

Forgotten

A Stand-Alone Adventure for the Star Wars: Edge of the Empire
Roleplaying Game by Fantasy Flight Games

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ENCOUNTER MAPS PROVIDED BY

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Star Wars

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Forgotten - Overview

Forgotten is a stand-alone adventure for the Star Wars: Edge of the Empire Roleplaying Game, designed to introduce new players to the game, as well as give experienced players a unique adventure that breaks away from the normal tropes and expectations of a Star Wars story. This adventure could also easily lead to an expanded campaign for the party, beyond the confines of the three acts of this module; as the decisions the players make could bind them together or threaten to tear them apart.

Included are six pre-generated player characters whose abilities are well suited to this adventure. But if the players wish to come to the table with their own characters, they may create their own, following the rules for creating beginner characters in the Star Wars: Edge of the Empire – with some slight changes. Players wishing to create their own PCs for the adventure need to work with their Gamemaster, who should consult the “Creating Your Own PCs” section, below. The adventure assumes the use of the pre-generated characters, so player-created characters may necessitate adjustment of the scenarios in regards to the use of the unusual Obligation mechanics particular to this adventure.

The PCs are a group of seeming criminals who begin the adventure in the midst of what appears to be a very dangerous heist, but with no memories of who they are or how they got there. Forced to work together for survival, they will be led on a path of danger and discovery to piece together the missing fragments of their memories and discover the truth of who they are, while wading through the chess-game of powerful Crime Lords intent on silencing them. If you are planning to act as Game Master, then read on. You should read through the entire adventure prior to the start of the game. If you are planning to play a hero in the adventure, then STOP READING NOW to avoid spoiling the adventure for you and your group. Instead, turn to the last section of the adventure, where the Player Character biographies (such as they are...) are located.

Adventure Summary

Forgotten involves a group of heroes who have lost their memories and “awaken” in a very dangerous situation. Working together, they must unravel the clues to their own pasts in order to survive. Suspicion will be cast amongst them, and as the adventure progresses, each character will have the opportunity to gather bits of their memories – which will ultimately lead to a story of dedication, betrayal, and lots and lots of credits. The adventure is broken into three separate acts.

Act 1 – The Loss

The heroes begin the adventure in a heavily secured vault, which they appear to have broken into. Each struggles with the unusual fact that they all have a strange form of amnesia. After to coming to their senses in the vault, they soon realize that they have no memories of who they are, where they are, what they are doing, or who their companions are. All evidence should lead them to believe that they are members of the same criminal outfit, here to rob this vault, and possibly blow up the facility which they are in.

After gathering their wits, they are set upon by waves of security droids, and will be forced to act together for survival and to fight their way out to safety. Eventually, the team will determine that they are on board a space station orbiting the Hutt world of Nar Shaddaa, and this station is owned by the notorious crime syndicate: Black

Sun. As they search for a way off the station, automated alerts begin broadcasting an evacuation warning – a bomb has been detected on board! Fighting their way to a docking bay, they will need to board ships and escape the station before it is destroyed, while being beset by Black Sun Commandos and dangerous enforcers.

After a possible battle in space following the destruction of the station, the group will be forced to land on Nar Shaddaa – either escorted by a Black Sun squadron, or traveling there of their own accord to find answers and a hyperspace capable ship. Upon arrival, they will be confronted by the Black Sun Vigo, Rashud Baaks – a Duros whom they may have encountered on the station. Rashud knows more than he’s letting on and is intent on getting answers from the team with lethal persuasion.

Act 2 – The Search

In the clutches of Rashud Baaks, the Black Sun Vigo will make comments and threats that will serve to cast suspicion within the team of heroes, possibly implicating one of them as a traitor to the others. The team must decide to work together if they are to escape capture.

After escaping Rashud and his men, clues will lead the team to a safe house on Nar Shaddaa, where they can discover more details about themselves and their mission. As the heat grows on the team, massive bounties for their capture begin broadcasting; and they will have the chance to trace the source of the bounties to a local crime-lord,

Grobola the Hutt, who also seems involved in the mission that went awry and robbed them of their memories. The Hutt, or his records, might provide more clues.

The team will be tasked with breaking into the Hutt's Casino, an orbital pleasure station with vast security. Once developing a plan of action and making their way onboard, they'll have the option of breaking into Grobola's records or attempting to interrogate the Hutt directly – but many avenues will lead to their discovery, and a violent confrontation within the casino.

The party will eventually learn that Grobola hired them for "the job", and put a bounty on them once they didn't return. They were sent to steal a trove of information on hidden slush funds for Black Sun, account numbers and access codes – and he believes the party decided to walk away with it. If the team is able to convince Grobola of their "amnesia", they might also learn that it is the side effect of an experimental gas being developed by Black Sun, which has lethal long-term side-effects; as well as where this gas is being manufactured. Things will escalate further when Rashud Baaks invades the casino, looking to snuff out both the Hutt and the PCs.

Act 3 – The Reclamation

The last act of the adventure involves the heroes traveling to the Black Sun scientific facility where the weaponized gas used against them – and its possible antidote – is being developed. Not only is this the final quest on the journey to restore their identities, but their last chance to confront those responsible.

The team will have the option of infiltrating the Black Sun facility through a variety of means, and gain access to the research labs in search of data, and their cure. Aside from restoring their memories, they need to purge the neurotoxin from their bodies before it kills them. Depending on their avenue of attack – they may be forced to deal with Black Sun security, and other "entities" engineered within the facility. Once they are cured, and their memories recovered, they'll face the real threat behind this escapade: Rashud Baaks.

In reality, Rashud used Grobola the Hutt to engineer the theft of the Black Sun account data, in order to discretely line his own pockets – and arranged for the party to be exposed to the gas to make them effective scapegoats. While they were stunned, he entered the vault and took the data – planning on the team being captured. With their memory loss, they wouldn't be able to relate his involvement, and could be blamed for the entire operation. When they survived, and began digging for clues, he frantically struggled to wipe them (and Grobola) out so as to sever any association he had to the theft.

But the team he set up all had different reasons for joining the mission, each with different loyalties and alliances – and things are far more complicated than Rashud could have believed. With all the cards on the table, the heroes will decide whether to remain allies, or whether to turn on each other.

Starting each Session

The *Forgotten* adventure is broken into three Acts, each designed to be run as a single session for an experienced group of players. But a lot can happen in a session, so be sure to consider the following, perhaps reviewing necessary points with your players at the start of the game.

Spending Experience

The pre-generated characters will gain XP as noted after each Act, using it to enhance their character builds between sessions. Three versions of each pre-generated character exist, with the appropriate Act noted in the "Available XP" section on the back of the character sheet. Supply the players with the appropriate character sheet at the start of each Act. If your group runs through the entire adventure in one session, be sure to provide the updated Act 2 and Act 3 character sheets to your players at the appropriate points in the adventure.

If the group is using one or more player-created characters, be sure to allow them time to advance their characters with earned XP before the start of each Act. All character advancement should follow the guidelines set forth in the *Star Wars: Edge of the Empire Roleplaying Game*.

Healing Up

Each Act of this adventure has the potential for danger and injury, but if healing is needed, characters should have access to Stimpacks for basic healing (the pre-generated characters have several as a part of their standard gear). If more extensive medical care is required, consider providing the party the use of a professional facility as a part of the story. But such actions should eat up hours of the characters' time, and with the "death clock" ticking on the party – this is something that should be carefully considered.

Prior to the start of each session, allow everyone to recover all lost Strain – even if little in-game time has passed between sessions. If the group moves between Acts during the same session, allow them to recover all their Strain. But during a session, Strain can be recovered normally after an encounter (as detailed in the *Edge of the Empire Core Rulebook*), once a character has had 10

or 20 minutes to rest and shake it off. Several hours without stress should reduce a character's current Strain by half, automatically; and a full night's rest should remove all Strain.

Recap

Take a few minutes at the start of each session to remind the players of the important points of the story, and the group's goals. Ensure that everyone recalls the details and knows what's going on.

Obligation

Due to the unusual nature of this adventure, each party member is not aware of any motivation or obligation they might have – and the fast-paced nature of the story prevents any longer-term consequences for a triggered obligation during the time-frame of the adventure. As such, the GM will not roll any Obligation checks before the start of a session. (The GM will instead roll a Memory Flash Check, as detailed below.)

Memory Flash Check

The party is suffering from total personal memory loss. Until the very end of the adventure, all they have are their training and instincts to guide them. However, each Act of the adventure will present the opportunity to gain flashes of insight and bits of lost memory. Prior to the start of each Act, the GM should roll a percentage check from the Memory Flash table (provided at the start of each Act in the module). If a PC's Memory Flash triggers, they will automatically gain this flash of insight at the appropriately noted point in the Act.

Additionally, each PC may attempt to retrieve their Memory Flash for the Act by suffering Strain, and making a successful check. As such, the recovery of these flashes of memory are not required to advance the story – but are there to provide more context and easier clues to the ultimate outcome for the team. The difficulty of these checks depends on the Act, and is noted below each Act's Memory Flash table.

Destiny

At the start of the session generate a Destiny Pool by asking each player to roll a Force die \square .

Creating Your Own PCs

The unusual narrative of the *Forgotten* adventure works well with the pre-generated PCs provided with this module, which are specifically designed to fit into the details of the story, and to survive its dangerous encounters. But some players may wish to create characters of their own design. If the GM decides to allow

this, ensure that the guidelines in this section are adhered to, so that the character fits into the story and can survive it. In terms of character creation, the player should follow all the rules and steps for beginning character creation addressed in the *Edge of the Empire Core Rulebook*, with the following exceptions:

No Obligation or Motivation

Player-created characters should not be allowed to take any Obligation – or gain additional XP or credits from increasing Obligation during character creation. Due to the nature of the adventure, Obligation will not come into play, and a PC shouldn't get a benefit from "increasing it".

Additionally, the memory loss suffered by all PCs at the start of the adventure prevents any real motivation from being remembered.

Sorry, Organics Only...

Unfortunately, the story of the *Forgotten* adventure precludes any droid PCs. The memory loss each PC suffers is brought on by a neurotoxin gas – which a droid would be immune to. The antagonist in the story put together a team that excluded droids, for that very reason. Additionally, the threat of this neurotoxin not only drives the PCs forward in the story – but leads them to work together.

Enhanced Equipment

The party in this adventure represents a crack-team of specialists who were outfitted for this mission by their employer. As such, the GM should double the starting credits a player receives, but these extra credits must be used to purchase equipment. A player-created character in the *Forgotten* adventure should be kitted out with more effective weaponry than your average beginning character. This is necessary to ensure balance between player-created characters and any pre-generated PCs.

Personalized Gear

Each of the pre-generated PCs in the *Forgotten* adventure has a single piece of personalized gear that can provide them clues to their past, as the story progresses. As the GM works with a player creating their own PC, be sure to add in a similar token that can give that character a clue to their past.

Memory Flashes

The glimpses of memory a character can gain as the story progresses are a core component of the adventure narrative, so the GM should seriously consider the role and history of any player-created PC in this story, and create suitable Memory Flashes in each Act, unique to that PC.

Running the Adventure

As you read through the *Forgotten* adventure, you will notice several side-bars inserted throughout. These are designed to provide context and ready information for the Game Master.

Read Aloud Text

Several areas of the adventure will contain green side-bars (as seen below). These represent optional narrative text to be read to the players to establish mood, explain a scene, or relate events.

Read-Aloud Text will appear in a text box like this, and you are encouraged to read this text to your players.

But feel free to substitute your own narrative description as needs arise. The Read-Aloud text is merely meant to provide an aid to the GM.

Memory Flash

Some scenes have the potential to trigger a flash of memory for one or more of the amnesiac PCs. If a player's Memory Flash triggered at the start of the Act, the GM should automatically communicate the memory to the player.

If a player character has a Memory Flash point noted in the module, but it didn't automatically trigger at the start of the Act, the GM should notify the player that "something is familiar" and present them with the opportunity to spend a Destiny Point and make the check. If successful, the GM should then communicate the memory to the PC.

Memory Flashes are contained in orange side-bars (as seen below), specific to each PC, with optional narrative text that can be read to the player to establish the memory.

Memory Flash - Player Character Name

Read-Aloud Text that illustrates the Memory Flash will appear in a text box like this, and you are encouraged to read this text to your players. But feel free to substitute your own narrative description as needed. The Read-Aloud text of the memory is merely meant to provide an aid to the GM in communicating that memory.

The GM may wish to alter this slightly to better fit the emotions of the character at the point it's revealed, but shouldn't change the core details of the memory, for risk of altering the clues it can provide.

Rules Reminders

Sometimes, an encounter or scenario might involve certain rules that aren't remembered off the top of your head. In anticipation of this, the adventure will sometimes include blue side-bars (as seen below) to provide quick references to certain anticipated rules - to prevent you from having to dig through a book.

Quick Rule Summary

- Rather than spending precious time searching through your book the GM will find quick summaries of anticipated rules for each encounter.
- These summaries are not meant to replace the proper rules, however, but to simply remind the GM of how a rule works.
- When in doubt, remember to err on the side of fun! YOU are the GM, and your rulings should be what are best for your group.

Triumph & Despair

In certain encounters and scenes, you might find a yellow and red side-bar (as seen below). This represents suggested Triumph and Despair results for the scene. Remember: while you, the GM, determine how Despair is spent, Triumph results are suggested by the Player. *The Triumph suggestions listed should simply represent solid suggestions you can offer your player, if they are having a tough time deciding what to do with their Triumph.*



- Triumph results, unique to the encounter area and scene, will be present here to provide a quick suggestive tool to inspire your players.



- Recommended Despair results, unique to the encounter area and scene will be present here, to give the GM creative options ahead of time.

Encounter Maps

Many encounters in *Forgotten* are accompanied by a map, which is referenced in the encounter details, and presents recommended locations of PCs, threats, and other features detailed in the encounter. While some of these maps are included as downloads with the adventure, others are the work of Maps of Mastery™, and are presented with permission.

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STAR WARS

FORGOTTEN

The galaxy is in chaos. 10 years after the end of the great Republic, the EMPIRE has risen to control much of the galaxy.

Outside of Imperial control, far-flung systems on the edge of the galaxy and criminal organizations with great means continue their secretive wars for power and wealth.







Soldiers in these shadow conflicts come from surprising places, and struggle with hidden goals against unknown threats. But often, the greatest threat to these powers comes from within...

Act 1 – The Loss

Memory Flash Check

Prior to the start of this Act, the GM should roll a Memory Flash check on the chart below, by secretly rolling percentile dice. If a PC's Memory Flash triggers, it should be revealed to them immediately at the noted point in this Act (no Strain or check required). The GM should ensure they are aware of each character's Memory Flash point in this Act.

Memory Flash Chart

PERCENTILE VALUE	CHARACTER
1-15	"Aurek" 
16-30	"Besh" 
31-45	"Cresh" 
46-60	"Dorn" 
61-75	"Esk" 
76-90	"Forn" 

Forcing a Memory Flash

Even if a PC's Memory Flash didn't automatically trigger this Act, the GM should notify the player when their character has a Memory Flash point. This gives the PC the option of gaining that brief memory through their own resources and strengths.

If a PC wishes to attempt to regain a Memory Flash, they immediately suffer 2 Strain to *attempt* to do so. The character must then succeed on an Easy (♦) Discipline or Resilience check to gain the Memory Flash. (The amnesia is due to an engineered neurotoxin making its way through their brains – so they can call upon their mental or physical fortitude to temporarily bypass the effects.) If the character fails this check, they don't gain the Memory Flash, and the Strain is still suffered. A character can only attempt this check once during the Act, and only for this Act's Memory Flash.

You Don't Know What You've Got (Till it's Gone) ...

This adventure begins in middle of a very confusing situation. The action starts immediately, with the party inside of what looks like a recently broken into high-security vault – with no memories of who they are, who their companions are, or what they are doing. To make matters worse, some of the party seems to be pointing weapons at each other. Read the following to your players to set the scene:

Your head throbs painfully and your blurry vision seems to clear itself into stronger focus. You're in some kind of... vault. Thick metal walls rise three meters up, covered from floor to ceiling with what look like safe deposit boxes of many sizes. Many of them appear to have been forced open, and the floor is strewn with their contents: datapads, cred chips, art objects, and other valuables – all in complete disarray. The vault's door hangs open, its control panel disassembled with wires and slicing gear jacked into it, and you spy a thin greenish gas dissipating in slow tendrils out the open door.

Bewildered, you stare at a motley crew of individuals in the vault with you – each eying you with the same confusion you feel. Because, try as you might, you have no idea where you are. You have no idea... *who* you are! Or who these people are! Or what you're all doing here. Is this a... bank robbery? What's going on? Each of your companions wear a hands-free comlink of the same model – one that, as you reach up, you realize you are also wearing. Each comlink looks to be emblazoned with a different letter of the Aurebesh alphabet professionally stenciled onto the casing.

Emperor's Black Bones, *what is going on??* You can't remember... anything. And... why are some of these people pointing blasters at each other?

The start of Act 1 is intended to be very jarring for the PCs (and most likely, the players). They find themselves in an extremely tense situation – and need a few moments to probe into the scene, and respond and react appropriately. Ultimately, a security alarm will go off, bringing a wave of security droids to the vault which is intended to nudge this group of "strangers" to work together for survival, despite any misgivings they might have about each other intentionally brought forth by the adventure circumstances.

But the GM should be careful to not spring this on the players too early, only bringing the scene to a conflict when the party starts lingering, or devoting *too* much time to figuring out what's going on. The party most likely has many questions for each other. And since they all appear to have amnesia – those questions will be directed to the GM. Below are additional scene details the GM can communicate as the players begin asking questions:

- No party member remembers anything specific about themselves, their companions, or this place. They truly have amnesia.
- Aside from the gear on their character sheets, and the data in their datapads, they have very little to go on. No player carries any identification – their only unique reference is the individual Aurebesh symbol on each character's comlink.
- The characters are engaged in different (and disconcerting) actions when the scene starts:
 - Aurek is standing near the door to the vault, his pistol drawn, but pointed down at the floor. The safety is off.
 - Dorn, the Wookiee, is also next to the vault door. He has no weapons drawn, but is holding a datapad that has a cable leading from it into the door controls.
 - Forn, the Rodian, is standing towards the back wall of the vault, with his carbine drawn and pointed at the wookiee – safety on.
 - Esk has her pistol drawn (safety on) and pointed at Besh, who is on his back on the vault floor. Her other hand clutches what appears to be a very valuable necklace made of precious stones.
 - Besh has no weapons drawn, and is lying flat on his back on the floor of the vault, his hands raised above his head and a purplish bruise growing on his chin.
 - Cresh stands near Besh, with both pistols drawn and pointed at Esk, with safeties off.
- The datapads carried by each character are identical, each loaded with some kind of mission briefing, which outlines schematics, time-tables, and travel routes through the facility. The specifics are covered in depth in the Mission Briefing section, below.
- The greenish gas rapidly dissipating out the open vault door is like nothing the team can recall. It will completely disappear after half a minute, but if any of the party gets close enough to examine it and smell it, they will immediately find their vision momentarily blurred and get a sharp, but fleeting, headache (the GM should make it clear that this is the same feeling they had when "awaking" from their stupor moments before).

Many players will dwell on the fact their characters are pointing guns at other team members (and they should!), and the GM should let this tension play out. But if cooler heads don't prevail, and the party starts to become violent with each other, the GM should immediately spring the attacking security droids (detailed in the "We're Not Gonna Take It" section) on them in an attempt to force party cohesion and convince them that they're going to have to work together to survive.

Should the droid attack occur quickly, the team might not have time to explore their datapads or any of the other questions that arise before the fight and hasty exit. The GM should then consider giving the team a few minutes of breathing time, perhaps in an unoccupied cargo hold or maintenance closet, to explore the things laid out in the "Mission Briefing" and "Complications" sections, below.

Mission Briefing

Each character carries an identical datapad which is loaded with a mission briefing. Players should feel free to examine the briefing (they can learn a lot from it), but the GM should be careful to not reveal specifics. Due to the clandestine nature of this job, the team's employer methodically removed any references to names, coordinates, or anything that could be traced back to him, from all images, blueprints, and communications. What the mission briefing contains:

- A complex set of schematics for the facility in which the team finds themselves. The blueprints simply refer to it as "Korr Station".
 - Though it will become readily apparent when the team starts moving through the facility, and gets a glimpse out of a view port, "Korr Station" is an orbital space station.
 - An average (◆◆) Knowledge (Education) or Mechanics check can determine this immediately.
 - Once the PCs get a glimpse of the planet Korr Station is orbiting, a hard (◆◆◆) Astrogration or average (◆◆) Knowledge (Outer Rim or Underworld) check will identify it as the moon of Nar Shaddaa.
- According to the briefing, the team (who are referred to as "Aurek", "Besh", "Cresh", etc.) smuggled themselves into the facility aboard a freighter carrying technical parts – they then managed to secretly move about the station.
- Several routes of travel through the facility have been highlighted, in a time-stamped sequence, taking the team from the drop-point (in one of the numerous cargo bays) to what appears to be the facility's main power reactor. From there, the briefing outlines routes to a secured vault (where the team currently seems to be, and which appears to be one of many), followed by a routes to an "exit point" out of the facility that looks to be a hanger bay.
- The Mission Briefing also records a specific security box number within the vault (which the team will find on floor, already opened and empty).

The data in their mission briefing should make it clear to the team that they planned a covert entrance into this facility, and (aside from an as-yet-unexplained stop at the

main reactor) had a goal of reaching this vault, taking whatever was inside a secured box, and departing.

Complications

Two things should immediately confuse the party (beyond their already confusing situation). The first is the secured box they were directed to inside the vault. It is very small (barely big enough to hold a datapad), and is already open and empty on the floor, along with dozens of other boxes. None of the team possesses any items of value that could have obviously come from this box – and a search of the valuable contents strewn across the vault floor should bear little fruit. Hundreds of credchips, data sticks, and treasures litter the vault, and without some kind of manifest, it would be impossible to determine if any of it originated from within that one secure box.

The second point of confusion will be the side-trip to the facility's reactor core, prior to arrival at the vault. The briefing doesn't outline any plan of action in that area, so the team is left to conclude what they might have done there. The biggest clue is the empty satchel and empty box of detonator fuses being carried by Dorn, the Wookiee (the GM should feel free to encourage the worst rampant speculation from players, at this point).

We're Not Gonna Take It

Once the party has explored their immediate situation, things are about to get rough for them. Unknown to them (due to their memory loss), Dorn was continually monitoring the security network attached to the vault, identifying security sweep algorithms and redirecting them, to prevent the security sensors from registering the open vault door. This was why his datapad was plugged into the vault controls. Without that action, the security algorithms will eventually register the open vault, and send squads of security droids to investigate.

Terminate with Extreme Prejudice

The following encounter is very straightforward, and should serve as both a catalyst to the players to work together and a "stretching of the legs" to get the excitement flowing and break the team out of their confusion.

When the GM deems appropriate, the continual security algorithm catches the open vault door (without Dorn's continued efforts to hide it) and sounds an alarm, which results in several nearby squads of security droids being directed to the area to investigate. The droids' programming is to kill any unauthorized person aboard the station, which means that all of the PCs are threats to

be eliminated! Read the following to the party to set the scene:

Suddenly, a piercing sound echoes through the vault and surrounding corridors! The repeated wail of an alarm is accompanied by flashing red lights set into the walls. An artificial voice with an eerily cheerful disposition begins broadcasting over the facility's com:

"Warning. Warning. Intruders detected on Secure Level 4. Warning. Warning. If you are an intruder, please drop any weapons you are most likely carrying and lie face down on the floor. A team of escort specialists will be with you momentarily. Thank you for your cooperation. Warning. Warning..."

The message repeats itself, and through the din, you can hear the telltale clatter of mechanical feet tromping towards your location.

Despite the cheeky computer voice, the incoming droids have orders to kill anyone they encounter. However, they are older models of Baktoid Automata B1 Battle Droids, which means they have "quirks". A strong preemptive verbal argument might cause them to become confused and temporarily drop their guard.

Without such action, however, the droids will open fire on the party. The following are the details of the encounter scene:

- The secure vault (marked **V** on the map) is where the PCs begin. The door has been jured open, and will require some repair before it can be re-sealed again.
- Directly across the corridor from the vault is a closed (but not locked) door to a detention area (currently unoccupied), which does have a large computer terminal that can provide access to the main computer network. Slicing into the network requires a Computers check (◆◆●■).
- According to the mission briefing, the team was to exit this level via a turbolift (marked **T** on the map). The turbolift door is currently locked, and will require a Hard (◆◆◆) Mechanics or Computers check to open. (If the team sliced into the detention terminal, they can unlock the lift.)
- The encounter begins with 2 squads of droids arriving from opposite ends of the corridor (marked **D** on the map), which are both at Medium range from the vault door.
- The droid foes aren't terribly bright, but will use appropriately programmed battle tactics. A side-hallway leading to a storage area at the northern end of

the map and a corridor leading to a power conduit provide some natural cover that the droids in that area will take advantage of.

- The long corridor that runs down the center of the area extends some ways around the circumference of the station, leading to other vaults, detention, and storage.
- A new droid squad will enter into the encounter every 3 rounds, until the team deactivates the alarm (from the computer terminal) or leaves the area via the turbolift.

- A lucky shot hits the alarm system, silencing it.
- A power surge or flying droid body knocks into the turbolift, which opens immediately.

- The door to the detention area slams shut and locks.
- One of the droids sends out a call for reinforcements, bringing in another squad.

DROID SECURITY (3 MINIONS)

Brawn 1	Cunning 1	Presence 1
Agility 3	Intellect 1	Willpower 1

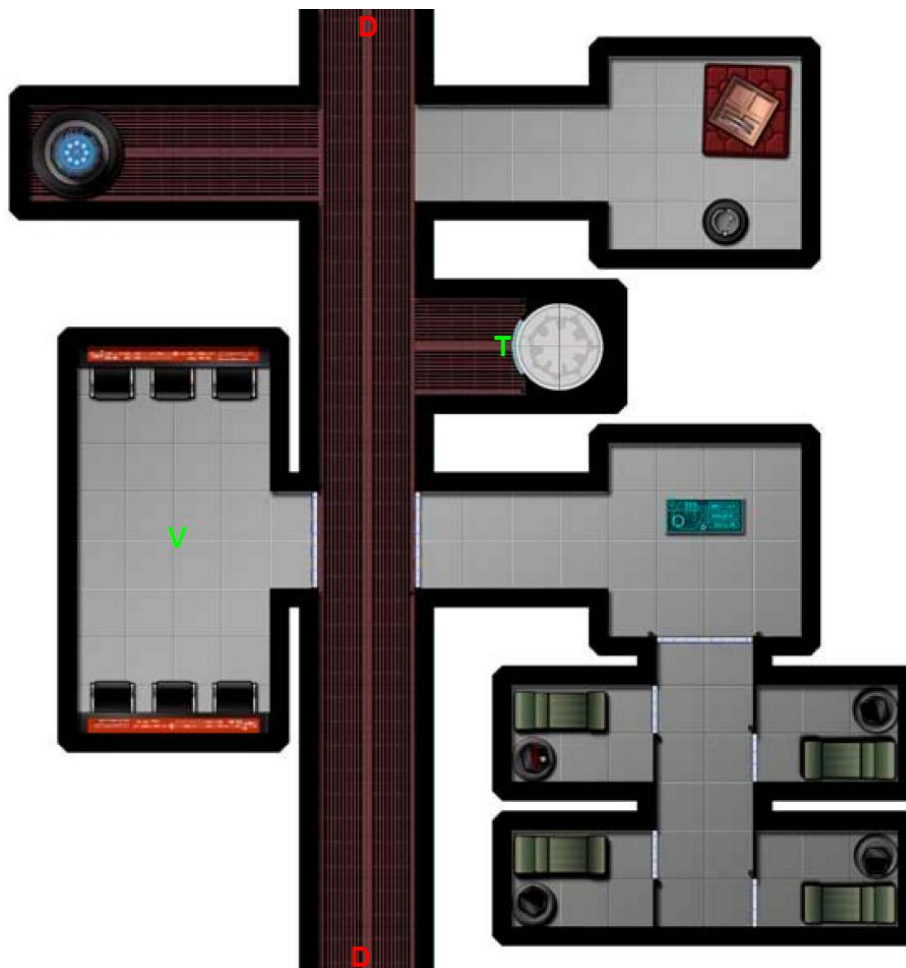
Skills: (for group of 3; downgrade by 1 for each dead minion): Cool (●●), Ranged (Heavy) (●●●), Vigilance (●●)

Soak: 3 Defense: 0

Wound Threshold: 12 (Suffers 4 wounds on a Crit)
Strain Threshold: - (Suffers wounds instead)

Equipment: Blaster Carbine (Ranged [Heavy] [●●●]); Damage: 9; Critical: 3; Range: Medium; Stun Setting), Plasteel Armor Chassis (+2 Soak)

Map of the Vault Level
(Designed by Dominic Crawford; map elements created by Chris Preska)



The Escape

As long as the security alarm is going off, droid squads will continue to arrive. And even if the team manages to shut down the alarm, the lack of a report from the droids will surely send someone else to investigate. Either way, it's paramount that the PCs get off this level. According to the mission briefing, the turbolift will take them up to a level with a hangar bay, marked as the exit point.

Considering their amnesia (and lack of further detail in the mission briefing), the team has no idea if a ship is waiting for them or not. But what should be made clear is that they have the details of a plan to GET to a hangar bay with little resistance – and at the very least, stealing a ship or two is a means of egress (for all the team knows, maybe this was a part of the original plan).

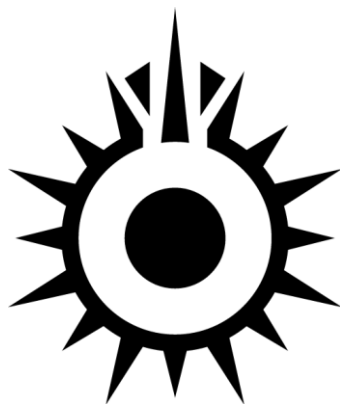
When the team enters the turbolift, and it begins to move, its exterior viewports will quickly give a view of the planet this station is orbiting. Read the following to your players to set the scene:

As the lift moves quickly up several levels of this facility, its exterior viewport opens onto the blackness of space, you quickly realize that you're onboard a space station or large ship. The facility is clearly orbiting what looks like a heavily industrialized planet, and it seems familiar to you.

At this point, upon viewing the exterior of the station, any of the PCs can make a Hard (◆◆◆) Astrogation or Average (◆◆) Knowledge (Outer Rim or Underworld) check to identify the "planet" as the moon of Nar Shaddaa: a Hutt world and den of organized crime.

Serious Danger...

The lift will take the team to the level with the marked hangar bay in their mission briefing: their noted "exit point". Though the team should really have no idea who or what to find there, the GM should take this time to reveal a few additional clues that should strike some fear into the team. While passing through corridors, the PCs should see a logo or symbol repeatedly stenciled on to the wall (the image to the right).



A successful Average (◆◆) Knowledge (Underworld) or Hard (◆◆◆) Knowledge (Outer Rim) check will reveal this to be the symbol of the Black Sun Crime Syndicate. Due to the innate criminal pasts of each PC, each will automatically gain ■ on any check they make to identify the symbol – though the GM should be sure to not tell the characters *why* they are getting a boost die.

Success reveals that the symbol is that of Black Sun, one of the largest, most notorious, and dangerous crime syndicates in the galaxy. This is clearly a Black Sun space station. Each additional ✨ or 🌀 generated on the check can be spent to uncover another piece of deductive and general information:

- Black Sun's operations are some of the largest in the galaxy, and they engage in every illegal activity imaginable.
- Supposedly, there are 9 Vigos that report directly to the head of Black Sun. Some of the most powerful people in the galaxy, Vigos rules over massive territories or sectors of space.
- A facility of this magnitude would certainly comprise a serious investment on behalf of the entire organization, probably not belonging to just a single Vigo.

🌀 on a successful check will allow the PC to dredge the depths of their memory and recall that the Vigo who oversees the sector of Nar Shaddaa is supposedly a Duros.

Memory Flash – Aurek

Upon seeing the Black Sun symbol, Aurek's head begins to throb, and a scrap of memory forces itself into focus.



You are seated at a dingy cantina table across from a human who carries himself with a formal demeanor. You feel an overwhelming sense of trust and obligation to this person, and recall yourself nodding soberly as he hands you a small datapad – the contents of which... you can't recall...

But you do remember the symbol showing on the screen, attached to a series of files. THIS symbol. The symbol of Black Sun. You remember your heart racing when you see it, and the other man gives you faint smile at seeing your reaction. Suddenly, the music in the cantina intensifies and the loud cheers of various alien languages accompany it, drowning out what the man says to you.

Yet, you shake his hand, pocket the datapad, and stand up to leave, fingering the worn holoprojector in your pocket.

Once Bitten Twice Shy

After impressing the fear in the party that they're aboard a *Black Sun space station*, the player's heads will likely be spinning – and this is just the time for the GM to throw more obstacles and fear in their path. The team's stop at the main reactor was to plant a bomb, and the station's security detection grid is about to notice it. This will create a massive panic throughout the station as all personnel race to evacuate, making for a harrowing scene as the party navigates through a crowded docking bay to secure their own escape.

When the party reaches the docking bay, a bomb detection warning will begin broadcasting (this could happen in the turbolift, or perhaps in a corridor just outside the bay, if they took another route). Read the following to the players to set the scene:

Suddenly, you hear a crackling speaker overhead, and that familiar tinny, pre-recorded voice comes over the com with its cheerful disposition, apparently broadcasting across the facility:

This is a Level 7 warning. Security monitoring protocols have detected a bomb aboard the station. Technical personnel are working hard to ensure your safety, but please follow standard evacuation procedures at this time. Thank you for your cooperation, and have a sunny day!

You stare at each other with wide eyes, and begin hastily stabbing the door controls with your fingers.

The doors to the lift (or corridor) will open upon a docking bay in chaos. The sounds of screaming people and tromping feet should echo through the bay, mixed with the telltale signs of ship engines firing up. A quick glance will tell the party that most bulk transports have left the bay, but (behind force shields) there are several 2-man patrol fighters still docked. The team will have to make their way through the bay, and several guards escorting Vigo Rashud Baaks will likely notice them, leading to a firefight in the midst of the chaos after Baaks sows some dissent among the party.

Should the team decide to ignore the fighters and search for a larger transport, the GM should be flexible. If the team makes their way to the northern edge of the map, they should be able to find a shuttle that will hold all of them, and abscond with it without resistance (everyone is running for their lives). But that transport should most likely have little to no weaponry, making the following encounter in space play out much differently.

Memory Flash – Dorn

A bomb! You absently scratch the fur on the back of your neck, and your vision grows blurry for a moment. You suddenly recall...



A metal workbench. Sitting in the middle of some kind of large cargo storage container, you feel yourself gripping a small metal object very tightly before quietly putting your service medal into its pouch. The human, "Aurek", stands across the bench offering you a comforting glance. There are others around you. You can't see them, but you know they are there. "It has to be done," Aurek says.

You feel yourself sigh with regret as you place what looks like nearly 40 kilos of detonite into your rucksack, along with a box of timing fuses. Grunting with a low growl, you heft the sack onto your shoulder and nod to Aurek. You feel like you trust him – and whatever it is he's asking you to do.

We are LEAVING!

The encounter in the docking bay can be a very difficult one. Potentially, 4 elite Black Sun commando guards (Rivals) and a squad of security droids (Minions) could enter the fray, and the party should be hard pressed to take them all down. This may lead to a running firefight, as the team attempts to gain access to ships and beat a hasty retreat before they're filled with holes – whether they're from blaster shots or the shrapnel of an exploding station.

When the party enters the bay, read the following to set the scene:

The hangar bay is right where your mission briefing said it would be, and as the doors open, you see dozens of frightened station personnel shouting and racing to transports, most of which have already fired up and taken off. In the distance, you see ray shielded docking ports opening into the blackness of space, and behind a set of energy shields, a squadron of unmanned snub fighters – which look like 2-man ships.

Flight tech and cargo crates are stacked and scattered everywhere, warning lights are flashing, and every 2 minutes that same tinny pre-recorded voice comes over the com, telling everyone to evacuate. It sounds ridiculous, but you could swear that each time you hear it, the voice's cheerful demeanor seems to get more and more concerned...

The team should almost immediately encounter Vigo Rashud Baaks and his trio of commando guards exiting a nearby conference room. Sneaking past them undetected will require individual opposed Stealth checks (◆◆◆). Should one of the PCs fail this check, Baaks will notice them. If this occurs, read the following to the players:

A short distance away, you hear a cry of astonishment, and look to see an extremely well dressed and dark eyed Duros exiting some kind of conference room, surrounded by a trio of commandos, their polished armor bearing the same symbol you saw in the corridors before. With a sneer, the Duros eyes you all with uncertainty and suspicion, then smiles softly and stares at Besh, calling out:

"What's HE still doing alive!? That wasn't the agreement... I see now where your loyalties lie. No one betrays Black Sun – NO ONE. Guards, eliminate them."

With a flick of his long fingers, he turns heel in his expensive suit and re-enters the conference room, door sliding shut behind him as the commandos draw heavy blasters and point them in your direction...

Though Rashud has gassed the PCs with the neurotoxin, he's initially leery as to whether or not it worked, and plays his cards close to his chest. He knows his taunt will cast dissent among the group if they indeed have amnesia, or enforce part of his contingency plan if they don't.

The following are the details of the encounter scene:

- Whether exiting the turbolift or entering the bay via an alternate route, the PCs begin the scene in the same place (marked **PC** on the map). They should have initial cover from enemies, but once they start moving, they'll become exposed without Stealth checks.
- Several terminals in the bay will allow for slicing into the computer system. Accessing a primary control terminal (marked **T** on the map) requires an opposed Computers check (◆◆◆) with a setback die due to Black Sun security encryption. There are also smaller service terminals (marked **TS** on the map) that allow for slicing into the system indirectly, with an extra setback die due to the indirect connection (◆◆◆◆). A successful check can:
 - Open, close, or lock any single door in the docking bay.
 - Deactivate the force shields blocking off the fighter bay.

- Remotely prep the fighters for launch (removing the full Action needed to prep them).
- Rashud Baaks (marked **R** on the map) is at Medium range from the PCs, but will flee at the start of the encounter, leaving his guards to dispose of the heroes.
- 3 Black Sun Commandos guarding their Vigo (marked **G** on the map) begin at Medium range from the PCs, and will engage the PCs with lethal force, preferring to use their pistols from cover. They will flee if within 3 Wounds of their Wound Threshold.
- A fourth guard (also marked **G** on the map) is in the primary computer control room for the bay. If he hears blaster fire (within Short range of him), or has line of sight to the conflict, he'll enter the fray.
- A squad of security droid minions (marked **D** on the map) is at Long range from the PCs, but will not attack the heroes unless they see recognized Black Sun personnel doing so, or they are ordered to.
- There are crates of cargo and starship armaments (missiles, mostly) throughout the docking bay that can be used as cover, or in other creative ways.
- The fighter bay (marked **FB** on the map) is at Long range from the PCs, and holds 4 Black Sun patrol fighters. These "Prowlers" are 2-man craft that lack hyperdrive capabilities, but are well armed (they're intended to defend the station against incursion).
- It takes a full Action by a pilot in the cockpit to prep a fighter for launch, though a skilled pilot can decrease the prep time to a Maneuver with a successful Average Piloting – Space check (◆◆), or an Incidental with a successful check that also generates ☹☹.



- A stray shot hits a vital power coupling, shorting out the force shields.
- A foe is knocked off balance and into escaping personnel, dropping his weapon.



- A poor shot hits one of the missiles, or a fuel cell, which explodes!
- One of the exterior ray shields fails, briefly exposing the bay to vaccum and knocking characters prone.

Jumping

- Characters may attempt to jump open gaps across the deflector array conduit. This requires an average (◆◆) Athletics check, with ■ added if the character doesn't spend a maneuver to get a running start.
- If a character is actively targeted by foes (being fired upon), be sure to add ■ to the dice pool to represent the circumstances.

BLACK SUN COMMANDO GUARD (RIVAL)

Brawn 3 Cunning 2 Presence 2
 Agility 2 Intellect 2 Willpower 2

Skills: Cool 1 (◆◆), Discipline 1 (◆◆), Perception 1 (◆◆), Resilience 1 (◆◆◆), Vigilance 1 (◆◆), Melee 1 (◆◆◆), Ranged (Light) 2 (◆◆)

Soak: 4 Defense: 1
 Wound Threshold: 13
 Strain Threshold: - (Suffers wounds instead)

Equipment: Heavy Blaster Pistol (Ranged [Light] [◆◆]); Damage: 7; Critical: 3; Ranged: Medium; Stun Setting), Vibroknife (Melee [◆◆◆]); Damage: 3; Critical: 2; Range: Engaged; Pierce 2; Vicious 1), Flexible Battle Armor (+1 Soak, +1 Defense)

DROID SECURITY (3 MINIONS)

Brawn 1 Cunning 1 Presence 1
 Agility 3 Intellect 1 Willpower 1

Skills: (for group of 3; downgrade by 1 for each dead minion): Cool (◆◆), Ranged (Heavy) (◆◆◆), Vigilance (◆◆)

Soak: 3 Defense: 0
 Wound Threshold: 12 (Suffers 4 wounds on a Crit)
 Strain Threshold: - (Suffers wounds instead)

Equipment: Blaster Carbine (Ranged [Heavy] [◆◆◆]); Damage: 9; Critical: 3; Range: Medium; Stun Setting), Plasteel Armor Chassis (+2 Soak)

Map of the Docking Bay
 (Maps of Mastery™ "Battle Stations"© - Command Deck)



Exiting the Room with a Boom

Ideally, the party will gain access to the fighter bay, prep the snub fighters for launch, and leave the station as quickly as possible. The imminent threat of a bomb (which it should be clear they probably planted) and the tough nature of their adversaries should provide strong motivation.

But if the encounter is taking too long, or the GM wants to impress upon the players the need to get out NOW, he can read the following to the players to enforce the imminent bomb threat:

The crackling com blares to life again, but this time, instead of the cheerful computerized voice broadcasting warnings, you hear a fast-breathing and high pitched human voice stuttering.

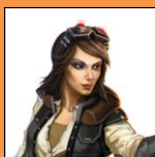
"Um... hello. We... um... have been unable to deactivate the explosive device on the main power reactor. This is... um... not a drill. You... uuh... really might want to get to a transport. Um... NOW..."

You hear what sounds like a microphone hitting the floor, and fast footsteps racing away from it.

Once the team decides to depart, and has prepped the fighters for launch, they can quickly maneuver them off of the doomed station. Though the fighters don't have hyperdrives, they are maneuverable orbital craft, and can safely get the team to the surface of Nar Shaddaa.

Memory Flash – Esk VI

As you punch the activation sequence into the ship's console, your vision goes dark for a moment and a scrap of memory flashes into your mind.



You're staring at a keypad, mounted on the door of some kind of very large shipping container. You've just punched in a locking code, and checked your glove to make sure the code written there matches.

You can hear fast ships moving all around you, and feel the open breeze, but as you glance aside, you only see more and more cargo containers in a dizzying maze. You spy a human you recognize, "Besh", and he smiles at you and nods.

A momentary pang of unexplained guilt and confusion washes over you, and you feel yourself forcing a smile back...

Memory Flash – Forn

Strapping into the ship and checking your weapon, the blinking console lights give you pause. Your antennae twitch with a flash of memory.



Blinking lights of many colors surround you. You see sabaac tables, chance cube pits, holoslots, and laughing gamblers. You are alone, and saunter up to a nearby bar where a Klatooinian bouncer snarls at you and points to your weapon.

Clutching it tightly, you slowly reach into your vest and pull out a datapad, hand it to the dog-faced alien and say, in Huttese, "I was sent for."

Reviewing the pad, the Klatooinian nods and a bit of drool hits the expensive carpet. He motions you to follow him...

Still of the Night

Leaving the space station behind isn't the end of danger for the amnesiac heroes. Flying stolen Black Sun fighters, out of formation and not reporting to a specified commander, is going to gain the attention of other fleeing ships who are aware that intruders were on board. Quick thinking and clever words from the team might avoid a conflict, but the team may have to fight their way out of orbit. The station hasn't exploded yet, but will – very soon. Read the following to set the scene:

Racing out of the fighter bay and gaining some serious distance, the full expanse of the massive structure is visible, in picturesque orbit of what is now – clearly – the moon of Nar Shaddaa. Dozens of other ships streak away from the station. However, a departing Lambda Shuttle and a squad of snub fighters turn in your direction, as your com systems squawk to life:

"Xesh Squadron, this is Wing Leader Torvus, you are not flying in formation, nor have you transmitted your IFF cypher. Identify!"





The com broadcasts static for a moment, as you see the incoming fighters, which look like stripped down Z-95 Headhunters, subtly moving into attack formations around the shuttle.

At this point, the team must decide how to proceed; and may attempt to talk their way out of this predicament. The station is primed to explode, and they need to get far

away, but their pursuers can easily match their speed, making running a poor choice. Attempts to talk down Wing Leader Torvus will be difficult. He's aware that there were intruders on the station – most likely responsible for the bomb.

A quick check will reveal no IFF cyphers in the fighters' computers (they are most likely memorized by the pilots). Convincing the Wing Leader to ignore the team can be accomplished through a variety of opposed influence checks. Coercion could be used to threaten the Wing Leader away; Charm, Deceit, or Leadership could all be used to convince him of the PCs' "legitimate" status as Black Sun agents; and even Negotiation is possible. Coercion and Negotiation are extremely difficult, due to Torvus' loyalty to Black Sun. Any influence check will also carry a setback die due to the lack of an IFF cypher.


Coercion	◆	◆	◆	◆	◆	◆	◆	◆	◆	◆
Charm	◆	◆	◆	◆	◆	◆	◆	◆	◆	◆
Deception	◆	◆	◆	◆	◆	◆	◆	◆	◆	◆
Leadership	◆	◆	◆	◆	◆	◆	◆	◆	◆	◆
Negotiation	◆	◆	◆	◆	◆	◆	◆	◆	◆	◆

If successful, Torvus and his squadron will not attack the PCs, though multiple  or a  might lead him to believe the party, but "insist" that his team accompany them safely to the surface (to the Black Sun landing platform and the Eyes of a Stranger section). Multiple  or a  might cause the Wing Leader to share a crucial piece of information, such as the coordinates to a safe landing platform on Nar Shaddaa, or the current IFF cypher.

Fending off Black Sun

If the party fails to convince the Black Sun Wing Leader and his squadron to leave them alone, then they will immediately move to engage the party and destroy them. The following are the details of the encounter scene:

- Torvus' Wing Command Shuttle begins at Medium range from the PC ships; 1 Minion Squadron begins at Short range.
- All ships begin the encounter at a Current Speed of 1.
- The Minion Squadron pilots will fight to the death; however, Torvus will order his shuttle to flee if it is within 5 points of its Hull Trauma Threshold.
- The experienced enemy pilots will use intelligent tactics, flanking the PC ships and targeting exposed areas.
- The Wing Command Shuttle will work to ensure its Pilot gets 2 Maneuvers each round, relying on its Co-Pilot and Gunner to get in full attack Actions.
- At the end of the 2nd round of initiative, the bomb onboard the station detonates, giving each ship 4 System Strain and Knocking them Off Course (see The Big Boom section, below).



- A nearby fleeing transport is knocked off course, temporarily scattering the Black Sun fighters.
- A secondary Black Sun Squadron (Minions) will be called in, entering the encounter at Extreme Range.

BLACK SUN SQUADRON (3 MINIONS)

Silhouette: 3 Speed: 4 Handling: +1
 Defense: 1 Armor: 3

Hull Trauma Threshold: 18 (Suffers 6 Trauma on a Crit)
 System Strain Threshold: – (Suffers Hull Trauma instead)

Skills: (for group of 3; downgrade by 1 for each destroyed minion): Cool (◆◆◆), Gunnery (◆◆◆), Piloting (Space) (◆◆◆), Vigilance (◆◆◆)

Weapons: Light Laser Cannons (Fire Arc Forward) (Gunnery [◆◆◆]; Damage: 5; Critical: 3; Range: Close; Linked 1)

BLACK SUN WING COMMAND SHUTTLE

Silhouette: 4 Speed: 3 Handling: +0
 Defense: 2 Armor: 4

Hull Trauma Threshold: 25
 System Strain Threshold: 15

Skills: Cool (◆◆◆), Gunnery (◆◆◆), Piloting (Space) (◆◆◆), Vigilance (◆◆◆)

Special: Due to its crew compliment, the shuttle gains 3 slots in initiative for its Pilot, Co-Pilot, and Gunner. Roll each slot separately.

Pilot/Co-Pilot Weapons: Light Blaster Cannons (Fire Arc Forward) (Gunnery [◆◆◆]; Damage: 4; Critical: 4; Range: Close; Linked 1)

Gunner Weapons: Twin Light Laser Cannons (Fire Arc Forward) (Gunnery [◆◆◆]; Damage: 5; Critical: 3; Range: Close; Linked 1), Retractable Twin Light Blaster Cannons (Fire Arc Aft) (Gunnery [◆◆◆]; Damage: 4; Critical: 4; Range: Close; Linked 1)

Component Hits (Small Ships)

- A gunner can choose to attempt to directly target a ship's components with his attack by adding ■■ to his combat check.
- If the attack hits and deals damage, the character selects a single component hit from Table 7-10 (pg. 163 Beta Book), which is knocked offline and rendered inoperable until the end of the following round. The attacker cannot generate an additional critical hit if one is rolled.
- The attacker may also spend ○○○○ to render the component inoperable until properly repaired.

The Big Boom

The station will explode in short order, whether the PCs successfully evade a starship battle or not. If the PCs convince Wing Leader Torvus to let them by, the station will explode behind them moments later. If not, then the explosion will occur during the combat encounter, creating disastrous effects for all ships involved. When the station explodes, read the following to set the scene:

You feel it before you see it, but nonetheless you spy out your viewport to see the massive station bulkhead grow spider-web cracks in the span of a micro-second, which soon blossom into red and orange lines of light as the entire station explodes into a massive fireball trailing a shockwave in all directions.

Nearby ships still in close orbit are vaporized instantly, while others are sent reeling into each other, colliding like boulders down a hillside.

If the PCs are out of combat, then they're beyond the brunt of the shockwave. Their ships rock and shake, and alarms sound, but no damage is done.

If the PCs are in combat with Torvus and his squadron when the station explodes, all ships (including the Black Sun ships) are immediately affected.

- Each ship immediately suffers 4 System Strain.
- Each ship is immediately Knocked Off Course. (On his next turn, the Pilot of each ship cannot execute any Maneuvers and, as an Action, must make a Piloting [Space] check with a difficulty equal to the ship's current speed to regain control.)

Getting on Solid Ground

Regardless of when it happens, the station explosion complicates any landing on Nar Shaddaa. In response, the Hutt-controlled port authorities are scrambling to assist Black Sun in any way possible. This overly-helpful attitude will cast an unwanted spotlight on the PCs, who

are landing in Black Sun ships, with Black Sun transponders.

When entering atmosphere, the port authority will immediately contact the PCs, assuming they are members of Black Sun, and give them docking directions to a "special facility". If the PCs ignore the communication, or simply head to a different destination altogether, it will worry the port authorities enough to contact Vigo Rashud Baaks directly, who will follow the ships' transponder signals to their ultimate docking point. Either way, it is likely the team will be met by Baaks and a troop of Black Sun goons upon their arrival. Read the following to set the scene for the players:

As you navigate your ships into atmosphere, and begin scanning for a docking port, a comm signal comes in. *Again.* This is getting annoying, you think.

"Good Evening," chimes the nervous voice of a port officer, *"We've monitored the... accident... in orbit. Your wing commander has issued orders for all escaped ships to rendezvous at the following transmitted docking coordinates for debriefing. Acknowledge..."*

It obvious the port authority knows these are Black Sun ships, but how?

It may be obvious to some players that the ships most likely have a transponder signal unique to Black Sun. Transponders on a ship of this size are usually located under the ventral chassis. Disabling or spoofing the transponder might be possible, but not from inside the cockpit without a daunting Mechanics check by the pilot with 2 setback dice (◆◆◆◆■).

The team might attempt to lie or to threaten the port officer, but he's received orders directly from Vigo Rashud Baaks, whose threats are *much* more convincing. Any Coercion or Deception will have a doubly-upgraded Daunting difficulty (◆◆◆◆). Failure will cause the port officer to not only insist the team head to the coordinates, but he'll also notify Vigo Baaks.

If successful, the team has the opportunity to land and ditch their ships before Baaks and Black Sun can catch up with them. Should this happen, the Surprise Greeting section, below, needs to be modified by the GM to ignore encounters with Black Sun – as well the at the start of Act 2 (the team should be able to bypass the "Eyes of a Stranger" section). *But be sure to include Besh and Cresh's Memory Flash Options at their point of landing, noted below.*

Surprise Greetings

The journey to their destination will take several minutes, and give the team an ironically beautiful view of a Nar Shaddaa sunset.

Memory Flash – Besh

Passing one of the tall towers of Nar Shaddaa, you spy a beautiful balcony apartment and your head begins to spin. You remember...



The sun is setting. Standing on a high balcony, you know that this is one of the nicer hotels on Nar Shaddaa. You finger the charm around your neck, absently. "I'm not comfortable with this," you say as you turn to see a beautiful twi'lek woman that you recognize as "Cresh".

"I'm not giving you much of choice. We're in this together," she replies, her mouth set firmly. "I... won't let anything happen to you."

Without words, you embrace her and feel... at peace. There's something you've decided not to tell her. Instead, you both kiss softly, and then turn to stare at the sunset.

Memory Flash – Cresh

Flying through the evening sky, you see a taxi drop off a fare at a nightclub. Your lekku twitch and a sudden flash of memory hits you.



Its pouring rain, and you race into a taxi with a human man, the howling noise of Nar Shaddaa traffic surrounding you. "Salaran Warehouse 462, in Black Wafe District," you bark at the driver.

"Lady, that's a freight storage facility," the cabbie responds with incredulity. You give him a cold stare, and he turns and begins driving.

You feel yourself turn to the chuckling man next to you in the cab, and you recognize him as "Besh". "That stare... does it always work?" he asks with a roguish smile that instantly puts you at ease.

"You would know," you hear yourself say, as he reaches for your hand. You squeeze it back, and feel a lump in your throat as your other hand clutches the datapad hidden in your pocket. "Was he ever going to tell me?" you think to yourself.

Whether the party heads to the directed landing platform of their own volition, under escort, or simply heads to a public platform – Black Sun will likely be waiting for them. Read the following to set the scene:

The flight to the platform is surprisingly peaceful, and the smoggy sprawl of Nar Shaddaa is momentarily made quite picturesque by the setting sun, casting brilliant colors across the thousands of towers and buildings of the busy city-moon.

Your docking sensors begin a notification warning, and you soon realize you are at the landing platform. There are many other ships docked here, but very little activity. As you land and exit the fighters, large docking clamps secure them and you hear the engines suddenly shut down, the consoles blinking off. Quickly engaging the controls, they are completely non-responsive, and it's clear the fighters have been remotely locked down.

Creeping out from nearby doorways are half a dozen battle droids bearing the insignia of Black Sun, and the polished form of the Duros you encountered on the station, flanked by two human guards in tough-looking armor. With guns trained on you, the Duros calmly walks closer, his guards behind him.

"Hello," he sneers, "I think we need to have a talk. And I don't think you're going to like it."







In Act 2, the team will be forced to confront the Black Sun Vigo and escape – but this is an excellent point to end the session on a chilling cliffhanger that should leave the team concerned and excited for the start of the next Act.

Act 2 – The Search

Memory Flash Check

Prior to the start of this Act, the GM should roll a Memory Flash check on the chart below, by secretly rolling percentile dice. If a PC's Memory Flash triggers, it should be revealed to them immediately at the noted point in this Act (no Strain or check required). The GM should ensure they are aware of each character's Memory Flash point in this Act.

Memory Flash Chart

PERCENTILE VALUE	CHARACTER
1-15	"Aurek" 
16-30	"Besh" 
31-45	"Cresh" 
46-60	"Dorn" 
61-75	"Esk" 
76-90	"Forn" 

Forcing a Memory Flash

Even if a PC's Memory Flash didn't automatically trigger this Act, the GM should notify the player when their character has a Memory Flash point. This gives the PC the option of gaining that brief memory through their own resources and strengths.

If a PC wishes to attempt to regain a Memory Flash, they immediately suffer 2 Strain to *attempt* to do so. The character must then succeed on an Average (◆◆) Discipline or Resilience check to gain the Memory Flash. (The amnesia is due to an engineered neurotoxin making its way through their brains – so they can call upon their mental or physical fortitude to temporarily bypass the effects.) If the character fails this check, they don't gain the Memory Flash, and the Strain is still suffered. A character can only attempt this check once during the Act, and only for this Act's Memory Flash.

Eyes of a Stranger

At the end of the last Act, the party of heroes "awoke" in a strange vault with complete memory loss – and possibly at odds with each other. Quickly moved to action by shared danger, the team fled the area and discovered they were intruders on a Black Sun space station – "Korr Station" – which *they* had likely rigged to explode!

After a harrowing escape in stolen fighters, the team managed to land on Nar Shaddaa, only to be confronted by a dangerous Black Sun Vigo, Rashud Baaks.

It's possible the party's actions in the last Act allowed them to avoid detection by Black Sun when they landed. If so, skip the "Eyes of a Stranger" section.

Surrounded by Black Sun commandos and the imposing form of the Vigo – the heroes are in hot water. Read the following to your players to set the scene:

"Hello," he sneers, "I think we need to have a talk. And I don't think you're going to like it."

The well-dressed Duros carries no weapons, but you can see a telltale bulge underneath his tailored jacket, and his helmeted guards train heavy blasters on you, while several squads of battle droids level carbines in your direction from numerous angles.

The landing platform is hundreds of meters up and surrounded by the sprawling traffic of Nar Shaddaa – and things look grim. Your ships appear locked down. There's a shuttle close by, but it looks like it's being repaired. You spy a passenger lift and a parked tram in the distance – but the Black Sun goons stand in the way. Gritting your teeth, you exchange glances with your companions. You *aren't* going to like this.

The Vigo is responsible for the party's amnesiac condition, but he's not sure if his efforts *worked*. He never expected them to make it off the station alive, so he's going to play his cards very close to his chest until he knows the memory loss took effect. Once he's certain, he'll immediately paint the entire party as saboteurs and try to have them captured or killed on the spot.

Allow the party to make a group Perception check opposed by Rashud's Deception (◆◆◆) to notice that he's acting strangely – holding something back that he doesn't want to say in front of his men.

Group Skill Checks

- When the party makes checks as a whole, the GM may call for a single check combining the highest relevant skill rank and characteristic in the party.
- For the Perception check (if using the pre-generated PCs), the group Perception check would be ◆◆◆ (using Aurek's Cunning of 3 and several of the PCs' Perception ranks of 1).

Though Vigo Baaks will deny accusations of holding something back from the PCs (if they are successful in their check), he will engage in light banter and conversation (at gunpoint) until he's satisfied that his plan has worked, and the group has no memories. But if the party attacks or tries to escape off the bat – the hardened Vigo will have his men try to kill them where they stand, and won't pause for words or dramatic effect.

Getting to Know Your Vigo

If the party *doesn't* move to violent action immediately, Rashud Baaks will entertain a brief conversation, though he'll move his men to subdue the party if they attempt to run. The team might want to get answers from him, especially considering that he implicated one or more of them in a planned murder of Besh, while they were still on Korr Station. Rashud will reveal the following (and little else) in response any questions from the PCs:

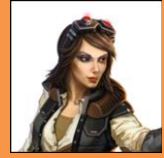
- Who are you?
 - *I am Vigo Rashud Baaks, the head of this sector of space, and certainly the most dangerous man you've ever met.*
- What do you want with us?
 - *Answers, for a start. Answers to why you blew up Korr Station. Answers to why you have committed an act of war against Black Sun!*
- We've lost our memories! (Or any other denial by the PCs that they've done anything wrong.)
 - *That's the most laughable thing I've ever heard! You are saboteurs and foolish marauders who have no idea who or what you are dealing with.*
- On the station, you'd said something about Besh dying? (Or any exploration of Vigo Baak's words in the docking bay.)
 - *Hah! YOU had a mission (pointing at Esk) to KILL this fool (pointing at Besh). But it seems you've betrayed me. THAT will not stand. For long, at any rate...*

It's doubtful that the party will be able to give him any satisfactory answers, and he'll play up his anger and incredulity in front of his men. His entire plan (and very life) hinge on ensuring no one discovers his true motives. Considering this, as well as his advanced position in the encounter (and well-armed guards) – he will be virtually impossible to bribe, cajole, threaten or deceive.

He will ultimately insist that the entire party be binder-cuffed and taken in for interrogation (knowing that their conditions will kill them soon). If the team offers any resistance, he will command his men to shoot them immediately.

Memory Flash – Esk VI

Seeing the Vigo again, up close – you pause and feel a slight pain behind the bridge of your nose. Your vision grows blurry for a moment...



"And that's when I shot him in foot..." you hear Cresh finish her story and you feel yourself laughing uncontrollably. You're walking together in a crowded district of Nar Shaddaa, sharing a smile.

You turn to a cry of triumph as Besh runs up to the pair of you, carrying a trio of Munka Slug Skewers, greasy, and smelling delicious. "Last ones!" he declares.

Biting into the street food, the three of you share pleasant looks and Cresh says to you, her mouth full, "When this is over – you've got to stick with us. We'd make a hell of a team."

You smile and nod, brushing her arm. But behind your smile, you see the face of Vigo Baaks in your mind and a horrid sense of guilt washes over you. "Can I go through with this?" you ask yourself.

Escape and Survive

Depending on how the party initially reacts, shooting might begin right away. Either way, the Vigo will not allow the PCs to just walk away. The Black Sun threat in this encounter is extreme, and that should be made clear to the party. Standing their ground and defeating all their foes in combat is a highly unlikely option. Instead, the party's goal should be to escape the area and hide out on Nar Shaddaa.

But they are trapped on a secluded landing platform, and it will require some creative thinking and skilled action to escape. The area has several avenues of escape (some more dangerous than others) outlined here, but the GM should encourage out of the box thinking by players and allow for other suggestions by the party. Vigo Baaks is backed up by 2 Black Sun Commandos (Rivals) and 4 two-droid units (Minions). The following are the details of the encounter scene:

- The party's stolen starfighters are parked and locked down at the edge of the large landing platform. This is also where the PCs begin after exiting their cockpits (marked **PC** on the map). The fighters have docking clamps locked on them, and were remotely shut down from the main control terminal (marked **T** on the map).
 - To regain access to their ships, a successful hard Mechanics check (◆◆◆) can disable the docking clamps, followed by a successful daunting

Computers check (◆◆◆◆) to bypass the flight control's lockout.

- Success on both checks will free a *single* fighter.
- Vigo Rashud Baaks (marked **R** on the map) is flanked by 2 Black Sun Commandos (marked **G**), and begins at Medium range from the PCs, unless the party engages in conversation with Baaks. In that case, the Vigo and his 2 guards will move to within Short range.
 - Both Black Sun Commandos enter the scene with pistols drawn. Vigo Baaks is actually well armed, but with weapons holstered beneath his fine jacket.
- 4 groups of two droid minions (marked **D** on the map), are also in tactical positions around the area.
 - 2 groups are within Medium range of the PCs.
 - 2 groups are at Long range, guarding the flight control main terminal (marked **T** on the map).
- There are several avenues of obvious escape from the platform, each of which will lead the team into the wilds of Nar Shaddaa:
 - A public turbolift (marked **LIFT** on the map) can carry 10 passengers down to the lower levels. It requires a Maneuver to activate and designate a destination level (an Average Computers check [◆◆] can activate the lift as an Incidental).
 - A transport tram (marked **TRAM** on the map), which is currently empty and locked down, can ferry scores of passengers to other platforms or lower levels. Activating it requires accessing the pilot's console and bypassing its security with an opposed Computers, Mechanics, or Piloting (Planetary) check (◆◆◆◆).
 - A passenger shuttle (marked **SHUTTLE** on the map) is a very tempting target, as close as it is to the PCs. It is not locked down. This is because it is currently undergoing repairs. Normally, a 20 minute Hard (◆◆◆◆) Mechanics check could get it up and running for a few hours, but a quick jury-rig as a full-round action Mechanics check (◆◆◆◆) will power up the shuttle for a short trip.
 - The team might also want to re-activate their starfighters, but this will require special checks at each fighter's location, or at the main terminal, as noted.
- Several terminals in the area will allow for slicing into the platform's computer system. Accessing the primary flight control terminal (marked **T** on the map) requires an opposed Computers check (◆◆◆◆) with a setback die due to security encryption. There are also smaller service terminals (marked **TS** on the map) that allow for slicing into the system indirectly, with an extra setback die due to the indirect connection (◆◆◆◆). A successful check can:
 - Release the docking clamps and remote shutdown for a single starfighter.

- Deactivate the force shields blocking off direct access to the large turbolift.
- Remotely prep the transport tram, allowing a character to start it as an Incidental, without a check.
- Initiate restart and repair subroutines on the passenger shuttle, decreasing the difficulty of any check made to repair it by 1.
- If fighting breaks out, Vigo Baaks will retreat to Long Range and let his men handle it, only drawing his weapon if directly attacked or if his 2 guards fall. If half of his forces are taken out, he will retreat immediately, using the turbolift or tram (he has the access codes, and can activate it as an Incidental).
- The Black Sun Commandos and Droids will fight to the death, and if the fight begins to turn in the PCs' favor, they will focus all their efforts on protecting their Vigo and allowing him to escape.

BLACK SUN BATTLE DROIDS (2 MINIONS)

Brawn 1 Cunning 1 Presence 1
Agility 3 Intellect 1 Willpower 1

Skills: (for group of 2; downgrade by 1 for each dead minion): Cool (◆), Ranged (Heavy) (◆◆◆◆), Vigilance (◆)

Soak: 3 Defense: 0
Wound Threshold: 8 (Suffers 4 wounds on a Crit)
Strain Threshold: - (Suffers wounds instead)

Equipment: Blaster Carbine (Ranged [Heavy] [◆◆◆◆]); Damage: 9; Critical: 3; Range: Medium; Stun Setting), Plasteel Armor Chassis (+2 Soak)

BLACK SUN COMMANDO GUARD (RIVAL)

Brawn 3 Cunning 2 Presence 2
Agility 2 Intellect 2 Willpower 2

Skills: Cool 1 (◆◆◆◆), Discipline 1 (◆◆◆◆), Melee 1 (◆◆◆◆), Perception 1 (◆◆◆◆), Ranged (Light) 2 (◆◆◆◆), Resilience 1 (◆◆◆◆), Vigilance 1 (◆◆◆◆)

Soak: 4 Defense: 1
Wound Threshold: 13
Strain Threshold: - (Suffers wounds instead)

Equipment: Heavy Blaster Pistol (Ranged [Light] [◆◆◆◆]); Damage: 7; Critical: 3; Range: Medium; Stun Setting), Vibroknife (Melee [◆◆◆◆]); Damage: 3; Critical: 2; Range: Engaged; Pierce 2; Vicious 1), Flexible Battle Armor (+1 Soak, +1 Defense)

VIGO RASHUD BAAKS (NEMESIS)

Brawn 2 Cunning 3 Presence 3
 Agility 3 Intellect 3 Willpower 3

Skills: Coerce 2 (◆◆●●●), Cool 2 (◆◆●●●),
 Deception 2 (◆◆●●●), Negotiation 2 (◆◆●●●),
 Perception 1 (◆◆●●●), Skulduggery 1 (◆◆●●●),
 Vigilance 1 (◆◆●●●), Knowledge (Underworld) 3
 (●●●●●), Brawl 2 (●●●●●), Ranged (Light) 2
 (◆◆●●●)

Adversary 2: Upgrade incoming attacks by 2
 Soak: 4 Defense: 0

Wound Threshold: 14
 Strain Threshold: 14

Equipment: Subrepeating Blaster (Ranged [Light]
 [◆◆●●●]; Damage: 7; Critical: 3; Range: Medium;
 Autofire ONLY), Holdout Blaster (Ranged [Light]
 [◆◆●●●]; Damage: 5; Critical: 4; Range: Short;
 Stun Setting), Enhanced Armored Thinsuit (+2 Soak)



- A lucky shot disables the force-shields blocking direct access to the turbolift.
- Nearby crates burst open, creating difficult terrain for the foes.



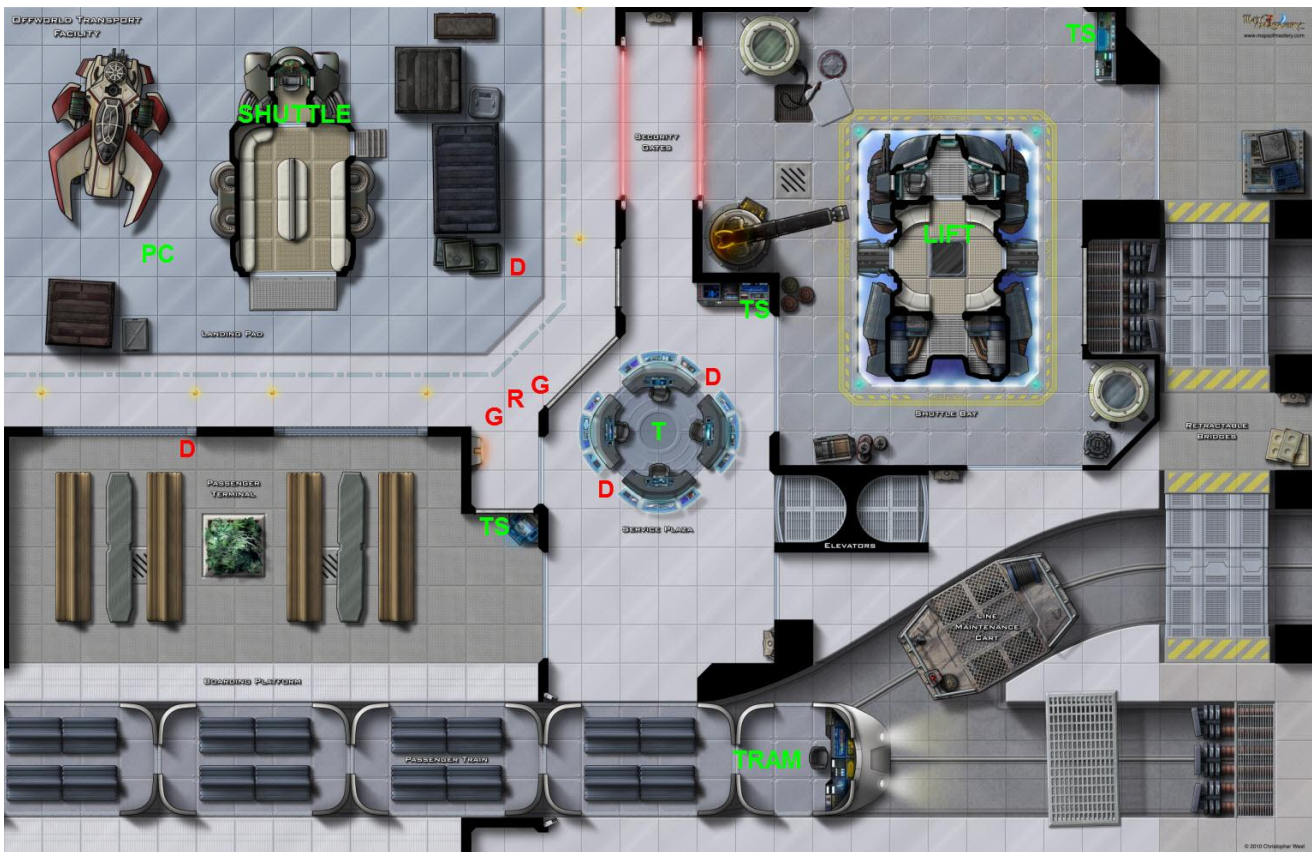
- Vigo Baaks calls in reinforcements. 2 additional Commandos enter the encounter via a speeder at the start of the next round.

Vigo Baak's Weaponry

Vigo Rashud Baaks has a custom weapon, a subrepeating blaster, with special considerations:

- This weapon is autofire only, meaning it cannot operate in single fire mode. As such, all combat checks made with this weapon automatically increase their difficulty by 1 (◆).
- If a ▼ is rolled, the weapon runs out of ammo.

Map of the Landing Platform
 (Maps of Mastery™ "Mass Transit II"© - Offworld Transport Facility)



It is highly unlikely the party will be able to defeat all threats in the encounter – and that shouldn't be their goal. The GM should make it clear that Black Sun has strong control over the situation. They've arranged to have this platform completely evacuated, and they probably have reinforcements at their beck-and-call. The GM should impress upon the players the importance of *escape*.

When the party secures their means of escape and leaves the platform behind, the GM can read the following to set the scene:

Glancing behind you at the departing platform, you see sleek shuttles arriving and landing with haste, as a dozen armored Black Sun commandos exit in practiced formation.

They stare as you are whisked away, and you soon find yourself heading deep into the bowels of Nar Shaddaa. You still have no idea what's going on, or – at this point – if you can even trust your comrades. But you seem to be in this together, and perhaps you can start discovering some clues as to what's really happening...

Memory Flash – Dorn

Seeing the massive buildings whisk by, you pause to stare at Aurek and your fur bristles. You shake your head and remember...



On a transport very similar to this one, the two of you sit alone, and you feel a sense of expectation. Hope. You're RIGHT, and you know it.

"Look," Aurek says, "You can't just... no. You're wrong, okay? I... I have no idea what you're talking about." He stiffens and looks away.

"You're lying," you reply with a smile, "I can smell it." He gives you a glare. "Listen," you say, "It's not what you think. I want in. I want to help you. I need... to help you."

He stares at you for a long moment and starts to say something, then stops himself. "After," he finally says. "We'll talk after. Until then, just... just stay close to me and follow my directions, okay?"

You nod soberly, but can't keep the elation from your features. Hope. You feel... hope.

Should the party gain the upper hand in the encounter, Vigo Baaks will attempt to escape by any means necessary. While he's an important part of the plot throughout Act 2 (and in Act 3) – the GM will have the ability to make modifications to the adventure to account for the Vigo's death or capture by the PCs. What's important is that the GM *allows* the party to proceed normally and use their creativity in this challenge.

Wanted Dead or Alive

The escape of the PCs will kick off a firestorm of searching on Nar Shaddaa. Ironically, one of the seediest dens of corruption in the galaxy is also an easy place to hide. The largest moon of Nal Hutta is home to 85 Billion sentient beings. This makes staying incognito easy in some ways and very hard in others.

An immediate planet-wide bounty will be posted for the team: 10,000 credits per person, dead or alive. Their faces (without names) will be broadcast across the local holonet, and everywhere they turn, the team runs the risk of being identified. The Smuggler's Moon is home to more bounty hunters than can be registered, and millions of others who would gladly like to cash in on the credits. Read the following to the PCs to set the scene:

After several minutes, you depart your transport on one of the seedy lower levels of the Smuggler's Moon, and disappear into the crowd of aliens that mill to and fro. Weapons are carried openly and disreputable scum from across the galaxy eye you with sneers or hunger as you pass.



As you ponder where to turn to now, you notice nearby holo-boards and terminals light up with a bounty notification – a notification that has YOUR faces on it. "Grobola the Hutt" is offering 10,000 credits apiece for each of you, dead or alive. The notification lists your names as "unknown", but shows your faces clear as day.

Hunkering down, and hiding your features, you progress to a nearby public cantina that looks to have some holonet terminals and very secluded, dark, private booths.

From this point, the party has some investigation to do. Depending on the various Memory Flashes that may have triggered or been accessed by the PCs during Act 1, they may already have a good place to start, but they'll still need to make connections, talk to people, and perhaps search the holonet for clues. The team operated out of

safe house on Nar Shaddaa; a large converted cargo container locked away in a storage facility, and they will have several avenues to discover this.

The Risk of the Bounty

At any time during the team's search, if a party member rolls  or more on one of their checks to find information or discover clues, the GM should consider allowing them to be "recognized" by whomever they're dealing with. This may very well prompt a chase scene or a fight with some prospective bounty-hungry denizens. Should a PC roll a  on a check, the GM should have them be recognized by an amateur bounty hunter.

Checks made in any of the "INVESTIGATION" sections below could have this outcome. Wandering eyes and ears are everywhere, and searching the holonet might accidentally expose faces to the terminal's camera, or trigger a remote trace. If such an encounter occurs, the GM can use the stat blocks below for appropriate foes:

NAR SHADDAA SCUM (2 MINIONS)

Brawn 2 Cunning 2 Presence 2
Agility 2 Intellect 1 Willpower 1

Skills: (for group of 2; downgrade by 1 for each dead minion): Cool (●), Ranged (Light) (◆●), Vigilance (●)

Soak: 2 Defense: 0
Wound Threshold: 8 (Suffers 4 wounds on a Crit)
Strain Threshold: - (Suffers wounds instead)

Equipment: Blaster Pistol (Ranged [Light] [◆●]); Damage: 6; Critical: 3; Range: Medium; Stun Setting)



AMATEUR BOUNTY HUNTER (RIVAL)

Brawn 3 Cunning 2 Presence 2
Agility 2 Intellect 2 Willpower 2

Skills: Cool 1 (◆●), Discipline 1 (◆●), Melee 1 (◆◆●), Perception 1 (◆●), Ranged (Heavy) 1 (◆●), Vigilance 1 (◆●)

Soak: 4 Defense: 0
Wound Threshold: 13
Strain Threshold: - (Suffers wounds instead)

Equipment: Blaster Carbine (Ranged [Heavy] [◆●]); Damage: 9; Critical: 3; Range: Medium; Stun Setting), Vibroknife (Melee [◆◆●]); Damage: 4; Critical: 2; Range: Engaged; Pierce 2; Vicious 1), Heavy Clothing (+1 Soak)

After 2 such encounters, Grobola's enforcers will be able to narrow down the location of the PCs on Nar Shaddaa. The next check that generates  or a  will bring a pair of Grobola's Enforcers (Rivals) into conflict with the PC who made the check and any others with him. Should this occur, use the stat block below:

GROBOLA'S ENFORCER (RIVAL)

Brawn 3 Cunning 2 Presence 2
Agility 2 Intellect 2 Willpower 2



Skills: Cool 1 (◆●), Discipline 1 (◆●), Melee 1 (◆◆●), Perception 1 (◆●), Ranged (Light) 2 (●●), Resilience 1 (◆◆●), Vigilance 1 (◆●)

Soak: 5 Defense: 0
Wound Threshold: 13
Strain Threshold: - (Suffers wounds instead)


Equipment: Heavy Blaster Pistol (Ranged [Light] [●●]); Damage: 7; Critical: 3; Range: Medium; Stun Setting), Vibroknife (Melee [◆◆●]); Damage: 3; Critical: 2; Range: Engaged; Pierce 2; Vicious 1), Padded Armor (+2 Soak)

INVESTIGATION – The Korr Station Explosion

The massive orbital explosion that occurred just hours before is all over the media, and on the lips most people. The PCs can attempt Easy (◆) Perception, Streetwise, or Computers checks to learn more. Searching the holonet will only take a few minutes, and a Perception or Streetwise check might take 20 minutes – this news is what everyone is talking about.

If successful, the party will learn that the authorities are calling the station explosion "the worst accident in recent memory". No one claims it was an attack. Publicly, the station is being called a "shipping and logistics center" for "Orbo's Freight Transport". Each  or additional  on a successful check reveals one of the following additional details:

- Reports say that many of the station personnel evacuated before the explosion, but there was still an estimated 900 casualties.
- Several in-the-know people and net articles claim the station was really owned by the Black Sun Crime Syndicate (which doesn't exist, of course).
- None of the common workers, teamsters, or tradespeople of the Smuggler's Moon report ever having worked there – it seems "Orbo's Freight Transport" hired outside/private workers and crew.

If a  is generated on a successful check, the PCs meet an informant or discover a hidden paper trail on the holonet

that directly links Korr Station to Black Sun, indicating that it was designed and used as a massive vault facility that housed millions of credits worth of wealth, rare objects, prototype technology, and weapons caches for the syndicate. It was one of their most valuable and guarded locations in the galaxy.

INVESTIGATION – The PCs' Identities

For a group of people with amnesia, figuring *who* they are is probably a foremost concern in the party's minds. Digging up details of their pasts will be quite difficult, however. Asking people about *yourself* is going to draw attention, and the PCs' enemies are constantly monitoring the holonet at this point, too, trying to locate the PCs.

An upgraded Hard (◆◆◆) Streetwise or Computers check can be made to dig into their identities or time on Nar Shaddaa in the past few weeks. These will be lengthy checks, however, taking a few hours of searching. The PCs have no names, account numbers, or ID numbers to search by; so holonet and social investigations will be limited to the use of their faces. (In their real lives, none of the PCs are from Nar Shaddaa, so they won't have any identity records or long-term information *available* on the local holonet, but the team could uncover recent activities.)

If successful, each ☆ on the check will reveal a key detail about one of the PCs, as noted below. It's up to the character making the check which PC(s) they want details on:

- **Aurek:** Through some discovered grainy traffic footage, or eyewitnesses who remember his distinctive face, it seems Aurek visited a local cantina ("Masha's Junction") several times over a period of 2 days. The last visit was 11 days ago. 6 days ago, the cantina was torn apart by a professional hit squad, killing most of the inhabitants. Among the casualties were several Sector Rangers in plain clothes (the Rangers have made no public comment on this).
- **Besh:** Thanks to his memorable demeanor, Besh is recognized by an administrative assistant for Orbo's Freight Transport (which the PCs may discover, above, could be a front for Black Sun), who recalls him arriving at one of their offices on Nar Shaddaa, 6 days ago. He arrived alone, and had an appointment with their head of shipping, which lasted about an hour. She remembers him, because he refused to give her his name – just a winning smile. (If discovered via a Computers check, Besh's visit was captured via a building security camera for Orbo's Freight Transport; this will obviously not reveal all the details a Streetwise check would.)
- **Cresh:** Security camera footage from one of the best hotels on Nar Shaddaa, *Opulence*, shows Cresh checking

into a penthouse suite with a human male, Besh, 7 days ago. They arrived together, paid using a hotel credit voucher (reserved by Grobola's Casino), and stayed one night. (If learned from Streetwise, this information could come from a helpful concierge.)

- **Dorn:** An unusual purchase and delivery receipt is discovered in the files of an industrial construction supply company on-world (it could be found on the holonet or related through conversation with a delivery boy); unusual because the pickup person had no name, just an image: a Wookiee that is clearly Dorn. The delivery was for a case of demolitions-grade detonite blocks. It was picked up in a central receiving area in Black Wafe District, a major cargo hub on the Smuggler's Moon. Discovering this detail will add an automatic Boost die (■) to checks in the "INVESTIGATE – The Safe House", below.
- **Esk:** It seems that a woman matching Esk's description arranged for the rental of an extremely large cargo container in the Black Wafe District, through Salaran Warehousing – a large receivables company that leases cargo storage across Nar Shaddaa. It was a one month rental, paid for 7 days ago, via a credit account from Grobola's Casino. Leasing agents clearly remember her (or the details are gleaned from security footage). Discovering this detail will add an automatic Boost die (■) to checks in the "INVESTIGATE – The Safe House", below.
- **Forn:** While there is no small Rodian population on the Smuggler's Moon, some holonet terminal security footage (or the owner of a local holonet café) reveals that a Rodian looking exactly like Forn made daily visits, alone, to the same holonet terminal. Records indicate each visit was an out-bound call, less than 1 minute long, on a private channel to Grobola's Casino. (The private channel intentionally scrambled the contents, unfortunately – but the trace records are still there.)

Each 🕒 on a successful check reveals one of the following additional details:

- 6 days ago, all six PCs were recorded (or eye witnessed) arriving at the same intersection in Black Wafe District. They all arrived at the intersection individually (except Besh and Cresh, who arrived together), and headed towards the same direction. Discovering this detail will add an automatic Boost die (■) to checks in the "INVESTIGATE – The Safe House", below.
- Yesterday, all six PCs were recorded (or eye witnessed) breaking into the maintenance entrance of a shipping facility for Orbo's Freight Transport. The facility is used to send large cargo shipments to the company's varying logistics centers. The PCs all appeared well armed and wore gear and clothing identical to what they found themselves in when "waking up" on Korr Station.

If a 🎲 is generated on a successful check, the team discovers the exact location of their safe house. There is clear footage or eyewitness account of one of them accessing and entering a specific large cargo storage container Salaran Warehouse 462, in Black Wafe District. This level of success can result in the GM skipping the "Investigating the Safe House" section, below.

INVESTIGATION – The PCs' Condition

One or more of the PCs might get the bright idea to check into a medical facility, in hopes that they can get professional help with their amnesia. This is an excellent idea, but will require a full physical exam from trained medical personnel – putting the PC at risk of discovery. The fee to perform a full physical workup on a single PC will be 100 credits. Additionally, concealing their identities and motives will require an upgraded Average (🔴🔴) influence check. This could be Charm, Coercion, Deception, or even Negotiation (for a bribe of at least an extra 100 credits).

If successful, the PC will be able to undergo a full physical exam without the medics alerting anyone. The exam will take about an hour, and will reveal all of the following startling details:

- The PC's comprehensive amnesia is due to a physical degeneration of their neural tissues. His/her mind is literally unraveling at a progressive rate – the medic has never seen anything like it.
- Scans show the cause of the degeneration is a highly complex neurotoxin that is circulating in the PC's vascular system and has bonded to their neural cells. There's no way the medic knows to "cure it", without an antitoxin. This neurotoxin's complexity and extreme specificity means it was most likely *engineered*.
- Lastly, the medic informs the PC that this condition is *terminal*. Within a matter of days or weeks, at the current rate of progression, their neural tissue will be so degraded that it will lead to death.

This should be a major blow to the party (if they think to even investigate this). Learning that your amnesia is caused by exposure to an *engineered* neurotoxin that is *fatal* in a matter of days or weeks; it's a lot to take in. The GM should encourage the party and remind them that the medic claimed it could be cured with an antitoxin (if one exists). The GM should use this as an opportunity to embolden the party and galvanize them as a team in their search for real answers – and a possible cure.

INVESTIGATION – Grobola the Hutt

The fact that a "Grobola the Hutt" has placed the bounty on them (as well as certain results on the investigation checks noted above) could lead the team to investigate

Grobola and his Casino (Forn also carries a shot glass from the casino, which may prompt investigation).

Success on an Average (🔴🔴) Knowledge (Underworld) or upgraded Average (🔴🔴) Streetwise or Computers check will reveal that Grobola is a powerful player in a minor Hutt clan, who got very rich via supposed war profiteering during the Clone Wars. He's channeled his wealth into the purveyance of vice. Specifically: spice, slaves, and gambling. Grobola's Casino is the notorious Hutt's pride and joy; a very luxurious gambling resort on Nar Shaddaa, which hovers high in the atmosphere, above the scum and riffraff of the Smuggler's Moon. Each 🎲 or additional ✨ on a successful check reveals one of the following additional details:

- Most in the underworld know that "vice" is simply Grobola's front. Like most Hutts, he has criminal interests of varying kinds – and it's rumored that he's one of the biggest brokers for burglary jobs and other "item acquisitions" work in the sector.
- Grobola has a known disdain for Black Sun – though no one would risk calling it a "feud", since Grobola would surely be on the losing side of such a foolhardy decision. Apparently, though, it's known that Black Sun has denied several key acquisitions from Grobola, and he harbors no love for them. (This should confuse the party – since it makes little sense why Grobola would place a bounty on *them*.)

INVESTIGATION – Black Sun

It's not entirely unreasonable (considering what they've seen and learned) that the PCs will want to investigate the Black Sun crime syndicate, itself. Simply using Knowledge (Underworld) or (Outer Rim) to recall known facts is possible without any real risk – but will only uncover basic knowledge about the syndicate (use the Black Sun knowledge check details in the "We're Not Gonna Take It" section of Act 1).

Going deeper, however, to learn about the PCs' potential ties to the syndicate – or about Vigo Rashud Baaks, himself – is a *very* risky proposition, as Black Sun is not only heavily monitoring the holonet, but has informants and spies throughout Nar Shaddaa. To do so will require a heavily upgraded Hard (🔴🔴🔴) Computers or Streetwise check, taking a few hours.

With a successful check, the PC will uncover a will-hidden set of documentation (or an inebriated Black Sun associate) that confirms Korr Station was a Black Sun vault facility that housed millions of credits worth of wealth, rare objects, prototype technology, and weapons caches for the syndicate. It was one of their most valuable and guarded locations in the galaxy – so

valuable, in fact, that Vigo Rashud Baaks wasn't in control of it. It was a *syndicate asset*, meaning that it lay in direct control of the mysterious and fabled head of Black Sun, himself.

If any ☹️ is generated on a successful check, also reveals an outstanding law enforcement brief from over a year ago that lists pictures of a handful of anonymous "potential Black Sun associates" wanted for questioning regarding a smuggling operation. Esk's face is clearly one of the images.

If a 🕸️ is generated on a successful check, the team uncovers a well-encrypted Black Sun communiqué (on the net or via a mouthy courier) that appears to be from Vigo Baaks, himself, sent to 8 of his "Uncles". It was sent less than an hour ago, and details the destruction of Korr Station, explaining that a group of "unknown brigands" were responsible after a botched burglary attempt – but that they were all killed in the explosion. Vigo Baaks then claims to have uncovered the responsible party "behind the theft", and ensures that – while powerful – the party will be dealt with.

INVESTIGATION – The Safe House

This is the ultimate avenue of investigation, and what the GM should ultimately be guiding the party towards. Many answers can be found in the team's safe house: their staging point for the planning of the Korr Station heist. The PCs may already have deduced this from Memory Flashes in Act 1 or detailed info gathered in previous investigation checks.

If Dorn or Esk's Memory Flash occurred in Act 1, the GM should remind them that there seemed to be some type of staging point inside of a cargo container which they had memory of. Cresh's Memory Flash went so far as to point out the *physical address* of the cargo container. Each of these memory flashes (if they occurred) will help the party narrow down their search, providing a Boost die (■) on any check made to locate the safe house.

If the PCs were unable to have any of these Memory Flashes in Act 1, or uncover the possibility of a safe house in their other investigation checks, then the GM should remind them of the "code" scrawled inside of Esk's glove; which will give them an easy avenue of research to discover their safe house.

A successful Average (◆◆) Computers or Streetwise check will discover the exact location of the safe house. This could be through an examination of the "code" in Esk's glove, tracing it to a specific model of cargo container lock; or through deduction and research into

the other clues the PCs have gathered. They'll learn the following:

- Their safe house is inside of a large cargo storage container stacked with hundreds of others in Salaran Warehouse 462, in Black Wafe District (a major shipping district on the Smuggler's Moon).
- These units are rented from Salaran Warehousing, a very large (and legitimate) shipping and logistics company.

Traveling to their converted cargo container should be a simple affair. Once there, the team will finally begin to piece together the pieces of their past they have lost, and start the real journey to recover their identities.

Here I Go Again

Arrival at their safe house is a turning point in Act 2 for the party. This short section details what they will discover there, and will guide them on where to proceed next. Until now, the PCs should feel confused, hunted, and fearful. But at this point in the adventure, they begin to gain some control over their situation and will have some defined goals and plans going forward, beyond "hiding and surviving". The GM should work to reinforce this feeling, and let the PCs feel like they've taken the reins.

Getting Inside

Accessing the cargo container is a simple matter. It's locked with a standard keypad combination entered into a control pad on the container door. The scrawled combination inside of Esk's glove will open the lock, and the GM can simply remind the party of this if they've not quite figured that out. Without the combination, it will require a Hard (◆◆◆) Skullduggery, Computers, or Mechanics check to bypass or disable the lock.

Home Sweet Home

The team took a week to plan the job on Korr Station, and this converted cargo container was their home and base of operations for 7 long days. Inside, they'll find some answers, but also more than a few questions. They'll discover the details of their "job" on Korr Station, and that Grobola the Hutt hired them to do it. The clues discovered here should ultimately propel the team to pay a visit to Grobola's Casino.

The safe house is just that, and once inside, the GM should give the PCs a respite, and communicate a sense of safety and security for the team. This is also a chance for them to rest and recharge, recover Strain, and even attempt to heal themselves. When the team enters, read the following to set the scene:

As the door to the cargo container opens, a series of warm automated lights click on, illuminating a large space, 10 meters to a side. The interior of the container has been converted into a sparse, but comfortable living area. Six bunks are spaced across the two side walls, with strung curtains that can be closed for privacy – and there's even a portable refresher. A pair of fusion lanterns hums softly near the door, providing power and heat.

Crates of ration packs and water are stacked in the corner, along with machine parts and other supplies; and in the center of the room is a large holo-projector worktable, covered with datapads and empty takeout food containers. On the far wall is a workbench, cluttered with weapons cleaning gear and tools; and behind that is a massive strategy board, covered with hard-printed pictures, blueprints, and hand-written notes – with tacks linking a thin red string between them in a complex web of planning.

The space feels... familiar. Safe. As you soundly shut the door, you find yourselves instinctually sitting on crates or in chairs, or leaning up against certain spots of the wall in practiced poses. You know this place. And it seems there's a lot here to see...

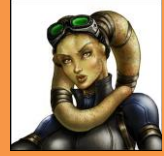
Piecing Together the Information

The party can take some time to pore through the assembled datapads, blueprints, and other planning documents. An abbreviated history of their recent work is all right here – and it doesn't take much to put it all together. With a successful Average (◆◆) Computers, Perception, or Knowledge (Underworld) check, the team can discover all of the following details:

- It's clear that their "employer" for this job was Grobola the Hutt. Their equipment, transport, even this very cargo container, was paid for through his casino accounts. Though the team finds no records of any direct communication to the Hutt or his agents (at least, not yet), it's clear they're working from Grobola's resources.
- The assembled details comprise a very intricate and highly thought-out plan to infiltrate Korr Station, plant detonators at its power core, steal something from one of its vaults, and then exit before the station exploded. Everything was planned perfectly, a task that seems to have taken about a week to accomplish.
 - The mission briefing data here corresponds with the data on their individual datapads.
 - The team entered the station by smuggling themselves inside of cargo crates.

Memory Flash – Cresh

Examining one of the bunks, you slide your hand between the mattress and the frame. There's a hollow depression there, and you remember...



You're alone. Sitting on the bunk, the curtain drawn. You hear voices just on the other side that sound like Esk and Aurek discussing "exit strategies". You feel your heart racing and you clutch a datapad so tightly your knuckles are turning white. You can't bring yourself to read it again.

"You fool," you whisper softly, and you feel yourself choking back tears. "I won't let him do it. There's no price that's worth it." You carefully place the datapad back under the bunk, put on a stern face and draw the curtains aside.

Esk and Aurek stare at you; Aurek with that deadpan look of his, and Esk with a smile, quickly replaced with concern. She knows something is wrong – but doesn't say anything. You want to tell her so badly, but instead you force a smile and move to the weapons bench...

Memory Flash – Aurek

Standing near the holo-projector, you run your hands along its edge and it hums to life. A memory fills your mind...



"That wasn't part of the job," the Rodian, Forn, is scowling at you. You pause to consider that you've never seen him upset, before. Not his style. A massive holo-blueprint of Korr Station is projected, and you've highlighted the power core.

"It wasn't NOT a part of the job, either," you coolly reply. "If you want us to get the merchandise and still get out alive, it's the best option. Hmmph. I never pegged YOU as the one to get squeamish over getting his hands dirty."

Forn stares daggers at you and his long fingers twitch close to his gun, but he says nothing, and you eventually see him relax.

"Fine," you say, "It's done. THIS is the plan. Anyone wants to back out, they can take it up with Grobola." You stare around at the others: Dorn, Esk, Besh, and Cresh. All of them look at you soberly, but raise no objections.

- From there, they assembled and snuck into the power core to plant charges, giving themselves enough time to get to a specific vault and get out.
- They had the location of the specific vault (the blueprints show over 50 in the facility), and a specific safe box number inside that vault. The "target" was a single data stick – the only contents of the safe box.
- The plan details also identify other "high value" secondary targets inside the vault (virtually everything) that the team *could* gather, if they had the time. (Credits, jewelry, etc.)
- The exit strategy was to use the threat of the station explosion to make their way to a shuttle bay and steal one of the security ships for escape.
- The sheer amount of data used to plan the heist is staggering. The team had access to transport schedules, security protocols and rotations, access codes, and full schematics of the entire facility. Even for a Hutt, this level of detail on a Black Sun facility couldn't have come easily.

Additionally, each 🌀 or extra ✨ on a successful check will reveal one of the following additional details:

- An earlier version of the plan highlights what the team was to do *after* the heist: travel directly to Grobola's Casino and deliver the memory stick to the Hutt.
- Through some almost-missed communications back and forth, the team can ascertain that Grobola was paying them 100,000 credits – each – for completion of the job and delivery of the data stick.

If a 🌀 is generated on a successful check, the team recovers personal notes that came with the heist planning data – and they determine that this data came from *within* Black Sun. There was definitely an "inside man" feeding Grobola his info. (This level of detail would most likely require an internal Black Sun security clearance at the highest levels: that of a Vigo.)

Safe House Resources

Per the GM's discretion, the party can discover some useful resources still in their cargo container safe house, which they could use right away, or take with them:

- Several weeks of ration packs and water are still untouched.
- 6 Stimpacks are still in sealed packaging, under one of the bunks.
- 4 Reloads are neatly stacked on the workbench.
- A full Medical Kit is available in the safe house.
- A full technical workbench is available, and has all the tools needed for weapons and equipment repair.
- Extra clothing is stored here, giving the PCs the tools to craft a minor disguise or change their look.

If the team decides to rest, recuperate, and repair, the GM should certainly consider it, but also remind them that they're wanted. With the large bounty on their heads, even a safe house won't stay safe for too long. (If the PCs are aware of the fatal neurotoxin in their systems, this could also be used by the GM to hurry the PCs along.)

Going on the Offensive

Ultimately, it will be up to the party to act together and take the fight to Grobola the Hutt. At this point, they're aware that he was their employer and the architect of this operation, and has now placed a rather heavy bounty on their heads. Grobola is the only real lead the team has, and the GM should encourage the PCs to take control and confront the Hutt. When the party is ready to strike out, read the following to set the scene:

Your head is hurting. It's clear now that Grobola the Hutt orchestrated the heist – and you were his team. And now that same Hutt has placed a bounty on your heads! And you have no idea why. The Hutt seems to be the only connection to your past – and right now, has a stranglehold on your future.

It's time for some answers, and it seems that they lie with a slimy – and very dangerous – worm of a Hutt. You pause to count your credits; you feel an urge to hit the casino...

Paradise City

The PCs will need to confront Grobola the Hutt to get any further answers, which means getting to his casino and asking for them – it's up to the team whether they ask nicely or not. But Grobola's Casino is a highly secure pleasure resort guarded by the Hutt's private Klatooinian army; and unbeknownst to the PCs, Black Sun Vigo Rashud Baaks will be sending visitors of his own...

Getting into the Casino

Grobola's Casino is a floating pleasure palace perched in the high skies of Nar Shaddaa. There are several avenues to get inside, some more direct than others. The GM should foster player creativity, and encourage the party to think of a novel way to get to the casino. The suggestions presented below should cover some of the more common player suggestions, as well as provide guidelines for check difficulties and outcomes, should the PCs suggest something not covered here (which, again, the GM should encourage!).

The simplest way to get to Grobola's Casino is through the front door. It is a casino, and has thousands of guests at

any given time – all of them eager to gamble, drink, and have a raucous time. For a few credits, any public transport could take the party there. The potential downside of this is being immediately recognized by casino security, who will immediately drag the party at gunpoint before Grobola (shooting them if they resist). The party may very well see this as an *easy* way to gain audience with the Hutt. If this occurs, skip directly to the "An Audience with His Greatness" section, below.

If the team wishes to enter the casino incognito, they'll need to craft appropriate disguises for themselves – as Grobola's men are acutely aware of the PCs identities (thanks to the Hutt's bounty on their heads). The base difficulty for crafting a disguise will be an Average (◆◆) Deception or Skullduggery check to disguise a single PC. A single check may be used to disguise more than one PC, but is upgraded once for each PC beyond the first. Multiple team members may also attempt a group check.

Group Skill Checks

- When the party makes checks as a whole, the GM may call for a single check combining the highest relevant skill rank and characteristic in the party.
- For a Deception check (if using the pre-generated PCs), the group Deception check would be ●●◆ (using Aurek's Cunning of 3 and Besh's Deception ranks of 2).

If the group wishes to really sell a deception, they could go so far as to steal a high-class private transport to mimic the appearance of "high rollers". This could be accomplished through a single upgraded Hard (◆◆●) Skullduggery check – and success should downgrade the difficulty of any checks to craft a disguise *twice*.

The team could also attempt to sneak into the casino as guards, workers, or maintenance staff. This would require some planning and knowledge of staff schedules (and possibly some uniforms). An upgraded Average (◆●) Streetwise or Skullduggery check could get the PCs this information (or some counterfeit uniforms); and if successful, would downgrade the difficulty of any checks to craft a disguise *once*.

Getting into the casino should be an exercise of creativity and fun. The GM should entertain outlandish suggestions, and give the party a real feeling of control. This is the turning point where they should start going on the offensive and taking action, empowered towards a goal.

Failure on these checks, as well as multiple ☹ or a ☹, should result in an unexpected failure of the plan; leading

to capture or exposure to Grobola as they enter the casino. When the party has decided on a plan, read the following to set the scene:

Flying high into the night skies over Nar Shaddaa, you eventually spy what could only be Grobola's Casino in the distance. The massive floating pleasure palace is moored several kilometers above the surface, well above the ruffraff of the Smuggler's Moon. Throwing off a brilliance of shining colors and flashing lights, it's a beacon that beckons all who look on it.

As you fly closer, you pass floating holo-boards and other signs advertising the casino. Images of a bewildered Bith holding a giant check and shaking hands with the Hutt; attractive casino patrons jumping up and down with glee and raking in stacks of chips; debonair gentlemen sharing drinks with ladies and dancing in front of a red ball organ.

Just as you enter the docking queue, a massive holo of Grobola the Hutt and a protocol droid fills your viewport. The droid intones, robotically, *"His excellency, Grobola, wishes you to know that at Grobola's Casino, you are our most treasured guest. We are here to serve your every desire and whim. Please enjoy yourself."*

Staring at your comrades, you raise your eyebrows and take a deep breath.

The Layout of the House

The massive casino houses twenty levels of gambling, debauchery, and other vices. The station is laid out like a very thick, tapered disk, with docking ports along the outer perimeter. Inside, nearly every form of gambling is going on, along with special dens for the usage of most controlled substances and special "companionship", and 3 dedicated lower levels for the "fighting pits" – where patrons can bet on blood matches.

Once past exterior security, the team should feel free to move about relatively undetected. (The "eyes" inside the casino are primarily concerned with catching cheaters. So unless the PCs decide to start gambling and cheating, or winning big, they'll remain out of direct scrutiny.)

Every intersection has a pair of heavily armed Klatooinian guards posted, keeping eyes on the patrons; and a small fleet of TC-model protocol droids fluttering about, serving as casino hosts. Strangely, most of the patrons carry small arms (it *is* Nar Shaddaa, after all) with little concern from the guards. When the team first enters the casino, read the following to set the scene:

Opulence doesn't begin to describe this place; gold and platinum plated fixtures, rich carpets of Dramassian Silk, and serving droids constantly going to and fro, carrying trays of alcohol and tasty morsels. Like most casinos, there is gambling *everywhere*. Holo-poker machines and holo-slots dot every wall; and sabaac tables, chance cube pits, and dozens of other table games sprout up everywhere. Inebriated and raucous patrons laugh, drink, and cavort with slave girls (and boys). The place reeks of money, guilt, fear, and joy.

Everywhere you look there are drooling, dog-faced Klatooinian guards, dressed in the colors of the casino and well-armed, watching the assembled guests closely.

They don't seem too concerned over the fact that most guests carry small arms openly, and you find yourself wondering what you can get away with in here...

The casino rules are very simple, and can be communicated by any casino host who is asked (if communicated with, the Klatooinian guards will simply bark a grunting noise, which brings a host over).

- No long arms (rifles or larger), heavy melee weaponry (anything bigger than a vibro-knife), explosives, or incendiaries are allowed inside the casino.
- Any patrons who take part in an altercation with other patrons will be detained, then put into the fighting pits for his Greatness, Grobola's pleasure.
- Any patrons who take part in an altercation with a member of casino staff will be detained, then put into the fighting pits for his Greatness, Grobola's pleasure.
- Any patrons who attempt to cheat the house, or a fellow patron, will be detained, then put into the fighting pits for his Greatness, Grobola's pleasure.
- Any patrons unable to pay a casino marker, if granted, will be detained, then put into the fighting pits for his Greatness, Grobola's pleasure.
- Any patron asked to leave will do so, or will be detained, then put into the fighting pits for his Greatness, Grobola's pleasure.

In game terms, this means that the PC will not be allowed to openly carry any grenades, flame projectors, or other weaponry with an Encumbrance greater than 2. The PCs are welcome to attempt to conceal such weaponry on themselves as they enter. Concealing a weapon requires an opposed Skulduggery check (the guards are trained to look for concealed weaponry), with a difficulty increased by the encumbrance of the weapon:

Weapon Encumbrance	Difficulty
<u>Encumbrance 0-1</u>	
• grenade	◆ ◆
• blaster pistol	◆ ◆
<u>Encumbrance 2</u>	
• heavy blaster pistol	◆ ◆ ◆
• flame projector	◆ ◆ ◆
<u>Encumbrance 3</u>	
• blaster carbine	◆ ◆ ◆ ◆
• vibrosword	◆ ◆ ◆ ◆
<u>Encumbrance 4+</u>	
• vibro-ax	◆ ◆ ◆ ◆ ◆
• blaster rifle	◆ ◆ ◆ ◆ ◆

Failure on this check will result in a guard noticing the concealed weapon, and demanding the PC leave the casino and return without the weapon. ☹☹☹ or more (or a ☹) on a failed check could result in the guards growing very agitated and detaining the PCs. This will almost certainly lead to the PCs being immediately brought before Grobola.

Drawing a Concealed Weapon

The GM should feel free to constrain the easy drawing of a properly concealed weapon:

- Consider mandating that a concealed weapon requires a full action to draw it (or perhaps a full maneuver for a character with the Quick Draw talent).
- Multiple ☹, or a ☹ on the check to conceal the weapon may allow the character to draw it faster, or to conceal more than one weapon.

CASINO GUARDS (2 MINIONS)

Brawn 3 Cunning 2 Presence 1
 Agility 2 Intellect 1 Willpower 1

Skills: (for group of 2; downgrade by 1 for each dead minion): Cool (◆), Melee (◆◆◆), Ranged (Light) (◆◆), Vigilance (◆)

Soak: 4 Defense: 0

Wound Threshold: 16 (Suffers 8 wounds on a Crit)

Strain Threshold: - (Suffers wounds instead)

Equipment: Force Pike (Melee [◆◆◆]; Damage: 6; Critical 2; Range: Engaged; Pierce 2; Stun Setting), Heavy Blaster Pistol (Ranged [Light] [◆◆]; Damage: 7; Critical: 3; Range: Medium; Stun Setting), Heavy Clothing (+1 Soak)

The Klatooinian guards will make good on their threats and the rules of the house. Should an altercation begin,

an additional minion group of guards will enter initiative each round. They'll focus on knocking the offending PCs unconscious, and then dragging them before Grobola the Hutt. (If this occurs, skip directly to the "An Audience with His Greatness" section, below.)

Finding Grobola

If Grobola has answers, the team needs to find him. The Hutt operates out of the top level of the casino: a high-roller lounge and gaming area where he also entertains audiences and conducts business. Discovering this is fairly easy.

If seeking an audience with Grobola (much like entering the casino), the team can be direct or discrete. For a direct approach, the TC Droid casino hosts are quite helpful, and if approached about Grobola, will happily schedule an appointment in the next hour or so. However, this will require the details of their "audience request" with Grobola in advance, and identity screenings. (If the PCs are honest, they'll automatically be detained and brought before Grobola - skip directly to the "An Audience with His Greatness" section, below.) If they decide to lie to the droid hosts, they must succeed on an opposed Deception check (◆◆◆◆) with 2 Setback Dice, as the PCs are wanted men and women and could be recognized.

If the team opts for an indirect approach, a bit of schmoozing and conversation can easily discern Grobola's whereabouts. Success on an Average (◆◆) Streetwise check can chat up fellow patrons to learn that Grobola operates out of the high-roller top level. After that, gaining access to the high-roller lounge requires convincing the staff that the PCs are wealthy enough to be there.

The casino host for high-rollers isn't a droid, but a crafty Twi'lek servant of Grobola the Hutt. Convincing him of their moneyed status is all that's needed for the PCs to enter the high-roller lounge as normal patrons. If the team can throw down 100,000 credits or more (which they might be able to do, especially if they have any "souvenirs" pilfered from the Black Sun Vault in Act 1) to open a line of credit - they won't even need to make any checks.

They can also, of course, lie about their wealth through cleverly forged computer records or classic deceit. They could also attempt to bribe the high-roller host, charm their way inside, or threaten him. Regardless of their method (Computers, Deception, Coercion, Negotiation, etc.), the party will need to succeed on an opposed check (◆◆◆◆) to be allowed inside the high-roller lounge and Grobola's private den.

Life as a High-Roller

Whether they were crafty enough to gain entrance through their own machinations, or whether they were forcibly brought here, the beauty of the high-roller lounge - Grobola the Hutt's private sanctum - is apparent. The team will have the chance to converse with Grobola and gain some answers (as well as contend with his rage) before Vigo Baaks surprises them all. Read the following to the party to set the scene:

The high-roller lounge fits its name. The highest level of the casino, its roof is composed of several rounded sheets of strong glass. At this altitude, Grobola has truly risen above the "muck" of Nar Shaddaa - in both the real and metaphorical sense - providing what is possibly the only clear view of the starry night sky that exists on the Smuggler's Moon.

Past a security desk and cashier station, a luxurious bar stands close to dedicated high-limit sabaac and binspo tables, and even a few jubilee wheels. Each player here has a dedicated serving girl, and pushes chips in denominations that you didn't know were actually produced. Soft music plays, and you *barely* notice the eight Klatooinian guards stationed around the room.

Two of them stand careful vigil at a large doorway at the far side of the lounge, where you glimpse the corpulent form of what could only be Grobola the Hutt, beyond. Perched on a raised platform and surrounded by slaves and platters of food, with a translator protocol droid at hand, Grobola's booming laughter occasionally echoes from within.

Suddenly, you hear the sound of a scream interrupted by the distinctive blast of what sounds like a *disruptor* weapon. Moments later, two guards drag the body of an Ithorian out of Grobola's chamber; its arm and half of the upper torso completely disintegrated to ash. The music doesn't stop, and the guards outside don't even flinch. But you can see fear behind the fake smiles of the slaves and gamblers nearby. You swallow hard, and suddenly find yourself sweating.

Upon entry to the lounge, and facing the threat of the mighty Hutt, each of the PCs will need to make an immediate Fear Check of upgraded Average (◆◆◆) difficulty to control themselves. The results of the check will apply to their social encounter with Grobola, any checks they make to sneak about (and potentially access the Hutt's records), and may persist into the following

combat encounter, if the Hutt continues to regard them as enemies when combat starts.

Fear Checks

When making a Fear Check, the character can decide whether to use Cool or Discipline, with various effects, depending on the results:

- ▼: The character adds ■ to any check he makes during the encounter.
- ☹: The character suffers Strain equal to the number of ▼. If the check generates ☹☹☹ or more, the character can instead be staggered for his first turn (unable to take any actions).
- ☹: The character is so frightened, all checks he makes have their difficulty upgraded by 1 until the end of the encounter.
- ✨ or multiple ✨: The character avoids any fear effects, except those triggered by ☹.
- 🌀: Gain ■ on your next check in the encounter. Spend multiple 🌀 to grant ■ to other character's next checks.
- 🌀: Cancels all penalties from Fear Checks for the rest of the encounter – no matter the source.

Memory Flash – Forn

Standing in this room, and feeling the fear wash over you... its familiar. Your fingers tremble and you feel a sharp pain in your forehead...



"Your clan owes me much," *Grobola speaks to you directly, ignoring his droid. You nod, respectfully, and continue to listen.* "I suspect my 'business partner' has his own agents on the team. You will discover them."

The Hutt belches loudly, and then continues, "I want daily reports. When you are certain, be prepared to eliminate them. I won't have that pompous Vigo undermining me. And remember... no one must know of your loyalty to me."

You bow respectfully and turn to leave, the familiar images of the high-roller lounge before you.

Accessing Grobola's Files

The party may not decide to risk it, but it is possible to remain undetected by the by the Hutt and slice into his computer system. In the high-roller lounge is a private terminal to the Hutt's mainframe that can access all his secret files. This could give the PCs all the details they need, without having to resort to dealing with Grobola directly.

Accessing the terminal will require a PC succeeding on an opposed (◆◆◆) Stealth or Deception check to sneak into the terminal room or convince the staff that the PCs legitimately belong there. Once inside, bypassing the system security will require an opposed (◆◆◆◆) Computers check with setback dice due to the imbedded encryption protocols.

If successful, the PC will be able to search recent records and communications and discover one of the details noted below in "The Truth" section, below (if the PCs were to succeed in their social encounter with Grobola). Each 🌀 or additional ✨ on a successful check reveals one additional piece of information.

If a 🌀 is generated on a successful check, the PCs will be able to locate and gain access codes to Grobola's personal armed transport, the *Cheeska Choba*, docked at the casino (which they could use to travel to the Black Sun Research Facility).

An Audience with His Greatness

If one or more of the PCs approaches the Great Grobola's chamber, they'll be granted an audience (should Grobola spy one of them, he'll demand they be brought before him). Grobola's rage at the party is severe, but he's wise enough to hear them out; the fact that they risked their lives coming here peaks his interest. Grobola will speak in Huttese, and use his translator droid, as is customary. Read the following when one or more of the PCs approach the Hutt:

As you approach his dais, the Hutt's eyes grow wide with anger. From between the folds of his flesh, he produces a Tenloss Disruptor Pistol, which he begins to point in your general direction – but you see him eventually subside and lower the deadly weapon, his other hand reaching for a fist full of slimy grubworms which he stuffs into his mouth with a loud smack.

Regarding you coolly, he speaks in a low baritone, and the slaves surrounding him quietly leave as he talks, with fearful looks on their faces. The chamber is deserted, except for you, the Hutt, the droid, the four guards that have quietly entered behind you, and – of course – the disruptor pistol.

When finished, his protocol droid turns to you and says, *"His Greatness, Grobola the Hutt, wishes to express his anger at your absence and arrogant lack of communication. But your return will be welcomed if you have brought with you the promised prize."*

The Hutt breathes heavily and stares at you...

The Truth

It's clear that Grobola has no clue of the party's amnesiac affliction, and anticipates them bringing to him the memory stick (the target of the heist, which the PCs obviously don't have). They'll have to convince Grobola of the truth of their situation in a social encounter.

The party's story is hard to believe, but has several kernels of truth (which they are unaware of) that will make the task of socially sparring with a Hutt *much* easier than normal (each difficulty is heavily downgraded) – as long as they stick to the truth. The PCs can attempt convince Grobola of the reality of their situation with a variety of opposed influence checks, as long as they can justify the narrative. Individual difficulties for each influence check are noted below (again, these difficulties are much lower than normal).

- The PCs must have 4 successful checks before 3 failed checks (except Coercion) to succeed in the social encounter.
- Any character can attempt a check, with the following difficulties (and potential consequences):

Skill	Difficulty
Coercion	
Charm	
Deception	
Leadership	
Negotiation	

- and on a check can be used to add Boost () and Setback () dice to subsequent checks, as normal. and have special consequences, as noted below.
- If the PCs fail 3 checks before succeeding on 4 checks, Grobola grows enraged and will command his guards to detain them. The social encounter will end with a PC failure (advance to "The Whole Truth" section, below).
- If the PCs are successful with 4 checks before they encounter 3 failures then they gain the trust of the Grobola, who will reveal full details to the party, just before they are interrupted by the Black Sun attack (in "The Whole Truth" section, below).

- Grobola immediately recognizes that the party is genuine in their claims, ending the encounter with PC success.

- Grobola grows enraged at a comment made and the encounter ends with PC failure. Grobola decides to simply cut his loses...

If successful, the party will gain Grobola's confidence, and he will tell the PCs of their history with him, and the confluence of events that led them to this point.

With the trust of Grobola the Hutt, the team can learn the about their recent past. If communicated by Grobola, the GM should use the details below to drive answers to questions the PCs may ask of Grobola, as well as narratives the pontificating Hutt provides.

The following are the details the Hutt will share (and can be learned from his computer records):

- Despite his disdain for them, Grobola was approached some time ago by a Black Sun Vigo – Rashud Baaks – who had an interesting proposal. Normally, the Hutt wouldn't trust a Black Sun Vigo, but he'd just employed Grobola in very lucrative smuggling contract for some experimental chemical weaponry delivered to one of Black Sun's remote research facilities.
 - *This* was the reason Grobola believed the PCs' story.
 - The chemical weapon was an experimental neurotoxin gas that's effects include complete retrograde amnesia in most sentient life forms.
 - The secondary effect is death. The toxin is fatal in a matter of weeks.
 - Black Sun was looking to weaponize it, but wanted to develop an antitoxin in their facility before deploying it in the field.
 - Grobola will gladly share the coordinates of the Black Sun research facility with the PCs. (It's on Dorajan, roughly a 3 day hyperspace journey away.)
- After the success of the neurotoxin smuggling operation, when Vigo Baaks approached Grobola with a new proposal, he entertained it. It was daring, and very lucrative. A gamble, but one the Hutt couldn't resist.
 - The Vigo planned to embezzle millions of credits from his own syndicate, and offered the Hutt a partnership to make it happen.
 - Among its vast treasures, Korr Station housed a cache of secret information in its vaults: a single data stick containing the private account numbers and access codes for hundreds of slush funds across the galaxy – known only to the Head of Black Sun, himself. The Vigo wanted to steal it.
- Understandably, this had to be done incognito, and Vigo Baaks used Grobola to setup the heist and carefully put together a team (the PCs) for this task – though they did not tell them *what* was on the data stick they were stealing.
- Vigo Baaks provided the team with the full technical details of Korr Station, and Grobola's resources and financing were used for the execution of the mission. Each of the PCs were to be paid 100,000 credits, apiece.
- When the party did not return after the (completely unexpected) explosion of Korr Station and Grobola's own sources spotted the PCs' arrival on Nar Shaddaa, the Hutt assumed that Vigo Baaks had cut him out of

the deal and convinced the PCs to betray him, using the station explosion to fake their own deaths. So, he placed a bounty on them.

The bottom line is that the party's amnesia has convinced the mighty Hutt that Vigo Baaks *did* betray him – and the PCs as well. Grobola is convinced that Baaks used the neurotoxin gas on them and absconded with the data stick.

There are also some details that the GM should be aware of, to influence the conversation with the PCs, but these details will not be volunteered by Grobola – nor can they be accessed in his computer system:

- In truth, Grobola and Baaks planned to kill the team upon their return – no loose ends. Grobola will not initially reveal this to the PCs.
- Grobola suspected Baaks had his own agents on the team, so he arranged to have Forn brought in to spy for him. Grobola will not initially reveal this to the PCs.
- If the PCs ask about their identities, Grobola will defer the question and remain cryptic – commenting that they were all smugglers and underworld scum. If the PCs press to at least learn their names, the GM should immediately interrupt the scene with invasion of the Black Sun forces.

The Whole Truth

After Grobola has communicated this information to the team (or if they failed in their social encounter with him), they will be interrupted by a Black Sun hit squad breaking into the high-roller lounge. Vigo Baaks is tying up his own loose ends through the murder of Grobola. The GM should feel free to intervene with this encounter the moment the PCs start to press for details about their individual identities. When ready, read the following to set the scene:

Suddenly, you hear the roar of shuttle engines, and look up to see a pair of armored gunboats flying to a sharp halt, hovering above the glass ceiling. The Hutt's eyes narrow and he begins to shout, just as heavy blaster fire from the ships shatters the glass!

Thousands of glass shards carpet the expensive lounge and patrons scream as the sudden air pressure change booms through the room, knocking you on your backs! You stare as half a dozen helmeted commandos in shiny armor bearing the symbol of Black Sun rappel down lowered ropes to land roughly on the expensive carpet, blasters pointed with murderous intent.

From one of the ships high above, a loudspeaker

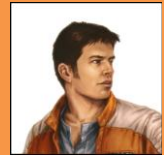
begins broadcasting a very familiar voice.

The sneering tones of Vigo Rashud Baaks fill the night, *"Grobola, sorry about the mess. It won't matter for too much longer, though. You're a loose end, I'm afraid. And I'm not a fan of loose ends. Try not to waddle off..."*

The speaker breaks, and one of the ships departs, while the Black Sun Commandos raise their blasters and begin tearing the place apart!

Memory Flash – Besh

Just as the blaster fire starts, the Vigo's voice echoes in your mind. Your temples throb and a brief memory forces its way into focus.



"That's a very bold accusation to make – and a very dangerous one. You expect me to betray my Vigo?" You know this man to a subordinate, but you're counting on his ambition – and his greed. The high-rise office you're in is quite beautiful, and you can see the skylines of Nar Shaddaa outside the windows.

"He's betraying your organization. And I'll be able to prove it. What could YOU do with that kind of information? And what would it be worth to you?" you respond with a coy smile.

He stares at you for a long time, but his eyes betray him. "If what you say is correct," he finally says, "it could be worth quite a bit to me. I'll consider it, and contact you with an offer. But if I find out you're lying, then there will be no place dark enough for you to hide..."

This attack takes Grobola the Hutt completely off guard. His casino is a small fortress, outfitted with defense platforms and an army of Klatooinian mercenaries. But few can match the influence of a Black Sun Vigo – and Rashud Baaks has arranged to have the defenses deactivated. Baaks has no idea the PCs are here, and his men aren't looking for them. They've arrived with one goal: murdering Grobola the Hutt.


The ensuing combat encounter might be a very challenging one – but the PCs truly don't have to commit to it. Their goal could simply be to escape alive. It's up to them if they decide to stand and fight with the Hutt and his guards (doing so will ultimately indebted Grobola to them – which could be quite a boon if they failed their

social encounter with him earlier). The following are the details of the encounter area:

- The PCs (marked **PC** on the map) and Grobola's Klatooinian Guards (marked **KG** on the map) begin the encounter prone, after being knocked over by the atmospheric decompression.
 - The Klatooinian Guards are pairs of minions who will focus their efforts on attacking the Black Sun Commandos. They'll ignore the PCs, unless one of them makes an aggressive move towards them (or Grobola).
- Any PCs conversing with Grobola at the start of the encounter begin inside Grobola's audience chamber at short range from Grobola, himself, on his dais (marked **G** on the map).
 - Grobola will rely on his guards to protect him, but will heedlessly fire at any of the intruders when he gets a chance.
 - If the PCs failed their earlier social encounter, Grobola will assume they are allied with Black Sun until it's clear that the Black Sun Commandos are not allied with the PCs.
- The Black Sun Commandos (marked **BS** on the map) begin the encounter standing, carbines drawn, throughout the lounge. The nearest (inside the audience chamber) is short range from the PCs and Grobola.
 - Their goal is to murder Grobola the Hutt. They'll focus on Grobola and his guards, first, ignoring the PCs – until the PCs attack them.
- The remaining gunship is hovering over the blasted roof of the lounge. If half of the Black Sun Commandos have been taken out, it will create an environmental hazard by firing its heavy cannon into the room.
 - At the start of each round, all NPCs will be immediately knocked prone as the blast shakes the room.
 - Each PC will need to succeed on a Hard (◆◆◆) Coordination or Resilience check to retain their footing – or be thrown prone at the start of the round as they jump out of the way of the blasts.
- The lounge has numerous areas of cover. Gaming tables dot the floors, along with a massive bar (which is at long range from Grobola's audience chamber), and plenty of interior doorways (all interior doors in the lounge are currently open).
- There are 3 exits out of the lounge (marked **EXIT** on the map), which can take the PCs down to the lower levels of the casino; one at medium range from Grobola's dais, the other two at long range.
- At the far side of the lounge (at long range from Grobola's audience chamber) is Grobola's master computer terminal. It's marked **MT** on the map, and is the same terminal the PCs could have accessed earlier

to gather details. With an opposed Computers check (◆◆◆◆) with setback dice due to the imbedded encryption protocols, the PCs can access any information they have not already learned (as detailed in the "Accessing Grobola's Files" section, above) or control certain things inside the lounge. A successful check can do one of the following:

- Open, close, or lock any of the doors in the lounge.
- Reactivate the casino's defense systems, which will immediately attack and drive away the remaining gunship.
- Remotely prep one of Grobola's transport ships for launch.
- A smaller computer terminal (marked **T** on the map), also at long range from Grobola's audience chamber, can be accessed with a reduced difficulty Computers check (◆◆◆◆); but cannot be used to access Grobola's files – only to perform the actions listed above.
- Grobola will be the invaders' primary target. If he dies, interrupt with the narrative noted below.



- An upturned game table spills piles of chips and creates an area of difficult terrain.
- A foe slips on shards of broken glass, falling prone.
- Another Black Sun Commando rappels down from the ship to reinforce his allies.
- A stray attack damages a door, locking it, and cutting off one of the exit points.

GROBOLA THE HUTT (NEMESIS)

Brawn 4	Cunning 5	Presence 3
Agility 1	Intellect 3	Willpower 4

Skills: Brawl 1 (◆◆◆◆◆), Coerce 2 (◆◆◆◆◆◆◆), Charm 1 (◆◆◆◆◆), Cool 2 (◆◆◆◆◆◆◆), Deception 2 (◆◆◆◆◆◆◆◆◆), Leadership 2 (◆◆◆◆◆◆◆◆◆), Negotiation 1 (◆◆◆◆◆◆), Knowledge (Outer Rim) 2 (◆◆◆◆◆◆◆◆◆), Knowledge (Underworld) 3 (◆◆◆◆◆◆◆◆◆◆◆), Ranged (Light) 2 (◆◆◆◆◆◆◆◆◆◆◆)

Adversary 1: Upgrade incoming attacks by 1
Soak: 5 Defense: 0
Wound Threshold: 25
Strain Threshold: 17

Special: Cannot spend more than 1 Maneuver moving per turn.

Equipment: Disruptor Pistol (Ranged [Light] [◆◆◆◆◆◆◆◆◆]); Damage: 10; Critical: 2; Range: Short; Vicious 4; any Critical Hit is a minimum of "Crippled", unless a higher result is rolled)

KLATOOINIAN GUARDS (2 MINIONS)

Brawn 3 Cunning 2 Presence 1
 Agility 2 Intellect 1 Willpower 1

Skills: (for group of 2; downgrade by 1 for each dead minion): Cool (●), Melee (●●●), Ranged (Light) (●●), Vigilance (●)

Soak: 4 Defense: 0
 Wound Threshold: 16 (Suffers 8 wounds on a Crit)
 Strain Threshold: - (Suffers wounds instead)

Equipment: Force Pike (Melee [●●●]; Damage: 6; Critical 2; Range: Engaged; Pierce 2; Stun Setting), Heavy Blaster Pistol (Ranged [Light] [●●]); Damage: 7; Critical: 3; Range: Medium; Stun Setting), Heavy Clothing (+1 Soak)

BLACK SUN COMMANDO GUARD (RIVAL)

Brawn 3 Cunning 2 Presence 2
 Agility 2 Intellect 2 Willpower 2

Skills: Cool 1 (●●), Discipline 1 (●●), Melee 1 (●●●), Perception 1 (●●), Ranged (Heavy) 2 (●●), Resilience 1 (●●●), Vigilance 1 (●●)

Soak: 4 Defense: 1
 Wound Threshold: 13
 Strain Threshold: - (Suffers wounds instead)

Equipment: Blaster Carbine (Ranged [Heavy] [●●]); Damage: 9; Critical: 3; Range: Medium; Stun Setting), Vibroknife (Melee [●●●]); Damage: 3; Critical: 2; Range: Engaged; Pierce 2; Vicious 1), Flexible Battle Armor (+1 Soak, +1 Defense)

Map of Grobola's High-Roller Lounge
 (Assembled with Maps of Mastery™ "Night Life" Terrain Card Sets©)



In the unlikely event the PCs managed to kill Vigo Baaks in the "Eyes of a Stranger" section, the GM will need to modify the encounter narratives and details. The Black Sun Commandos will have come for the PCs, having tracked them down at the casino. They are directed by one of Rashud Baak's subordinates (see Besh's Memory Flash) who has received no "proof" from Besh and is seeking vengeance for the death of his Vigo. Regardless of these changes, Grobola will still grow enraged at the invasion and command his men to attack the intruders. The rest of the encounter can proceed normally.

The Black Sun team's primary goal will be to kill Grobola the Hutt, and they'll focus their attention on him until the task is complete. In his death throes, Grobola will reveal more details to the PCs and send them on a mission of vengeance (and survival for themselves). If Grobola dies, interrupt the encounter to relay the following narrative to the party:

With a final wound, you witness His Greatness, the powerful and mighty Grobola the Hutt collapse to the floor with a powerful gasp. He stares at you and motions you closer in the midst of the firefight. In wheezing breaths he speaks to you.

"Damn Black Sun... I... knew better... You're dying, you know. That toxin... you don't have long. If they have a cure, it will be in their research facility..." Grobola gasps again, and gives a wet cough before struggling to continue.

"Dorajan... get... to... Dorajan..." the coughing continues, along with a low and sharp laugh, *"Baaks and I... we planned to kill you all. Ha ha ha! Fate... is strange. Now you will avenge me... by saving yourselves..."* He extends his slimy hand, which drops to the floor, revealing a code cylinder that rolls out of it – and looks like it belongs to a starship.

"Bay... 22..." the corpulent Hutt spits his last words, then grows silent and still. His Greatness is no more.

The GM may also need to add more details to this narrative (those revealed in the social encounter) if the PCs failed the social encounter or missed specific details from the Computer Terminal. In his death throes, Grobola will reveal all.

After this revelation, the PCs only real task is to get out of the lounge alive. Grobola's Klatooinian Gaurds (if still standing) will continue to spar with the Black Sun Commandos. Should the Black Sun team be defeated before killing the Hutt, the GM should modify the

narrative above. Grobola will still offer the same details (and the use of his ship) to the PCs. In his mind, they're still on a mission to avenge him, and saving themselves and exposing Vigo Baaks' plans will do just that.

Nothing But the Truth

Once the PCs are in possession of all the details, they are ready for the next Act of the adventure. It's likely they also have access to the heavily armed transport of Grobola the Hutt. It will be a simple matter to get to it (whether they learned of it from Grobola or from a ☉ when accessing his terminal); any of the exits out of the High-Roller Lounge will take the team to the casino interior where they can access Private Docking Bay 22, where Grobola's ship, the *Cheeska Choba*, is docked. The code cylinder (or the codes gained from the terminal) will grant entrance into the bay, and the *Cheeska Choba*. If the PCs stashed weapons elsewhere before entering the casino, the GM should allow them ample time to get them.

Grobola's transport is probably not what the PCs expect. It's a heavily armed and modified Firespray, converted into a nimble and dangerous security transport for the Hutt. The prisoner compartments have been gutted and replaced with a luxury cabin just large enough for Grobola and a few retainers. The hyperdrive has also been replaced with an upgraded model, and the weapons systems have had a complete overhaul. It's a powerful ship, and well suited to storming a Black Sun facility.

(If the team gathered details from Grobola's computer, and avoided the encounter with the Hutt all together, then they may need to locate another transport to Dorajan. In this event, the GM should work with the characters to purchase or steal a ship.)

When the team departs Nar Shaddaa, read the following to set the scene:

Punching in the astrogation coordinates, it's a 3 day journey to the Dorajan system. If what you've learned is correct, it might be only place to recover your lives, and ensure that you continue to live them. The swell of Nal Hutta looms in the distance, as you leave the Smuggler's Moon far behind. You're not sure what's awaiting you – but you're sure of one thing: what remains of your future is somewhere on Dorajan.







In Act 3, the team will invade *another* Black Sun facility; this time to finally learn the secrets of their identities, and confront the man responsible for betraying them. Ending this Act should give the PCs a feeling of purpose and direction for the first time in the adventure. They've taking their destinies into their own hands...

Act 3 – The Reclamation

Memory Flash Check

Prior to the start of this Act, the GM should roll a Memory Flash check on the chart below, by secretly rolling percentile dice. If a PC's Memory Flash triggers, it should be revealed to them immediately at the noted point in this Act (no Strain or check required). The GM should ensure they are aware of each character's Memory Flash point in this Act.

Memory Flash Chart

PERCENTILE VALUE	CHARACTER
1-15	"Aurek" 
16-30	"Besh" 
31-45	"Cresh" 
46-60	"Dorn" 
61-75	"Esk" 
76-90	"Forn" 

Forcing a Memory Flash

Even if a PC's Memory Flash didn't automatically trigger this Act, the GM should notify the player when their character has a Memory Flash point. This gives the PC the option of gaining that brief memory through their own resources and strengths.

If a PC wishes to attempt to regain a Memory Flash, they immediately suffer 2 Strain to *attempt* to do so. The character must then succeed on a Hard (◆◆◆) Discipline or Resilience check to gain the Memory Flash. (The amnesia is due to an engineered neurotoxin making its way through their brains – so they can call upon their mental or physical fortitude to temporarily bypass the effects.) If the character fails this check, they don't gain the Memory Flash, and the Strain is still suffered. A character can only attempt this check once during the Act, and only for this Act's Memory Flash.

Runnin' With the Devil

At the end of the last Act, the party of amnesiac heroes has learned that they were hired by pair of treacherous business partners (Grobola the Hutt and Black Sun Vigo Rashud Baaks) to steal a data stick from a Black Sun space station, which contained account access data for millions of credits of wealth – allowing them to embezzle from the powerful syndicate.

To keep their machinations secret from Black Sun as a whole, Grobola financed the heist and hired the PCs to do the job, which the team spent a week planning in a safe

house on Nar Shaddaa. But during the heist (which destroyed the entire station), the PCs were exposed to an experimental neurotoxin gas developed by Black Sun, which not only wiped their memories, but is slowly killing them. Grobola believed that Vigo Baaks was responsible, as he had hired the Hutt to smuggle the neurotoxin to a secret Black Sun research facility some time ago.

They heroes have now traveled to that research facility, in the Dorajan system, where the neurotoxin was supposedly weaponized, and where they can hopefully find an antitoxin. This is the only way to regain their memories and to keep the neurotoxin from killing them.

This final Act is designed to be a whirlwind of constant action and danger, quick decision making, and final reveals. Near the end, the PCs will each discover where their true loyalties lie, and will have to decide how to reconcile that as they confront the Black Sun Vigo responsible for betraying them all.

The beginning of Act 3 is the only real chance the PCs will have to rest and recover from their adventures in Act 2. They'll have plenty of time to think and plan on the 3-day trip from Nar Shaddaa to Dorajan, which occurs between the end of the last Act and the start of this one.

The GM should allow all PCs to fully recover Strain on their journey, as well as explore any Memory Flash revelations they had (and wish to share with the others). They're likely traveling aboard Grobola the Hutt's personal transport, the *Cheeska Choba*, which is cramped, but does have enough space for the PCs to rest and relax.

Though too small for a true medical bay, a fully stocked Medical Kit is on board (for any PCs attempting Medicine checks during the voyage); additionally, the *Cheeska Choba* has a small cache of 10 Stimpacks and 6 extra reloads for weapons. Any checks made to repair items or heal injuries should be made at the start of this Act (having taken place during the 3-day hyperspace journey).

It's possible the party's actions in the last Act led them to travel to Dorajan in a different ship. If so, the GM will need to consider what consumables and resources might be available to them on their journey, and will need to consider modifying the threat of the following encounter, "Rock of Ages", which was designed for a ship with the Cheeska Choba's weaponry and durability. This can be accomplished by reducing the number of Black Sun patrol craft or asteroid cannon emplacements.

Rock of Ages

Arriving in the Dorajan system, the party will have a brief chance to scan the area before contending with Black Sun security patrols and automated defense systems in orbit. When the party is ready to begin, read the following to set the scene:

As your ship drops out of light speed in Lannik Space, you find yourself maneuvering towards the planet of Dorajan. Your head is throbbing in pain. It started intensifying yesterday, and is only getting worse. You don't have much time...

According to the nav database, Dorajan a jungle world teeming with flora and fauna, but is uninhabited. If a Black Sun facility is down there, that's a pretty good reason for the Lanniks not to have colonized it.

The green world is swirling with wispy clouds, and ringed by a wide asteroid belt that is most likely the remnants of a long-dead moon. Long-range scans indicate some kind of power source down on the planet's surface, but you'll have to move past the asteroid ring for a better scan.

Suddenly, the sensors pick up more localized power signatures *in* the asteroid belt, and the ship's com blinks to life with a static-filled message:

"Unidentified vessel, this is a restricted system. You will turn back now, or be destroyed. This is your only warning."

Ahead, you register several fighters in the belt, and as you drift closer, you notice that those localized power readings seem to be coming from some of the asteroids, just as you spy a nearby rock re-orient itself with thrusters and sprout a quad laser turret that points in your direction.

There are 3 Black Sun Patrol Fighters nestled in the asteroid belt, and they're tough opponents. But the real threats are the scores of automated gun emplacements housed in the asteroids. Without a stand-down signal from the fighters or from the planet below, they'll shoot any ship not broadcasting a Black Sun IFF cypher. The team may be able to fake their way past the patrol, but if not, they'll have to contend with a nasty orbital firefight and shooting gauntlet before landing safely.

Situation Normal... How are You?

The PCs might wisely attempt to convince the patrol that they have every right to be there; pretending to be Black

Sun operatives or there on Black Sun business. However, this is a Daunting effort; this is a *highly* restricted and secret facility. Anyone who *knows* about it also knows enough to broadcast the correct cypher. Still, it can be accomplished through a variety of opposed influence checks. Coercion might be used to threaten the patrol with "the authority of Black Sun", as could Leadership. Charm or Deception could sweet-talk or deceive the patrol. Negotiation is the least plausible, for obvious reasons.

However, the PCs do have some intimate knowledge of the goings on in this facility (based off of what Grobala told them). If any of the PCs attempt to enhance their narrative with knowledge of the neurotoxin gas (or similar statements made from their gained intelligence), the GM should award a Boost Die (■) to their check.

Coercion	■
Charm	■
Deception	■
Leadership	■
Negotiation	■

If successful, the patrol will allow the PCs' ship to land, broadcasting stand-down codes to the automated gun emplacements.

Memory Flash – Besh

Listening to the hostile banter from the pilots, a strange sensation comes over you. You nearly fall to your knees in pain... but remember...



A pair of mercenary goons threaten each other with very little intelligence, then begin fist fighting two tables over. You smile at the spectacle and wink at Cresh, "Just like our relationship, Eleena." She smirks, then smiles, and you stare at her, feeling instantly at peace. You're at a cantina – one of her favorites – on Ordo Prime.

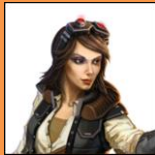
"Don't change the subject, Jesh," she says, "I'm going with you, and that's final. I don't care what the Hutt says about it."

"But honey," you sigh, "I'm doing this FOR you! This is the big one, more credits than we've ever seen. Enough to get OUT of this life – for good. Enough to make a real future, a real family..."

"Exactly," she reaches up and softly strokes your arm, "and that's why I won't let you go alone. My future – is our future. Our family."

Memory Flash – Esk VI

Watching the Black Sun Patrol Fighters maneuver in the distance, something stirs in your mind. Your nose begins to bleed, but you recall...





The fireball of the exploding ship is massive. You stare at it with cold eyes, feeling such remorse. Such... guilt. A pair of Black Sun patrol craft fly alongside your freighter and hail you.



"That's the last of those morons. Don't cops know not to mess with Black Sun?" *You didn't remember the cocky little pilot's name, but he'd been hitting on you since you left Tatooine. "What's up with you, company gal? You didn't even take a shot!"*

"I'm NOT a company gal," *you reply icily, "my friends call me Mara. You... call me Captain."*

"Pssssh," *he breathes over the com, "Not a company gal, smuggling spice for the Sun? Man. What they got on you, girlie?"*

Without a word, you switch off the com, and stare into space.

But if the party succeeds with multiple  or a , the patrol will let them by, but with great suspicion, notifying the landing platform of the PC's impending arrival, and advising them to get to safety. This will give the technical crew in the "Welcome to the Jungle" encounter, below, a head-start in their race to the facility, and reducing the number of rounds the PCs have to catch up to them by 2.




Multiple  or a  on a successful check means that the patrol believed the PCs so wholeheartedly, they'll notify the landing platform with advanced *confirmation* of the PC's status, leading to the technical crew readying themselves for inspection. This will give them a delayed reaction to the PCs in the "Welcome to the Jungle" encounter, slowing their departure, and increasing the number of rounds the PCs have to catch them by 2.

If the party fails, they'll not be allowed to land, and will have to fight their way to the surface.

Running the Gauntlet

Unless convinced otherwise, the patrol fighters will not allow the PCs' ship to move any closer to Dorajan. Though there are only 3 of them, they're excellent pilots backed up by a grid of automated quad laser turrets in the surrounding asteroids. They'll fight with intelligence and cunning, and the PCs will need to work very hard to

defeat them – or commit themselves to simply running the gauntlet and breaking through to the planet surface. The following are the details of the encounter scene:

- The PCs' ship begins the encounter just inside of the asteroid belt, at Extreme range from the other end of the belt. Their starting speed is 1.
- The 3 Black Sun Patrol Fighters begin the encounter nestled in the asteroids for cover, at Medium range from each other, and from the PCs' ship. Their starting speeds are 1.
 - They are very skilled pilots, and will actively try to dogfight, using Evasive Maneuvers, Stay on Target, and Gain the Advantage, whenever appropriate.
 - They'll actively use the asteroid turrets as cover, keeping within Close range of them whenever possible.
- There are literally scores of Asteroid Turret Emplacements in the belt, but they're spaced fairly well apart, at Medium range from each other.
 - Depending on the route the PCs take through the belt, they could be exposed to any number of turrets, but a straight shot through the belt will force them to encounter a minimum of 4.
 - The asteroid turrets possess maneuvering thrusters for positioning and station-keeping, but they have no engines; they cannot "move" from their locations.
 - They'll fire at any target not broadcasting the IFF cypher as soon as it gets within range, and will always spend their Maneuvers to Aim.
- The automated turrets can be spoofed, and any PC within sensor range can attempt a Hard () Computers check as an Action to attempt to corrupt the targeting systems of a single turret. If successful, the turret will be unable to attack until the start of that PC's next turn.
- The asteroid belt presents a major hazard during the encounter, and any movement through the belt (a pilot Maneuver to move the ship, from either PCs or NPCs) will require a Piloting (Space) check as a part of the Maneuver to navigate through successfully.



- A lucky shot blasts apart an asteroid, creating an opening to let the pilot forgo his next check to navigate through the belt.
- An enemy is forced too close to an asteroid, upgrading their next navigation check.



- The PC's ship is forced too close to an asteroid, upgrading their next navigation check.
- The fighters send out a distress call, bringing another into combat next round.

Flying through the Asteroid Belt

When the pilots of each ship make their Piloting checks to navigate through the belt, their difficulty will be based on the size of the ship, and their current speed:

- The base difficulty is equal to the current speed of the ship or half its silhouette (rounded up), whichever is greater.
- The higher number determines how many Difficulty Dice (◆), the lower number then determines how many of those are upgraded to Challenge Dice (●).
- For example: if the PCs are flying the *Cheeska Choba* at max speed (4), with its silhouette of 4, the difficulty would be ◆◆●●. A speed of 3 would result in ◆●●●, and a speed of 2 would be ●●●●.
- A ship's Handling modifier applies to all Piloting checks, as normal.
- Failure means the ship drops its current speed by 1, and does not move. The Maneuver remains spent.
- ☹☹ on a failed check can be spent by the GM to inflict 1 System Strain. ☹☹☹ on a failed check means a minor collision, which inflicts 1 Hull Trauma.
- If a failed check also results in a ☹, then the ship has a moderate collision and suffers 1 Hull Trauma, in addition to an immediate Critical Hit.

The PCs do not need to destroy every threat to get past this encounter – they may very well focus on simply racing *through* the belt and entering atmosphere as quickly as possible. The patrol fighters will give chase, and try to block the PCs, if they can. If the PCs make it through the belt, the GM can skip to the "Welcome to the Jungle" section, below, though the patrol fighters may follow. This could delay the PCs as they evade them (reducing the rounds in the PCs have to catch up to the technical crew), or add new threats to the encounter as the Black Sun pilots arrive in time to jump on the PCs' tram.

BLACK SUN PATROL FIGHTER

Silhouette: 3 Speed: 4 Handling: +1
Defense: 1 Armor: 3

Hull Trauma Threshold: 9
System Strain Threshold: 8

Skills: Cool 1 (◆◆), Gunnery 1 (◆◆◆), Piloting (Space) 2 (◆◆◆), Vigilance 1 (◆◆)

Weapons: Light Laser Cannons (Fire Arc Forward) (Gunnery [◆◆◆]; Damage: 5; Critical: 3; Range: Close; Linked 1)

ASTEROID TURRET EMPLACEMENT (MINION)

Silhouette: 3 Speed: 0 Handling: -4
Defense: 0 Armor: 2

Hull Trauma Threshold: 5 (Suffers 5 Trauma on a Crit)

System Strain Threshold: – (Suffers Hull Trauma instead)

Skills: Cool (◆), Gunnery (◆◆), Vigilance (◆)

Weapons: Quad Laser Cannons (Fire Arc All) (Gunnery [◆◆]; Damage: 5; Critical: 3; Range: Close; Linked 3)

Welcome to the Jungle

After the PCs have made it through the orbital defense gauntlet and entered the upper atmosphere of Dorajan, read the following to the party to set the scene:

Racing out of the asteroids and into the high upper atmosphere of Dorajan, you can finally get a clear sensor scan. The surface of the planet is carpeted in thick jungle with life readings everywhere. But the only sign of civilization seems to be a distinctive power source, clearly coming from a large structural complex on a raised platform several hundred meters above the jungle canopy.

Scans show the structure is protected by a massive energy shield, but it's currently disabled. The facility doesn't appear to have *any* external docking bays or landing platforms attached to it. The only entrance seems to be a tram line that runs about half a kilometer away to a constructed landing platform, which looks like it's the only safe landing point in the vicinity.

You're grateful that the shield is down – if the sensors are right, once that thing's up, it's impregnable.

It's the dead of night on this side of Dorajan, and the PCs' best option is to set down on the landing platform. The rest of Dorajan's surface is so thick with jungle trees that it's the only safe landing point within a reasonable distance of the facility.

If the party wants to find another landing site, the GM may allow this with a Hard (◆◆◆◆) Computers or Survival check with a Setback Die for the nighttime conditions. But the GM should impress that any such site would be a few kilometers from the facility (which is on a

raised platform, several hundred meters above the jungle canopy). This would require the party hiking through an alien jungle – at night. And until they reach the facility, there's no way of knowing if there's a way to get up there from the jungle floor; whereas they *know* there is a way from the landing platform. While the GM should never say "no" to alternatives, the party should be guided to the landing platform as the best option.

Memory Flash – Dorn

Staring down at the thick jungle canopies, something stirs in your heart, and a shattering pain pierces your skull as you remember...



Home. Kashyyyk. "It's... gone," you say to yourself, and stare at the service medal in your hand, continuing the words in your mind. "You could have been there. You SHOULD have been there. You should have gone back. You should have fought. Even if it meant death. Are you afraid of death? A coward? Salparr, the coward..." Slamming back the last of your drink, you realize the bottle is empty.

You count the few credits remaining from your last criminal enterprise. "Pathetic," you think. Standing up, you leave the bar and walk out, staring at the night sky, and quietly putting your medal away. "Or..." you think, slowly... deliberately...

"You find a way to be a hero again..." Pulling out your datapad, you paw through your contacts. A face – Aurek's face. "Silas," you whisper. "Perhaps, if I'm right about him... I can find my redemption."

After the PC's ship touches down, they'll immediately alert the platform technical crew, who will quickly board 1 of 2 trams to the facility, racing to get there and raise the shield before the PCs can arrive after them. The party will have to board the second tram to engage the escaping personnel, chasing them down before they get inside the facility. But their high-speed flight through the canopies will draw the attention of some native wildlife on Dorajan, who think they've found an easy meal.

Arrival at the Landing Platform

When the PCs make the decision to land at the constructed platform, read the following to set the scene:

Touching down on the landing platform, it's the dead of night, but bright floodlights illuminate the area and draw innumerable insects from the thick surrounding jungle. Stepping off your ship, you are

assaulted by intense humidity, a pungent mossy odor, and the nighttime sounds of the alien creatures in the nearby trees. In the far distance, you can see the raised facility, glowing like a beacon in the night.

Your attention then turns toward a cry of alarm, and you see an armored Black Sun Commando shuffle a group of technicians onto one of two trams at the far end of the platform. "Hurry!" you hear him shout towards the front of the tram, "We've got to get the shield up before the intruders can get inside!"

With a whirring of engines, the tram starts up and takes off down the electrified track. Cursing under your breath, you race to the other tram and begin the startup sequence. Ahead of you, the other tram is already almost out of sight. You have to catch it before it gets inside!

Memory Flash – Cresh

Racing with the others to board the tram, you stumble as a pain erupts in your head. You take a moment to catch your breath... and remember...



You're breathing heavily, soaking wet, and laughing. Elated at having just caught the tram, you and Besh plop onto a seat. His hand in yours, you've never been so happy. Staring at his matted, wet hair and familiar features, you swallow quickly, and realize that this is the time.

"I have something for you, Jesh," you find your heart beating faster than in any firefight.

"Eleena," he replies with a sarcastic wink, "I know I'm irresistible, but at least wait until we're back in our room..."

"I'm serious," you say, and he stares into your eyes, and understands. Your hands begin to shake.

"Hey, hey," he slowly replies and smiles, "It's okay."

Nodding, you smile back, and pull a pair of lockets from your pocket...

What follows is a highly mobile chase scene and encounter, where the PCs will need to catch up to the escaping tram and possibly board it, and they've only got a short time to do so. But a group of Black Sun Commandos onboard will do their very best to stop them, and a few groups of native Dorajan Vampire Bats will be

attracted to the tram lights and swoop in to attack the characters for an easy meal.

The Tram Chase

This encounter begins with the PCs having already boarded their tram in an attempt to catch up to the escaping Black Sun goons before they can get to the research facility and lock it down. With only a few rounds to catch up to the enemy tram and either slow it down or board it, the party will be harried by the Black Sun goons onboard, as well as native wildlife drawn to the area; Dorajan Vampire Bats. The following are the details of the encounter scene:

- Both the PCs' tram and the escaping tram are identical in layout and design, composed of 6 cars (2 of which are small pilot cars at each end). From forward to aft, the tram has: a forward pilot car, a subject transport car, a passenger car, 2 cargo cars (1 empty), and a rear pilot car.
 - Each individual tram car's length is Short range, from door to door.
 - The entire tram's length is Long range, from end to end.
 - Each car is connected by a closed door, and has exterior doors that can be opened while the tram is running. The only open exterior door at the start of the encounter is the one opened by the Black Sun Commando in the empty cargo car on the escaping tram, so he can fire at the PCs.
 - The exterior doors of the tram cars also have windows, which can be broken by any successful attack that deals at least 1 Wound to them.
 - All cars except the subject transport car have hatches that allow access to the roof of the tram. The only open roof hatch at the start of the encounter is the one opened by the Black Sun Commando in the passenger car on the escaping tram. He's popping out of the top so he can fire at the PCs.
 - The PCs' tram track is on the port side of the escaping tram, and when both trams are adjacent, their cars are Short distance from each other.

Jumping and Climbing

- If cars of 2 trams are adjacent to one another, characters may attempt to jump the Short range between them. This requires an Average (◆◆) Athletics check, with ■ added if the character does spend a Maneuver getting a running start.
- Climbing up or down through one of the roof hatches on a tram car is a Simple (-) task that only requires a Maneuver.

- The escaping tram will reach the research facility after 7 rounds. If the PCs have not overtaken the tram (or boarded it) by then, the shield will be raised and they'll be locked out of the facility.
- At the start of the encounter, both trams are running at full speed, and the forward pilot car of the PCs' tram is at Long range from the aft pilot car of the escaping tram.
 - As the encounter starts, the GM should allow the PCs to place themselves anywhere in the interior of their tram.
 - 1 PC will need to be in the forward pilot car, piloting the tram.
- At the start of each round, the pilots may elect to participate in a Simple (-) competitive Piloting (Planetary) check, with 2 Setback Dice for the Handling of the tram. (Each pilot that does so forgoes their Maneuver on their turn that round.) The winner of the check may increase or decrease the distance between the trams by 1 range band. If only 1 pilot chooses to participate, he automatically wins the check.

Competitive Checks

Tram pilots participating in a competitive check both make Piloting (Planetary) check against a Simple (-) difficulty, with ■■ for the tram's -2 handling.

- The winner of the check is the one who succeeded and generated the most ✨.
 - In the event of a tie, the one with the most ☯ is the winner; followed by the one with the most 🌀.
 - If no character succeeds on the check, no one wins (and the trams do not change relative position).
- 3 Black Sun Commando Rivals (marked **BSC** on the map) are aboard the escaping tram. 1 is in the forward pilot car (piloting), the other two are in the full cargo car and passenger car, hanging out of the open door and roof hatch (respectively).
 - The piloting commando will only leave his post when all the PCs have abandoned their tram, or when both of his comrades have fallen.
 - The other two will fire at the PCs the first chance they get, and focus on ranged combat from cover.
 - A group of 3 technicians (hurried into the tram by the commandos before the encounter began) are huddled in the escaping tram's passenger car. They are unarmed and non-combative. If confronted, they'll simply cower and beg to be left alive. (After the encounter is over, they could serve as an excellent source of information.)
 - In the 3rd round of initiative, the commotion of the trams and their bright lights will bring two groups of 3 Minion Dorajan Vampire Bats into the encounter. As

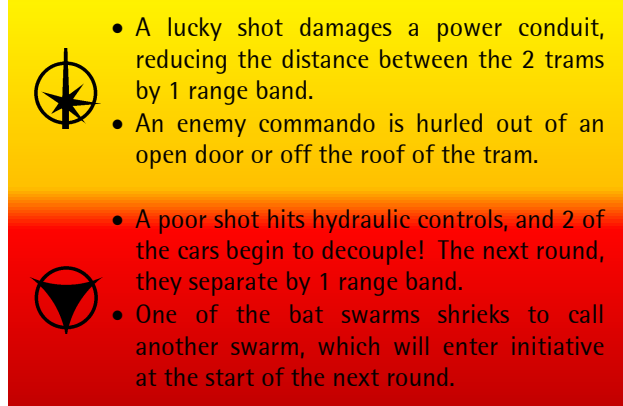
big as mynocks, these blood seekers are hungry, and they'll eagerly attack any character they can reach.

- The first minion swarm of bats will arrive on the roof of the escaping tram's forward pilot car; the second will arrive on the roof of its aft pilot car.
- Each bat swarm will attack the nearest character it can reach on the roof; entering the tram interior, if it can, when no targets are available from the outside.
- Closed exterior car doors and roof hatches will block the bat swarms for a short time, though they'll attack the windows to shatter them, if no other option is available to them.
- If a Dorajan Vampire Bat Swarm is reduced to a single minion, it will retreat from the encounter on its next turn.
- When the bats appear on the 3rd round of initiative, read the following to the party to narrate their arrival:

Suddenly, you hear an earsplitting shriek in the night! On the dull sound of leathery wings, a group of grisly native creatures race towards the tram. With the distinctive forms of bats, you're surprised by their sheer size (they're bigger than mynocks), and can see thick iridescent black fur covering their torsos, wide ears as big as datapads, and abnormally large eyes glowing yellow in the night.

As they fly closer, you see drool streaming from their mouths, which are working dagger-sized fangs that gnash and gnaw in hunger. The things screech again and swoop toward the tram roof...

- Both trams have a terminal in the passenger car (marked **T** on the map), which can be accessed with an upgraded Easy (●) Computers check. Success will allow the character to open, close, or lock one of the doors or hatches on that tram. (Each ☹ or extra ✨ on a successful check will allow manipulation of one additional door or hatch.)
- Both trams have pilot consoles (marked **P** on the map) in their forward and aft pilot cars.
 - The forward pilot console can be used to perform Pilot-only Maneuvers, such as accelerate or decelerate, and to make a competitive check.
 - While a tram is in forward motion, the aft pilot console is powered down, but can be activated with an upgraded Hard (◆◆●) Mechanics check. Once active, it can be used just like the forward pilot console. This could potentially mean competing pilot commands on the same tram. This is where initiative really matters – as the trams are limited to a single Pilot-only Maneuver each round.



- A lucky shot damages a power conduit, reducing the distance between the 2 trams by 1 range band.
- An enemy commando is hurled out of an open door or off the roof of the tram.
- A poor shot hits hydraulic controls, and 2 of the cars begin to decouple! The next round, they separate by 1 range band.
- One of the bat swarms shrieks to call another swarm, which will enter initiative at the start of the next round.

BLACK SUN COMMANDO (RIVAL)

Brawn 3 Cunning 2 Presence 2
 Agility 2 Intellect 2 Willpower 2

Skills: Cool 1 (◆●), Discipline 1 (◆●), Melee 1 (◆◆●), Perception 1 (◆●), Piloting (Planetary) 1 (◆●), Ranged (Light) 2 (●●), Resilience 1 (◆◆●), Vigilance 1 (◆●)

Soak: 4 Defense: 1
 Wound Threshold: 13
 Strain Threshold: – (Suffers wounds instead)

Equipment: Heavy Blaster Pistol (Ranged [Light] [●●]); Damage: 7; Critical: 3; Range: Medium; Stun Setting), Vibroknife (Melee [◆◆●]; Damage: 3; Critical: 2; Range: Engaged; Pierce 2; Vicious 1), Flexible Battle Armor (+1 Soak, +1 Defense)

DORAJAN VAMPIRE BAT SWARM (3 MINIONS)

Brawn 1 Cunning 1 Presence 1
 Agility 3 Intellect 1 Willpower 1

Skills: (for group of 3; downgrade by 1 for each dead minion): Brawl (◆●), Cool (◆●), Coordination (◆●●), Vigilance (◆●)

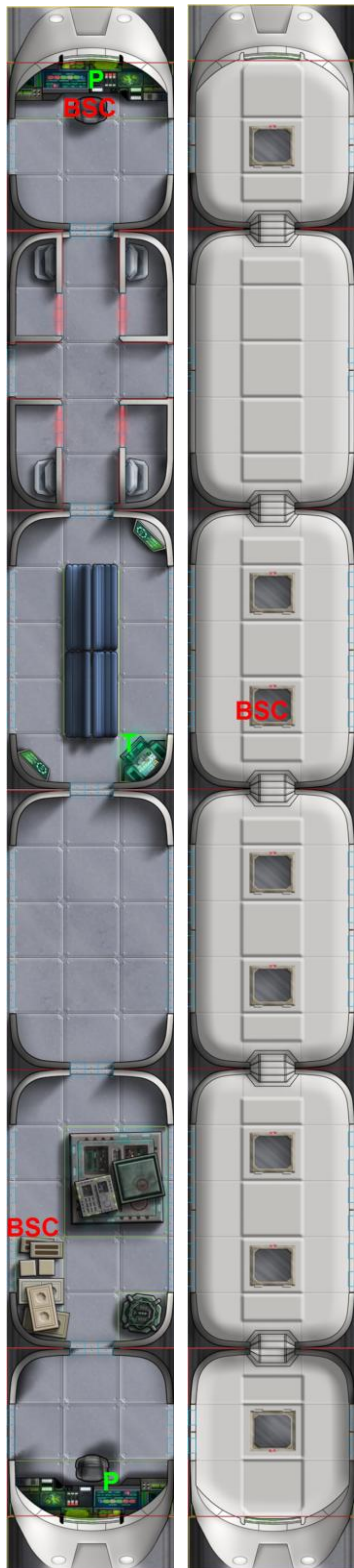
Flight: this creature can fly or hover at any altitude in a standard atmosphere

Soak: 1 Defense: 0
 Wound Threshold: 12 (Suffers 4 wounds on a Crit)
 Strain Threshold: – (Suffers wounds instead)

Blood Drain: when a ☹ is rolled on a successful Brawl attack where the target suffers Wounds, the target also suffers an equal number of Strain

Equipment: Fanged Mouths (Brawl [◆●]; Damage: 4; Critical 5; Range: Engaged; Blood Drain)

**Map of Escaping Tram Interior and Rooftop
(Assembled with Maps of Mastery™ “Railway
Station Tiles” Terrain Card Sets©)**



First and foremost, this encounter is a chase scene. If the PCs cannot overtake the escaping tram (or take it over) after 7 rounds, their foes will reach the research facility first and raise its defense shield, which blocks the PCs from entering. As the rounds tick by, the GM should describe the facility getting closer and closer, clueing the players in to how much time they have left. (Should the PCs be unable to overtake the escaping tram and are shut out of the facility, they'll have to find another creative way inside; perhaps by exploring the jungle floor for an alternate entrance.)

Arriving at the Facility

When the party overtakes the escaping tram, or boards it, they'll be able to enter the Black Sun research facility at its lower level (which consists of only the tram station). They'll now be on the hunt for the neurotoxin cure – and some much deserved payback. They'll also have the chance to interrogate any of the surviving technical crew (if they boarded the escaping tram). When the encounter ends, read the following to set the scene:

You eventually feel the tram slowing down, as it passes several sensors on the track just outside the facility, which activates an automated braking system. Gliding into a tram terminal with a soft hiss, you see the mass of the research facility above you. It's sleek and newly constructed, with a functional, but beautiful aesthetic.

You pause as the pain intensifies in your head, and you bring your hands to your face. They come back covered with tiny droplets of blood trickling from your nose. Hopefully, somewhere inside, you'll find the cure you seek.

Memory Flash – Forn 

As the blood pounds in your skull, you fight through the pain and stare at your comrades; the Wookiee, Dorn, and the scarred human, Aurek...



"It's Zannik," you speak into the terminal, the face of Grobola the Hutt on the other end. "Report!" the Hutt barks at you.

You softly reply, "I'm not sure yet, but I think it's the human, Silas – our 'fearless leader'. Maybe that Wookiee, Salparr. They've been acting... strangely."

"Find PROOF," the Hutt replies, "And when you do, eliminate them. No one betrays me." You nod, and close the channel.

Memory Flash – Aurek

Staring at the blood on your fingertips, your vision narrows and you grit your teeth in intense pain as you remember...



You're out of sight in a nearby alley; you've made sure no one can see you as you stare at the devastation in the cantina. Some local scum are sweeping up the shattered glass and hauling out bodies. It was a professional hit – they tore the entire place apart.

Your chest tightens as they haul out three human corpses and dump them unceremoniously. You lower your head as you glimpse their faces, and you grab the holo-projector from your pocket, gripping it tightly. "No one will know what these men have sacrificed," you think.

"Anonymous stars on the memorial wall at Sector Ranger HQ. Nameless heroes for justice, for the law," your mouth is dry, and you feel yourself coming to a decision. "I'll make them pay for what they've done." Salparr knows, you think. And you need his help, now. Maybe the Rangers could use a Wookiee in the ranks. There's a first time for everything, and the ranks are thinning...."

The party can now head to the upper level of the research facility, but may wish to interrogate the huddled technicians in the passenger car of the tram (if they arrived in that tram, and if any of the technicians are still alive). These men are all human scientists, and quite unprepared for violence or threats. Information can be gained from a variety of influence checks; Coercion being the easiest, and Deception and Negotiation the hardest (the technicians just watched the PCs attack their guards; and credits have little value to them in their current state of shock).

Coercion
Charm
Deception
Leadership
Negotiation



With a successful check, the technicians will answer any questions the party has to the best of their abilities. Answers to some of the more common questions are noted below:

- The technicians are simple research scientists, with expertise in biology, genetics, and biochemistry. They've been under Black Sun's employ for a year, and have

spent the majority of that time doing secret research at this facility.

- The facility is extremely advanced, and focuses on varied highly experimental research projects in chemical and biological weaponry.
- If asked about the neurotoxin gas, the researchers will admit that they're aware of it, but didn't work on that project directly. It's possible that the neurotoxin team did develop an antitoxin, and if so, it would likely be stored in hazard containment with the toxin, itself.
- If asked about the staffing of the facility, they'll reveal that someone big in the syndicate ordered an evacuation of all non-essential personnel half a day ago. They were the last to leave, and were waiting on a transport when the PCs arrived.
- If asked about the layout of the facility, the researchers will gladly share a verbal overview of the layout.

The party is free to do with the technical crew what they like, but the researchers will resolutely refuse to go into the facility with them. They are extremely traumatized after their ordeal. If the PCs don't restrain them, they'll take a tram back to the landing platform at the earliest opportunity.

Livin' on a Prayer

The party's adventure has finally come full circle. They're close to discovering the cure for their condition, but will have to contend with the other dangers inside the facility, not the least of which is the treacherous Black Sun Vigo, Rashud Baaks.

In the unlikely event the PCs managed to kill Vigo Baaks in Act 2, the GM will need to modify the rest of the adventure to accommodate that. Instead of Baaks being the threat – it's now "the new Vigo", one of Rashud Baak's former subordinates (see Besh's Memory Flash in Act 2), who is taking Black Sun's vengeance on the PCs. Even with these changes, the rest of the Act should proceed normally, but with slightly different narrative outcomes, as appropriate.

Inside the research facility, the neurotoxin poisoning will really begin to take hold. The heroes will need to traverse the compound to find the antitoxin, which will require moving through a small army of hostile droids and dangerous test subjects throughout the facility. Meanwhile, the Vigo is holed up in the main computer room, observing their progress and making their lives difficult at every turn.

When the party is ready to enter the facility, read the following to set the scene:

Cradling your head, you stagger into the lift that will take you up to the research facility. Trying to shake it off, you feel the pain getting worse. As the lift begins to rise and carry you up into the facility, you spy one of the trams far beneath you power up and begin racing back to the landing platform.

That can't be good.

There's little to do about it, though, as the lift platform brings you into the facility, putting you flush with the floor near some kind of bunkroom. The place is eerily quiet, and you see no one.

Various corridors and doorways lead off of this room, and you don't see a map or terminal anywhere nearby. Looks like some exploration is in order.

This final part of this Act is structured openly. The PCs will have several smaller encounters in the facility; and depending on their route of travel or tactics, they could unwittingly unleash multiple encounter threats at once (perhaps even turning them against each other). The map below highlights the entire facility, noting where specific threats and key rooms are located throughout. There's no right or wrong way to traverse the facility, and the sections below lay out the details and threats in each "key area". Some areas may even be avoided entirely.

The PCs begin in the area labeled **PC** on the map, at Medium range from both the Razorcat Pits and the Observation Lounge.

Neurotoxin Checks

When making a Neurotoxin Check, the character can decide whether to use Resilience or Discipline, with various effects, depending on the results:

- **▼**: The character adds **■** to any check he makes during the encounter.
- **☠**: The character suffers Strain equal to the number of **▼**. If the check generates **☠☠☠** or more, the character can instead be staggered for his first turn (unable to take any actions).
- **🩹**: The character is in such pain, all checks he makes have their difficulty upgraded by 1 until the end of the encounter.
- **☆** or multiple **☆**: The character avoids any ill effects, except those triggered by **☠**.
- **👤**: Gain **■** on your next check in the encounter. Spend multiple **👤** to grant **■** to other character's next checks.
- **🛑**: Cancels all penalties from Neurotoxin Checks for the rest of the adventure

Neurotoxin Checks

As the party enters the facility, the neurotoxin is close to killing them, and their minds are truly beginning to unravel. Until they receive a dose of the antitoxin, each PC will need to make an upgraded Average (**◆****●**) Resilience or Discipline check whenever they first enter a "KEY AREA". The effects of the check are noted in the "Neurotoxin Checks" sidebar.

KEY AREA – Main Computer Room

Most likely the last place the PCs will enter, the Main Computer Room (marked **MAIN COMP ROOM** on the map) operates with a fantastic holographic interface that lets the researchers simulate complex scientific and engineering models, as well as provide direct control of nearly every area of the facility.

Vigo Rashud Baaks and a pair of 2-droid units are secure inside, remotely viewing the interior of the facility, and releasing its subjects to attack the PCs. Vigo Baaks has also powered up contingency security measures (originally built in the event of subject "escape" within the facility), which have activated force shields outside of each of the Main Computer Room's 4 doors. When the PCs approach one of these doors for the first time, read the following aloud:

There's clearly a door that leads to a central area of the research facility, but both the door and its control pad are blocked by a humming force shield – which clearly can't be opened from the outside.

The only time you've seen shields like this is on "safe rooms", where the inhabitants really don't want anyone getting inside...

Vigo Baaks will not leave the Main Computer Room unless the PCs have dosed themselves with the antitoxin (with their memories intact once again, they're a major threat to him if they escape, so he'll be forced to deal with them), or if the PCs have managed to unlock the Main Computer Room from one of the exterior terminals. When Vigo Baaks is ready to confront the PCs, advance to "The Final Countdown" section.

KEY AREA – Observation Lounge

One of two places the PCs will likely head after arrival, the Observation Lounge (marked **OBSERV LOUNGE** on the map) contains two nasty surprises floating in stasis tanks: genetically modified Gamorreans that Vigo Baaks will release to terrorize the PCs. They've been biochemically altered and turned into mindless killing machines (even more so than normal) that will attack any target other than themselves in a near-blind rage, attempting to tear

them to bits. When the party first enters this area, read the following to set the scene:

This area looks like some kind of observation deck. Sets of stairs up to a mezzanine level expose huge windows that give a beautiful view of the Dorajan horizon. But the beauty of the scene is marred by a pair of massive tanks installed into the floor. They're constructed like Bacta Tanks, but much heavier duty and filled with oily greenish slurry.

Moving closer, you can see that the tanks appear to hold creatures that you recognize to be Gamorreans, but not like any that you've ever seen before.

They float naked in some kind of suspension fluid, the breath masks tethered to their faces not quite hiding the horribly extended tusks that pierce their upper lips. Skin that is more gray than green is covered in ugly splotches and stretched too tight over thick cords of muscle. Their hands have been horribly mutated; angular boney plates extruding from the knuckles.

As you approach, they begin to twitch, and you see their bloodshot eyes open with startling speed!

Vigo Baaks, watching the PCs progress through the facility, will remotely awaken the two Mutated Gamorreans. They'll awaken and burst from their chambers, attacking the party. The following are the details of the encounter scene:

- The encounter will begin with both Mutated Gamorreans (marked **G** on the map) bursting out of their stasis tubes. They are at Short range from each other, and from the various stairways out of the lounge and up to the mezzanine level.
- The mezzanine level is short range from the ground, and beneath it are a pair of power regulators, which could be sabotaged as an Action with a Hard (◆◆◆) Mechanics check to explode at the end of the round!
 - Anyone engaged with the power regulator will suffer Wounds (that ignore Soak) equal to the ✨ on a successful check. ⚡ can be spent to deal Strain.
- The Mutated Gamorreans will not retreat or surrender, and cannot be easily reasoned with. They're animalistic and nearly mindless – and will fight until they are unconscious or killed.
- They will also attack any Black Sun droids or released Razorcats they encounter. They're not intelligent enough to discern any threat from the Shard Crystals, however, and will simply flee their enclosure room if drawn inside.

MUTATED GAMORREAN (RIVAL)

Brawn 5 Cunning 1 Presence 1
 Agility 2 Intellect 1 Willpower 1

Skills: Brawl 2 (◆◆◆◆◆), Perception 1 (◆), Resilience 1 (◆◆◆◆◆), Vigilance 1 (◆)

Adversary 1: Upgrade any incoming attack by 1
 Soak: 5 Defense: 0

Wound Threshold: 21
 Strain Threshold: – (Suffers wounds instead)

Equipment: Bone-Plated Fists (Brawl [◆◆◆◆◆]); Damage: 6; Critical: 2; Range: Engaged; Pierce 1; Vicious 1)



- One of the Mutated Gamorreans is knocked into the other, angering it. They will attack each other until the end of the round.



- One of the power regulators is accidentally hit and explodes, immediately knocking all characters engaged with it prone.

KEY AREA – Razorcat Pits

The other place the PCs will likely move to after arrival, the Razorcat Pits (marked **PITS** on the map) are the facility's "kennels" for a group of native Dorajan Razorcats used as test subjects. When the party first opens one of the three doors to this area, read the following to set the scene:

The dusty door opens to a dark and small corridor that branches off in unusual twisting turns and angles. A musty smell assaults you immediately; like an animal den. The floors are covered in a mixture of dirt and dried vegetable matter; and you look down to spy a set of animal prints... *large ones.*

Though they are very dangerous ambush predators, the Dorajan Razorcats kept in the facility have been altered with a neural implant designed to remotely control the animals' general behavior. Specifically: forcing aggression or docility. This is how the staff can keep the animals in a free-roaming kennel. Upon examining the prints, a successful Average (◆◆) Survival check will reveal that they belong to a very large and stealthy feline creature.

Vigo Baaks will quickly turn the animals aggressive when the PCs approach their enclosure. The following are the details of the encounter scene:

- The Razorcat Pits have 3 entrances (West, South, and East). Due to the maze-like nature of the interior tunnels, the West and East entrances are at Long range from each other, and Medium range from the South entrance.
- Three Dorajan Razorcats (marked **C** on the map) are hidden in the pits, forced into an aggressive state.
 - They'll immediately use the darkness and cover to hide; to strike from a hidden position.
- When within line of sight of a hidden Razorcat, a character must succeed on an opposed (◆◆◆◆◆◆◆◆) Perception check to notice it. (After it attacks, it will have to return to cover or darkness and re-hide as an Action.)
- The area is in near total darkness, imposing ■ on any combat or Perception checks made.
- Though in an artificial state of aggression, the Razorcats aren't beyond self-preservation. If within 3 Wounds of its Wound Threshold, a Razorcat will retreat into the darkest corner of its den, and not emerge unless confronted.
- If brought into conflict, the Razorcats will attack the Mutated Gamorreans or Black Sun Droids as readily as the PCs.

DORAJAN RAZORCAT (RIVAL)

Brawn 3 Cunning 3 Presence 1
 Agility 4 Intellect 1 Willpower 1

Skills: Brawl 1 (◆◆◆◆◆◆◆◆), Cool 2 (◆◆◆◆◆◆◆◆),
 Coordination 2 (◆◆◆◆◆◆◆◆), Stealth 2 (◆◆◆◆◆◆◆◆),
 Survival 1 (◆◆◆◆◆◆◆◆), Vigilance 1 (◆◆◆◆◆◆◆◆)

Night Vision: this creature never suffers ■ due to low light or darkness

Soak: 3 Defense: 0
 Wound Threshold: 11
 Strain Threshold: – (Suffers wounds instead)

Quick Strike 2: this creature adds ■■ to combat checks against targets that have not acted yet in an encounter

Equipment: Claws and Teeth (Brawl [◆◆◆◆◆◆◆◆]);
 Damage: 4; Critical 2; Range: Engaged; Vicious 2)



- The PC damages a Razorcat's implant, returning it to its animal instincts; it will flee if at half its Wound Threshold.



- One of the Razorcats sees an opportunity and flees back into the darkness, re-hiding as an Incidental.

KEY AREA – Aquatic Lab

Near the Razorcat Pits is an Aquatic Lab (marked **POOL** on the map) where the facility staff has performed numerous biological experiments. It's currently empty of any test subjects (though the PCs don't know that), but does have 4 two-droid Minion units stationed in the area to harry the PCs. Read the following to set the scene:

Entering this area, you immediately smell water; stagnant water. Ahead, you spy a bridge that extends over some kind of pool filled with bubbling, impenetrably dark fluid. In rooms on either side of the bridge are holo-terminals that look fairly complex.

But stationed near each terminal are 2 groups of familiar-looking droids with the Black Sun logo on their chassis. Spying you, one of them points and shouts in a tinny voice, *"The intruders! Blast 'em!"*

"Roger, roger," the others reply, and level carbines in your direction.

The droids are not a huge threat, but there are a fair number of them. Vigo Baaks stationed them here to guard the holo-terminals (marked **T** on the map) to keep the PCs from accessing the Main Computer Room where he is holed up.

The aquatic pool is actually empty; the droids are the only threat in this area. Older models, they're not terribly bright, but will use standard battlefield tactics. The following are the details of the encounter scene:

- Two units of Black Sun Battle Droid minions (marked **D** on the map) are within Short range of their assigned terminals (marked **T** on the map), and Long range from the other two units at the other terminal.
- They'll seek cover if possible, but will foolishly move to get within range of the PCs – even if that puts them in the open or on the bridge.
- If one of the units is drawn into the Neurotoxin Storage room or the Razorcat Pits, the other squad will only pursue the PCs if they are in their line of sight, or if their droid comrades call for them (perhaps as a ☹ result)
- As battle droids, they'll fight until they are destroyed.
- Due to their orders, they won't initially attack any encountered Mutated Gamorreans or Dorajan Razorcats if they encounter them. But they will defend themselves if attacked by these test subjects.
- Droids drawn into the Shards' area of aggression will register the electromagnetic field that is damaging them, but won't have the knowledge to associate that with the Shards; they'll flee the area after 1 round.

BLACK SUN BATTLE DROIDS (2 MINIONS)

Brawn 1 Cunning 1 Presence 1
 Agility 3 Intellect 1 Willpower 1

Skills: (for group of 2; downgrade by 1 for each dead minion): Cool (🟡), Ranged (Heavy) (🟢🟢🟡), Vigilance (🟡)

Soak: 3 Defense: 0
 Wound Threshold: 8 (Suffers 4 wounds on a Crit)
 Strain Threshold: - (Suffers wounds instead)

Equipment: Blaster Carbine (Ranged [Heavy] [🟢🟢🟡]); Damage: 9; Critical: 3; Range: Medium; Stun Setting), Plasteel Armor Chassis (+2 Soak)



- One of the droids is hurled into the pool, with its mix of caustic chemicals, immediately disabling it.



- One of the PCs is forced into the open, perhaps on the bridge. This round, they'll become the droids' sole target.

The holo-terminals (marked **T** on the map) connect directly to the main computer, and can be used to bypass commands issued in the Main Computer Room by Vigo Baaks. Success on an opposed (🟠🟠🟠) Computers check will allow one of the actions, below. Each 🌀 or additional ✨ on a successful check will allow one additional action:

- Power down the force grids locking down the Main Computer Room.
- Open, close, or lock one door in the facility.
- Adjust the Razorcats' implants, sending them to a docile state.
- Re-activate the electrical dampening fields in the Crystalline Life Form Lab, preventing the Shards from affecting any characters.
- Download the research data for any of the experimental projects in the facility, including the neurotoxin gas. This will let the PCs know exactly where the antitoxin is located, what it looks like, and how to use it (see the "KEY AREA - Hazard Storage" section, below).
- Remotely open any or all of the refrigeration pillars housing the neurotoxin and antitoxin canisters (see the "KEY AREA - Hazard Storage" section, below).

KEY AREA - Crystalline Life Form Lab

One of the more unusual areas in the facility is a chamber housing a group of relocated Shards (marked **CRYSTAL** on the map); sentient crystalline life forms native to the

planet Orax. Discovered by Black Sun many years ago, several dozen were abducted from Orax and brought here for research and experimentation. Black Sun has tried (and failed) to communicate with them; and settled for trying to find a way to weaponize their abilities.

After years away from their main collective and exposed to twisted forms of torture via electromagnetic fields and electrical dampening equipment, the poor creatures are quite unhinged, and view organic life as corrupt and evil - and mechanical "life" (droids) even more so. Black Sun's experiments have also led them to possess extremely powerful electromagnetic emissions, which they can use to broadcast their insane thoughts into other sentient minds, or directly damage droid systems. Read the following to set the scene:

This space is filled with an unexpectedly beautiful sight. "Growing" out of sediment and soil clearly transported into the floor of this room are several rows of large crystalline formations. Roughly a meter tall, they luminesce in various colors and you see sparks of static electricity dance between them.

You hear a low hum in your ears, and you suddenly find your thoughts confused and jumbled - and it's not the neurotoxin... it's something else.

Suddenly, blaring into your mind is a cacophony of thoughts and images. You see lab technicians, strange machines, and feel immense fear, pain, and anger. And that anger is directed towards you...

The Crystalline Life Form Lab (which is Medium range in length) presents a consistent threat to anyone who enters it. Normally kept in check by electrical dampening fields, Vigo Baaks has deactivated them, freeing the Shards to assault any who come close to them.

- A successful Hard (🟠🟠🟠) Knowledge (Outer Rim) or (Xenology) check can determine the nature of these creatures, and what they are.
- Each round a living character spends inside the room, the Shards will make a mental attack against them. At the start of the round, each character must roll an opposed Discipline check (🟠🟠🟠) to stave off the Shards' mental attack.
 - If the check fails, each ▼ results in the character suffering 1 Strain (Soak is bypassed).
 - 🌀 and 🌀 can be spent normally to add Boost (🟢) or Setback (🟠) dice to subsequent checks.
- Each round a droid spends inside the room will result in a much stronger attack. At the start of the round, each droid must roll an upgraded opposed Discipline check

- (◆◆◆) or have their circuits damaged by the Shard's energy attacks.
 - If the check fails, each ▼ results in the droid suffering 2 Strain (Soak is bypassed).
 - ☯ and ☯ can be spent normally to add Boost (■) or Setback (■) dice to subsequent checks.
- As a full-round (or 2 Actions), characters with blasters or a good melee weapon can destroy every shard in the room (no rolls required). But the consequences of ending the lives of these poor tortured creatures are something the PCs may not be comfortable with.
- Clever PCs might even draw the droids in the Aquatic Lab into this room, to suffer the Shards' wrath.
- Simply leaving the area of the room will remove a character from the effects of the Shard's assault.

- The Shards realize the character is not a threat. He no longer needs to make checks against the Shard's assault.
- Confused by a strange mind, the Shards are angered. Every subsequent check against the Shards has an upgraded difficulty.

KEY AREA – Hazard Containment

The ultimate goal for the PCs should be to reach the Hazard Containment room, where both the neurotoxin and its antitoxin are stored (marked **NEURO** on the map). Accessing the room will require traversing the Observation Lounge and Crystalline Life Form Lab, or navigating the Razorcat Pits. The room is also dangerously close to 2 squads of Battle Droids. When the party enters the room, read the following to set the scene:

This large room is much colder than the surrounding chambers, and there appears to be 6 floor-to-ceiling refrigeration pillars arranged in a large circular pattern near the center of the room. Each of them is composed of shifting cover plates designed to keep in the cold, but you can see through the plating seams that these pillars open up to reveal circular rows of small canisters.

Each refrigeration pillar houses several rows of neurotoxin and antitoxin "dispersal canisters", each cleverly designed with a small charge on the casing that will cause the canister to explode like a grenade when thrown, immediately spreading the gas out to Medium range from the point of impact, and incinerating the canister itself.

The canisters are marked with indecipherable codes (one set for the neurotoxin, the other for the antitoxin); but the neurotoxin canisters are colored green, the antitoxin

canisters are colored yellow (this might be all the clues the PCs need.) A successful Average (◆◆) Knowledge (Education) check will reveal that the codes are medical designations for poison and antidote. Additionally, successfully slicing into any of the nearby holo-terminals (see the "KEY AREA – Aquatic Lab" section) will reveal to the PCs which canisters are which.

Should the PCs access the storage pillars, the noise will immediately alert the nearby droids, who will engage the party (unless they'd already been dealt with). If this occurs, the following are the details of the encounter scene:

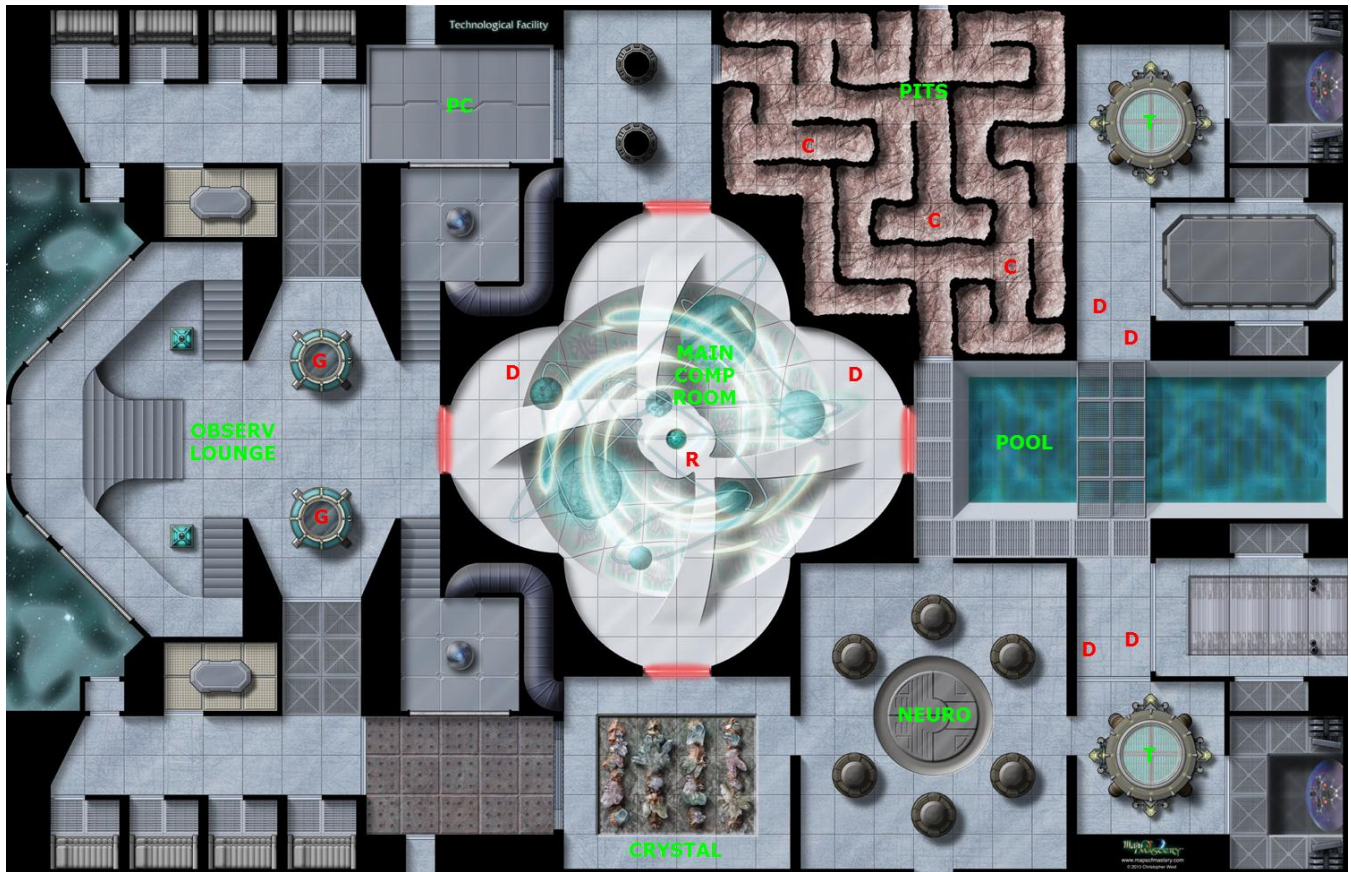
- See the "KEY AREA – Aquatic Lab" section for details on the droids and their positioning.
- The nearest sets of droids are at short range from the Hazard Containment room. The Hazard Containment room, itself, is Medium range in size.
- Each of the pillars holds 24 dispersal canisters of both the neurotoxin and the antitoxin.
- Each pillar is securely locked, and will require a Hard (◆◆◆) Computers or Average (◆◆) Mechanics check to open. The pillars can also be opened remotely with successful slicing of the nearby holo-terminals (see the "KEY AREA – Aquatic Lab" section). Once a pillar has been opened:
 - It takes a maneuver to detach one of the dispersal canisters from its housing.
 - Each dispersal canister is treated as a grenade for combat checks and range, but deals no damage. Its only effect is full dispersal of the gas inside, out to Medium range from the point of impact.
 - Any sentient, organic life-form in the area of the dispersal immediately suffers the effects of the gas.
- Those exposed to the neurotoxin immediately black out for a few seconds, then "awaken" to complete retrograde amnesia. The neurotoxin has bonded to their neural cells, and is fatal in roughly a week (without the antitoxin).
- Those exposed to the antitoxin suffer no ill effects, and are immune to the toxin for 72 hours (until their metabolism removes the antitoxin from their system). But if a character under the effects of the neurotoxin is exposed to the antitoxin, the result is a near instantaneous reversal of the neurotoxin effects.

When the PCs finally dose themselves with the antitoxin, any ongoing penalties from neurotoxin checks they've made are immediately removed (any incurred Strain is not removed, however), and their memories are immediately restored. Refer to the "Round and Round" section, below, when this occurs.

After regaining their memories, Black Sun Vigo Rashud Baaks will no longer allow them to live – they’re far too dangerous to him. Once the party is no longer battling his pawns, he’ll release the security lockout to the Main

Computer Room and attempt to deal with the PCs, himself. Refer to “The Final Countdown” section, when this occurs.

Map of the Black Sun Research Facility
(Maps of Mastery™ “Numenera Map Pack 2”© - Technological Facility)



Round and Round

Once dosed with the antitoxin cure, the PCs no longer have their lives in jeopardy; at least, not from a fatal chemical agent in their brains. In a maddening head-rush, the teams' memories will come flooding back to them. In an instant, they'll remember exactly who they are, what their individual goals truly were, and their true relationships to each other. When the PCs finally get a dose of the antitoxin, read the following to set the scene:

As the canister cracks open, and wash of yellow gas fills the area. Breathing it in, you feel a tickling sensation in your nose, and grow slightly dizzy. Slowly, the pain you've been feeling in your head for days stops entirely. You blink quickly, then fall to

your knees as an onrushing wave of memories are released into your mind.

In a split second, it all comes rushing back. Everything. You remember... everything...

Each PC should be handed the information noted in this section for that character. The GM may decide (from a meta-game perspective) to let each *player* in on the full truth of each characters' memories; but if the players are willing, the GM can ramp up the excitement and theme of the adventure by keeping each characters' memories secret from each other, allowing the players to determine what to reveal to each other. Considering the revelations they will all have, they'll likely be having these difficult in-character conversations, in any event.

Restored Memories

The cards on the following pages are intended to be handed to each PC, giving them a short recap of their lives, histories, relationship, secret agendas, and the recent events that led up to the Korr Station mission. After the GM hands those out, he can read the following to provide a collective memory of the final moments in the vault, before the PCs were thrust into amnesia:

"I've got it!" Jesh shouts, and pulls a thin data stick from the opened safe box. *"Congratulations, folks – we're all rich,"* he smiles and holsters his blaster.

Salparr grunts and keeps his eyes on the datapad he has plugged into the door controls, then turns to Silas, and says under his breath, *"I'm keeping the sweep algorithms from registering the open door, but we don't have much time..."*

"All right," Silas softly says back, then addresses the team, *"Mission accomplished. Let's get to the exit point."*

"Whoa, whoa, whoa," Eleena replies, *"Not without some more spoils."* The Twi'lek turns, and she, Jesh, and Mara begin tearing open other safe boxes, dumping the contents on the floor.

"We don't have the time!" Salparr growls again, and Silas nods firmly.

"Why not?" Zannik suddenly speaks up, backing towards the rear wall, *"We would, if you hadn't rigged this place to blow. This IS a burglary job... RIGHT? So why aren't you both trying to grab what you can?"* The Rodian slowly raises his rifle to the Wookiee and the Human, and the others stop and stare at the scene with worry. Jesh and Eleena drop handfuls of credits and jewelry, and Mara slowly draws her pistol, still clutching a necklace in her other hand.

"Point that thing somewhere else, before I break it," Salparr growls at Zannik. Silas is still clutching his pistol, but hasn't raised it to the Rodian.

"Shut up!" the Rodian spits back, *"I know one of you is working for Black Sun. We're going to find out who – right now..."*

"Calm down, okay? Let's talk this out..." Jesh approaches Zannik, both hands raised in a placating gesture – but he's sweating. With a hard blow, the Rodian swipes his rifle butt across the human's chin, sending him sprawling to the floor!

"Is it you?" he says, *"Or you?"* The Rodian aims his rifle at Silas and Salparr again.

"Wait!" Mara suddenly shouts, *"It's me. I'm the one you want."* Zannik's antennae twitch, but the rifle doesn't move. Tears form in the pilot's eyes, as her pistol slowly raises to Jesh's prone form, lying on the vault floor.

Jesh stares at her with utter confusion and starts to say something; but not before Eleena turns on Mara with utter rage.

"WHAT?!" she snarls, pulling her pistols with lightning speed and pointing them at Mara. *"You... I can't believe it. You were lying to us? To ME???"*

"It's not like that," Mara responds, *"I had a job to do. I didn't want it, but it wasn't my choice! I never thought... you and I..."* Her pistol begins to tremble.

"I trusted you," Eleena responds, clicking her safeties off, her eyes growing hard.

"I'm sorry," Mara whispers, *"I still... I didn't think..."*

"Save it!" Eleena snaps back, and suddenly, you all hear a soft chuckle from a familiar voice coming from outside the vault door.

Startled, you turn to see a small canister fly into the vault and crack the instant it hits the floor. A massive cloud of greenish gas expands in a heartbeat; filling the room and making your head grow thick. You can't move... you can't... think... you can't... remember...

The last thing you do remember seeing is a well-dressed Duros entering the vault and removing a breath mask, as he reaches down and pulls the data stick from Jesh's clenched hand.

Smiling, Vigo Rashud Baaks turns without another word and quickly steps away. You watch him leave and your vision fades to darkness...

With the narrative above, and the individual memories the PCs have recovered (as noted in the cards, below), they should now have the full picture. Vigo Rashud Baaks played them all. With the acumen of a true Black Sun Vigo, he had contingencies in place, and plans within plans. Now that our heroes have their memories back, they represent a real and unexpected threat to him – one he will have to deal with directly.



⌘ (“Aurek”)

Silas Mar

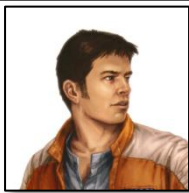
Your real name is Silas Mar. You and your younger sister were orphaned at a very young age, and through adolescence you cared for her by working jobs for minor criminal organizations as a spy and a runner in the outer rim; learning the tenets of survival in the galaxy's underworld.

Unfortunately, while traveling between systems, a pirate attack killed your sister (and the rest of the ship's passengers) and marooned you on an uninhabited jungle world for 3 years before you were rescued. After your rescue, the memory of your sister (whose holo you constantly carry with you) gave you a drive to fight criminals of the Rim, like the pirates who attacked you. You joined the Sector Rangers, and your previous connections and skills tapped you for undercover operations – where you've been for the past 7 years, funneling information back to the Rangers.

When Grobola the Hutt began putting together a team to infiltrate Black Sun's Korr Station, you immediately signed on to lead the mission team, as you had already been tasked with finding a way inside Black Sun. But before being able to inform your superiors on Nar Shaddaa (senior Sector Rangers, dear friends, and mentors all), they were discovered by Black Sun, who executed them in cold blood. Reeling from the loss, you made the decision to take revenge on the syndicate by “altering” the heist plan to destroy Korr Station, completely – only then taking your evidence back to the Rangers.

To your knowledge, no one in Black Sun or in Grobola's organization suspects your undercover nature; but you were shocked when your old Wookiee criminal tech contact, Salparr (whom you'd recruited for this mission), got you alone and confronted you, accusing you of being a cop or a rebel. You were even more shocked when he begged to join your cause, explaining how deeply he needed to regain his honor. You're unsure of his intentions, or if you can trust him. Revealing your undercover status to *anyone* is strictly forbidden. For now, you've neither confirmed nor denied his suspicions – but when the job was done, you'd planned to bring him into fold. A Wookiee as a Sector Ranger. First time for everything.

As for the others in your mission team, you'd fully intended to turn them in when the mission was over. But after working with some of them, you were having your doubts. Maybe revenge on Black Sun is enough...



⊖ (“Besh”)

Jesh Doran

Your real name is Jesh Doran. Your natural charm and good looks led you to a life of confidence scams at a young age. A practiced “face” for criminal undertakings, you always led your life fast, loose, and without plans. That changed when you met a hard, but beautiful Twi'lek named Eleena Bas.

For the first time in your life, you fell completely, madly in love. She was a hard-nosed mercenary you met on a mutual contract. Beautiful, very dangerous, and practically unapproachable; she rebuffed all your advances, but this only made you more determined. You worked very hard for over a year to woo her, and she eventually relented. The two of you soon became deeply committed to each other, and just last year, she tearfully gave you half of a Sorla Charm – the Twi'lek “Lover's Locket” – signifying her willingness to devote herself to you for the rest of her life. You gladly accepted, and committed yourself to her forever.

Since that day, you have become obsessed with finding a way for you both to leave the criminal life behind, and become a true family. But that takes credits – a *lot* of credits. You got wind of an infiltration contract being offered by Grobola the Hutt, which needed a “face-man” and paid extremely well. It was right up your alley, but despite the huge payday, it wasn't enough – not for a *real* future. So, after learning the details of the operation and Vigo Baaks' involvement, you did what any good scoundrel would do: you secretly approached Black Sun – one of Vigo Baaks' subordinates, specifically. In exchange for a healthy reward, you offered to be an informant on the job and provide the subordinate with proof of his Vigo's embezzlement, allowing him to advance in the syndicate. He agreed.

But your plan hit a snag when you told Eleena about the Grobola the Hutt's Korr Station job. She refused to let you go on the dangerous mission alone, and as you've learned, there is no arguing with Eleena. And considering her skill at arms, you didn't put up *too* much of a fight. Still, you knew that she would take serious issue with the danger of you working as a “double” for Black Sun. As of yet, you have not told her of your secret arrangement with the Vigo's subordinate, and you plan to keep her involvement in the Korr Station job out of your report to Black Sun.



II (“Cresh”)

Eleena Bas

Your real name is Eleena Bas. Born and raised into slavery on Ryloth, when you turned 14, your “owners” started to want more from you than simple manual labor. You responded by stealing a blaster, murdering them while they slept, escaping Ryloth, and venturing off into the outer rim.

Over the next few years, you joined up with several mercenary companies, working very hard to hone your combative abilities, determined to never be in a position of submission to anyone, ever again. Within a few years, you were well known as a solid and deadly merc who always got the job done. This image, coupled with your self-reliant attitude, made things like love and attachment very difficult, but you chose to live with that.

Things changed when one of your one-time contacts on a job (a con artist named Jesh Doran) managed to fall madly in love with you. Despite your rebukes, he persisted for over a year and you eventually relented, discovering you loved him just as much. You committed yourself to him completely, even giving him a Sorla Charm last year, which he gladly accepted. It was the happiest day of your life. Despite your commitment to each other, you’ve both discovered that criminal lives make it difficult to maintain a future together; and Jesh has been obsessed with finding a way for you both to leave the Rim behind and start a family. He recently got wind of a lucrative infiltration contract being put together by Grobola the Hutt – which could set you both up for life. You had your doubts, but agreed to let Jesh sign on, as long as you could join him. As you’ve come to realize, your greatest fear is losing Jesh, and you’d die to protect him.

But, as preparations for the Korr Station job progressed, you discovered communications Jesh kept hidden from you, detailing his secret arrangement with an agent of Black Sun to “inform” on their wayward Vigo in exchange for a large reward. Furious that he hid this from you, you also knew why – you’d never have let him do it. But you realized the die was cast, and Jesh couldn’t back out at this point if he wanted to. But he doesn’t realize what Black Sun really is, and *you do*. You know that they’re already most likely planning to betray him, somehow. And you’ll be there to make sure it doesn’t happen. You haven’t told him that you know the truth...



7 (“Dorn”)

Salparr

Your real name is Salparr. You are a proud Wookiee who is old enough to remember the Republic and the Clone Wars, where you were a veteran of many campaigns against the Separatists. You served with the elite Rargarr Battalion on Kashyyyk, as field tech and quartermaster, earning several commendations for valor.

In your role as battalion quartermaster, you were on a supply mission to the far Outer Rim when Order 66 happened. You watched from afar as your people were enslaved, your home world decimated, and the Republic destroyed. And... you couldn’t bring yourself to return and fight a losing battle. You lost all hope and quietly, shamefully, disappeared into the underworld of the Rim. In the past 10 years, you’ve gotten by as a criminal, avoiding the ever-present Wookiee Bounty placed by the Empire, and you’ve managed to gain a solid reputation as an excellent mercenary and outlaw tech. But your shame has become too much for you to bear. In the past year, you’ve come to terms with the fact that you can no longer allow yourself to hide. You have to regain your honor – whatever that takes – or you can no longer live with yourself.

To that end, when one of your old criminal contacts, Silas Mar, sought you out for a dangerous contract to infiltrate a Black Sun space station, you jumped at the chance. You’ve long suspected, and hoped, that Silas is more than a criminal. You’ve been around long enough to read character, and the man had an honor in his spirit that was unmistakable. You figured he either worked for The Law, or this fledgling “Rebellion” you’ve been hearing about. You didn’t care which. Silas could give you a path to redemption.

As the Korr Station job progressed, you managed to get Silas alone and confront him with what you thought to be the truth. He was shocked at your assertion, clearly, and didn’t confirm or deny it. But he seemed even more shocked when you told him you wanted to join him – in whatever he was doing or whoever he was working for. You’re convinced he’s a good man, and you trust him implicitly. At this point, you see him as your path to redemption. But you’ve grown concerned over the details of the mission, and were very wary at the prospect of blowing up Korr Station. You’ve also grown suspicious of the Rodian, Zannik; you fear he might have made Silas. But you will protect him, no matter the cost.



VT (“Esk”) Mara Vaalor

Your real name is Mara Vaalor. You are a proud native Correllian who took on work in the Outer Rim at a young age, and have since garnered a well-earned reputation as an ace pilot and high-risk smuggler who specializes in covert transport missions and beating impossible odds. At your age, you’re one of the best – and you know it.

Things went sour for you about 3 years ago, however. You racked up extensive debt to Black Sun, after unwittingly smuggling through their territories. You were facing several bounties on your head and were searching for some way to pay them off when the syndicate tracked you down and made you an offer. They were angry that you smuggled past their agents – but quite impressed that you *succeeded*. They offered you a chance to “work off your debt” by becoming an agent for Black Sun. Not thrilled with the prospect, you saw that you had little choice and agreed. For the past 2 years, you’ve worked a Black Sun smuggler and spy, and been privy to the horrors of the syndicate. You’ve been forced to do many things you’re not proud of, but knew that walking away wasn’t an option.

You found hope when you were approached by a Black Sun Vigo named Rashud Baaks, who gave you the opportunity to be free of Black Sun forever. All you had to do was sign on to be the pilot for an infiltration contract put together by Grobola the Hutt. But more importantly, during the job, you were to assassinate one of the other team members; a human named Jesh Doran, whom the Vigo had learned was an informant. If successful, your debts would be paid in full, and you would be released from Black Sun’s enterprises. Despite your distaste for the task, you agreed.

But things have proven even more difficult for you. In preparation for the Korr Station job, you found yourself making fast friends with Jesh, and his partner, Eleena. You immediately shared an unexpected camaraderie and bond, and you found a true kindred spirit in Eleena – looking to her as a sister. The pair don’t seem to suspect your secret task, and even as the mission launched, you were torn between your determination to be free of Black Sun and honoring the trust of your new friends. You don’t know if you could live with yourself for hurting Eleena; but if you walk away from the Vigo’s deal, your days are no doubt numbered.



⚡ (“Forn”) Zannik

Your real name is Zannik, of the Kenu Clan. You are a skilled bounty hunter and assassin, and have worked devotedly for your Clan all your life. The third son of a prominent father, you’ve practiced loyalty and discipline to the Clan’s every request to distinguish yourself from your older siblings – and you’ve become the favored son.

The Kenu Clan has been allied with the Hutts since the Clone Wars, and owes tremendous obligations to Grobola the Hutt. So, when Grobola requested an assassin on retainer for a special job, you were sent by your proud father, with clear instructions to do *anything* the Hutt requested, and keep your connection to the Clan and to the Hutt a secret.

You obediently answered the call and met with the Mighty Grobola. He informed you that he was putting together a high-risk infiltration mission, and that you would be on the team as a shooter and ops man. But your *real* mission was to be the Hutt’s eyes and ears during the Job.

Grobola’s wanted you to guard against deception and betrayal by his “business partner” in the deal, Black Sun Vigo Rashud Baaks. The Hutt was certain that the Vigo had likely infiltrated the team with his own agents. Your instructions were to uncover such agents and provide continuous, daily reports back to Grobola on your status. When the time came, you were to eliminate those agents.

As preparations for the Korr Station job progressed, you kept yourself aloof and fairly detached, observing each of the team members carefully. But despite your efforts, you were unable to find the evidence to pinpoint a leak in the team, much to Grobola’s anger. Still, you suspected Silas or Salparr; their unusual behaviors didn’t feel right to you. The final straw was when Silas insisted that Korr Station be destroyed. It was an unnecessary risk – considering the careful restraint he’d showed in planning the rest of the mission.

You resolved to uncover the traitors after the mission launch, carefully waiting for them to reveal themselves. Once they did – you’d put an end to them. You will appease Mighty Grobola, and bring honor to your Clan – no matter what.

The Final Countdown

Once the PCs' memories are restored, they'll now be faced with confronting Vigo Baaks. He'll remove the lockdown surrounding the Main Computer Room and invite the party to join him.

The GM should be careful not to rush too quickly into this stage of the Act, however. The PCs have just learned some shocking revelations about themselves and may now need to work through those things; reconciling antagonistic relationships and actions with the reality of working together and gaining trust since the loss of their memories. The GM should let the party have a few minutes to come to terms with each other.

But if these interactions begin to drag (or threaten immediate violence), the GM can then interrupt the scene with Vigo Baaks and his call to the party. This might make for a more harrowing final encounter – as the PCs may refuse to assist each other, or even target each other!

When the group is ready to proceed, read the following to the PCs to set the scene (this may be ignored or modified if the team managed to slice their way into the Main Computer Room before restoring their memories):

A com system suddenly crackles to life in the facility, and the voice of Vigo Rashud Baaks fills the air. You smirk with anger and the realization that's he's here... inside the facility.

"Well done!" he sneers, "I honestly never expected this. You were all supposed to die on that station – or have your brains boil themselves in the days after. But now that you remember everything, we have an issue. Perhaps it's best that we talk this out. I'm in the main computer room – if you'd be so kind as to join me."

At this point, the shared enmity for the Vigo should prompt the PCs to action and a "final confrontation" with the man who's been pulling their strings. He's waiting for them...

Confronting the Vigo

Rashud Baaks is inside the Main Computer Room (marked **MAIN COMP ROOM** on the map in the "Livin' on a Prayer" section, above), and two units of 2-droid minion groups with him for protection. The Main Computer Room not only plays host to a highly advanced super-computer used for research, but functions as the nerve center for the entire research facility. It's from here that the Vigo was able to remotely unleash the facility's threats on the PCs.

The Main Computer itself operates with a massive holographic interface that lets researchers simulate complex models, and can fill nearly the entire space with holographic projections. The Vigo has rigged it to begin a dizzying dance of concealment to confuse the PCs.

When the team enters the Main Computer Room through one of the now open doors, read the following to set the scene:

The Main Computer room is a massive space, covered in stark white tiles and plating. Several artfully designed walkways lead out over a huge concave depression in the floor. At the center of the walkways is a terminal that projects the largest holographic displays and images you've ever seen; literally filling the room with slowly rotating images of a star system. The images end at a series of isolated alcoves next to each door into the room.

At the center of the walkways is Vigo Rashud Baaks, smiling at you, a nasty looking subrepeating blaster in his hand. In the distance, you spy droids in two of the alcoves; 2-droid units of Black Sun Security Droids – similar to the ones you've encountered previously.

Regarding you with curiosity, the Vigo nods as you enter.

Vigo Baaks has no intention of "talking things out" with the PCs. He's out of options. He's exhausted his resources, and despite his powerful position, he runs the risk of exposing himself to the syndicate if he draws any more from the well. He must kill the PCs, and he must do it himself.

When the PCs enter the Main Computer room, the Vigo will entertain light-hearted banter at a distance, focusing on agitating the PCs. But the moment one of them makes an aggressive move, he'll activate his rigged holo-projection and direct his droids to attack. He'll want to provoke the party to rush him, so he can activate his trap, and will work to infuriate them through insults, jibes and outright taunts. As soon as he feels confident they may have let their guard down, he'll strike.

Combatting the Vigo

When combat breaks out, it may not be a lengthy one. Aside from the Minion Droids, Vigo Baaks is the only real threat – though he's a tough opponent. His 2 ranks in Adversary and unusual weaponry make him a tough foe in any encounter, but the active environmental effects of the holographic display give him a major advantage and a

prime spot to hunker down and attack from safety. But unbeknownst to the Vigo, his indiscretions have already garnered the attention of his superior – who has sent his own assassin to “deal” with Vigo Baaks, creating a shocking end to this encounter.

When combat does break out, the following are the details of the encounter scene:

- There are 4 entrances to the Main Computer room, each leading to an alcove that ends with the drop into a concave depression that fills the center of the room. The East and West alcoves each house a 2-droid minion unit (marked **D** on the map).
- The only way to go from alcove to alcove is via the walkways that stretch over the depression; these walkways come together in a small raised platform in the very center of the room, which houses the main computer terminal and holo-projector interface. This is also where Vigo Rashud Baaks begins the encounter (marked **R** on the map).
- The room’s length is Long range, from door to door. The distance between the central terminal and each door is Medium.
- Characters that fall into the depression will suffer fall damage from a Short range – and may be able to climb out.
- As an Incidental, Vigo Baaks will activate his prepared holo-projection as soon as he can. While active, it creates a dizzying, swirling pattern of light that fills most of the room.
 - Any character inside the depression, or on the walkways or central platform automatically receive concealment, adding a Setback die (b) to any combat check that targets them.
 - When the Vigo first activates the holo-projection, read the following:

Suddenly, the benign floating holo-projection of some far-away star system distorts and stretches, expanding to fill the room with a pattern of swirling colors and images that is near blinding. You can barely see anything – and you hear the Vigo laughing with satisfaction...

- Accessing the central terminal will require a PC making their way to the central platform and succeeding on an opposed (◆◆◆●) Computers check. Success will shut down the holo-emitters, ending the concealment effect. Additionally, each ☺ or additional ✨ will allow one additional action as noted in the “KEY AREA – Aquatic Lab” section (if any additional actions are necessary or warranted).

- Vigo Baaks will flee the area if he gains 8 or more Wounds, and as soon as he gets to a door, it will be the end of him (see the “Your Services are no Longer Required” section, below). He will be killed by the Black Sun assassin sent to deal with him.
- The droids will battle to the death, but will go inactive once the Vigo begins to flee (see the “Your Services are no Longer Required” section, below). They’ve been remotely shut down by the Black Sun Agent.
- After the Vigo’s death, the PCs may elect to battle the Black Sun assassin – but this is highly inadvisable. She has no qualms with the party, and is much more dangerous than any other threat they’ve faced. Still, if the party persists, the assassin’s stat block is provided in the “Your Services are no Longer Required” section.

- A lucky shot hits the central terminal, disabling the holo-projection.
- A hapless enemy is hurled into the central depression.
- The PC takes a tumble and falls into the central depression.
- In the confusion of the holo-projection, the PC accidentally targets an ally.

Falling

- Any character who falls into the central depression is considered to have fallen Short range .
- The character automatically suffers 10 Wounds (reduced by Soak, as normal) and 10 Strain (not reduced by Soak).
- The character can attempt to reduce the damage taken by the fall with a successful Average (◆◆) Athletics check.
- On a successful check, each ✨ reduces the Wounds suffered by 1, while each ☺ reduces the Strain suffered by 1.
- A ☺ on a successful check results in any Wounds and Strain being reduced by half.

Climbing

- Characters who’ve fallen into the central depression may attempt to climb out. The concave floor makes this possible – but it is very slick.
- With a successful Average (◆◆◆■) Athletics check with a Setback die due to the slick flooring, the character can spend 2 Maneuvers to climb up to one of the alcoves.
- On a successful check, ☺☺ or more or a ☺ can let the character accomplish this as a single Maneuver.

BLACK SUN BATTLE DROIDS (2 MINIONS)

Brawn 1 Cunning 1 Presence 1
Agility 3 Intellect 1 Willpower 1

Skills: (for group of 2; downgrade by 1 for each dead minion): Cool (●), Ranged (Heavy) (◆◆●), Vigilance (●)

Soak: 3 Defense: 0
Wound Threshold: 8 (Suffers 4 wounds on a Crit)
Strain Threshold: – (Suffers wounds instead)

Equipment: Blaster Carbine (Ranged [Heavy] [◆◆●]); Damage: 9; Critical: 3; Range: Medium; Stun Setting), Plasteel Armor Chassis (+2 Soak)

VIGO RASHUD BAAKS (NEMESIS)

Brawn 2 Cunning 3 Presence 3
Agility 3 Intellect 3 Willpower 3

Skills: Coerce 2 (◆●●●), Cool 2 (◆●●●), Deception 2 (◆●●●), Negotiation 2 (◆●●●), Perception 1 (◆●●●), Skulduggery 1 (◆◆●●), Vigilance 1 (◆●●●), Knowledge (Underworld) 3 (●●●●●), Brawl 2 (●●●●), Ranged (Light) 2 (◆●●●)

Adversary 2: Upgrade incoming attacks by 2
Soak: 4 Defense: 0
Wound Threshold: 14
Strain Threshold: 14

Equipment: Subrepeating Blaster (Ranged [Light] [◆●●●]); Damage: 7; Critical: 3; Range: Medium; Autofire ONLY), Holdout Blaster (Ranged [Light] [◆●●●]); Damage: 5; Critical: 4; Range: Short; Stun Setting), Enhanced Armored Thinsuit (+2 Soak)

Vigo Baak's Weaponry

Vigo Rashud Baaks has a custom weapon, a subrepeating blaster, with special considerations:

- This weapon is autofire only, meaning it cannot operate in single fire mode. As such, all combat checks made with this weapon automatically increase their difficulty by 1 (◆).
- If a ☹️ is rolled, the weapon runs out of ammo.

Your Services are no Longer Required

Vigo Rashud Baaks is about to learn the price of betrayal. As much as the PCs are most likely hungry to take him out – his indiscretions and attempts at embezzlement have been noted by the fabled head of Black Sun, who has sent his own personal agent and bodyguard to deal with

him. As soon as Vigo Baaks flees and reaches one of the doors to the Main Computer Room, read the following to the party:

Snarling, the wounded Duros races away from you, reaching one of the outer doors to the Main Computer Room, turning and raising his weapon in your direction as he reaches behind him and thumbs the control pad.

The door opens with a soft hiss, and you spot a figure behind the Vigo. A manicured, feminine hand quietly reaches up and grasps him strongly by the back of his neck. You watch in horror as he is lifted bodily into the air, not understanding what's happening. He flails and tries to bring his weapon to bear as the figure puts another hand in the Duros' jacket pocket, and removes a tiny data stick.

With a loud CRACK, you hear the Vigo's neck snap, and watch as his limp body is tossed into the concave pit of the room like a child's toy. Standing in his place, now fully visible, is a tall, very attractive human female with blonde hair.

Wearing a midnight blue thinsuit and carrying no visible weapons, she stares with cold, hard eyes and softly calls to the dead Vigo, *"Your services are no longer required..."*

Turning her attention to you, she calmly pockets the data stick and says, *"Your crimes against Black Sun are great. But your assistance has been noted. Your ledgers have been balanced. This facility and its work never existed."*

She says that with an odd finality, and you see the lighting begin to flicker as the central terminal shuts down. Airflow from the vents stops. Far below the floor, you hear what sounds like a reactor alarm...

The Black Sun Agent (the human replica droid assassin, Guri) has no interest in taking on the PCs. They are non-entities to her. Despite their direct involvement in the destruction of Korr Station, their activities led to the discovery of Vigo Baaks' treachery – and for that they are being rewarded with their lives. She will ignore any questions, and simply turn to leave the facility. (She will not tolerate fools, however, and will respond to any attacks the PCs make towards her with lethal force.)

She's also rigged the facility reactor to explode, though she won't tell that to the PCs. The GM should make it apparent, however, that the reactor is going critical. A

loud humming should begin emanating through the facility, and warning claxons may even go off (if the PCs really aren't getting the hint). They'll have mere minutes to get out and on a tram before the whole place becomes a fireball.

If the PCs do decide to attack Guri, she will oblige, while still giving herself enough time to escape the doomed facility. Her stat block is below:

BLACK SUN ASSASSIN (GURI)		
Brawn 6	Cunning 4	Presence 4
Agility 5	Intellect 4	Willpower 4
Skills: Athletics 2 (🟢🟢🟢🟢🟡🟡), Coerce 2 (🟢🟢🟡🟡), Cool 2 (🟢🟢🟡🟡), Coordination 2 (🟢🟢🟡🟡), Deception 3 (🟢🟡🟡🟡), Gunnery 3 (🟢🟢🟡🟡🟡), Melee 3 (🟢🟢🟡🟡🟡), Negotiation 1 (🟢🟢🟡), Perception 2 (🟢🟢🟡🟡), Skulduggery 3 (🟢🟡🟡🟡), Vigilance 2 (🟢🟢🟡🟡), Knowledge (Underworld) 4 (🟢🟡🟡🟡🟡), Brawl 4 (🟢🟢🟡🟡🟡🟡), Ranged (Light) 3 (🟢🟢🟡🟡🟡), Ranged (Heavy) (🟢🟢🟡🟡🟡)		
Adversary 2: Upgrade incoming attacks by 2		
Soak: 8	Defense: 1	
Wound Threshold: 25		
Strain Threshold: 18		
Equipment: Fists (Brawl [🟢🟢🟡🟡🟡🟡]); Damage: 8; Critical: 3; Range: Engaged; Disorient 3; Knockdown; Pierce 1; Vicious 2), Prototype Armored Thinsuit (+1 Armor, +2 Soak)		

The party will need to make it out of the facility and get to a tram as soon as possible. One should be at the facility, where they first arrived (Guri has already taken the other one, and killed the researchers on her way in – if the PCs left them alive).

It will be up to the PCs as to whether they choose to leave with additional samples of the neurotoxin or antitoxin (or any other curiosities from the research facility). Guri's message to them was fairly clear: "This facility and its work never existed." So Black Sun might take issue with anything from the facility making its way into the galaxy. But the GM should allow the players to do as they please. Defying the most powerful criminal syndicate in the galaxy – twice in one week – is a record to be proud of (and a great plot hook for future adventures!)

As they race away from the doomed facility, the GM can read the following to describe the devastation:

The tram cars squeal with pressure as you push the engines to their limits, racing down the track. Ahead of you, the bright sun of Dorajan is rising, and the sounds of the night jungle are fading away. You turn to look behind you and see a bright flash seconds before you hear a massive eruption.

The research facility blossoms into a white fireball so large that it reaches the upper atmosphere. The shockwave causes your tram to shake and shudder, but you're thankfully well past the devastation. Half a mile of jungle is vaporized instantly, and aside from the tram and landing platform, there are no traces left.

Catching your breath, you pause to consider your luck. The strange comrades with you all eye each other, some with hope or happiness, others with confusion or unease.

You are alive. And – if the strange woman was to be believed – free. But just what that means... is still a mystery.

The Aftermath & Plot Hooks

This is the end of this adventure – but possibly not the last for the PCs. If they've learned to trust each other and bury their differences, they could have a bright future together. But each has complications and unanswered questions that can be explored in future adventures.

- **Aurek (Silas Mar):** While still technically a Sector Ranger, his superiors in the area have all been killed. He's gained some vengeance – but is that enough for him? Will he turn in his new comrades? Will he trust Salparr and give him a chance to regain his honor? Or... will he leave the Sector Rangers behind? Has his blind devotion to The Law been tempered?
- **Besh and Cresh (Jesh Doran and Eleena Bas):** Not tethered to his deal with Black Sun any longer, Jesh is faced with no risk – but no promised reward. Jesh and Eleena's plans to be free of the criminal life seem to have fallen through. What will they do now? What of their relationship with Mara? Can they look past her deception and accept her as a friend and ally?
- **Dorn (Salparr):** With this "mission" over, Salparr still looks to Silas for a chance at redemption. If Silas is unable to give him that – what will he do? Returning to the criminal life is something he will have a hard time living with. Will he perhaps seek out the fledgling "Rebellion"?
- **Esk (Mara Vaalor):** Mara is finally free of Black Sun forever. What will she do to ensure she's never in their clutches again (assuming some of the party absconded

with research from the facility)? What of her friendship with Jesh and Eleena? Can they forgive her? And regardless of the answer – where she go now?

- **Forn (Zannik):** Zannik is possibly in a world of trouble. Have his actions alienated most of the party members? What about his commitment to Grobala the Hutt? With the Hutt dead, what now? How will his Clan react to the Hutt's death? Will Zannik be blamed?

Additionally, if the team decided to leave the facility with any of the neurotoxin, what are they going to do with it? With all traces of research destroyed, it might fetch a hefty price on the Black Market; but will they risk angering Black Sun?

If the PCs are still at odds, the GM could even ramp up the tension and force them to work together yet again. Perhaps Guri's comment of "balanced ledgers" was correct, but she still considered the PCs too big of a risk and left them to die in another way – such as destroying their ship, or absconding with it. They very well could arrive to an *empty* landing platform, stranded on a jungle planet. Can they work together to explore and find a way off world?

Ultimately, the journey of this Adventure is about the PCs taking control of their own destinies after being ripped away from them. Despite their earlier fears and goals, such events are *going* to dramatically change a character. The GM and players should encourage this attitude among each other, and realize that despite their pasts – the group may choose to work together for a new future.

Forgotten

Player Characters – Descriptions and Personalities For the Players



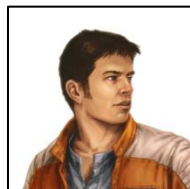
⌘ (“Aurek”)

Aurek is an average-sized human, but with strong features and an extremely fit, wiry physique. He carries numerous visible scars on his body and moves in a very cool manner that speaks to a constant control of his situation. He doesn't appear to be an individual who is easily fazed or stressed out, and speaks with a tone of calm reassurance. Despite having no knowledge of his life, he seems to gravitate toward a position of authority, instinctively giving commands and orders during combat, gripping his weaponry with an instinctual ease. The worn holo-image projector in his front pocket displays the face of a young human girl, maybe 6 or 7 years of age. Though he has no idea who this is, his chest tightens when he views the image, and a deep feeling of remorse comes over him – even though he can't explain why.



⌘ (“Cresh”)

Wearing well fitted body armor, Cresh is an attractive Twi'lek female, but seems to unconsciously guard her beauty and put forth a very gruff and military demeanor. Her weapons are perfectly fitted to her grip, and she automatically reaches for modification switches and controls when she holds them. Despite having no knowledge of her life, she instinctively responds quickly and violently to danger. Cresh finds herself consistently drawing her weapons first, and analyzing choke-points and exit strategies when entering a room. She's already sized up the best way to kill each member of the team – and is quite disconcerted by that. Beneath her armor, she wears half of a Sorla Charm (the Twi'lek “lovers locket”), and instantly regards it as her most precious possession. Were Cresh and Besh to compare their charms, they'd quickly realize they are the same pair of a matched set.



⌘ (“Besh”)

Besh is very attractive, for a human, and carries himself with a confident swagger. His demeanor, punctuated by a roguish smile, is instantly likeable and despite having no knowledge of his life, he seems to instinctually try to communicate whenever possible. Talking freely and openly, with an educated and intelligent vocabulary, Besh will unconsciously crack jokes, shout words of needed encouragement to allies, or lambast foes – even in a pitched firefight. Well hidden under his shirt, he wears a Sorla Charm – which he knows to be a Twi'lek “lovers locket”, half of a matched pair worn by 2 partners in committed love with each other on Ryloth. Just touching it seems to steel his confidence, but he has an unexplained desire to keep it hidden.



⌘ (“Dorn”)

Short, for a Wookiee, Dorn is still heavily muscled and has a Wookiee's gruff demeanor. Clearly some kind of technician, he is outfitted with a myriad of technical gear for mechanical repair, slicing, busting locks, and bypassing security systems. Though he has no memory of his life, he is instinctually cool under fire – with the learned control of a soldier, but his blaster pistol is tucked in a holster that appears to have not been used in a good while. However, he has a pair brass knuckles attached to custom fingerless gloves that leave his hands free while ensuring he is constantly armed – and they appear well worn and dented. In an intricately crafted small leather pouch of Wookiee make, he also carries a service medal from the Clone Wars, which identifies service in the elite Rargarr Wookiee Battalion. It is well polished. Dorn also carries a nearly empty rucksack; its only contents are a box of detonator fuses (which he knows are used for explosive charges). But the box is empty...



VI (“Esk”)

Esk wears no makeup or adornments, and carries an attitude that she'd be repulsed by such things. Her clothing is protective, comfortable, and highly functional. She moves with a mild bow-legged walk

common to spacers and those who've spent years in low-grav environments, and her movements are precise and very fast. Despite having no memory of her life, she immediately feels more comfortable behind the controls of ship, and when entering a cockpit for the first time, instinctively reaches for ignition switches and safety controls in a practiced method of routine startup that comes only to a very experienced pilot. The most extravagant thing she appears to own are pair of very expensive pilot's gloves, clearly custom-fitted and made of rich Naboo leather. Hastily scrawled inside the wrist of the right glove is some kind of code or password...



⚡ (“Forn”)

A fairly average looking Rodian, Forn doesn't feel “average”. He tends to carry himself with a sense of importance and authority, despite his quiet demeanor. He finds himself loathe to speak, and

instinctively remains mostly silent, gravitating to dark corners and covered positions – even during a casual conversation. Even without the memory of his former life, he finds himself checking his weapon every few minutes, constantly re-assuring himself of power charge and clean barrel sights. When interacting with anyone, he immediately sizes up weak-points in their posture, stance, and defenses. Aside from his well-maintained armor and weaponry, Forn's only possession is a shot glass etched with a logo for Grobola's Casino, which he's not familiar with.

Forgotten

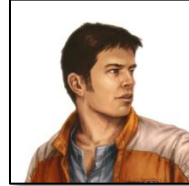
Player Characters – Backgrounds

FOR THE GM'S EYES ONLY!



⌘ (“Aurek”)

“Aurek's” real name is Silas Mar. He and his younger sister were orphaned at a very young age, and through adolescence he cared for them both by working jobs for minor criminal organizations as a spy and a runner in the outer rim –learning the tenets of survival in the galaxy's underworld. Unfortunately, while traveling between systems, a pirate attack killed his sister (and the rest of the ship's passengers) and marooned him on an uninhabited jungle world for 3 years before he was rescued. With a new determination to fight the criminals of the Rim, he joined the Sector Rangers, where his connections and skills tapped him for undercover operations. For the past 7 years, he's worked as a deep-cover operative, leading criminal task-forces and becoming a “known face” to the underworld, while funneling information back to the Rangers. When Grobola the Hutt began putting together a team to infiltrate Black Sun's “Korr Station”, he immediately signed on to lead the mission team, but was unable to inform his superiors beforehand. No one in Black Sun or in Grobola's organization suspects his undercover nature – though some of his team have their suspicions...



⊖ (“Besh”)

“Besh's” real name is Jesh Doran, and his natural charm and good looks led him to a life of confidence scams at a young age. A practiced “face” for criminal undertakings, he led his life fast, loose, and without plans. That changed when he met a hard, but beautiful Twi'lek named Eleena Bas, and for the first time in his life, fell in love. Working hard to woo her, the pair soon became committed to each other, and Jesh has become obsessed with finding a way for them to leave the criminal life behind. But that takes credits – a lot of credits. Jesh got wind of an infiltration contract being offered by Grobola the Hutt, which needed a “face-man” and paid extremely well. But it wasn't enough – not for a real future. So, after learning the details, he approached Black Sun, and offered to be an informant on the job in exchange for a healthy reward. Black Sun agreed. But his plan hit a snag when Eleena refused to let him go on the dangerous mission alone. Considering her skill at arms, Jesh didn't put up too much of a fight – but knew that Eleena would take serious issue with the danger of him working as a “double” for Black Sun. As of yet, he has not told her, and plans to keep her involvement out of his report.



⌘ (“Cresh”)

“Cresh's” real name is Eleena Bas. Born and raised into slavery on Ryloth, she escaped as a teenager by murdering her “owners” and venturing into the outer rim. Joining up with several mercenary companies, she honed her combative abilities, determined to never be in a position of submission to anyone again. Despite this attitude making things like love and attachment very difficult, one of her one-time contacts on the Rim (a con artist named Jesh Doran) managed to fall madly in love with her – and after a year of courtship, she found that she felt the same way. The pair are now deeply in love, but discovering that criminal lives make it difficult to maintain a future together. Jesh got wind of a lucrative infiltration contract being put together by Grobola the Hutt – which could set the pair up for life. Eleena had her doubts, but agreed to let Jesh sign on, as long as she could join him. Her greatest fear is losing Jesh, and she would die to protect him.



⌘ (“Dorn”)

“Dorn's” real name is Salparr. A Wookiee who is old enough to remember the Republic and the Clone Wars, he is a veteran of many campaigns against the separatists. Serving as battalion quartermaster, he was on a mission to the outer rim for supplies when Order 66 happened. Watching from afar as his people were enslaved and his home world decimated, Salparr lost all hope and quietly (shamefully) disappeared into the underworld of the Rim. He's gained a reputation in the last decade as an excellent mercenary and criminal tech, and one of his old contacts, Silar Mar, sought him out for a dangerous contract to infiltrate a Black Sun station. Salparr has long suspected, and hoped, that Silas is more than a criminal – and jumped at the chance to work with him and gain his confidence. Secretly, Salparr wants to reclaim his honor, and working for The Law (or maybe the fledgling Rebellion) would do just that. He's hoping Silas will lead him to a path of redemption.



VI (“Esk”)

“Esk’s” real name is Mara Vaalor, a Correllian with a well-earned reputation as an ace pilot and high-risk smuggler on the outer rim. Several years ago, she racked up extensive debt to Black Sun, and was

facing several bounties before the organization tracked her down and made her an offer: become an agent for them and work off her debt. For the past 2 years, she’s been a Black Sun smuggler and spy, and has done many things she’s not proud of. Recently, she was approached by a Black Sun Vigo named Rashud Baaks, who gave her the opportunity to be free of Black Sun forever. All she had to do was sign on to be the pilot for an infiltration contract put together by Grobola the Hutt. But more importantly, during the job, she was to assassinate one of the team members; a human named Jesh Doran. If successful, her debts would be paid in full, and she would be released from Black Sun’s enterprises. This has proven even more difficult for Mara, as preparation for the job has seen her make fast friends with Jesh, and his partner, Eleena. Even as the mission launched, she was torn between her determination to be free of Black Sun and honoring the trust of her new friends.



⚡ (“Forn”)

“Forn’s” real name is Zannik, and he’s worked as an assassin and bounty hunter for the Kenu Clan all of his life. Allied with the Hutts since the Clone Wars, the Kenu Clan owes tremendous obligations to Grobola

the Hutt – and when Grobola requested an assassin on retainer for a special job, Zannik was sent with clear instructions to do anything the Hutt requested, and keep his connection to the Hutt a secret. Grobola informed the Rodian that he was putting together a high-risk infiltration mission, and that Zannik would be on the team. But his real mission was to be the Hutt’s eyes and ears, to guard against deception and betrayal by Grobola’s “business partner” in the deal – who had likely also infiltrated the team with his own agents. Despite his efforts during the mission preparation, Zannik was unable to pinpoint a leak in the team, but suspects Silas or Salparr – due to their unusual behaviors. Zannik doesn’t do subtlety well, and rather than risk his secondary mission being discovered by his comrades, has remained silent and aloof with them. In truth, Grobola planned on killing the Rodian after the mission was completed, to tie up any loose ends – but Zannik doesn’t suspect this.