

STAR WARS

ROLEPLAYING GAME

The Starskimmer Crisis **Episode 1 of Star Wars: Eye of Destruction**

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The Starskimmer Crisis is the first adventure in the *Eve of Destruction* campaign, which will take heroes from 1st level all the way through 20th level in a continuous storyline designed to give both players and Gamemasters a complete *Star Wars Roleplaying Game Saga Edition* experience. This first adventure will get the heroes together and launch them down a path to making a big difference in the galaxy, and the heroes should advance to 2nd level by the conclusion of this adventure. The heroes are either: A) New members of the crew hired to explore a dangerous (but previously explored) region of space. OR B) Consultants paid to advise the crew before they leave on their mission. The heroes wake up in separate rooms on board a ship. The last thing they remember is boarding a shuttle to get here, but according to the clock, that was 5 hours ago. They are the only people on board.

What is *Eve of Destruction*?

Eve of Destruction is the name given to a series of 10 linked adventures that Gamemasters can use to create an entire campaign for their players. Set in the months just before the outbreak of the Great Hyperspace War (roughly 5000 BBY), the adventures in the **Eve of Destruction** campaign are designed to provide players and GMs with the iconic *Star Wars Roleplaying Game* experience, set against the backdrop of the Knights of the Old Republic era. The **Eve of Destruction** campaign takes the heroes all the way from 1st level up to 20th level, and features an ongoing storyline that progresses over the course of the campaign. Each adventure can also be played individually, and should provide the heroes with ample challenges to gain 1-3 levels per adventure. Gamemasters should feel free to use the **Eve of Destruction** adventures either as an entire campaign or as fillers for their own home campaigns. If you are a Gamemaster wishing to run the campaign, read the GM's Primer, which summarizes the overall plot of the campaign and the events of each adventure. The GM's Primer is available at the *Star Wars Roleplaying Game* Web site ([wizard forums](#)). The site also features other articles related to the **Eve of Destruction** campaign.

Warning! If you will be playing in an *Eve of Destruction* campaign or in a campaign utilizing its adventures, read no further.

Starting the Campaign

Millennia ago, a great war between the Ashla and the Bogan took place on Geos, a living, sentient world in the Deep Core, capable of traveling through space, much like Zonama Sekot. The war was devastating to both sides, creating a Dark Side nexus of unparalleled proportions on Geos. The Dark energy of the nexus corrupted the living, sentient planet of Geos, causing her to become the ultimate Dark Side nexus in the universe. The lingering dark spirits of the Sith Lords and other Dark Siders that died there contributed to the sentient world's intellect, giving her all their combined knowledge of the Dark Side.

Because Geos -- now the self-proclaimed Lord of all Sith, Darth Geos -- was the ultimate Dark Side nexus in the universe, her corrupting ability was unstoppable. Anyone who landed on the planet was instantly corrupted. Those within the same star system were gradually influenced by her dark energies, falling first into barbarism and, eventually, under the complete, indomitable thrall of Geos.

Darth Geos ultimately devised a plan not only to conquer the Galaxy, but to lure all sentients to the Dark Side, creating a Dark Gestalt that would subsume the entire Galaxy, and, ultimately, the universe.

As fate -- or perhaps the will of the Force -- would have it, before Geos could implement her plan, five Jedi crash-landed on her surface. The weakest-willed of them, a Chiss Jedi named Grafs'urg'oyo fell to the Dark Side immediately and claimed the mantle Darth Surgo. His fall was not in vain, however, as it forewarned his compatriots of the world's corrupting power. Retreating to the edges of the star system before Surgo's power completely dominated them, and pursued by Darth Surgo, they joined together in a long-forgotten Jedi ritual to seal the world to prevent any further victims from landing on it. Drawing on the life force of all living things in the neighboring planets of the star system, the ritual took the ultimate toll on the Jedi, weakening them until Darth Surgo found and

destroyed them. The knowledge of the ritual perished with them.

Confined by the power of the seals, Darth Geos tasked her apprentice, Darth Surgo, with secretly amassing a Sith army of sleeper agents to help her carry out her ultimate objective...to travel to the Coruscant system, and, by the mere presence of the rogue planet, corrupt the population of the most populated planet in the Galaxy and the seat of the Jedi Order, Coruscant, thereby increasing the ranks of her Sith thralls exponentially before spreading her Dark influence over the rest of the Galaxy. Darth Surgo, with the aid of a toxin harvested from plants, creates a mind-control serum he uses to amass an army of sleeper agent Force Users who will ultimately help him undo the seals so Darth Geos can carry out her plan.

Darth Geos knows that once she is in motion to the Coruscant System, so will be the endgame of her long-unfolding scheme, which no force in the Galaxy could stop. How could any heroes stand against a force of nature the size of a planet?

Adventure Summary

The heroes begin as new employees of the exploration company Venture Enterprises, supposedly on a mission to the Unknown Regions. But when the heroes wake up in their quarters on the *Starskimmer* without their weapons, and then discover that another crew member has been murdered, it becomes clear that someone has other goals for this trip. The heroes play a deadly game of cat and mouse aboard the *Starskimmer* with a mysterious adversary. The heroes evade disaster, but their enemy escapes.



Part 0: Pre-game information

The PCs are either

A) New members of the crew hired to explore a dangerous region of space.

OR

B) Consultants paid to advise the crew about various things before they leave on their mission.

What the PCs will know /soon discover:

The PCs wake up in separate rooms on board the ship. The last thing they remember is boarding a shuttle to get here, but according to the clock, that was 5 hours ago. They are the only people on board. In one of the rooms they find the body of Cyan Rahn, captain of the ship. There is evidence implying that his murderer is in this very room!

Information for DMs only:

The ship's layout:

The ship is only one level, with the Bridge connecting to the Crew's Quarters and Conference Room/ Kitchen. These two rooms connect to the Cargo Bay (which contains the airlock). This connects to Engineering. Here's a simple reference:

Bridge Kitchen/Conference Room Cargo Bay Engineering
Bridge Crew's Quarters with airlock Engineering

NPCs:

There are 3 NPCs in this adventure. They are:

Captain Cyan Rahn:

Captain Cyan Rahn is an experienced explorer and trader. He's been with the company for 15 years, working his way up from the bottom. 10 years ago his ship was attacked by pirates while scouting part of the Unknown Regions. With the Captain killed, and the ship severely damaged, then-Lieutenant Rahn single-handedly killed the pirate's boarding party while the other crew members repaired the hyperdrive and make a blind jump. He and the survivors drifted for weeks before finally making it back to civilization. They returned to a hero's welcome, Rahn was promoted to commander, and has been rising through the ranks ever since. Those who've worked with him all speak highly of him.

Jolla Blith:

Jolla Blith is Rahn's accomplice. She's a good pilot and mechanic and a former employee of the company. She pilots the getaway vehicle. Her ship suffered from engine failure, making her late. At the start of the adventure, she is 3 hours from the PCs.

Gavin Pollock:

Gavin Pollock is chief of security on the ship. Rahn promised him a tidy sum of credits to help him with his plan. When he finds out that the getaway vehicle has been delayed, he demands more money for his now increased role in the plan. Rahn kills him instead and dresses him up in the captain's uniform.

What's going on:

Cyan Rahn has been stealing from the company for years. He's stolen credits, supplies, even a few ships in his time working for the company. He's gotten sloppy recently however, and the higher-ups have started taking notice. He realizes it's only a matter of time before he's caught, so he's decided to make a break for it.

He intends to fake his own death by destroying the ship, (making it look like an accident); allowing him a clean getaway and the chance to start over again, under a new name, and in a different sector.

Unfortunately, Rahn's plan has hit a snag. Jolla Blith, Rahn's accomplice and the pilot of the Rahn's getaway ship, is late. Her ship suffered engine failure (forcing her to repair it), throwing the timetable off. The drugs that should have incapacitated the crew for the duration of the plan, have worn off, forcing Rahn to improvise.

He kills Gavin Pollock and dresses the corpse in his uniform. He then places evidence at the scene of the murder to implicate one of the crew members. While the crew is busy dealing with this red herring, he'll set off the ship's automated defenses to keep them busy while he waits for Jolla. When Jolla get's in range, he'll set off the self-destruct and leave through an airlock.

What's really going on:

Rahn's ship crash landed on Geos 10 years ago while scouting part of the unknown regions. He and his compatriots survived impact and were corrupted by the dark side, becoming Surgo's first minions.

Upon re-entering known space, he fabricated a story about being attacked by pirates. His superiors bought, and for his 'bravery,' he was promoted. He's spent the last decade climbing the corporate ladder and funneling resources into the Sith's cause covertly. He's covered his tracks well, planting a false paper trail to make himself appear as little more than a petty embezzler, if he's ever caught.



Lieutenant Cyan Rahn

Part 1: Murder!

The PCs wake up in separate quarters on board the ship. All of their gear is missing. If they had something concealed (such as a knife in a boot), give them a 50% chance that they still have it. Rahn had Pollock disarm them when they were brought on board, but Pollock, thinking they wouldn't wake up, didn't search them very hard.

"You wake up with a splitting headache. The last thing you remember is getting on a shuttle to take you to your new job, a small vessel for an exploration company. As you get up, you realize you are sitting on a bed, in a darkened room. It is very cold and quiet in here, and the only light comes from a clock on the wall. Assuming its right, you've been out for 5 hours!"

They can look around the room, but they will find nothing of interest. When they decide to leave their rooms, read the following:

"You find yourself in a cramped, poorly lit hallway. You see several other people out here, and after a moment you recognize them from the shuttle. At each end of the hallway, you see a door."

Give the PCs time to mingle and speculate about their current situation. If they attempt to leave the crew's quarters' section of the ship, read the following:

"The sour smell of burnt flesh stings your nostrils. After a moment, you discern that it is coming from the other side of the door to your left."

If anyone examines the door, tell them it has a plate on it that says 'Captain Cyan Rahn.'

If someone tries to enter the room, the door opens with little effort. Make a note of whoever does not decide to investigate. Read the following:

"Light spills forth from the room as you open the door; the room is larger than the one you woke up in. At the opposite end of the room, you see a man slumped on the floor."

Anyone who bothers to investigate will discover that the man is dead. A Perception check (DC 10) will reveal how he died (several large wounds to his chest). A Perception check (DC 12) will reveal the corpse's name and rank, according to his uniform: (Cyan Rahn, Captain). A Perception check (DC 10) will reveal the murder weapon, lying at his feet it has obviously been used recently.

Remember the weapons your PCs are missing? You just found one of them, as for who's it is, this is your chance for some fun. If one of the PCs chose not to enter the room, the weapon belongs to him, and more importantly, one or more of the PCs recognize that it belongs to him. If more than one of the PCs decided not to enter the room, choose one of them. If everyone entered the room, choose a PC that the weapon belongs to.

After discovering the weapon, one of the PCs will notice apparently Rahn was recording a message. The PCs can play it. If they do, read the following aloud:



"The recorder clicks and a male voice comes on: 'This is Captain Rahn, Serial Number (followed by a long series of numbers and letters), and recording log as per mission regulations. We are preparing to... what are you doing here? I wasn't expecting you to... what are you doing? There's no need for that. We can talk about this... let me... AHHH!' several screams follow, followed by silence. The recorder stops."

Let the accusations between PCs fly, being sure to throw out hints and reminders if need be to get things going. If things turn toward violence, or if things begin to calm down go on to part 2.

If a PC tries to leave the Crew's Quarters they will find the door to the cargo bay locked, but the door to the Bridge or Conference Room/Kitchen unlocked.

If they decide to check out either of these rooms, try to lure them back when the others discover the murder. Important things are to be found in those rooms, but you don't want the PCs to figure out what's going on too early.

Read-Aloud Descriptions for the Bridge and the Kitchen/Conference Room

Bridge:

"The bridge is deathly quiet. Several computer consoles glow in the otherwise dark room."

If a PC attempts to use a computer, it will ask him for his serial number and name. Since he has not been given a serial number, he will not be able to use it yet, unless he hacks it using a Computer Use check (DC 20). If a PC decides to do this instead of investigating the murder with the rest of the group, tell him he'll be working on it for awhile, and then get back to the rest of the group until you are ready for Part 2.

Kitchen/Conference Room:

"A dim light emanates from the middle of the room. You see a large table off to one side, a small kitchen area, and a locker on the far wall."

If they decide to investigate one of those, read the following where applicable.

"The kitchen area contains all the necessary things for preparing and serving food, that's it."

"The locker contains enough food stuffs to last the crew the duration of an extended mission, but is otherwise uninteresting."

"The table is a large sturdy table with enough seating for the crew and several guests. Several datapads lie strewn about on its surface."

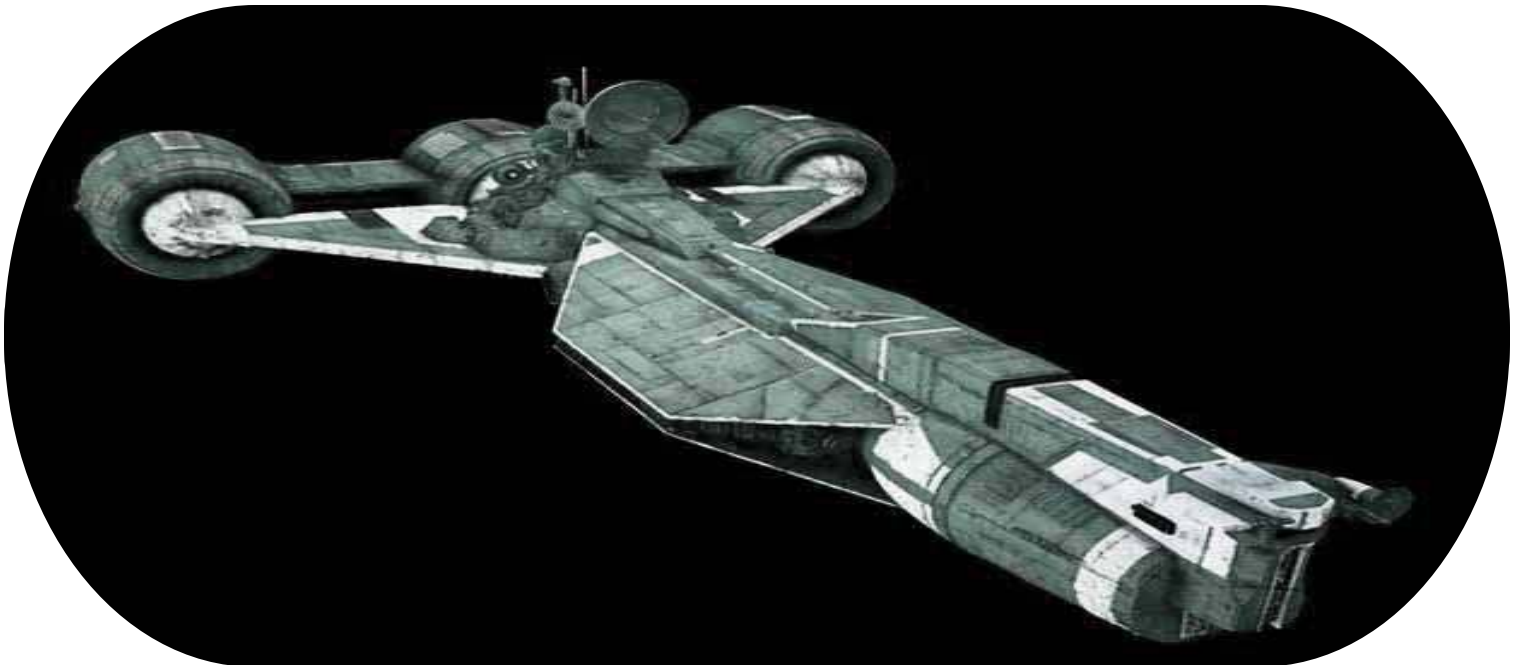
If a PC examines the datapads looking for something useful read the following:

"They appear to contain information about the ship and its mission. Lists of supplies, etc."

A Perception check (DC 15) reveals a datapad that talks about security measures. A DC 20 reveals a crew manifest. If the PC decides to read either instead of investigating the murder, defer back to the main group in Rahn's office until you are ready for Part 2.

What Rahn is up to:

When the PCs wake up, Rahn is desperately attempting to reprogram the Guard Droids located in the cargo hold. He's hoping that locking doors and Gavin's body will distract the PCs long enough for him to get the guard droids up and running.



Part 2: Treachery Afoot!

Just when the tension between PCs in the Captain's Room reaches its zenith (or things are petering out), have them make a Perception Check (DC: 20 if the PCs are arguing or 10 if they are calming down) to hear the door to the Cargo Bay open and another (DC: 5 regardless of situation) to hear the loud clanking of the Droids' metal feet coming towards them. **Read the following:**

"In the dim light of the hall you can make out two sets of glowing eyes approaching you. As you stare at them, they turn towards you and say in a chilling monotone 'Intruder Alert! Neutralize Threat!' You recognize the sound of weapons powering up as they move in for the kill."

In their current state, the Droids are bent on completing their objective (killing the PCs), and can't be reasoned with, bartered with, and will not stop until the PCs are dead. The idea is to scare the PCs and get them to flee into either the Bridge or Kitchen, but if the PCs are bent on fighting them in the Crews' Quarters don't pull any punches. If the PCs attempt to hide in one of the rooms in the Crews' Quarters, the droids will break the door in (50% Chance each round.) If the PCs are having trouble figuring out what to do, point out the doors leading to the Bridge or Kitchen look much sturdier. (The door to the Cargo Bay is locked again.)

A momentary reprieve:

Once the PCs go into either room read the proper description (as seen in Part 1), adding that you can hear the sound of the droids pounding futilely on the door to the room (if they fled).

Kitchen:

If they chose to enter the Kitchen, give them a few rounds to look around. If someone tries to enter the Cargo Bay, they will find the door unlocked. If they open it, read the following:

"The door clangs open and you find yourself peering into a dark room. You can make out some shapes off in the distance, but you can't tell what they are. As you study them, you catch something in your peripheral vision; a chill runs down your spine as two sets of eyes light up, before focusing solely on you."

The other two Guard Droids will move towards the door, but will be unable to open it, assuming the PC locks it. Unknown to the PC, Rahn is hiding behind several crates waiting to see what happens. He will not move from his hiding spot until he knows for sure that the PCs are no longer in the Kitchen, at which point he will open the door for the Droids leading into the Kitchen (but not the door leading to the Bridge, he wants to make sure the PCs have no chance of seeing him).



Ubrikkian Steamworks Mark 1 Guard Droid CL 1

Medium droid (4th-degree) non-heroic 3

Init +9; **Senses** Perception +7, low-light vision

Languages Basic, Binary

Defenses Ref 13 (flat-footed 10), Fort 10, Will 11

hp 7; **SR** 5; **Threshold** 10

Immune droid traits

Speed 6 squares

Melee unarmed +4 (1d4+2)

Ranged Repeating Blaster Carbine +5 (3d10) or

Ranged Repeating Blaster Carbine +6 (3d10) with Point Blank Shot

Base Atk +2; **Grp** +5

Atk Options Point Blank Shot, Coordinate

Abilities Str 14, Dex 17, Con -, Int 11, Wis 12, Cha 8

Feats Weapon Proficiencies (Rifles, Heavy Weapons), Point Blank Shot, Coordinate

Skills Initiative +9, Perception +7

Systems Walking locomotion, basic processor, magnetic feet, 2 hand appendages, vocabulator, integrated com-link, diagnostics package (+2 equipment bonus to Mechanics checks to diagnose), locked access, self-destruct system (6d6 damage, 2 square area attack), secondary battery, improved sensor package (+2 equipment bonus to Perception and low-light vision), SR 5 shield generator.

Possessions Repeating Blaster Carbine (3d10 damage, autofire only, 2 x 2 square area attack weapon, inaccurate, stun capable).

Bridge

Once the PCs have entered the Bridge (regardless of whether they went into the Kitchen at any point). They will hear the droids banging on both doors (2 at each door, assuming none have been destroyed) leading out of the Bridge.

A PC who asks can find a panel to turn the lights on. Doing so reveals a small locker with a keypad off to one side.

The Locker:

If the PCs read the datapad about Security Measures they will recognize this as the weapons locker. Unfortunately, they don't know the code to open it. They can either try to hack it (DC: 25), or break it open (DC: 20) which has a 25% of damaging something inside. Once open, it contains enough blaster pistols for the party to be armed.

The Computer:

A PC can choose to examine one of the computers. To use it, he can attempt to hack it (as mentioned in Part 1) OR he can play the Voice Recorder to get access as Captain Rahn. The ship's helm control and weapons control have been disabled, and no matter how many times the PCs try to fix it, hit it, or re-install Windows on it, they can't get it working.

Once a PC gains access, he can do any/all of the following things:

1. Send a Distress Signal
2. Attempt to remotely shut down the droids
3. Initiate Self Destruct (BAD IDEA)
4. Look up information about the crew (either Captain Rahn or Security Chief Pollock)

If #1 is chosen:

If the PC decides to send out a Distress Signal, have him make a Use Computer check (DC: 10) reveals that the communications relay was used approximately 4 hours ago (1 hour after the PCs lost consciousness).

If the PC chooses to look deeper into this, he can find out the name of the ship the message was sent to (The Tallon). On a Use Computer Check (DC:15) he realizes that the name and serial number are fake, and that the ship's real name is The Explorer and that the ship's serial number is registered to the company!

Another Use Computer check (DC:10), will bring up an old company report from several months ago that The Explorer was reported lost and presumed destroyed, and that a member of the crew, the pilot; someone named Jolla Blith was the sole survivor.

If he chooses to dig even deeper (DC:15) he will find Blith's report on the incident, in which she says that the ship suffered a catastrophic reactor leak, killing everyone else on board and forcing her to flee in an escape pod. It also states she was suspended from active duty pending the results of a full investigation conducted by none other than a Captain Cyan Rahn.

If the PC makes a Computer Use check (DC: 20) He can listen to the actual communication between the Tallon

(aka The Explorer) and this ship. If he decides to, read the following:

Male Voice (annoyed): I told you not to break silence. This better be important.

Female Voice: I'm sorry sir, but it concerns the time table.

Male Voice: ...Go on...

Female Voice: The ship's suffering engine trouble; it'll take time to fix.

Male Voice (angry): Engine trouble?! Are you kidding?!

Female Voice (nervous): It's kind of ironic if you think about it...

Male Voice (angry shouting): YOU THINK THIS IS FUNNY?!

Female Voice (with fear in her voice): No sir, of course not. I'm sorry sir.

Male Voice: How long until you can get here?

Female Voice: Not for another 5-6 hours.

Male Voice: The drugs won't last that long... Get here as fast as you can.

Female Voice: Yes sir.

END OF MESSAGE

Anyone who listened to both this message and Rahn's recorded message from earlier can make a Perception check (DC: 15) to recognize the Male voice as that of Captain Rahn.

If anyone listened to both this message and the report about the Explorer, they can make a Perception check (DC: 18) to recognize the Female voice as that of Jolla Blith.

If #2 is chosen:

There is a 25% chance Rahn's reprogramming has left this intact. If the roll succeeds, it can be shut down, if not, it must be destroyed. Roll for each droid individually.

If #4 is chosen:

If the PCs look up Rahn, read them the info from his NPC block. A successful Perception Check (DC: 10) will reveal that the body found in the Captain's room, is in fact, not Rahn!

If they look up Pollock, tell them his record is rather dull. A successful Perception Check (DC: 10) will reveal that the body found in the Captain's room, is in fact, his.

Once the PCs have defeated all the Guard Droids, one way or another, move on to Part 3.

Items the PCs may have obtained:

Crew Manifest:

"It lists the names of the PCs, Captain Rahn, and Security Chief Pollock."

Security Protocol Datapad:

"It talks about the various dangers the crew should expect and how to handle them. Of particular interest is the mention of Weapons Lockers located on the Bridge

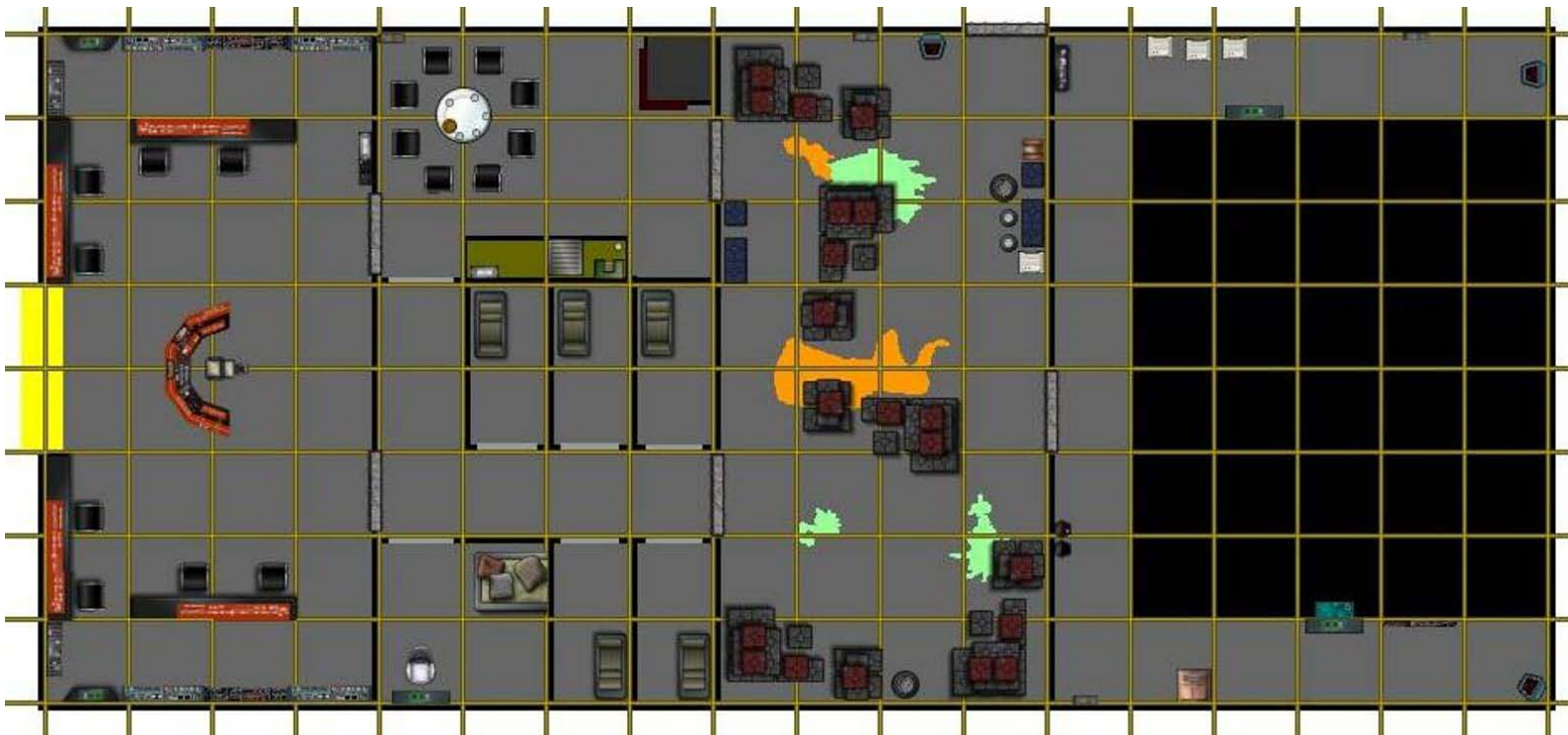
and in Engineering, and of the ship's contingent of 4 Guard Droids, located in the Cargo Hold."

If the PCs want to know more about either subject read the following:

"The Weapons Lockers can only be opened if the proper pass code is typed in. For safety reasons, only the Captain and Security Chief are to know the code."

"The ship contains 4 Guard Droids programmed to protect the ship if she is ever boarded. The Security Chief is entrusted with maintaining them."

At the start of Part 2, Rahn has succeeded in getting 2 of the Guard Droids operational and has sent them off to kill the PCs. He is having trouble getting the other 2 to activate.



Part 3: The Dramatic Conclusion!

Shortly after the PCs defeat the Guard Droids (give them a moment to celebrate their victory), the computer's booming voice fills their ears as it announces, over the ship's P.A. system:

"WARNING! SELF DESTRUCT ACTIVATED! TWO MINUTES AND COUNTING!"

The PCs have 20 rounds to deactivate the self destruct sequence. Be sure to have the computer announce the PCs impending doom every round.

What to do?:

What happens next depends on the PCs. Some things they could try doing:

A PC can attempt to shut down the self-destruct sequence at the bridge using a Use Computer (DC: 20 check) and the voice recorder, or a straight (DC: 30) check if he doesn't use the voice recorder. Either way, it will take him 4 rounds.

The PCs can attempt to force their way into the Cargo Bay (a difficult task that will take them 5 rounds) and get in an escape pod.

The Cargo Bay:

If the PCs open the door to the Cargo Bay, read the following aloud:

"The previously dark room is now bright with red-tinted emergency lighting. Your ears ring with the sounds of klaxons. Off in a corner you see a figure wearing a space suit. One hand holds a blaster, with the other the figure is frantically working on the controls for the Airlock. At the sound of the door opening the figure looks up, and fires wildly at you!"

Rahn is too busy trying to escape to actually take aim at the PCs. He's really just trying to scare them long enough for him to seal the airlock and eject himself from the ship.

Have the PCs roll initiative and treat this scene like a combat round (treat Rahn as having a +2 Initiative). Rahn is too far for the PCs to reach this round but they can try to shoot him. He has 50% cover provided by the airlock and the various crates in the Cargo Bay. If someone tries to use the Force to get him out of the airlock before it closes, roll some dice in secret and regardless of the roll, inform them that, unfortunately, he bounces off the airlock doors as they slowly close.

On Rahn's turn, he fires wildly at the PCs (roll some dice in secret, and no matter what the result, tell whichever PC is closest "You feel yourself go numb with terror as a blaster bolt whizzes by your head!") After firing, the airlock closes and Rahn makes good on his escape.

Captain Cyan Rahn

CL 4

Medium Human Male 2 Scout 2 Scoundrel

Init +8; **Senses** Perception +12

Languages Basic, Binary, Bocce

Defenses Ref 17 (flat-footed 16), Fort 17, Will 15
hp 42

Speed 6 Squares

Range Attack Blaster Pistol +3 (3d6)

Range Attack Blaster Pistol +4 (3d6) with Point Blank Shot

Base Attack +2

Abilities Str 10, Dex 12, Con 14, Int 14, Wis 11, Cha 14

Feats Point Blank Shot, Skill Focus: Bureaucracy, Skill Focus: Stealth, Skill Training: Deception, Skill Training: Use Computer, Toughness, WP Pistols, WP Rifles, WP Simple Weapons

Skills Deception +9, Initiative +8, Knowledge: Bureaucracy +9, Knowledge: Galactic Lore +9, Mechanics +9, Perception +12, Pilot +8, Stealth +13, Survival +7, Use Computer +9 **Talents** Acute Senses P)49, Sneak Attack P)46

Possessions Blaster Pistol, Long-range Comlink, Space Suit, Utility Belt



The Escape Pod:

Rahn, desperate to make sure the PCs don't escape, has hastily sabotaged the ship's escape pod. A Repair Check (DC: 15) and 2 rounds (or 2 PCs Repairing can speed it up to 1 round) can have it working again. If they can't stop both the Self Destruct Sequence AND Prevent the Engine from going critical and exploding, this is their only means of escape.

Space Suit Locker:

There is a space suit locker in the Cargo Bay, but unfortunately, all of the remaining suits have large blaster holes in them, rendering them useless.

More bad news:

No matter what the PCs do, when only 10 rounds remain, the ship's computer announces over the ship's P.A. system:

"WARNING! REACTOR BREACH EMMINENT! ONE MINUTE UNTIL ENGINES REACH CRITICAL MASS!"

It will take a PC 2 rounds and a Repair roll (DC: 15) to figure out the problem in Engineering, and another 2 rounds and a Repair roll (DC: 20) to solve the problem.

What Rahn is up to:

With the PCs distracted by the Guard Droids, Rahn is in the final phase of his plan. From the engine room, Rahn has set the ship to self destruct. Realizing that that might not be enough to stop the PCs from foiling his plan, Rahn has also sabotaged the Engine, ensuring

it will go critical, thus destroying the ship. On his way to the airlock in the Cargo Bay, he grabs a space suit and uses his blaster to burn holes in the rest of them to ensure the PCs can't use them to escape. From there, he (hastily) shoots the control for the ship's escape pod before making his escape through the ship's airlock, where he intends to drift in the void of space until Blith picks him up in the Tallon.

Final outcome:

Despite the PCs' best efforts, Rahn narrowly escapes the ship, giving the PCs plot hooks for future adventures.

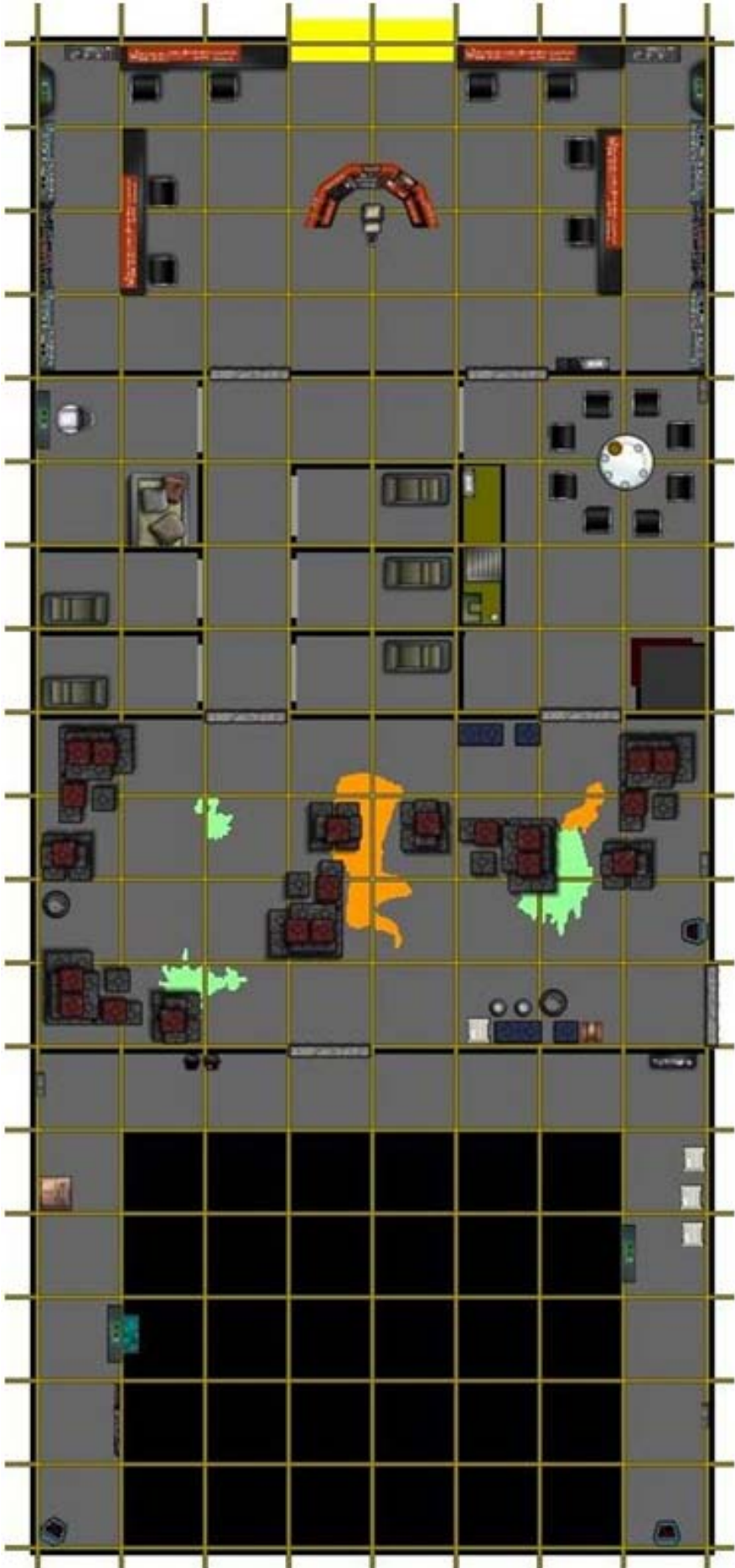
If the PCs sent out a distress call from the ship, help will arrive within the hour. If the PCs did not send out a distress call from the ship, but did stop it from exploding, they now have a free ship. If the PCs failed to stop the ship from exploding, but managed to escape in the escape pod, a ship will pick up its emergency beacon and rescue them in 2 hours.

Also of note: If a PC bothers to search the Cargo Bay, he will find the party's gear (the stuff Pollock confiscated at the start of the module) piled haphazardly in a crate.

Be sure to give them bonus experience if they accomplish any of the following:

1. Solve the murder mystery (Rahn actually killed Pollock)
2. Discovered the transmission between Rahn and Blith (exposing Rahn's plan)
3. Kept the ship from exploding. (Pretty self explanatory)

GM Handouts and Encounter Cards



Mark 1 Guard Droid	Medium droid non-heroic 3
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name Race & Class

Str	14	Fort	10
Dex	17	Ref	13
Con	-	Will	11
Int	11	Initiative	+9
Wis	12	Perception	+7
Cha	8	Force Points	-

Repeating Blaster Carbine	+5	7(SR 5)	
Weapon	Attack		
3d10	6 squares		
Damage	Stun Damage	Speed	Hit Points
			10

Weapon	Attack	Threshold	
	-	-	
Damage	Stun Damage	Dark Side Pts	Destiny pts

Initiative	+9		
Perception	+7		

Trained skill Modifier Trained skill Modifier

Special qualities: Droid Traits

Attack Options: Point Blank Shot, Coordinate

Possessions: Repeating Blaster Carbine



Notes

Mark 1 Guard Droid	Medium droid non-heroic 3
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name Race & Class

Str	14	Fort	10
Dex	17	Ref	13
Con	-	Will	11
Int	11	Initiative	+9
Wis	12	Perception	+7
Cha	8	Force Points	-

Repeating Blaster Carbine	+5	7(SR 5)	
Weapon	Attack		
3d10	6 squares		
Damage	Stun Damage	Speed	Hit Points
			10

Weapon	Attack	Threshold	
	-	-	
Damage	Stun Damage	Dark Side Pts	Destiny pts

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