business) +9, Listen +7, Profession (trader) +9, Read/Write Basic, Read/Write Huttese, Repair +5, Sense Motive +7, Speak Basic, Speak Huttese, Spot +7, Survival +5.

Feats: Alertness, Expertise, Weapon Focus (quarterstaff), Weapon Group Proficiencies (blaster pistols, simple weapons).

✦ **Sorgoth:** Evocii Force Adept 6; Init +0; Defense 15 (+5 class); Spd 10 m; VP/WP 37/12 (includes Toughness); Atk +3 melee (1d4-2, knife) or +5 ranged (1d4-2, knife); SA Force weapon +1d4; SQ Low-light vision; SV Fort +2, Ref +3, Will +8; SZ M; FP 3; Rep 2; Str 6, Dex 10, Con 9, Int 14, Wis 16, Cha 14.

Equipment: Knife (Force weapon adds +1d4 to damage), ragged clothing.

Skills: Hide +6, Knowledge (Evocii culture) +8, Knowledge (streetwise) +6, Listen +4, Read/Write Evocii, Sense Motive +4, Speak Basic, Speak Evocii, Speak Huttese, Spot +4, Survival +4, Treat Injury +9.

Force Skills: Empathy +7, Friendship +6, Heal Another +10, Move Object +5.

Feats: Force Sensitive, Skill Emphasis (Heal Another), Toughness, Weapon Group Proficiencies (primitive weapons, simple weapons, blaster pistols), Weapon Focus (knife).

Force Feats: Alter, Control, Sense.

✦ **Spice Pirate (Human):** Thug 4; Init +1; Defense 17 (+1 Dex, +6 equipment); Spd 10 m; VP/WP -/12; Atk +5 melee (2d6+1, vibroblade) or +5 ranged (3d6 or stun 1d6/DC 15, blaster pistol); SV Fort +5, Ref +2, Will +1, SZ M; FP 0; Rep 0; Str 13, Dex 13, Con 12, Int 10, Wis 11, Cha 10.

Equipment: Padded battle armor, blaster pistol, vibroblade, comlink.

Skills: Intimidate +7, Knowledge (spacer lore) +2, Search +3, Read/Write Basic, Speak Basic, Spot +3.

Feats: Point Blank Shot, Power Attack, Precise Shot.

✦ **Spice Pirate (Rodian):** Thug 4; Init +2; Defense 18 (+2 Dex, +6 equipment); Spd 10 m; VP/WP -/12; Atk +5 melee (2d6+1, vibroblade) or +6 ranged (3d6 or stun 1d6/DC 15, blaster pistol); SQ +2 species bonus on Listen, Search and Spot checks; SV Fort +5, Ref +3, Will +0; SZ M; FP 0; Rep 1; Str 13, Dex 15, Con 12, Int 10, Wis 9, Cha 8.

Equipment: Padded battle armor, blaster pistol, vibroblade, comlink.

Skills: Intimidate +6, Listen +2, Knowledge (spacer lore) +3, Read/Write Rodese, Search +2, Speak Basic, Speak Rodese, Spot +2.

Feats: Point Blank Shot, Power Attack, Track.

✦ **Spice Raider:** Human Soldier 5; Init +2 (Dex); Defense 18 (+2 Dex, +6 padded battle armor); Spd 10 m; VP/WP 32/11; Atk +6 melee (2d10+1, vibro-ax) or +7 ranged (3d8/crit 19-20 or stun 1d6/DC 18, blaster carbine); SV Fort +4, Ref +3, Will +2; SZ M; FP 0; Rep 1; Str 13, Dex 14, Con 11, Int 10, Wis 12, Cha 9.

Equipment: Padded battle armor, blaster carbine, vibro-ax, comlink, medpac.

Skills: Computer Use +4, Demolitions +4, Intimidate +7, Knowledge (streetwise) +4, Listen +5, Read/Write Basic, Speak Basic, Spot +5, Treat Injury +4.

Feats: Armor Proficiencies (light, medium, heavy), Cleave, Point Blank Shot, Power

SPICE PIRATES

The spice pirates are common scum used by the Bomu clan as shock troops and physical labor. The pirates are often hooked on glitterstim and similar drugs, and may even be paid in spice rather than credits. ☺



SPICE RAIDERS

The spice raiders are veteran brigands and pirates with experience in ambushing people and taking their valuables. They're a remarkably tough lot, and they fight to the bitter end. ☺

Attack, Precise Shot, Rapid Shot, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

✦ **Sundro Tam:** Human Scoundrel 8; Init +3; Defense 21 (+3 Dex, +8 class); Spd 10 m; VP/WP 44/14; Atk +7/+2 melee (2d6+1, vibroblade) or +9/+3 ranged (3d8/19-20 or stun 1d6/DC 18, blaster carbine); SA Sneak attack +2d6; SQ Illicit barter, better lucky than good; SV Fort +4, Ref +8, Will +1; SZ M; FP 0; DSP 2; Rep 4; Str 13, Dex 17, Con 14, Int 10, Wis 9, Cha 12.

Equipment: Blaster carbine, vibroblade, comlink.

Skills: Computer Use +5, Demolitions +5, Disable Device +9, Escape Artist +14, Hide +14, Knowledge (streetwise) +5, Listen +8, Move Silently +14, Pilot +17, Read/Write Basic, Speak Basic, Spot +11, Tumble +17.

Feats: Dodge, Mobility, Point Blank Shot, Shot on the Run, Skill Emphasis (Pilot), Skill Emphasis (Tumble), Weapon Group Proficiencies (blaster pistols, simple weapons).

✦ **Tarson Kestrel:** Human Scoundrel 9; Init +3; Defense 21 (+3 Dex, +8 class); Spd 10 m; VP/WP 45/12; Atk +7/+2 melee (2d6+1, vibroblade) or +9/+3 ranged (3d8/19-20 or stun 1d6/DC 18, blaster carbine); SA Sneak attack +2d6; SQ Illicit barter, better lucky than good; SV Fort +5, Ref +8, Will +2; SZ M; FP 1; DSP 3; Rep 4; Str 13, Dex 17, Con 12, Int 10, Wis 8, Cha 13.

Equipment: Blaster carbine, vibroblade, comlink.

Skills: Computer Use +6, Demolitions +6, Disable Device +10, Escape Artist +15, Hide +15, Knowledge (streetwise) +5, Listen +8, Move Silently

SUNDRO TAM

Sundro Tam is one of the leaders (along with Tarson Kestrel) of the spice raiders, a pirate band that makes money in a dangerous manner—by stealing contraband goods from smugglers and other outlaws. Tam's group has been stranded on Endregaad for months (since their ship broke down), and they see this as their opportunity to make it into the big time. ☺





TARSON KESTREL

Tarson Kestrel is one of the leaders (along with Sundro Tam) of the spice raiders. He serves as captain of the spice freighter *Barabi Run*, transporting spice to the Hutt world of Varl for a tidy profit. He is ruthless and fatalistic, preferring to die in a fight than run away to fight another day. ☹

+15, Pilot +18, Read/Write Basic, Speak Basic, Spot +12, Tumble +17.

Feats: Dodge, Mobility, Point Blank Shot, Precise Shot, Shot on the Run, Skill Emphasis (Pilot), Skill Emphasis (Tumble), Weapon Group Proficiencies (blaster pistols, simple weapons).

✦ **Tempest Thug:** Human Thug 5; Init +0; Defense 11 (+1 class); Spd 10 m; VP/WP -/14; Atk +8 melee (1d6+3, club) or +5 ranged; SA Tempest rage 7 rounds (see Modified Statistics for Rage, below); SV Fort +6, Ref +1, Will +0; SZ M; FP 0; Rep 0; Str 16, Dex 10, Con 14, Int 10, Wis 8, Cha 12.

Modified Statistics for Rage: VP/WP 10/14; Defense 9 (-2 rage, +1 class); Atk +10 melee (1d6+5, club); SV Fort +8, Will +6; Str 20.

Equipment: Club, vial of tempest, ragged clothing.

Skills: Intimidate +9, Knowledge (streetwise) +4, Listen +2, Read/Write Basic, Speak Basic, Spot +2.

Feats: Armor Proficiency (light), Cleave, Power Attack, Weapon Focus (club), Weapon Group Proficiency (simple weapons).

✦ **Urfo:** Human Thug 8; Init +6 (+2 Dex, +4 Improved Initiative); Defense 14 (+2 Dex, +2 class); Spd 10 m; VP/WP -/19; Atk +12/+7 melee (1d6+4, unarmed) or +10/+4 ranged (1d4+4, rock); SA Tempest rage 8 rounds (see Modified Statistics for Rage, below); SV Fort +9, Ref +4, Will +0;



URFO

Urfo is a simple man who bullies and threatens those around him. His great strength and brawling prowess have won him jobs as a debt collector, bouncer, and bodyguard. He was brought along to Temple Valley by a miner who felt the need for some extra muscle to protect a rich geode strike. Urfo soon became addicted to tempest and assumed leadership of a group of similarly addicted thugs. The miner who employed him returned to Tel Bollin, leaving Urfo and his ruffians behind. Urfo is now consumed by his desire for tempest and cannot be reasoned with. ☹



URFO'S THUGS

The three men in Urfo's gang are typical bullies—they act tough until things turn against them. If anyone interferes with Urfo's fight, they step in, but if Urfo goes down quickly or they take half their own wounds in a fight, they flee. ☹

SZ M; FP 0; Rep 2; Str 18, Dex 14, Con 16, Int 8, Wis 7, Cha 8.

Modified Statistics for Rage: VP/WP 16/19; Defense 12 (-2 rage, +2 Dex, +2 class); Atk +14/+9 melee (1d6+6, unarmed); SV Fort +11, Will +6; Str 22.

Equipment: Ragged clothes.

Skills: Climb +10, Intimidate +10, Knowledge (Endregaad) +5, Read/Write Basic, Speak Basic.

Feats: Armor Proficiency (light), Improved Initiative, Martial Artist, Power Attack, Toughness, Weapon Group Proficiency (simple weapons).

✦ **Urfo's Thug:** Human Thug 3; Init +4 (Improved Initiative); Defense 11 (+1 class); Spd 10 m; VP/WP -/16; Atk +5 melee (1d6+2, club) or +3 ranged (1d4, rock); SA Tempest rage 6 rounds (see Modified Statistics for Rage, below); SV Fort +4, Ref +1, Will +1; SZ M; FP 0; Rep 0; Str 14, Dex 10, Con 13, Int 8, Wis 10, Cha 11.

Modified Statistics for Rage: VP/WP 6/16; Defense 9 (-2 rage, +1 class); Atk +7 melee (1d6+4, club); SV Fort +6, Will +7; Str 18.

Equipment: Ragged clothes.

Skills: Intimidate +3, Knowledge (Endregaad) +2, Read/Write Basic, Search +2, Speak Basic.

Feats: Armor Proficiency (light), Improved Initiative, Power Attack, Toughness, Weapon Group Proficiency (simple weapons).

Utrila Witches—Acts One and Two

✦ **Dai Utrila:** Twi'lek Force Adept 8; Init +2; Defense 18 (+2 Dex, +6 class); Spd 10 m; VP/WP 44/10; Atk +5/+0 melee (1d4-1, knife) or +8/+3 ranged (1d4-1, knife); SA Force weapon +1d4; SQ Comprehend speech, low-light vision, Force talisman +2; SV Fort +5, Ref +6, Will +8; SZ M; FP 4; DSP 1; Rep 2; Str 8, Dex 15, Con 10, Int 14, Wis 15, Cha 18.

Equipment: Knife (Force weapon adds +1d4 to damage; Force talisman grants +2 Force bonus on saves against Force skills and feats).

Skills: Diplomacy +5, Entertain (singing) +8, Hide +4, Knowledge (Hutt culture) +6, Knowledge (streetwise) +4, Listen +11, Read/Write Huttese, Read/Write Ryl, Sense Motive +10, Speak Basic, Speak Huttese, Speak Lekku, Speak Ryl, Spot +11, Treat Injury +6.



UTRILA WITCHES

These Twi'lek sisters were given as gifts to Popara from their head clan. Popara was delighted to receive such attractive servants and has treated the Utrila sisters' head clan well ever since. The oldest of the sisters, Dai Utrila, is Popara's loyal minion and would die to further his cause. Even after Popara's death, Dai works for Mika only because she has no way of gaining revenge for her master's death. The younger sisters, Koya and Rihn, are more pragmatic and willing to work for whoever can provide them with safety and security. Once Popara dies, Mika becomes their best bet for a secure life, and they follow him willingly.

Dai is the least combat-oriented of the sisters and is likely to spend use Force Mind to augment one of her allies. Koya is most likely to use her mental powers against opponents to sow confusion, and she uses her Fear skill only when hard-pressed. Rihn is a more physical combatant, relying on her Force skills (especially Battlemind and Enhance Ability) and her Force weapon to enhance her battle prowess. ☸

Force Skills: Empathy +10, Farseeing +10, Heal Another +12, See Force +7, Telepathy +5.

Feats: Alertness, Force-Sensitive, Skill Emphasis (Farseeing), Weapon Group Proficiencies (primitive weapons, simple weapons, blaster pistols).

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

✦ **Koya Utrila:** Twi'lek Force Adept 7; Init +2; Defense 18 (+2 Dex, +6 class); Spd 10 m; VP/WP 38/10; Atk +3 melee (1d4-2, knife) or +7 ranged (3d4 or stun 1d4/DC 10, hold-out blaster); SA Force weapon +1d4; SQ Comprehend speech, low-light vision; SV Fort +4, Ref +6, Will +5, SZ M; FP 2; DSP 4; Rep 2; Str 6, Dex 14, Con 10, Int 12, Wis 10, Cha 20.

Equipment: Hold-out blaster, knife (Force weapon adds +1d4 to damage),

Skills: Bluff +10, Entertain (harp) +10, Intimidate +8, Knowledge (Hutt culture) +5, Knowledge (streetwise) +5, Read/Write Ryl, Speak Basic, Speak Lekku, Speak Ryl, Treat Injury +6.

Force Skills: Affect Mind +18, Farseeing +5, Fear +10.

Feats: Force Sensitive, Quickness, Skill Emphasis (Affect Mind), Weapon Group Proficiencies (primitive weapons, simple weapons, blaster pistols).

Force Feats: Alter, Control, Sense.

✦ **Rihn Utrila:** Twi'lek Force Adept 7; Init +2; Defense 18 (+2 Dex, +6 class); Spd 10 m; VP/WP 50/14; Atk +5 melee (1d8, spear) or +7 ranged (1d8, spear); SA Force weapon +1d4; SQ Comprehend speech, low-light vision; SV Fort +9, Ref +6, Will +5; SZ M; FP 3; DSP 3; Rep 2; Str 10, Dex 14, Con 14, Int 12, Wis 10, Cha 16.

Equipment: Spear (Force weapon adds +1d4 to damage).

Skills: Climb +5, Entertain (dance) +5, Hide +8, Knowledge (Hutt culture) +5, Knowledge (streetwise) +5, Read/Write Ryl (free), Speak Basic, Speak Lekku, Speak Ryl, Spot +8, Search +6.

Force Skills: Battlemind +7, Enhance Ability +15, Force Grip +10.

Feats: Force Sensitive, Great Fortitude, Skill Emphasis: Enhance Ability, Weapon Group Proficiencies (primitive weapons, simple weapons, blaster pistols).

Force Feats: Alter, Control, Dissipate Energy, Sense

Utrila Witches—Act Three

✦ **Dai Utrila:** Twi'lek Force Adept 9; Init +2; Defense 18 (+2 Dex, +6 class); Spd 10 m; VP/WP 48/10; Atk +5/+0 melee (1d4-1, knife) or +8/+3 ranged (1d4-1, knife); SA Force weapon +1d4; SQ Comprehend speech, low-light vision, Force talisman +2; SV Fort +5, Ref +6, Will +8; SZ M; FP 5; DSP 1; Rep 3; Str 8, Dex 15, Con 10, Int 14, Wis 15, Cha 18.

Equipment: Knife (Force weapon adds +1d4 to damage; Force talisman grants +2 Force bonus on saves against Force skills and feats).

Skills: Diplomacy +5, Entertain (singing) +9, Hide +4, Knowledge (Hutt culture)+6, Knowledge (streetwise) +4, Listen +11, Read/Write Huttese, Read/Write Ryl (free), Sense Motive +10, Speak Basic, Speak Huttese, Speak Lekku, Speak Ryl, Spot +11, Treat Injury +8.

Force Skills: Empathy +11, Farseeing +11, Heal Another +13, See Force +7, Telepathy +5.

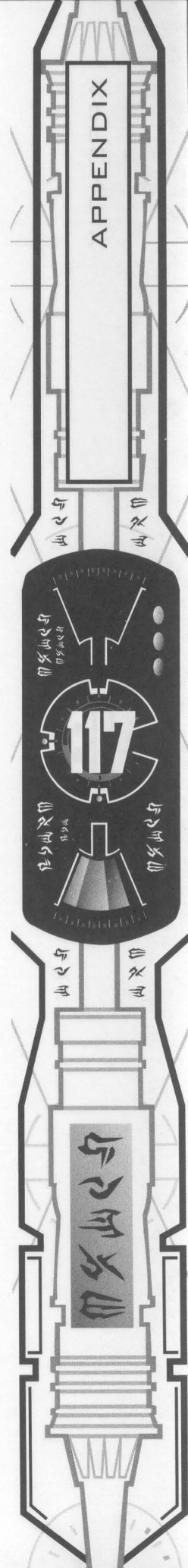
Feats: Alertness, Force Sensitive, Skill Emphasis (Farseeing), Weapon Group Proficiencies (primitive weapons, simple weapons, blaster pistols).

Force Feats: Alter, Control, Force Mind, Prolong Force, Sense.

✦ **Koya Utrila:** Twi'lek Force Adept 8; Init +2; Defense 18 (+2 Dex, +6 class); Spd 10 m; VP/WP 42/10; Atk +4/-1 melee (1d4-2, knife) or +8/+3 ranged (3d4 or stun 1d4/DC 10, hold-out blaster); SA Force weapon +1d4; SQ Comprehend speech, low-light vision, Force talisman +2; SV Fort +5, Ref +6, Will +6, SZ M; FP 3; DSP 5; Rep 2; Str 6, Dex 14, Con 10, Int 12, Wis 10, Cha 21.

Equipment: Hold-out blaster, knife (Force weapon adds +1d4 to damage; Force talisman grants +2 Force bonus on saves against Force skills and feats).

Skills: Bluff +10, Entertain (harp) +10, Intimidate +8, Knowledge (Hutt culture) +5, Knowledge (streetwise) +8, Read/Write Ryl, Speak Basic, Speak Lekku, Speak Ryl, Treat Injury +8.



Force Skills: Affect Mind +19, Farseeing +5, Fear +11.

Feats: Force Sensitive, Quickness, Skill Emphasis (Affect Mind), Weapon Group Proficiencies (primitive weapons, simple weapons, blaster pistols).

Force Feats: Alter, Control, Sense.

✦ **Rihn Utrila:** Twi'lek Force Adept 8; Init +2; Defense 18 (+2 Dex, +6 class); Spd 10 m; VP/WP 56/14; Atk +6/+1 melee (1d8, spear) or +8/+2 ranged (1d8, spear); SA Force weapon +1d4; SQ Comprehend speech, low-light vision, Force talisman +2; SV Fort +9, Ref +6, Will +6; SZ M; FP 4; DSP 3; Rep 2; Str 10, Dex 14, Con 15, Int 12, Wis 10, Cha 16.

Equipment: Spear (Force weapon adds +1d4 to damage; Force talisman grants +2 Force bonus on saves against Force skills and feats).

Skills: Climb +7, Entertain (dance) +5, Hide +10, Knowledge (Hutt culture) +5, Knowledge (streetwise) +5, Read/Write Ryl, Speak Basic, Speak Lekku, Speak Ryl, Spot +8, Search +6.

Force Skills: Battlemind +7, Enhance Ability +16, Force Grip +12.

Feats: Force Sensitive, Great Fortitude, Skill Emphasis (Enhance Ability), Weapon Group Proficiencies (primitive weapons, simple weapons, blaster pistols).

Force Feats: Alter, Control, Dissipate Energy, Sense.

✦ **Vago the Hutt (Vago Gejalli Thokka):** Hutt Expert 5/Noble 5; Init +2; Defense 15 (-1 size, +2 Dex, +4 class); Spd 2 m; VP/WP 18/10; Atk +7/+2 melee (1d3+1, unarmed) or +8/+3 ranged (3d4 or stun 1d4/DC 10, hold-out blaster); SQ +6 species bonus on Will saves against mind-affecting Force powers, always considered fallen, bonus class skill (Bluff), call in a favor 2, inspire confidence +1, command +2; SV Fort +2, Ref +6, Will +10; SZ L; FP 2; Rep 6; Str 13, Dex 14, Con 10, Int 16, Wis 14, Cha 16.

Equipment: Hold-out blaster, comlink, credit chip.

Skills: Appraise +15, Astrogate +8, Computer Use +7, Diplomacy +12, Disable Device +8, Forgery +8, Gather Information +14, Knowledge (bureaucracy) +15, Knowledge (business) +12, Knowledge (galactic politics) +12, Knowledge (streetwise) +12, Listen +9, Profession (trader) +11, Read/Write Basic, Read/Write Huttese, Sense Motive +11, Speak Basic, Speak Huttese, Speak Klatooinian, Speak Nikto, Speak Rodese, Speak Ryl, Spot +4.

Feats: Alertness, Infamy, Point Blank Shot, Skill Emphasis (Listen), Skill Emphasis (Sense Motive), Weapon Group Proficiencies (simple weapons, blaster pistols).

✦ **Wookiee:** Wookiee Scout 6; Init +0; Defense 15 (+5 class); Spd 10 m; VP/WP 42/14; Atk +9 melee



VAGO THE HUTT

Vago challenges the galaxy's preconceptions of Hutts as a species. Although Popara wiped out Vago's kajidic, Vago himself was spared and adopted into the Anjiliac clan. Vago spent many years serving Popara and was rewarded for his loyalty. Eventually Vago realized that Popara trusted this judgment as much as that of Zonnos and Mika—his own offspring. Vago felt more at home in Popara's clan than he had in his own kajidic. This realization led Vago to study how Popara treated others. He now realizes that honesty, loyalty, and dedication can be good for business. Vago is not a creature of high morals by any stretch of the imagination, but he knows that backstabbing, duplicity, and betrayal can hurt business, and thus he tends to be both amenable and sincere in his dealings with others. ☺

(2d6+5, vibroblade) or +10 melee (1d3+5, grapple) or +4 ranged (3d8/19–20 or stun 1d6/DC 18, blaster carbine); SA Wookiee rage 7 rounds (see Modified Statistics for Rage, below); SQ Extraordinary recuperation, trailblazing, uncanny dodge, skill mastery (Intimidation); SV Fort +5, Ref +3, Will +3; SZ L; FP 2; Rep 6; Str 21, Dex 10, Con 14, Int 12, Wis 11, Cha 8.

Modified Statistics for Rage: VP/WP 54/14; Defense 13 (-2 rage, +5 class); Atk +11 melee (2d6+7, vibroblade) or +12 melee (1d3+7, grapple); SV Fort +7, Will +5; Str 25.

Equipment: Blaster carbine, vibroblade, comlink.

Skills: Climb +9, Computer Use +3, Demolitions +5, Intimidate +7, Jump +8, Knowledge (Kashyyyk) +6, Knowledge (streetwise) +6, Listen +9, Move Silently +5, Read/Write Basic, Read/Write Shyriiwook, Search +7, Speak Basic (understand only), Speak Huttese, Speak Shyriiwook, Spot +5, Survival +12.

Feats: Skill Emphasis (Survival), Track, Weapon Focus (grapple), Weapon Group Proficiencies (simple weapons, blaster pistols, blaster rifles, vibro weapons).

✦ **Zonnos the Hutt (Zonnos Anjiliac Priare):** Hutt Scoundrel 8; Init -2; Defense 15 (-1 size, -2 Dex, +8 class); Spd 2 m; VP/WP 63/18; Atk +8/+3 melee (1d3+2, unarmed) or +4/-1 ranged (3d8/19–20, light repeating blaster); SA Tempest rage 9 rounds (see Modified Statistics for Rage, below), sneak attack +2d6; SQ Illicit barter, better lucky than good; SV Fort +5, Ref +9, Will +4; SZ L; FP 2; Rep 6; Str 15, Dex 7, Con 18, Int 16, Wis 14, Cha 17.

Modified Statistics for Rage: VP/WP 79/18; Defense 13 (-1 size, -2 Dex, -2 rage, +8 class); Atk +10/+5 melee (1d3+4, unarmed); SV Fort +7, Will +10; Str 19.



WOOKIEES

The Wookiees working for Zonnos are fierce mercenaries who grew up together in the same village. Zonnos originally hired them to track down a group of Trandoshan smugglers who failed to reimburse him for a cargo they dumped. Because one of the Trandoshans had killed a member of the Wookiees' village, it was a task they were more than willing to undertake. Afterward, a strange bond formed between the Wookiees and the Hutt, and Zonnos realized how useful a group of Wookiee enforcers could be. He invited them to Nal Hutta and spent a great deal of time with them. The Wookiees regard Zonnos as a friend and loyal employer, and they do not take it well when others suggest he is somehow undeserving of their loyalty. ☾

Equipment: Light repeating blaster, thermal detonator, comlink, credit chip.

Skills: Appraise +14, Bluff +14, Computer Use +8, Diplomacy +9, Forgery +12, Gather Information +19, Intimidate +15, Knowledge (galactic politics) +10, Knowledge (streetwise) +14, Listen



ZONNOS THE LESSER

Zonnos was named after Popara's predecessor, Zonnos the Great. Although Zonnos was originally dubbed "the Lesser" to distinguish him from his esteemed ancestor, the title has stuck with him in the decades since the passing of Zonnos the Great. Although Zonnos claims to continue the name in honor of Popara, it's clear to those who know him that he wishes to wipe the belittling epithet from his name forever, preferably by becoming so powerful and rich that none would dare use it. As a result, Zonnos is bold even for a Hutt, attempting to gain great prestige with daring gambits, but frequently requiring the power of Popara to save him from ignoble failure.

This should not be taken to suggest Zonnos is incompetent. His reach may exceed his grasp, but he is still a cunning and dangerous operative. Zonnos lacks the extensive contacts and resources that have made Popara successful, but he has taken to applying brute force to solve problems. Zonnos has an entourage that includes several Wookiee mercenaries hired for their size and skill. He spends most of his time in the company of these Wookiees and almost considers them friends, although he would never place himself at risk for them. The Wookiees are an impressive show of force and quell Zonnos's problems through beatings.

Zonnos carries a "Hutt blaster" that is, in fact, a light repeating blaster with its grip modified to be used in one of his massive hands. ☾

+10, Profession (gambler) +16, Read/Write Basic, Read/Write Huttese, Slight of Hand +11, Speak Basic, Speak Huttese, Speak Rodese, Speak Ryl, Speak Shyriiwook (understand only), Spot +10.

Feats: Infamy, Persuasive, Skill Emphasis (Gather Information), Skill Emphasis (Intimidate), Skill Emphasis (Profession [gambler]), Weapon Group Proficiencies (simple weapons, blaster pistols).

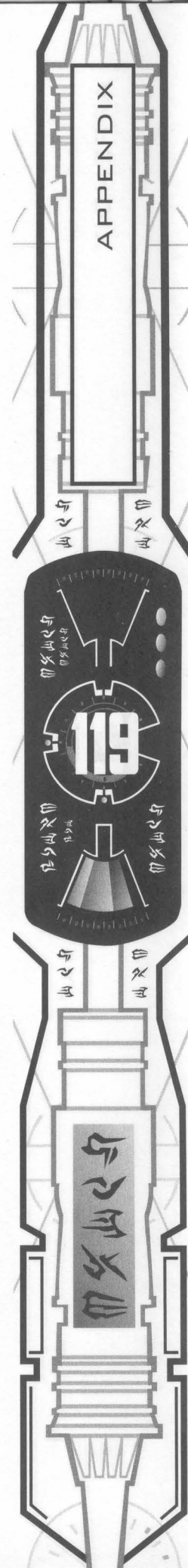
Appendix Two: New Creatures

Oasis Mother

The oasis mother is a bizarre sentient plant that looks like a tangle of vegetation with great golden fruits, some almost the size of a small child, hanging from its upper surfaces (these fruits are unripened oasis children). A mass of interwoven vines forms a main trunk, which extends into a pool of water. The vines sprout short, flexible tendrils that react to motion and warmth. The tendrils pierce the flesh of immobilized victims and drain blood and other fluids, leaving only an empty husk. The husk is then swallowed by the vines and broken down into mulch for the mother plant. Each tendril can reach about 4 meters from the creature's trunk, and all can attack simultaneously. The tentacles themselves deal 1d8 points of damage and can grapple opponents. A grappled opponent takes 1d8 points of damage each round (no attack roll required). Breaking free of a tendril requires an opposed Strength check. Up to three other characters can attempt to aid a grappled victim, giving the individual a +2 circumstance bonus if they succeed at a Strength check against DC 10. A grappled individual can also make an Escape Artist check (DC 28) to worm free. Tendrils are not considered part of the parent plant and have Defense 19, no vitality points, and 10 wound points each.

At the heart of the plant is a fungal growth that serves as the creature's brain. The oasis mother is sentient, but its thought processes are very different from those of most other thinking creatures. It is completely amoral, caring nothing for right or wrong, good or evil. The oasis mother is concerned only for its own survival and safety. It has no native spoken or written language and uses its telepathy to communicate with its oasis children. (It cannot communicate with oasis children birthed by another oasis mother.)

The oasis mother is semimobile but moves slowly and only at night. It is effectively immobile in combat (though its tendrils lash out at anything nearby).



Oasis Mother: Desert predator 10; Init -1; Defense 15 (-1 Dex, -4 size, +10 natural); Spd 0 m; VP/WP 115/50; Atk +10 melee (2d8+7, 7 tentacles) or +0/-5 ranged (1d4+4, rock); SA Fear; SQ Blindsight 50 m, damage reduction 5, immune to critical hits, telepathy; SV Fort +14, Ref +6, Will +2; SZ G; Rep 0; Str 28, Dex 8, Con 25, Int 6, Wis 12, Cha 7. Challenge Code: E.

Skills: Hide +4, Listen +11, Spot +6, Survival +9.
Feats: Multiattack.

Fear: The oasis mother can generate a 20-meter-diameter fear effect at will. Those within the area must succeed at a Will save (DC 13) or become panicked (see Character Condition Summary in Chapter 12 of the *Star Wars Roleplaying Game*).

Blindsight: Using scent and acute hearing, the oasis mother can detect creatures and objects up to 50 meters away. As a result, it fights as well as sighted creatures. Bright light and darkness do not impede it in any way.

Damage Reduction: The oasis mother's tough, fibrous material reduces damage by 5 points per attack. Vibro weapons and lightsabers, however, are able to cut through the oasis mother more easily and ignore this damage reduction.

Immune to Critical Hits: The oasis mother is immune to critical hits and is not subject to a scoundrel's sneak attack ability.

Telepathy: The oasis mother has telepathic contact with its children up to 25 kilometers away.

Oasis Children

Oasis children are mobile portions of the oasis mother. They appear as 1.2-meter-tall headless bipedal forms covered with spiky extrusions that match the desert's color. Oasis children usually move on all fours unless they are dragging prey back to the oasis mother, in which case they move on two legs, using the other two to grasp their prey. Oasis children are blind but have acute senses of hearing and smell that allow them to operate as well as most seeing creatures.

Oasis children grow within bulbous, golden fruits that hang from the oasis mother. Once they hatch, they move into the desert to capture food for the parent plant. When prey is detected, the children set up ambush, usually attacking at dawn or dusk. The oasis children try to paralyze and drag off prey while empathetically hinting to the other children that there is more food present. As a result, a caravan might find itself confronting increasing numbers of oasis children.

Oasis Child: Desert vermin 7; Init +1; Defense 17 (+1 Dex, +1 size, +5 natural); Spd 16 m (8 m when moving on two legs); VP/WP 24/9; Atk +4 melee (1d3-1, 2 claws) or +6 ranged; SQ Improved grab, poison; SQ Blindsight 50 m, empathic link, vermin; SV

Fort +4, Ref +5, Will +2; SZ S; Rep 0; Str 9, Dex 12, Con 9, Int 1, Wis 11, Cha 2. Challenge Code: C.

Skills: Climb +4, Hide +10, Move Silently +6, Spot +6.

Feats: Run.

Improved Grab: If an oasis child hits a Medium-size or smaller creature with a claw attack, it deals normal damage and attempts to start a grapple as a free action (see Grapple in Chapter 8 of the *Star Wars Roleplaying Game*). Opponents cannot move past an oasis child that is using improved grab. If it succeeds in grabbing prey, the oasis child draws its held foe toward it (that is, into the 2-meter-by-2-meter "space" around it). Each successful grapple check the oasis child makes against a held opponent deals normal claw damage. A successful hold does not deal any additional damage. An oasis child can drag a creature it has successfully grappled, although it must do so at its slower bipedal move rate.

Poison: With a successful claw attack, an oasis child delivers a poison that causes paralysis for 1d6 minutes unless a Fortitude save (DC 16) succeeds. After 1 minute has elapsed, a second save (DC 16) is required to avoid taking 1 point of Strength damage.

Blindsight: Using scent and acute hearing, oasis children can detect creatures and objects up to 50 meters away. As a result, they maneuver and fight as well as sighted creatures. Intense light and darkness do not adversely affect them.

Empathic Link: Oasis children can communicate basic information back to the oasis mother, and through the mother to other oasis children. This link, which persists out to a range of 25 kilometers from the mother, is usually used to convey the presence and general location of food or a threat against the oasis mother.

Vermin: Oasis children are essentially mindless vermin. Having little or no cognitive ability, they receive a +10 species bonus on saves against mind-influencing effects.

Photon Spider

The photon spider is a fierce predator found on the planet Varl. The creature is terrible to behold: fully 4 meters long and covered from mandible to spinneret in hard, chitinous armor. A photon spider has twelve eyes, making it difficult to surprise (+4 species bonus on Spot checks). Its body is nearly transparent (+4 species bonus on Hide checks), and it treads lightly (+4 species bonus on Move Silently checks).

Photon spiders get their name from their unusual natural weapon, a spinneret capable of firing a bolt of energy that can stun even a Large opponent. The effect is similar to that of a blaster set on stun, with a failed Fortitude save resulting in the target being

stunned for 2d6 rounds. A photon spider can contort its body to fire its spinneret in any direction, and when it does, its entire body glows from within because of the energy charge. The creature's thick carapace gives it armor protection as well as damage reduction.

When stalking prey, a photon spider tries to sneak up on a target and stun it with its spinneret attack. It then grabs the stunned target and hauls it off to its lair. If attacked while dragging off a victim, a photon spider fights ruthlessly to keep its prey. A photon spider that fails to capture a target flees if it takes any wound damage.

Photon Spider: Subterranean predator 6; Init +8 (+4 Dex, +4 Improved Initiative); Defense 20 (-1 size, +4 Dex, +7 natural); Spd 18 m climb; VP/WP 51/18; Atk +13 melee (1d8+7, bite) or +10 ranged (3d6/DC 20 stun, spinneret); SQ Darkvision 50 m, damage reduction 10; SV Fort +9, Ref +9, Will +3; SZ L; Rep 1; Str 25, Dex 18, Con 18, Int 3, Wis 13, Cha 7. Challenge Code: D.

Skills: Climb +13, Hide +11, Jump +8, Listen +4, Move Silently +11, Spot +8, Survival +4.

Feats: Improved Initiative.

Urb'lther

Urb'lthers are bipedal predators found in the lower levels of Nar Shaddaa. They have powerful, clawed hands and feet, fanged jaws, long tails, and thick, leathery hides that range in color from brown to dark green and black. It is unknown whether they are native to Nar Shaddaa or they originated on Varl with the Hutts. Many Hutts keep them as pets, and the Hutt Council seems perfectly happy to allow them to run freely so long as they don't interfere with commerce.

Urb'lthers hunt in packs, using their keen senses to track prey. They gain a +4 species bonus on Survival checks made to track as well as on Listen and Spot checks. They are carnivorous predators and, when hungry, attack any living creature they can find. Their frenzied attack gives them a +4 species bonus on melee attacks. So sharp are a urb'lther's claws that they have a threat range of 19-20. The creatures do not retreat from a fight once it has begun and are not discouraged by fire, blasters or loud noises.

Urb'lther: Predator 6; Init +6 (+2 Dex, +4 Improved Initiative); Defense 20 (+3 Dex, +7 natural); Spd 16 m, 10 m climb; VP/WP 39/15; Atk +12 melee (1d6+2/19-20, 2 claws) and +10 melee (1d8+2, bite) or +9 ranged; SQ Low-light vision; FP 0; Rep 2; SV Fort +6, Ref +6, Will +3; SZ M; Str 15, Dex 17, Con 15, Int 3, Wis 15, Cha 9; Challenge Code: C.

Skills: Climb +10, Hide +3, Jump +7, Listen +10, Move Silently +7, Spot +10, Survival +7.

Feats: Improved Initiative, Multiattack, Track.

Appendix Three: New Starships

CSA Starships

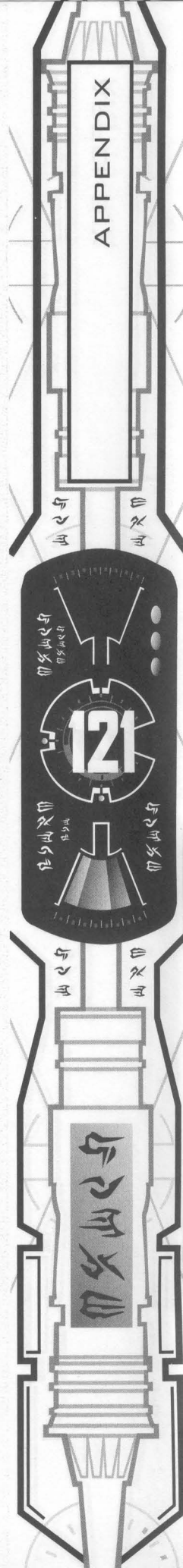
During the height of the Old Republic, fleets of ships patrolled the galaxy under the control of the Galactic Senate, maintaining order and safety throughout known space. However, as corruption and laziness weakened the Old Republic, many sections of space once kept peaceful by Republic forces began to suffer from attacks by pirates and brigands. The Corporate Sector Authority, a collection of businesses that controlled a section of space in the Tingel Arm, concluded that it could no longer depend on Republic forces to maintain order. The Authority Picket Fleet was established to serve as a law enforcement agency with responsibility for intercepting smugglers, thwarting pirates, and providing general security for the CSA.

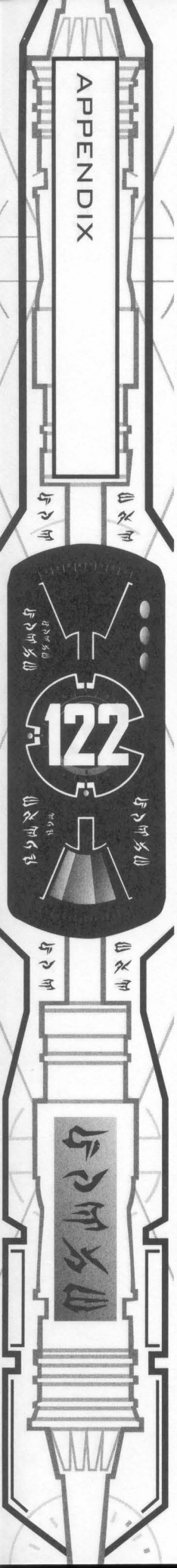
The CSA manufactured its own fighters and patrol craft but found they were not enough to deal with serious pirate threats. Unable to afford new capital ships, the CSA added retired starships to their fleet. Although outclassed by their modern counterparts, these ships were more than enough to guard against smugglers and pirates. During the Rise of the Empire era, the CSA relied more on Invincible heavy cruisers. Later, during the Rebellion era, the CSA added numerous Marauder corvettes and *Victory*-class Star Destroyers to their fleet (statistics for these ships can be found in *Starships of the Galaxy*). By the time of The New Jedi Order era, only a few of the old Invincibles are still in service, but many ships left over from the Galactic Civil War (including a handful of Nebulon-B frigates and even one Star Destroyer) have been pressed into service.

Authority IRD

After deciding it needed its own picket fleet, the CSA designed a small snubfighter to fit the mission profiles of the fleet. The Authority IRD (Intercept, Reconnaissance, Defense) is a swift and well-armed ship designed specifically for space combat. IRDs lack the power to take on large capital ships on their own, but they make excellent escorts for capital ships and present a respectable threat to other starfighters.

Like TIE fighters, IRDs are cheap and well-armed craft with superior maneuverability. They lack shields or hyperdrive units and must be carried from system to system by larger starships. Unlike TIEs, IRDs have an advanced ejection system designed to save a pilot in the event the fighter is destroyed. If an IRD is destroyed, its pilot must make a Reflex save (DC 20) to eject; otherwise, the pilot takes damage from the exploding craft.





Craft: Corporate Sector Authority IRD; Class: Starfighter; Cost: Not available for sale (likely to be valued at 80,000 new); Size: Diminutive (8.5 m long); Initiative: +6 (+4 size, +2 crew); Crew: 1 (Normal +2); Passengers: 0; Cargo Capacity: 15 kg; Consumables: 1 day; Hyperdrive: None; Maximum Speed: Ramming; Maneuver: +6 (+4 size, +2 crew); Defense: 24 (+4 size, +10 armor); Shield Points: 0; Hull Points: 120; DR: 5.

Weapon: Blaster cannons (2 fire-linked); Fire Arc: Front; Attack Bonus: +12 (+4 size, +2 crew, +6 fire control); Damage: 5d10×2; Range Modifiers: PB -2, S -4, M/L n/a.

Resolute

Resolute is an Invincible heavy cruiser. The Invincibles are massive starships built more than three thousand years before the rise of the Empire. They were marvels of engineering when first built, equipped with enough firepower to easily destroy any threat they encountered. Although they were slow and ungainly, the ships were feared throughout the galaxy. As technology advanced, smaller ships with better weapons and more powerful shields challenged the dominance of these dreadnaughts. The new ships required less crew and could arrive at trouble spots more quickly. Fleet tactics began to call for more versatile, smaller ships rather than large weapon platforms. Within a century of their construction, the Invincibles were obsolete. They were simply too large and too expensive.

When the CSA decided it needed capital ships of its own, the Invincibles seemed perfectly suited to their needs. Although slow and underpowered by modern capital ship standards, the Invincibles were heavily armored and well armed for confrontations with fighter craft and space transports—the types of ships most commonly used by smugglers and pirates. The CSA convinced the Republic to give them the old ships at no cost and has operated and maintained them since.

Craft: *Resolute* (Rendili/Vaufthau Shipyards Ltd. Invincible Heavy Cruiser); Class: Capital; Cost: Not for sale (likely to be valued at 52,000,000); Size: Colossal (2,011 m long); Initiative: -2 (-8 size, +6 crew); Crew: 23,014 (Highly Skilled +6); Passengers: 6,000 (troops); Cargo Capacity: 700 metric tons; Consumables: 1 year; Hyperdrive: ×4 (backup ×25); Maximum Speed: Cruising; Maneuver: -8 (-8 size, +6 crew, -6 maneuverability penalty); Defense: 22 (-8 size, +20 armor); Shield Points: 200; Hull Points: 360; DR: 35.

Weapon: Concussion missile tubes (6, 30 assault missiles each); Fire Arc: 2 front, 2 right, 2 left; Attack Bonus: +0 (-8 size, +6 crew, +2 fire control);

Damage: 9d10×5; Range Modifiers: PB -6, S -4, M -2, L +0.

Weapon: Turbolaser cannons (12); Fire Arc: 4 front, 3 right, 3 left, 2 rear; Attack Bonus: +2 (-8 size, +6 crew, +4 fire control); Damage: 2d10×5; Range modifiers: PB -6, S -4, M -2, L +0.

Weapon: Quad laser cannons (30, point defense); Fire Arc: 7 front, 10 right, 10 left, 3 rear; Attack Bonus: +8 (+0 size, +6 crew, +2 fire control); Damage: 6d10×2; Range Modifiers: PB +0, S/M/L n/a.

Weapon: Tractor beam projectors (6); Fire Arc: 2 front, 2 right, 2 left; Attack Bonus: +0 (-8 size, +4 crew, +4 fire control); Damage: Special; Range Modifiers: PB -6, S -4, M/L n/a.

Etti Light Cruiser

The Etti light cruiser is a small capital ship built by the CSA for service as a cargo hauler and passenger transport. Although the ship is typically used for intersystem transportation, the CSA has modified some for use as patrol craft and Q-ships (modified cargo vessels with hidden weapons, designed to lure in and destroy pirate forces). These modified ships exchange cargo space for more powerful engines, shields, and weapons.

Craft: Etti Cruiser (Modified CSA Etti Light Cruiser); Class: Capital; Cost: Not for sale (likely to be valued at 1,641,000); Size: Large (125 m long); Initiative: +3 (-1 size, +4 crew); Crew: 25 (Skilled +4); Passengers: 15; Cargo Capacity: 400 metric tons; Consumables: 3 weeks; Hyperdrive: ×2 (backup ×10); Maximum Speed: Attack; Maneuver: +3 (-1 size, +4 crew); Defense: 19 (-1 size, +10 armor); Shield Points: 200; Hull Points: 300; DR: 20.

Weapon: Quad laser cannons (10); Fire Arc: 4 front, 2 right, 2 left, 2 back; Attack Bonus: +7 (-1 size, +4 crew, +4 fire control); Damage: 6d10×2; Range Modifiers: PB -2, S +0, M/L n/a.

Weapon: Tractor beam projector; Fire Arc: Turret; Attack Bonus: +9 (-1 size, +4 crew, +6 fire control); Damage: 8d10×2; Range Modifiers: PB -2; S/M/L n/a.

Barabi Run

Barabi Run is a cargo vessel converted for use as a spice smuggling vessel. Once a simple Mobquet medium transport, it has sacrificed much of its cargo space for concealed weapons ports, including a powerful set of double turbolaser cannons capable of firing out to long range. It has two cargo holds—one easily accessed and able to hold 200 metric tons of cargo and a second, larger, concealed hold able to carry 300 metric tons of contraband. The second hold is also where the

ship's tractor beam projector is located, allowing it to recover shipments dumped into space or draw in ships of Tiny or lesser size.

Barabi Run was originally the freighter *Moonlight Cruise* owned by Skydove Freight, a corporation run by the Anjiliac clan of Hutts. It was declared lost four months ago when Mika decided to step up his tempest production. He turned it over to the spice raiders when he hired them and has done his best to hide any connection between it and his businesses. A successful Gather Information check (DC 20) or Knowledge (business) check (DC 25) reveals the ship's original registry and the fact that it was heavily modified in Anjiliac docks in orbit around Nal Hutta.

Craft: *Barabi Run* (Modified Mobquet Medium Transport); **Class:** Space transport; **Cost:** Not for sale (likely to be valued at 2,282,000); **Size:** Medium-size (80 m long); **Initiative:** +6 (+6 crew); **Crew:** 6 (Highly Skilled +6); **Passengers:** 26; **Cargo Capacity:** 500 metric tons; **Consumables:** 6 months; **Hyperdrive:** ×2 (backup ×12); **Maximum Speed:** Attack; **Maneuver:** +6 (+6 crew); **Defense:** 20 (+10 armor); **Shield Points:** 250; **Hull Points:** 480; **DR:** 20.

Weapon: Double turbolaser cannons (2); **Fire Arc:** Partial turret (front, right, left); **Attack Bonus:** +10

(+6 crew, +4 fire control); **Damage:** 5d10×2; **Range Modifiers:** PB -2, S+0, M +0, L -2.

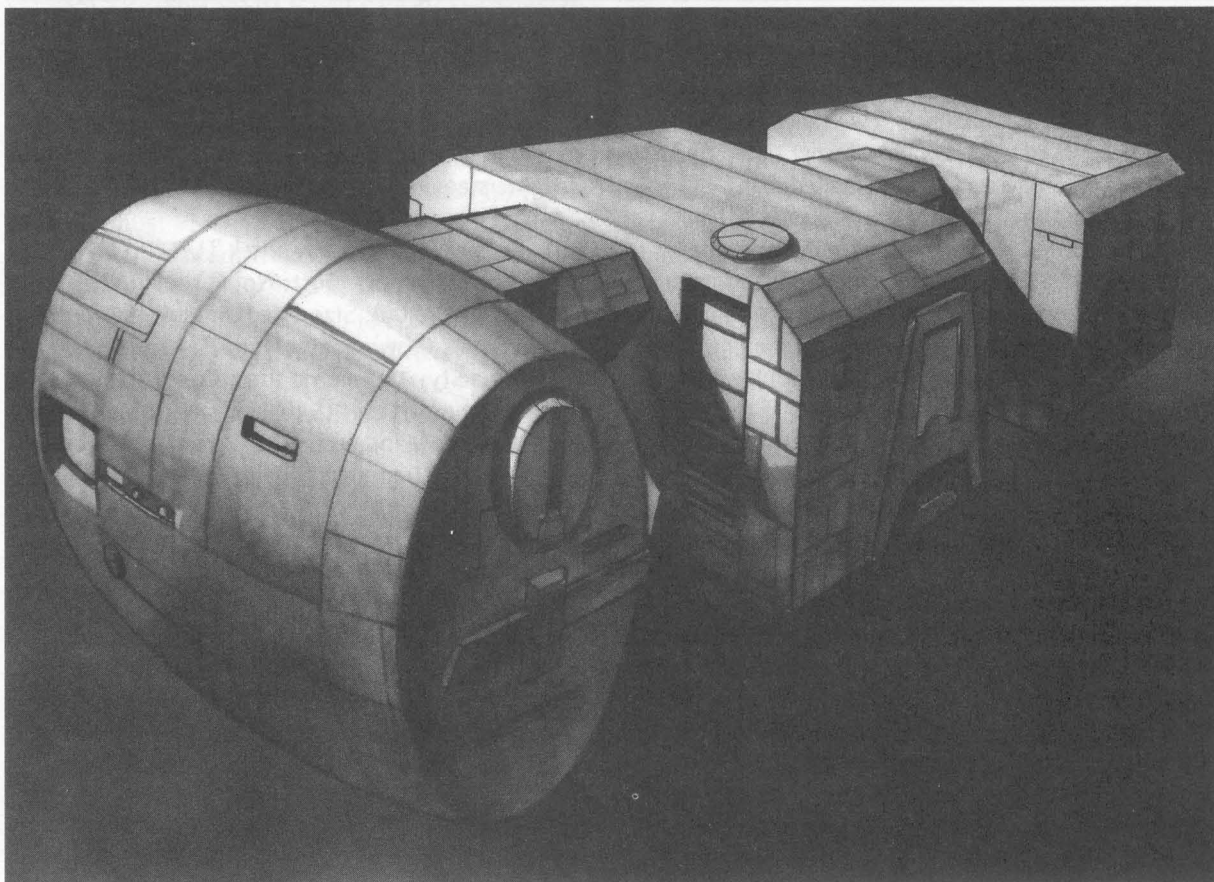
Weapon: Heavy ion cannons (2 sets of 2 fire-linked); **Fire Arc:** Partial turret (1 front, right, back; 1 front, left, back); **Attack Bonus:** +10 (+6 crew, +4 fire control); **Damage:** Special; **Range Modifiers:** PB -2, S +0, M +0, L -2.

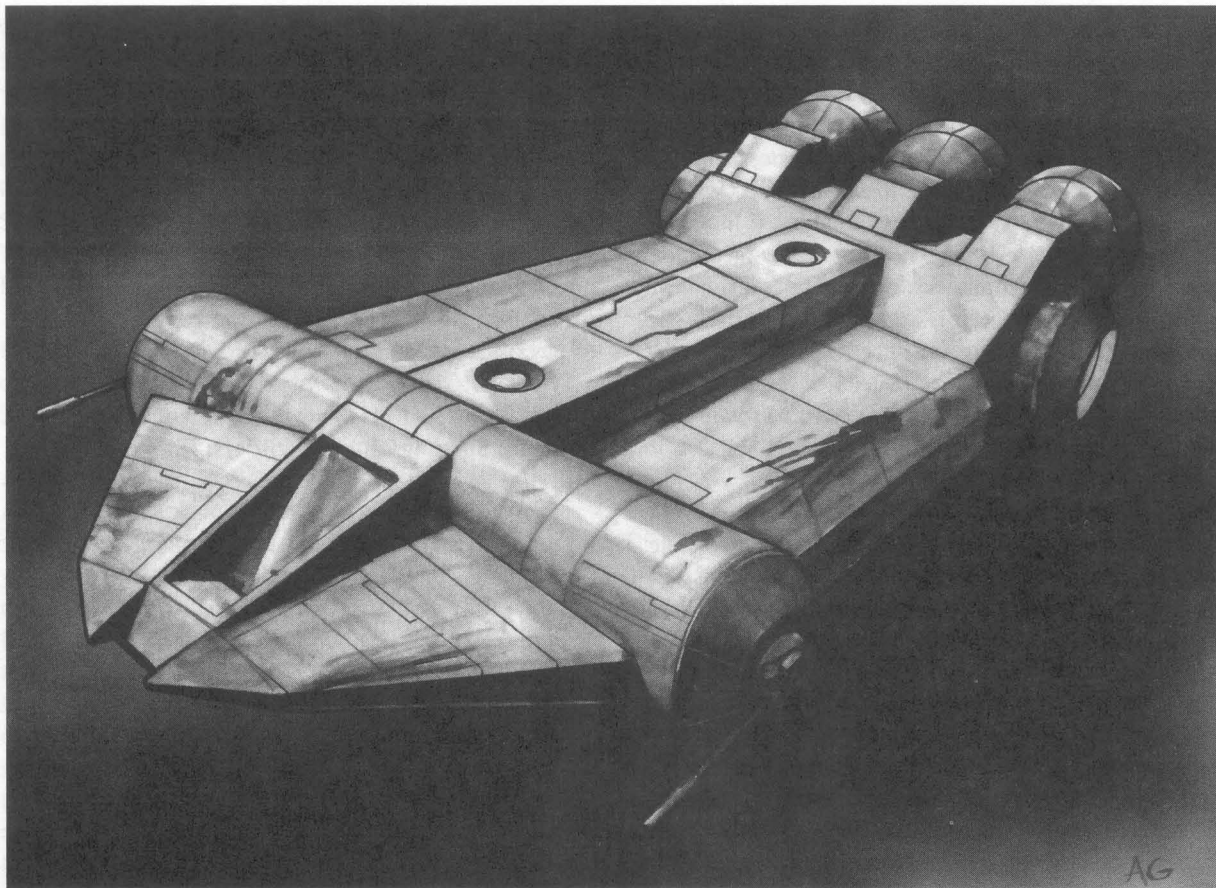
Weapon: Small concussion missile launchers (4, 8 missiles each); **Fire Arc:** 1 front, 1 right, 1 left, 1 back; **Attack Bonus:** +10 (+6 crew, +4 fire control); **Damage:** 8d10×2; **Range Modifiers:** PB -2; S/M/L n/a.

Weapon: Tractor beam projector; **Fire Arc:** Front; **Attack Bonus:** +10 (+6 crew, +4 fire control); **Damage:** Special; **Range Modifiers:** PB -2, S +0, M/L n/a.

Heroes' Ship

The ship offered to the heroes is a heavily modified Suwantek TL-1200 freighter. A rich Corellian explorer named Derrend Montis used the ship as his personal transport. Wanting a vessel that was both well armed and inconspicuous, Montis went to great lengths to increase the ship's combat capabilities while concealing any outward sign of its modifications. While in his care, the ship was named *Shadowfire*, but the heroes won't know that unless they do some research. The ship was





used as a deep space exploration vessel until Montis died, at which time it was sold to a shipping company. The company went bankrupt a few years later, and *Shadowfire* moved from owner to owner until Popara confiscated it as payment on a defaulted loan.

The ship isn't pretty, but it packs a punch. Under its scarred, dented hull are hidden military-grade engines, sensors, weapons, and shield generators. It also carries a hyperspace transceiver, two escape pods, and lateral maneuvering jets. It can carry eight passengers in excellent accommodations, double that in fair comfort, and as many as a hundred if the cargo holds are used. The ship was overhauled ten years ago (and the old name scrubbed off), but it has seen some hard service since then. A single pilot can fly the ship, but it has additional crew positions for an astrogator, copilot, sensor operator, and two gunners. The sensor operator station has access to the ship's powerful scanning computer, granting a +4 equipment bonus to anyone making a Computer Use check to operate sensors.

The ship's weapons have been upgraded to include two turreted quad lasers, a pair of ion cannons in a pop-down belly turret, a tractor beam projector, and two concussion missile launchers. Except for the quad lasers, all weapons are concealed when not in

use. Any crew member can operate the weapons, but if someone not in a gunwell fires the quad lasers, they suffer a -2 penalty on attack rolls. The ship has external docking rings, allowing it to carry up to four starfighters against its upper hull.

Craft: Heavily Modified Suwantek TL-1200 Freighter; **Class:** Space transport; **Cost:** Not for sale (likely to be valued at 1,428,000); **Size:** Medium-size (52 m long); **Initiative:** +0; **Crew:** 1 minimum; **Passengers:** 100; **Cargo Capacity:** 150 metric tons; **Consumables:** 3 months; **Hyperdrive:** $\times 1.5$ (backup $\times 12$); **Maximum Speed:** Attack; **Maneuver:** +2 (+2 maneuver jets); **Defense:** 20 (+10 armor); **Shield Points:** 90; **Hull Points:** 150; **DR:** 10.

Weapon: Quad laser cannons (2); **Fire Arc:** Turrets; **Attack Bonus:** +6 (+6 fire control); **Damage:** 6d10 $\times 2$; **Range Modifiers:** PB +0, S +0, M/L n/a.

Weapon: Ion cannons (2 fire-linked); **Fire Arc:** Turret; **Attack Bonus:** +6 (+6 fire control); **Damage:** Special; **Range Modifiers:** PB +0, S/M/L n/a.

Weapon: Concussion missile launchers (2, 8 missiles each); **Fire Arc:** 1 front, 1 rear; **Attack Bonus:** +4 (+4 fire control); **Damage:** 8d10 $\times 2$; **Range Modifiers:** PB +0, S/M/L n/a.

Weapon: Tractor beam projector; **Fire Arc:** Turret;

Attack Bonus: +4 (+4 fire control); **Damage:** Special; **Range Modifiers:** PB +0, S/M/L n/a.

Vengeance

Vengeance is a modified Corellian YV-260 freighter owned and operated by the Bomu clan. It has the clan mark of the Bomu clearly painted on the port side of the cockpit. The Bomu acquired this ship several years ago when they killed its original owner. It is equipped to capture or destroy any starship smaller than capital class, carry both troops and prisoners, and support Bomu ground troops in large-scale conflicts. The Bomu clan owns several other YV-260 ships with similar specifications to this one.

The ship has a docking tractor beam projector, allowing it to lock onto immobilized ships and board them. If the tractor beam manages to pull an enemy ship into point blank range and hold it there for a full round, it can dock with the ship. This allows troops to either board through the captured ship's airlock or cut through its hull with plasma torches (which takes 2d6 rounds and makes a lot of noise).

Craft: *Vengeance* (Modified Corellian Engineering Corporation YV-260); **Class:** Space transport; **Cost:** Not for sale; **Size:** Small (41.5 m long); **Initiative:** +9 (+1 size, +8 crew); **Crew:** 2 (Expert +8); **Passengers:** 28 (prisoners and troops); **Cargo Capacity:** 40 metric tons; **Consumables:** 1 month; **Hyperdrive:** ×1 (backup ×8); **Maximum Speed:** Ramming; **Maneuver:** +9 (+1 size, +8 crew); **Defense:** 21 (+1 size, +10 armor); **Shield Points:** 90; **Hull Points:** 150; **DR:** 10.

Weapon: Blaster cannons (2); **Fire Arc:** Front; **Attack Bonus:** +5 (+1 size, +4 fire control); **Damage:** 5d10×2; **Range Modifiers:** PB +0, S +0, M/L n/a.

Weapon: Ion cannon (2 sets of 2 fire-linked); **Fire Arc:** Turrets; **Attack Bonus:** +5 (+1 size, +4 fire control); **Damage:** Special; **Range Modifiers:** PB +0, S +0, M -2, L n/a.

Weapon: Tractor beam projector; **Fire Arc:** Turret; **Attack Bonus:** +5 (+1 size, +4 fire control); **Damage:** Special; **Range Modifiers:** PB +0, S +0, M/L n/a.

Hutt Caravel

Hutt caravels are roomy shuttles generally used to transport Hutts from Nal Hutta to Nar Shaddaa, although some Hutts use caravels to patrol worlds on which they maintain a strong presence. No two Hutt caravels are identical, because each owner likes to customize the craft according to personal taste. The Ubrikkian models that emulate the shape of sail barges are extremely popular, but some caravels look like palaces, ancient weapons, or even abstract art. Although each caravel is

unique in appearance, they all tend to lack hyperdrives (being shuttlecraft), have concealed weapons, and include a detachable room that serves as an oversized escape pod. The Seltiss-1 caravel (detailed below) is a fair representative of a "typical" caravel.

Craft: Ubrikkian Seltiss-1 Hutt Caravel; **Class:** Space transport; **Cost:** Not available for sale (likely valued at 1,255,000); **Size:** Small (30 m long); **Initiative:** +3 (+1 size, +2 crew); **Crew:** 5 (Normal +2); **Passengers:** 65; **Cargo Capacity:** 150 metric tons; **Consumables:** 1 week; **Hyperdrive:** None; **Maximum Speed:** Ramming; **Maneuver:** +3 (+1 size, +2 crew); **Defense:** 21 (+1 size, +10 armor); **Shield Points:** 250; **Hull Points:** 150; **DR:** 10.

Weapon: Turbolaser cannons (4); **Fire Arc:** Turret; **Attack Bonus:** +9 (+1 size, +2 crew, +6 fire control); **Damage:** 2d10×5; **Range Modifiers:** PB +0, S +0, M -2, L -4.

Weapon: Tractor beam projector; **Fire Arc:** Front; **Attack Bonus:** +11 (+1 size, +2 crew, +8 fire control); **Damage:** Special; **Range Modifiers:** PB +0, S +0, M/L n/a.

Weapon: Concussion missile launcher (15 missiles); **Fire Arc:** Front; **Attack Bonus:** +7 (+1 size, +2 crew, +4 fire control); **Damage:** 8d10×2; **Range Modifiers:** PB +0, S/M/L n/a.

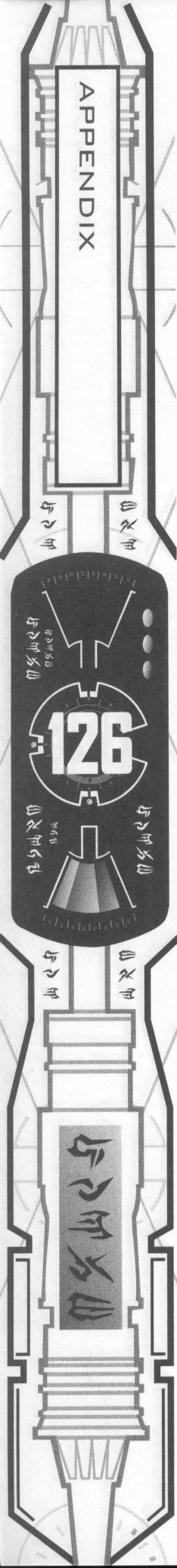
Hutt Patrol Ship

Normally, Hutts hate conformity and standardization, with each Hutt ship tailored to the whims and desires of its Hutt master. Hutt patrol ships, however, are military vessels used only on those rare occasions when the Hutt Elders decide as a group that something must be defended.

The ships are the only military vessel built by Ubrikkian, and only because the Hutts are a large part of Ubrikkian's business. They are simple ships, with none of the customization or gaudy ornamentation common in other Ubrikkian designs. Various servant races of the Hutts comprise the standard crew—no Hutt would ever be caught dead on so "common" a ship. The ships are armed with an unimaginative collection of turbolasers but are still powerful enough to deal with most smugglers and pirates. The ships generally receive their orders directly from the Council of Hutt Elders.

Craft: Hutt Patrol Ship (Ubrikkian Frigate); **Class:** Capital; **Cost:** Not available for sale (likely valued at 4,760,000); **Size:** Large (250 m long); **Initiative:** +1 (-1 size, +2 crew); **Crew:** 81 (Normal +2); **Passengers:** 40 (troops); **Cargo Capacity:** 300 metric tons; **Consumables:** 1 week; **Hyperdrive:** ×2 (backup ×15); **Maximum Speed:** Attack; **Maneuver:** +1 (-1





size, +2 crew); Defense: 19 (-1 size, +10 armor); Shield Points: 250; Hull Points: 400; DR: 20.

Weapon: Escort quad laser cannons (20); **Fire Arc:** 1 battery front, 1 battery right, 1 battery left, 1 battery rear; **Attack Bonus:** +13 (-1 size, +2 crew, +8 fire control, +4 battery fire); **Damage:** 4d10x2; **Range Modifiers:** PB -2, S +0, M +0, L n/a.

Popara's Ubrikkian Space Yacht

Popara's Ubrikkian space yacht is a well cared-for ship. Its exterior is gleaming polished chrome, and its interior includes almost every conceivable luxury. Corridors are high and wide, with ornate carved doorways and rare art pieces in well-lit alcoves. Its staterooms are large, sprawling affairs with multiple chairs, beds, and desks in each. Popara meets guests in a large audience room. Other rooms include a long banquet hall and a lounge with a stage for dancers or musicians.

Although the yacht has the appearance of an innocent pleasure ship, it is actually a capable warship with six powerful turbolasers mounted in concealed weapon ports, numerous tractor beams, and a few ion cannons. It has heavy armor plates to protect the interior from harm and maneuvering jets to help compensate for the armor's great weight. It is not a fast ship, however. Popara has added a HoloNet transceiver, eight escape pods, slave circuits to allow the ship to be linked to another or operated by remote, and a sensor mask that increases by +4 the DC of any Computer Use check to find the yacht with another ship's sensors.

Craft: Popara's Ubrikkian Space Yacht; **Class:** Capital; **Cost:** Not for sale (likely to be valued at 5,108,000); **Size:** Large (115 m long); **Initiative:** +7 (-1 size, +8 crew); **Crew:** 8 (Expert +8); **Passengers:** 112; **Cargo Capacity:** 850 metric tons; **Consumables:** 6 months; **Hyperdrive:** x2; **Maximum Speed:** Cruising; **Maneuver:** +4 (-1 size, -6 additional armor, +3 maneuvering jets, +8 crew); **Defense:** 24 (-1 size, +15 armor); **Shield Points:** 200; **Hull Points:** 480; **DR:** 25.

Weapon: Turbolasers (6); **Fire Arc:** 2 front, 1 right, 1 left, 2 rear; **Attack Bonus:** +13 (-1 size, +6 fire control, +8 crew); **Damage:** 7d10x5; **Range Modifiers:** PB -2, S +0, M +0, L -2.

Weapon: Ion cannons (6); **Fire Arc:** 2 right, 2 left, 2 rear; **Attack Bonus:** +13 (-1 size, +6 fire control, +8 crew); **Damage:** Special; **Range Modifiers:** PB +0, S -2, M -2, L n/a.

Weapon: Tractor beam projector; **Fire Arc:** Turret; **Attack Bonus:** +11 (-1 size, +4 fire control, +8 crew); **Damage:** Special; **Range Modifiers:** PB -2, S +0, M/L n/a.

Tempest

Tempest is Mika's customized battle cruiser and the base for his secret operation to process tempest. Mika embezzled funds from various Anjiliac clan holdings to finance the ship's construction in secret. The hull and keel were constructed years ago to house the processing machinery, but Mika couldn't complete the ship until the tempest trade really began to pay off just before Popara's death.

The ship is weak compared to the ships of a true navy, but tough enough to threaten any smuggler, pirate, or patrol ship. In time, Mika plans to use it as the flagship for his shadow empire.

Craft: *Tempest* (Custom-built Battle Cruiser); **Class:** Capital; **Cost:** Not for sale (likely valued at 40,000,000); **Size:** Gargantuan (900 m long); **Initiative:** +0 (-4 size, +4 crew); **Crew:** 800 (Skilled +4); **Passengers:** 1,600; **Cargo Capacity:** 8,100 metric tons; **Consumables:** 4 years; **Hyperdrive:** x2 (backup x15); **Maximum Speed:** Cruising; **Maneuver:** +0 (-4 size, +4 crew); **Defense:** 16 (-4 size, +10 armor); **Shield Points:** 300; **Hull Points:** 460; **DR:** 25.

Weapon: Turbolasers (16); **Fire Arc:** 1 battery front, 1 battery right, 1 battery left, 1 battery rear; **Attack Bonus:** +6 (-4 size, +4 crew, +2 fire control, +4 battery fire); **Damage:** 7d10x5; **Range Modifiers:** PB -4, S -2, M/L +0.

Weapon: Laser cannons (20, point defense); **Fire Arc:** 2 battery front, 1 battery right, 1 battery left; **Attack Bonus:** +6 (-4 size, +4 crew, +2 fire control, +4 battery fire); **Damage:** 4d10x2; **Range Modifiers:** PB +0; S/M/L n/a.

Weapon: Heavy ion cannons (8); **Fire Arc:** 2 front, 2 right, 2 left, 2 rear; **Attack Bonus:** +8 (-4 size, +4 crew, +8 fire control); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Tractor beam projectors (12); **Fire Arc:** 2 batteries front, 1 battery right, 1 battery left; **Attack Bonus:** +8 (-4 size, +4 crew, +4 fire control, +4 battery fire); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M/L n/a.

Appendix Four: New Droids

Hutt Security Droid

Long ago, when the Hutts still lived on Varl, they had very few servant species. Instead, they used droids for many purposes, including as guards. Hutt security

droids are rare now, but Mika has restored several from a cache his troops found on Varl. Although simple, the droids are efficient and tireless guards for his tempest manufacturing ship.

A security droid has a long, segmented, snakelike body topped by a thin head and a pair of arms. It resembles a thin, mechanical Hutt. Each is equipped with a single blaster carbine built into one arm and a vibroblade in the other. The droids' improved sensor packages give them a +2 equipment bonus on all Listen, Search and Spot checks. Their motion sensors and sonic sensors give them an additional +2 equipment bonus on Spot and Listen checks. They have vocabulators and are capable of speech, but they speak only Huttese.

♣ **Hutt Security Droid:** Walking Military Droid; Thug 3; Init +2; Defense 15 (+2 Dex, +3 armor); Spd 16 m; VP/WP -/10; Atk +3 melee (2d6, vibroblade) or +5 ranged (3d8/19-20 or stun 1d6/DC 18, blaster carbine); SV Fort +3, Ref +3, Will +0; SZ M; FP 0; Rep 0; Str 10, Dex 14, Con 8, Int 8, Wis 8, Cha 6.

Equipment: Armor, blaster carbine, vibroblade, locked access, improved sensor package, motion sensors, sonic sensors, vocabulators.

Skills: Knowledge (security) +4, Listen +5, Search +2, Speak Huttese, Spot +5.

Unspent Skill Points: 0.

Feats: Ambidexterity, Multishot, Point Blank Shot, Rapid Shot, Weapon Group Proficiencies (blaster rifles, vibro weapons).

Hutt War Droid

While exploring a good locale for their master's tempest manufacturing ship, Mika's minions came across an old cache of Hutt droids from before the destruction of Varl. The most powerful of these were the Hutt war droids, mighty mechanized warriors that once roamed the surface of Varl. Mika was thrilled at the discovery and ordered the war droids repaired so that they could act as guards for his new complex.

Unfortunately, the war droids were too old to be fully restored. Although their motivators are functional, their weapons and battle computers are merely jury-rigged. These components have a 10% cumulative chance of breaking down each round they are used in combat. A war droid with no battle computer suffers a -12 penalty on attack rolls. If the weapons malfunction, the war droid engages in melee combat. It is impossible to fully repair a war droid, although a Repair check (DC 30) can jury-rig one again.

Each war droid is equipped with two blaster rifles, a separate set of manipulating appendages, a frag grenade launcher with four grenades, and a deflector

shield. The war droids enter combat by launching frag grenades (provided they can do so without endangering allied forces), then firing their blaster rifles. A war droid can use multifire mode and its feats (Ambidexterity, Rapid Shot, and Two-Weapon Fighting) to fire both repeating blaster rifles simultaneously; see Table 8-10 in the *Star Wars Roleplaying Game* for attack modifiers when firing weapons in multifire mode with the Rapid Shot feat.

♣ **Hutt War Droid:** Walking Military Droid; Thug 16; Init +1; Defense 18 (-1 size, +9 armor); Spd 10 m; VP/WP -/15; Atk +17/+12/+7/+2 melee (1d4+1, appendage) or +17/+12/+7/+2 ranged (3d8/19-20 or stun 1d6/DC 18, light repeating blaster rifle); SQ Damage reduction 15; SV Fort +10, Ref +5, Will +3; SZ L; FP 0; Rep 3; Str 13, Dex 13, Con 15, Int 8, Wis 8, Cha 6.

Equipment: Armor, 2 light repeating blaster rifles, locked access, deflector shields.

Skills: Knowledge (military) +1, Listen +3, Speak Huttese, Spot +3.

Unspent Skill Points: 0.

Feats: Ambidexterity, Multishot, Point Blank Shot, Rapid Shot, Two-Weapon Fighting, Weapon Group Proficiency (blaster rifles).

Appendix Five: New Equipment

Crab Tracer

A crab tracer is a tiny, self-guiding tracking device programmed to sneak onto a target and transmit its location through the HoloNet with a miniaturized hypertransceiver.

Crab tracers are not smart enough to qualify as droids, but they do have fairly complex programs that provide a +15 skill modifier on Hide and Move Silently checks, making them difficult to locate. They are controlled by a remote device and can be recalled to the device (to be set on a new target). They can be deactivated manually with a successful Computer Use check (DC 12).

A crab tracer placed aboard a ship can track that ship through hyperspace. The signal is strong enough that a pursuing ship can lock onto the crab tracer's transmission with its shipboard weapon systems and get a +2 circumstance bonus on attacks against the target vessel. Deactivating or destroying the crab tracer negates this bonus.

Cost: 3,000; **Weight:** 0.1 kg.





Gentler Rod

A gentler rod is essentially a double-strength stun baton. Many slavers use it to subdue creatures too valuable to kill, and it has become a popular weapon among brigands. Many Hutts use gentler rods as well, wielding them in a single pudgy hand. In some cases, Hutts disguise their gentler rods as scepters or other ornamental items.

Weapon: Gentler rod; **Cost:** 1,000; **Damage:** —; **Critical:** —; **Range Increment:** —; **Weight:** 2.2 kg; **Stun Damage/Fort DC:** 2d6/DC 18; **Type:** Bludgeoning; **Size:** Large; **Group:** Simple.

Hutt Battle Armor

Parella's Hutt battle armor is a relic from an age long gone, before Hutts were the undisputed lords of the underworld. It might date back thousands of years to the wars fought among the Hutts of Varl (their homeworld). Parella claims it is the last set of Hutt battle armor in existence, and considering how loath other Hutts are to exert themselves, he might be right.

The battle armor consists of a woven undersuit that covers the Hutt completely except for his eyes. A series of ornate overlapping plates are connected to the undersuit, protecting most of Parella's hide (+9 to Defense). The plates have numerous microrepulsors that allow Parella to move quietly (+4 equipment bonus on Move Silently checks) at an enhanced speed (12 m). Servos increase the wearer's effective Strength and Dexterity by +4 and +2 respectively. The plates are also capable of changing color to match the armor's surroundings, providing a +4 equipment bonus on Hide checks. The helmet's enhanced sensors provide the equivalent of darkvision (50 m), a +4 equipment bonus on Spot and Listen checks, and a +4 equipment bonus on Survival checks made in conjunction with the Track feat.

The onboard computer in Parella's armor includes a datapad and comlink, and it is capable of acting as a translator (identical to a droid with 10 Intelligence and a DC 5 translator unit).

The battle armor has a backpack power generator that powers its microrepulsors and any weapons Parella might choose to attach to it. It features two built-in hold-out blasters in the arms and a specially designed E-web repeating blaster built onto the right shoulder. Parella normally carries a force pike when hunting in his armor.

Armor: Hutt battle armor; **Cost:** Not for sale; **Defense Bonus:** +8; **Maximum Dex Bonus:** +0; **Armor Check Penalty:** -4; **Speed:** 12 m; **Weight:** 100 kg.

Appendix Six: New Vehicles

Heavy Swoop Bike

Heavy swoop bikes are high-speed air vehicles popular with many gangs of thugs. They are similar to speeder bikes but are configured around a more powerful engine. This gives swoop bikes greater speed and a higher ceiling but also makes them harder to fly. Most swoop bikes have no safety features, and some don't even come with a belt to strap in the pilot.

The TaggeCo Air-2 swoop is a fairly typical heavy swoop bike. Although most owners make numerous modifications to their swoops, these changes are all essentially cosmetic.

Craft: TaggeCo Air-2 Swoop; **Class:** Air (Speeder); **Cost:** 8,000 (new), 4,000 (used); **Size:** Large (4.87 m long); **Crew:** Varies (1 pilot); **Passengers:** 1; **Cargo Capacity:** 4 kg; **Speed:** 300 m (max. speed 600 km/h); **Altitude:** Up to 3.4 km; **Defense:** 10* (-1 size, +1 armor); **Hull Points:** 16; **DR:** 5.

Weapon: None.

**A swoop bike provides no cover to its pilot.*

Hoverskiff

Hoverskiffs are transports and cargo haulers that operate on the same principles as landspeeders. These workhorses, while not impressive, are found on many worlds, particularly backwater rural areas and farms. The versatile, easily repaired HS-14 hoverskiff, built by SoroSuub, consists of an exposed passenger cab (seating two) and a wide, flat bed at the back.

Craft: SoroSuub HS-14 Hoverskiff; **Class:** Ground (Speeder); **Cost:** 13,000 (new), 4,000 (used); **Size:** Huge (9 m long); **Crew:** Varies (1 pilot); **Passengers:** 10 or cargo; **Cargo Capacity:** 600 metric tons; **Ground Speed:** 50 km/h (max speed 100 km/h); **Altitude:** Up to 1 m; **Defense:** 9 (-2 size, +1 armor); **Hull Points:** 25; **DR:** 5.

Weapon: None.

**The SoroSuub HS-14 hoverskiff provides one-quarter cover to passengers in the forward cab. It provides no cover to those riding in the bed at the back.*

A Threat of Epidemic Proportions

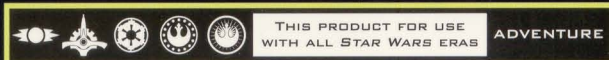
A virulent plague sweeps over the planet Endregaad, forcing the Corporate Sector Authority to quarantine the stricken world with a planetwide blockade. A mission of mercy and a desperate search lead heroes to the Hutt homeworld, where they discover an even greater scourge spreading throughout the galaxy.



A STAND-ALONE ADVENTURE FOR 9TH-LEVEL HEROES

- ⊕ Embroils the heroes in various dealings with the Hutts.
- ⊕ Explores several locations across Hutt space, including Nar Shaddaa, the Smuggler's Moon.
- ⊕ Introduces new Hutt droids and Hutt battle armor.
- ⊕ Features new starships, including one for the heroes—complete with a deckplan.

To use this adventure, a Gamemaster also needs the *Star Wars® Roleplaying Game*.



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ISBN 0-7869-2778-X



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U.S. \$24.95 CAN \$34.95
Printed in U.S.A. 886590000