STAR WARS

ROLEPLAYING GAME

Glimmer of Truth

Episode II of *Star Wars: Eve of Destruction*

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This adventure, along with any related campaign material, is intended for free distribution and is not intended to represent official *Star Wars* roleplaying material.

Glimmer of Truth is the second 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. In this adventure, the heroes travel to Saleucami to report to Venture about what happened on the *Starskimmer*, and the heroes should advance to 4th level by the conclusion of the adventure. Over the course of this adventure, the heroes will travel to several planets in the hope of tracking down who tried to kill them on the Starskimmer.

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.

Adventure Background

This adventure begins a few days after the end of *The Starskimmer Crisis,* the first adventure in the Eve of Destruction Campaign. The exact beginning of this adventure depends on the PCs' actions at the end of *The Starskimmer Crisis.*

1. If the PCs were able to escape the *Starskimmer*, but did not keep it from being destroyed, they were picked up by a member of the Saleucamian Orbital Patrol on his way home from an offworld assignment. Upon hearing the PCs' story, he suggested they report to the Venture office on Saleucami to tell their story.

2. If the PCs saved the *Starskimmer* but did not send out a distress signal, the *Starskimmer's* navicomputer indicates that the closest Venture outpost is located on Saleucami.

3. If the PCs both saved the *Starskimmer* and sent out a distress signal, several Saleucamian Orbital Patrol ships responded, enough to give the PCs a lift and take the *Starskimmer* back to Saleucami with them.

Make sure you know whether the PCs are piloting a ship at the beginning of the adventure or are merely passengers; this will affect events in the opening scene.

Adventure Summary

The heroes travel to Saleucami to report to Venture about the *Starskimmer* fiasco. En route, the heroes are involved in a major transport accident and afterwards are subjected to interrogations by first the starport officials and police and then by the employees of the local Venture office, who attempt to arrest the heroes on suspicion of murder. After their escape or release, a fellow employee approaches the heroes with information that could help them track down the real killer. The heroes' search eventually leads them to Aeten II, where they meet a slicer who knows their captain, but he is shot with a poisoned dart before he can give them any useful information. The sniper, when caught, is inexplicably but genuinely unable to remember committing the crime.

Part 1: Shroud of Suspicion

Scene 1: Too Close for Comfort

The adventure begins when the PCs' ship arrives in orbit over Saleucami, along with what seems like every ship in the system. Traffic is ringed five ships deep around the planet and is barely creeping along. The METSOP predicts at least a five-hour wait for landing, warns pilots to stay in their assigned spacelanes, and lists strict penalties for those who try to jump ahead in line.

Option A:

PCs are passengers In this case, the PCs begin in the lounge of the Saleucamian Orbital Patrol's transport, the *Justice*. The PCs' pilot, an aging blue Twi'lek male named Tyre Loonaka, announces via intercom that they have arrived and tells the PCs to make themselves comfortable, as they're in for a long wait. In the middle of his message, Loonaka's voice suddenly trails off and the intercom cuts off. The *Justice* begins lurching to one side, and anything not fastened down begins sliding across the floor and table- and countertops.

If the PCs go to the cockpit to investigate, they find Loonaka slumped unconscious over the controls. A Treat Injury check (DC 10) will reveal that he's probably suffered a stroke. More importantly, a look out the viewport will reveal that the *Justice* is in the fifth and outermost ring of ships circling Saleucami. A large gap cuts through the middle of the ring to the port side of the *Justice*, which is veering dangerously out of its assigned spacelane and into the gap, as the angry shouting coming from the com panel will attest. Through the gap, the giant, heavily armored *Guardian*, much larger than the *Justice*, is barreling straight toward the PCs through the gap in the ring of ships. If the PCs don't do something quickly, they're going to be flattened.

Option B:

PCs are piloting In this case, have the PCs state who is flying and whether anyone else is in the cockpit when they arrive in orbit. Use the same descriptions of the arrival as in the above paragraph, only the *Guardian* is swerving out of the gap toward the PCs. Either way, the PCs have a split second to react. There isn't enough time for them to completely avoid a collision, but their actions can mitigate some of the damage. The oncoming ship, the *Guardian*, is a Colossal (frigate)-sized vessel and a prisoner transport for the Saleucamian government. Unbeknownst to the PCs, the *Guardian*'s cells currently hold several members of the vicious Krayt Dragon gang, who are being taken offworld for trial.

Make an attack roll for the *Guardian* (1d20+10). The pilot (or whoever grabs the controls) of the PCs' ship must make a DC 15 Pilot check as a reaction. Failure results in 10d6+18 points of damage to both the PCs' ship and the *Guardian*; success by less than five reduces the damage by one-fourth, and success by five or more halves the original damage. (These rules are slightly modified from the vehicle collision rules, pp. 172-173 SECR.)

Hopefully the PCs' ship comes out more or less intact, but the collision nearly destroys one of the *Guardian*'s
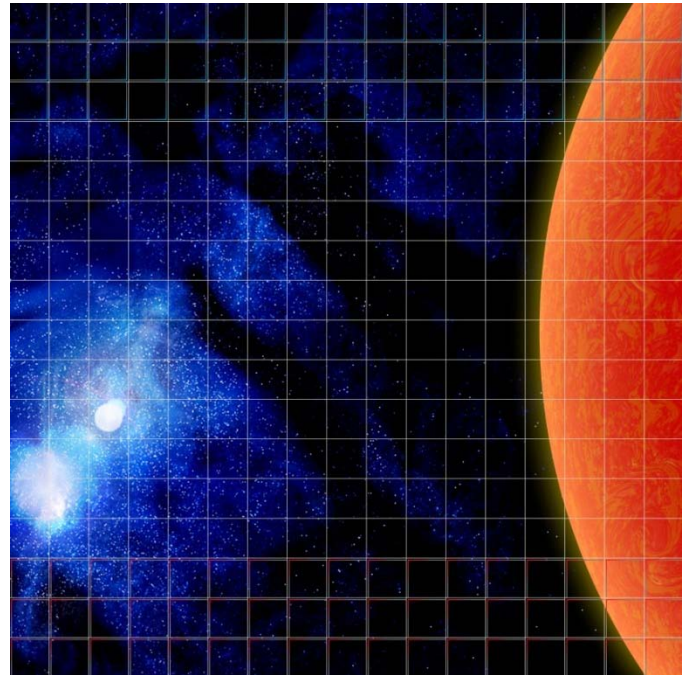
horizontal stabilizers. The frigate veers wildly out of control, banging into other ships and setting off a domino effect as it careens through the crowded spacelane. Immediately the PCs' com panel hisses and screeches with dozens of distress calls spilling in on top of each other, while officials try to shout directions over it all,

The *Guardian* knocks several handfuls of smaller transports aside before it bangs hard into another ship of about the same size. The impact knocks the second big ship out of line but seems to cancel the *Guardian*'s momentum; at least enough to send it slowly spiraling downward toward Saleucami, sparks flying and onboard lights fizzling out. Garbled, fading bursts of sound on the PCs' com seem to be coming from the doomed transport: "Attention! Police vessel *Guardian*...life support fails...systems shutting dow...immediate assistan..." The *Guardian*'s trajectory may or may not take it low enough to miss the next few rings of ships below it; though everyone is clearly trying to get out of the way, it's so crowded that many won't make it in time.

The PCs have several options: they can do nothing, they can try to help other damaged vessels, or they can try to rescue the *Guardian*. The PCs' ship is much faster than the *Guardian* (unless they're in the *Starskimmer*, in which case their speeds are the same), so they could, for example, outrun the *Guardian* and push other ships out of the way, or make like a cueball and allow the *Guardian* to collide with them again to change its trajectory. If the PCs' ship has a tractor beam, they can attempt to use it as well. It takes the *Guardian* 3-5 rounds (18-30 seconds) to pass between rings of ships; adjust the timing to keep things appropriately challenging for the PCs.

Anyone can stabilize Loonaka with a medpac (there is one in the first-aid kit strapped to the cockpit wall) and a DC 15 Treat Injury check. If he comes to, he's weak, disoriented, and unable to really function. He doesn't remember what happened before he passed

out, and he won't be able to help the PCs with the crisis.

Twenty rounds (2 minutes) after the frigate-frigate collision, a dozen Saleucamian police starfighters arrive from planetside to get things under control, along with two large transports with tractor beams to rein in the *Guardian*, and a medical vessel. The police demand identification and explanations and inform the PCs that they could face charges for their carelessness and, for all the police know, attempted murder of police officers and/or attempted killing/rescuing of members of the Krayt Dragons. The police order the PCs to follow two of the starfighters down to the surface and send two extra starfighters along to ensure the PCs comply. If the PCs stray too far from their designated path, the police will open fire.

Ad-Hoc XP Award: If the PCs prevent the *Guardian* from colliding directly with at least two of the four remaining rings of starships, they should receive experience as if they had completed a CL 4 encounter.

Scene 2: No Rest for the Weary

The spaceport is located on a ridge above Caldera City, a small town cradled within the impact crater of a meteorite. When the PCs disembark, they find uniformed police officers, government and starport officials and bureaucrats, and, standing away from the rest, Venture security officers, all waiting for them. If the PCs reported Loonaka's injury, a medical team is waiting to take charge of him.

The Venture personnel stay back while everyone else crowds around the PCs and marches them to a conference room near their docking bay. Everyone is trying to talk at once. Things settle down a bit as everyone sits down around the long wooden table. The head of starport security calls for order, and beings from various groups take turns firing questions at the PCs while others record or transcribe the proceedings.

This group begins the encounter with an unfriendly attitude toward the PCs. If the PCs can shift this attitude to indifferent or better, the officials will release the PCs with a stern warning to "avoid such incidents in the future."

Ad-Hoc XP Award: If the PCs are released by the starport officials, they should receive experience as if they had defeated a CL 3 opponent.

Scene 3: From Bad to Worse

When the PCs leave the conference room, Venture Security is armed and waiting for them. One of the officers informs the PCs that Loonaka will be all right and that the manager of the local Venture office is waiting to hear the PCs' report about "your latest disaster." The squad boxes the PCs in and marches them through the dusty, cracked streets, crumbling rock buildings, and baking late-afternoon sun to the Venture office.

The cool air of the office is a welcome change from outside. Behind the polished sandstone reception desk sits a Bothan male secretary, Dreshk Gorm'lya. The Bith female office manager, Hatti Trint, stands behind him. She consults a datapad, reading off a few very general details of the fiasco on the *Starskimmer*, and asks the PCs for their side of the story. She and Gorm'lya listen intently, and when the PCs conclude, she slowly shakes her head. Read out loud:

> **"That's an incredible story," she says. "So incredible, in fact, that I have to wonder how much of it is true--or if any of it is. I'm afraid we can't let you go until we're reasonably sure that you're not murderers. Security, take them in."**

The PCs can choose whether to go quietly or make a break for it. If they choose the latter, run the "Resisting Arrest".

If the PCs are arrested at any point, they're handcuffed and taken down the street to the local prison, which is built into the side of the crater. The PCs' fingerprints, retinal scans, and mug shots are recorded; they are stripped of their equipment and locked into separate cells. The next day, they are each separately interrogated; feel free to roleplay this part if you'd like, but I'm not going to detail it here. After a few days, the PCs' equipment is returned to them and they are released, but ordered not to leave Saleucami pending a full investigation into Rahn's murder (and the destruction of the *Starskimmer*, if the PCs didn't save it).

Encounter: Resisting Arrest

Venture Security Officer (8) CL 1; Medium Human nonheroic 4
Force 0; **Dark Side** 0
Init +9; **Senses** Perception +9
Languages Basic + 1
Defenses Ref 14, Fort 11, Will 12
hp 14; **Threshold** 11
Speed 6 squares
Melee Stun Baton +5 (2d6)
Ranged Blaster Pistol, Sporting +5 (3d4)
Ranged Blaster Rifle, Sporting +5 (3d6)
BAB +3; **Grp** +5
Abilities Str 14, Dex 14, Con 12, Int 10, Wis 14, Cha 10
Feats AP (light), Quick Draw, Skill Training (knowledge [social sciences] (H)), WP (pistols, rifles, simple)
Skills Gather Info. +7 (H), Initiative +9, Knowledge (social sciences) +7, Perception +9
Gear Uniform, Comlink (long-range), Fusion Lantern, 10 Energy Cells, Utility Belt, Hip Holster, Standard Targeting Scope

Dreshk Gorm'lya
CL 2; Medium Adult Male Bothan Non-heroic 8
Force 0; **Dark Side** 0
Init +5; **Senses** Perception +10
Languages Basic, Bothese, High Galactic, Bocce, Sy Bysti, Huttese, Skakoverbal
Defenses Ref11(FF 10), Fort 11, Will 13
HP 29; **Threshold** 11
Speed 6 squares
Melee +5 (as weapon -1)
Ranged Blaster Pistol +7 (3d6)
BAB +6; **Grp** +5
Species Traits Iron Will (already factored into stats), Conditional Bonus Feat
Abilities Str 8, Dex 13, Con 12, Int 14, Wis 12, Cha 13.
Feats Linguist, Skill Training (knowledge [bureaucracy]), WP (pistol, simple).
Skills Knowledges (bureaucracy, galactic lore, social sciences) +11, Persuasion +10, Gather Information +10
Possessions Uniform, Data Pad, Comlink, Blaster Pistol, Medium Level Access Pass

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Hatti Trint

CL 4; Medium Bith Non-heroic 8/noble 2
Force 1; **Dark Side** 0
Init +6; **Senses** Perception +10, Heightened Awareness
Languages Basic, Bith, High Galactic, Bocce, Huttese, Skakoverbal, Wroonian
Defenses Ref14 (FF 13), Fort 13, Will 15
HP 43; **Threshold** 13
Speed 6 squares
Melee +5 (as weapon)
Ranged Blaster Pistol +7 (3d6+1)
BAB +6; **Grp** +5
Special Actions Born Leader
Species Traits Evolved Intellect (once per encounter, treat any one INT-based skill check as though it were a natural 20), Heightened Awareness (may reroll Perception, but must keep 2nd roll), Meditative Trance (meditate for 4 hours to gain all the benefits of 8 hours of rest)
Abilities Str 8, Dex 13, Con 12, Int 14, Wis 13, Cha 14.
Talents Born Leader
Feats Improved Defenses, Linguist, Skill Focus (knowledge [bureaucracy], persuasion (H)), Skill Training (Gather Info., knowledge [bureaucracy]), WP (pistol, simple)
Skills Gather Information +12, Knowledge (bureaucracy) +17, Knowledges (galactic lore, social sciences) +12, Persuasion +17, Use Computer +12
Possessions Uniform, Data Pad, Comlink, Blaster Pistol, High Level Access Pass

Development: If the PCs are defeated, they are arrested. If the PCs defeat all their opponents, they can escape into Caldera City. Both Venture and the local police will soon be looking for them, and Caldera City is too small to make an effective hiding place.

Scene 4: A Helping Hand

A few hours after the PCs escape from the Venture office or are released from prison, a Duros male named Minkor approaches. The PCs should "remember" him: he works out of the same office that the PCs do, and they met him the day they were hired. Minkor is glancing nervously around, as if trying to be sure he's not being followed, and calls to the PCs. Read out loud:

> **"I've been looking all over this ball of dirt for you. I heard what happened,"** he says, shaking his head. **"Rotten way to start off. Listen, whatever the bosses are saying, I believe you. I was watchin' you that first day, and you don't look like murderers. Look, when I heard about it, I started doing some research"**

Minkor gives the PCs a pair of datacards.

> **"It's everything I could find in Venture's records about Rahn and Pollock. It's not a whole lot, but there might be somethin' in there to help you get clear. I'll be here for a couple of days--the *Lucky Nova* blew her hyperdrive again and it's gonna take a while to fix--so you come find me if you need anything, y'hear?"**

And with that, he leaves.

If the PCs insert the datacards into a datapad or a computer, they can learn the following information:

Now it's in the PCs' hands: what do they do next?

BONETICORP DATAPAD

Cyan Rahn
Homeworld: Tyne's Horky
Age: 43 standard years
Dependants: None
Medical History: Nothing unusual
Unique Skills/Certifications: BoSS captain's license, Republic mechanic's certificate, Venture officer training
Service Record: Fifteen years at Ord Mantell office. Hired as starship mechanic, selected for officer training after three years of service. Ten years ago, as a lieutenant, served on the Ryloth's Spirit on scouting mission in Unknown Regions when attacked by pirates. Ryloth's Spirit severely damaged and Captain Hal Marino killed. Lieutenant Rahn single-handedly killed pirate boarding party while remainder of crew repaired hyperdrive and made blind jump. Survivors drifted for weeks before returning to civilization. Rahn promoted to commander for heroism.
Previous Employment: Assembler for Salathial Electronics, Aeten System.
Notes: Frequently requested Senior Security Officer Gavin Pollock as chief of security when allowed to select crew members.

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ALYA

BONETICORP DATAPAD

Gavin Pollock
Homeworld: Saleucami
Age: 38 standard years
Dependants: Wil Zake Pollock (Kel Dor, adopted son)
Medical History: Six years ago, suffered two broken ribs, separated shoulder, and concussion while defending cargo aboard Trailblazer from looters on Corellia.
Unique Skills/Certifications: Corellian Security officer training, Venture security officer training.
Service Record: Thirteen years at Ord Mantell office, four years at Saleucami office. Hired as night guard. Ten years ago, as a guard, served on the Ryloth's Spirit on scouting mission in Unknown Regions when attacked by pirates. Ryloth's Spirit severely damaged and Captain Hal Marino killed. Guard Pollock assisted in repairing hyperdrive and crew made blind jump while Lieutenant Rahn single-handedly defeated pirate boarding party. Survivors drifted for weeks before returning to civilization. Pollock promoted to security officer for his actions. Brought back orphaned Kel Dor child from mission to Dorin eight years ago and adopted child. As noted above, seriously injured six years ago while defending cargo from looters on Corellia. Promoted to senior security officer for his actions.
Previous Employment: Patrol Officer for Corellian Security, Corellia System.
Notes: Frequently requested as chief of security by Captain Cyan Rahn

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ALYA

Part 2: The Investigation Begins

The next part of this adventure can proceed in several different ways, depending on the choices the PCs make. In this way, it's similar to the Dawn of Defiance adventure *The Core of Corruption*. The scenes don't need to be run in any specific order, except Scene 1: **Orphan** and Scene 2: **Escape from Saleucami** must be run before the PCs leave Saleucami. You may not run Scene 1 at all, depending on what leads the PCs pursue.

Here's how most of the PCs' leads will play out:

Cyan Rahn

Homeworld: See Scene 7, **Tyne's Horky**.
Age: Nothing.
Dependants: Nothing.
Medical History: Nothing.
Unique Skills/Certifications: See Scene 8, **Ord Mantell**.
Service Record: See Scene 8, **Ord Mantell**.
Previous Employment: Following this lead will trigger the endgame. See Part 3.
Notes: See Scene 8, **Ord Mantell.**

Gavin Pollock

Homeworld: See Scene 5, **Orphan**.
Age: Nothing.
Dependants: See Scene 5, **Orphan**. Going to look for Ban Zake will trigger the endgame. See Part 3.
Medical History: See Scene 8, **Ord Mantell.**
Unique Skills/Certifications: See Scene 8, **Ord Mantell.**
Service Record: See Medical History and Unique Skills/Certifications.
Previous Employment: See Scene 9, **Corellia.**
Notes: See notes for Rahn.

Scene 1: Orphan

The PCs will likely start by investigating Pollock on Saleucami. Gather Information checks can reveal the following:
DC 10: Pollock grew up in Caldera City. He left as a young man and returned years later with an adopted Kel Dor son, Wil Zake Pollock, and a job at Venture. None of Pollock's Human relatives are still alive, but he lived with his son near the southern staircase leading out of Caldera City's crater. Pollock was quiet and kept to himself, but he was a doting father to Wil.
DC 15: If Pollock had ever been in financial or work-related trouble, his neighbors probably would have known it, as secrets are difficult to keep in such a small town. He didn't have enemies in Caldera City, except the local street toughs, though he might have had enemies from his year's offworld.
DC 20: Pollock was called away on long trips every so often, much longer than the usual Venture expedition. He would leave Wil with his friend, Cerean female Ma-Nana-Gori, anytime he was gone. She's likely to adopt Wil in the wake of Pollock's death.

If the PCs go to Pollock's house, they find it deserted. Ma-Nana-Gori has taken Wil to her home; if the PCs pay a visit, they will need to shift her attitude from indifferent to friendly in order to see Wil. The young Kel Dor, who is about eleven standard years old, refuses to believe that Pollock is dead; the authorities still have the body for the investigation. If the PCs can shift his unfriendly attitude to indifferent, he's willing to talk about his "father".

> "I had a big brother; his name was Ban. Mama and Papa said he was running around with some bad boys, and they would take stuff that wasn't theirs and break stuff. Then one day Mama and Papa said that Ban went into space with the bad boys and he might never come back. Mama cried a lot, and Papa was really mad. Then a while later, we had a huge storm, with all this thunder and lightning, and I was really scared. Our house started shaking like it was going to fall over, and then I think it fell over, 'cause I heard the wood breaking and then something hit me really hard on the head, and then I don't remember what happened next. Then Dad was pulling me out of all the broken pieces of wood, and it really hurt, and he said Mama and Papa were dead, and he said he was going to be my dad now."

> "Enemies? Well, he said there were a lot of people he'd put in jail that he didn't want to ever get out of it. But nobody could've hurt him. He's so strong he can still pick me up and hold me over his head for like five minutes straight."

> "I don't know where Ban is now. I kind of wish I did. He really liked computers--maybe he could help me figure out how to reprogram our cleaning droid; it keeps using too much wax on the floor. Dad was looking for Ban whenever he went on trips; he thought maybe he'd heard of him somewhere in the Outer Rim, so after Dad got hurt, we went on vacation in the Outer Rim so we could look for Ban while Dad was getting better. We looked all over, but all we found out was he'd been in jail for a while in the Aeten system."

Scene 2: Escape from Saleucami

Eventually, the PCs should realize that their investigation will only bear fruit if they leave Saleucami and keep searching elsewhere. However, as the PCs don't have a ship of their own, they'll have to find some other way to get off the planet. If they enter the spaceport openly, security has been warned not to let them leave, and they'll be escorted out and not allowed back in.

Resourceful PCs might think to call in Minkor to help them. Minkor is happy to do whatever the PCs ask of him, as long as the risk of getting killed is minimal.

If the PCs are noticed doing anything shady in the spaceport at any time, the response will depend on how they are detected. If guards catch the PCs at their mischief, see the "Spaceport Security" encounter. If the PCs are detected electronically, ships are locked down with tractor beams and docking bay blast doors are sealed, and controllers try to trap the PCs in one part of the spaceport, sending guards to capture them. Going by the Galaxy at War rules, the spaceport is a CL 2-3 "battle station." Accessing a computer terminal in the spaceport normally doesn't require a check. All terminals start indifferent to the PCs, but if the station is on alert, all computers start as unfriendly to anyone who doesn't have a code cylinder. It takes a DC 14 Use Computer check to open a generic door, a DC 19 check to open a blast door, and a DC 24 check to open the door to the control room or disable tractor beams. Once the PCs open a door to a bay and disable the tractor beams, they can enter the bay and open the ship's door and start it up with two DC 19 checks.

The Caldera City Spaceport isn't that big, so if the PCs are detected via the security system (versus being spotted in person); it takes 1d4 minutes for guards to reach the location where the PCs triggered the alert.

Scene 3: Tyne's Horky

If the PCs decide to investigate Rahn's homeworld, they find another dusty desert planet, this one in the Mid Rim, with many droids wandering the streets and a couple of droid auctions in progress a few blocks apart from each other. If one of the PCs has (or is) a droid, passing droids sigh things like, "Oh, to find a master." The PCs can locate the Rahn clan with a DC 10 Gather Information check (no need to spend the credits). The only one home is Rahn's arthritis-stricken, hearing-impaired Aunt Miranda, to whom it might take several attempts to get the point across. Once she understands what the PCs want, however, she explains that her husband, their sons, and her brother (Rahn's father) will return from the mine in an hour or so. She invites the PCs in for tea. If they accept, she rambles on about various topics, barely letting the PCs get a word in edgewise, until the rest of her family returns, Rahn's father looks a lot like his son's company profile picture, except with more lines in his face and gray hair. By his account, Rahn hasn't returned to his

homeworld in years, and he's been out of contact with his family for almost as long. Neither Rahn's father nor his other relatives recall anything unusual about him, except he always wanted to be an explorer.

As the PCs prepare to depart Tyne's Horky, they must pass by yet another droid auction to return to their ships. From the shouting, it seems like the competition for this batch is particularly fierce. A limping protocol droid attaches itself to the PCs, insisting it could be of use, as the PCs work their way through the crowd. One Human male, who has just been permanently outbid for a particular droid, turns as the PCs pass him and spots the protocol droid. "Hey! We ain't bid on that one yet!" he yells. Heads turn from all over the crowd--this is a motley bunch, and most of them are packing weapons of one kind or another.


Encounter: Falsely Accused

This is a simple brawl, with some of the local miners trying to vent their frustration on the PCs. A few droids and beings who don't want a fight may get mixed up in the mess too.

Miners (24): Use the generic thug stats, p. 284 SECR. About half of these are actively looking for a fight or genuinely believe the PCs have stolen the protocol droid and wade in with fists blazing and blasters set to stun. The rest just want to get out of the way.

Droids: A variety of medical, astromech, protocol, and mostly labor droids, pp. 197-198 and 203 SECR. The droids in general want to avoid trouble, though they may panic and attack (as much as they can within their core inhibitors) someone in an attempt to escape. The protocol droid that started this fiasco begs the PCs to help it and tries to hide behind them.

Development: If the PCs can battle their way through the crowd, they can escape. If they're subdued, they're handed over to the local sheriff.
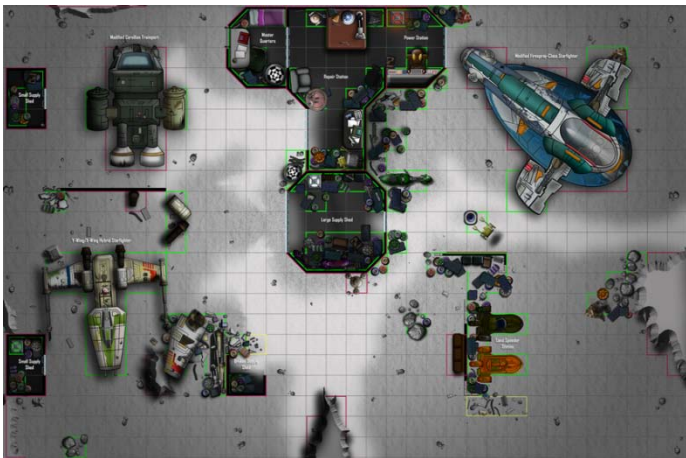
Scene 4: Ord Mantell

If the PCs decide to investigate Ord Mantell, they find a world that's not nearly as lawless as it'll later become. It's still an important stop on hyperspace routes, with bustling spaceports and adjacent cities.

If the PCs visit the Venture office, the Human female desk employee, Salli Compton, has been notified that the PCs have escaped. She has a +5 Perception check modifier, and if she ever realizes who the PCs are, she'll call security (in which case, use the stats from the Resisting Arrest encounter, but add four additional guards to the encounter). Alternatively, the PCs can attempt to break into the Venture office and slice its computers (DC 19 Use Computer checks for both). They can learn the following information either by roleplaying or by slicing.

Rahn renewed his BoSS captain's license three years ago, but his mechanic's certificate expired a few months ago. He hasn't reported in since he left with the PCs, and he missed officer training two weeks ago. After Pollock was injured defending the *Trailblazer*'s cargo, he took an extended vacation in the Outer Rim. He only ever missed one security training session, and that was during the legendary pirate mission with Rahn.

Some information, however, the PCs can only learn by roleplaying or Gather Information checks:

It's highly unusual for Rahn to miss officer training, as he's always been reliable. He seemed changed after his legendary pirate encounter--quieter, less friendly and enthusiastic, more demanding and curt. To all appearances, he and Pollock were good friends. Pollock normally made up any training he missed due to missions. He, too, seemed changed after the pirate mission--he talked even less, had more of an edge and a shorter temper after that.

Scene 5: Corellia

If the PCs decide to look into Pollock's former employer, they find a bustling planet. Humans and aliens of all types crowd the streets; everyone seems to be in a hurry,

Getting information about a former CorSec officer, however, is tougher than getting information about a Venture employee. Without some proof of identification and an official legal request for information, CorSec officials won't tell the PCs anything. The PCs can get some information by slicing computers (DC 24 to break in, DC 27 to slice) about Pollock's service record: assignments, cases, arrests, testimonies, etc, but nothing particularly helpful in their current predicament. By interacting with other CorSec officers out of their superiors' presence, the PCs can learn the following:

Fellow officers remember Pollock as the most cool-headed, steady-under-pressure officer on his beat. He claimed he needed a change of pace, a different kind of challenge, when he left for Venture. Pollock kept in touch with a few of his squad members, though most of those haven't heard from him in about ten years, and those that have heard from him in that time have only had sporadic contact.

Of course, if the PCs get caught breaking into CorSec offices, they're going to be in a lot of trouble. We should probably stat up some CorSec officers and a commander in case we need them. They should be a step or two above the Venture security guys.

Part 3: The First Real Clue

The PCs can trigger the endgame in one of two ways:

1. Pursuing Ban Zake.
2. Investigating Rahn's former employer, Salathial Electronics, in the Aeten system.

Ban Zake is a fairly well-known name in the criminal underworld, at least in the places where he's left his mark in the form of a distressingly large hole in a secure credit account, or in the abrupt disappearance of sensitive, guarded information. It was a poorly executed escapade of the latter type that landed Zake in prison in the Aeten system, as Wil Zake Pollock may have mentioned to the PCs. In fact, it was during that imprisonment that Ban Zake met Cyan Rahn, who had been imprisoned with his crew for (accidentally) trespassing a no-fly zone. Zake and the Venture crew teamed up to escape, and Zake and Rahn have remained in loose contact ever since. When Rahn needed to conceal his trail of embezzlement from Venture, he turned to Zake; in return, Rahn has taken Zake on as a communications officer when Zake needed to lie low for a while, and Rahn has spoken highly of Zake to the Second Sith.

After Rahn escaped the *Starskimmer*, he reported back to the Second Sith, who ordered him to persuade Zake to help them break into the Salathial Electronics factory to steal a cloaking device. The Second Sith believe that a cloaked ship could possibly penetrate whatever defenses are keeping them from returning to Goes' surface, and an expert slicer like Zake would make the job much easier--not to mention he could "accidentally" be left behind to take the blame for the break-in. Unaware of that part of the plan, Rahn tracked Zake down and asked for his help. Zake agreed in exchange for a massive fee, to which Rahn agreed, believing it to be the only way he could get his friend on board. The Second Sith grudgingly agreed, but unbeknownst to Rahn or Zake began planning to make the slicer "an offer he can't refuse."

Scene 1: Fateful Meeting

The Salathial factory is located on a plateau sandwiched between a rocky desert and a volcano range outside the city of Shard. If the PCs fly over the factory, a recorded message blares at them: "Attention! You are violating a no-fly zone. Remove yourself immediately or you will be forced down and prosecuted to the full extent of the law." If the PCs don't obey, several fighters will scramble to carry out the threat.

If the PCs approach on foot, have them make Perception checks (opposed by Zake's Stealth check) to notice that they're not alone. If they're spotted on security cameras, another warning message will blare, followed by guards if the PCs don't heed it.

If the PCs spot Zake and question him, he claims to be a systems expert for someone building a similar factory. He suggests moving the conversation to a less conspicuous location--he doesn't want to get caught anywhere near a factory that he's planning to help rob--and attempts to slip away as soon as he can. Pollock's name means nothing to him, but if the PCs mention Rahn, they might catch Zake's reaction (opposed Perception check). Zake plays things close to the vest, however, feigning ignorance until he learns what his knowledge might be worth.

Should the PCs agree to talk elsewhere, Zake leads them back to--where else?--a cantina near the outskirts of the city. The bouncer informs the group that inside is full, so Zake leads the PCs to the outside seating area. A mixture of mostly Humans, Sullustans, and Twi'leks, with a few other species here and there, is spread across a wide terrace made of tiles in various shades of earthy red. A chest-high transparisteel barrier surrounds the edge of the terrace to keep patrons from falling into the hissing, boiling lava lake about two meters below. Zake picks a round table made of polished igneous rock, shoves his backpack under a chair, and flops into the chair.

Zake has no interest in assuming responsibility for his brother, and he's skeptical about the possibility of Rahn being a murderer. Zake responds best to bribes and favors, though mind tricks and intimidation may work as well. He begins the encounter as indifferent to the PCs, and if his attitude can be shifted to friendly, he will admit that Rahn is a friend of his. If the PCs manage to get Zake to helpful, he'll admit that he last saw Rahn only a few weeks ago--in other words, about two weeks after the fiasco on the *Starskimmer.*

Scene 2: Sniped!

Before Zake can mention any of the details of his last meeting with Rahn beyond "He wanted me to help him with a job," there is a faint pop-hiss, like a jet of compressed air being released, from overhead and to Zake's right. Zake flies sideways out of his chair as though he's been hit by a physical blow and crashes to the floor. A needle-like dart protrudes from the side of his neck, with thin white streaks rapidly extending from around the wound, as though a white substance is traveling through Zake's capillaries and making them visible. Several beings scream.

A successful Perception check (opposed by Bron Bes's Stealth check) allows the PCs to spot a Gran female wearing a dark brown jumpsuit standing on the roof of a building across the street, her electrobinoculars trained on Zake. In fact, Bes is watching for the white streaks in Zake's neck to make sure she succeeded; this reaction occurs when the mind-control poison enters the bloodstream of a warm-blooded victim. Bes quickly realizes, however, that she's being watched, and she turns and runs. See "Don't Let Her Get Away!" for more information on running this encounter.

In truth, Bes is not acting of her own accord; she is under the influence of Darth Surgo's mind-

control poison. A few weeks ago, Bes accidentally stumbled across one of Surgo's students, the Iktochi male Clin Quant, when she heard strange noises coming from a little-used warehouse near her workplace. Quant was meditating on how best to carry out his assignment to poison Zake. To help him concentrate, he was practicing fine manipulation of the Force using his needler pistol, thinking it wasn't loaded. He was wrong and accidentally shot off a poisoned dart, which hit Bes when she looked through a broken window. When Quant reported the incident to Surgo, his master ordered him to test Bes, as the poison had never been used on a Gran before. If she proved a satisfactory pawn, Quant was to use her to poison Zake, thus deflecting suspicion away from the Second Sith until they were ready to reveal themselves.

These rules follow the chase rules in the fan-created adventure *Wheel of Doom*:

Chase Rules (Optional)

In a chase, each Hunter (the one chasing) has a Chase Position Track. The Hunter adds the listed chase modifier to all rolls as long as he remains in that position. The chase begins at In Mid-Chase.

Prey Caught! (Chase ends)

Tailing Prey (+5)
Catching Up to Prey (+2)
In Mid-Chase (0)
Prey Breaking Away (-2)
Prey Slipping Away (-5)
Prey Escaped! (Chase ends)

Each round, the Prey controls the direction of the chase. He declares a Stunt, loosely described by the GM or player ("I'm going to scale the wall", "I'm going to duck down an alley", etc.). He declares a Skill and DC representing how desperate/homicidal/etc. the prey is. Both Hunter and Prey roll against the set DC, and the round unfolds according to the results of this opposed check.
• If both beat the DC, the round passes in a dead heat.
• If neither passes the DC, the round passes in a dead heat.
• If only the Hunter beats the DC, the Hunter moves +1 step on the Chase Position Track. If the Prey failed the roll by 5 or more, move an additional +1 step.
• If only the Prey beats the DC, the Hunter moves -1 step on the Chase Position Track. If the Hunter failed the roll by 5 or more, move an additional -1 step.
If a Hunter's Position Track reaches the Prey Escaped! position, the chase ends for that Hunter. If all Hunters reach this position, the prey has escaped.
If a Hunter's Position Track reaches the Prey Caught! position, the chase ends. He has been run down and forced to stop. This may lead to a fight.

After a number of rounds equal to each runner's Constitution, a runner must make an Endurance check at DC (10+1 for each additional round), or the runner will be too exhausted to continue the chase.

5 sample obstacles are provided. GM's should feel free to use these or their own to describe a good chase scene.
[...]
1) Floating Platforms. The chase moves from floating balcony to floating balcony. The 'Bith' makes this a DC 20 Jump Stunt. Failing this check by 10 results in a possible fall. See Climb rules for a chance to grip the ledge.
2) One balcony is occupied by a musical band. The chasers must weave between them and duck a large tuba like instrument as the band scatters. The 'Bith' makes this a DC 15 Acrobatics Stunt.
3) The chase then breaks down a corridor into the kitchen, as servers and a steaming food cart suddenly round a corner. The 'Bith' makes this a DC 15 Initiative Stunt. Failing this check by 10 results in a possible burn (1d6 damage).
4) The chase goes out a back door and up a lift to the top of the casino. If any Hunters are at the Tailing Prey position in the chase, if they beat the 'Bith' on an opposed Initiative check they can get in the lift with it (and end the chase). Otherwise, once the Bith exits the lift at the top of the casino, it will climb up the side of the infrastructure. The 'Bith' makes this a DC 20 Climb Stunt.
5) The 'Bith' then moves across narrow beams that circle above the plaza, attempting to reach the ledge of a walkway above. She makes this a DC 20 Acrobatics Stunt (balance) if it wins the check. Approximate falling distance is 40+1d20 meters.

Encounter: Don't Let Her Get Away!

  With those rules in mind, here are some possibilities for this chase. I've given each zone of the chase a name and a number so we can keep everything straight and have some ideas for descriptions. Bes begins on top of an apartment building (Zone 1);

  Start with Initiative checks. As Bes has a significant head start, the PCs begin at the -2 step on the Chase Position Track.

  To reach Bes, the PCs will have to cross the street, succeeding on a DC 15 Initiative check to quickly weave in and out of traffic. Failure moves a PC -1 step on the Position Track. Success does not move the PCs up the Position Track because Bes didn't have to perform this Stunt.

  The PCs can use ascension guns, liquid cable launchers or other such equipment to get to the roof of the apartment building (Zone 1). Lacking those, they can run up the fire escape as far as the top floor, where they must make a DC 15 Climb check to get to the roof. Again, failure moves a PC -1 step on the Position Track, while success keeps the PC where they are.

Zone 1: Apartment Building Roof.
Once the PCs reach the roof, the chase properly begins. Bes makes a DC 15 Jump Stunt to jump to roof of a Laundromat. Failure by 5 or more requires a DC 10 Acrobatics check to keep from falling. Failure by 10 or more results in a long fall and 3d6 points of falling damage.

Zone 2: Laundromat Roof.
 Bes dodges in and out among a handful of steam vents that go off at random intervals in a DC 20 Acrobatics Stunt. Failure by 5 or more results in a steam burn that does 1d6 points of damage.

Zone 3: Side of Communications Tower.
At the edge of the Laundromat's roof, Bes jumps across the gap to the wall of a very tall communications tower, and grabs onto a couple of the many exhaust vents studding the building. She uses them to scale the wall, a DC 22 Climb Stunt. Failure by 10 or more, again, results in a long fall, this time dealing 4d6 points of damage.

Zone 4: Communications Tower Roof.
On the tower roof, Bes looks around wildly, and then jumps off the edge to land on top of a passing airspeeder in a nearby traffic lane, a DC 25 Initiative Stunt. Failure by 5 or more results in a PC hanging off the edge of their chosen speeder, requiring a DC 15 Climb check to properly get on top. Failure by 10 or more results in a 5d6-damage fall.

Zone 5: Atop Airspeeders.
Everyone must make a DC 20 Acrobatics Stunt to keep from being swept off their airspeeders. Failure by 5 or more knocks the character prone and necessitates a DC 15 Acrobatics check to hang on. Failure by 10 or more results in another 5d6-damage fall.

Zone 6: Leaving the Airspeeders.
 As the airspeeders pass by a HoloNet station, Bes hurls herself off the speeder and onto the building's roof, a DC 25 Jump stunt. Failure by 5 or means the character falls prone on the roof. Failure by 10 or more results in a 4d6-damage fall.

Zone 7: HoloNet Station.
A giant antenna in the center of the roof is kept straight by cables strung from all sides. Bes weaves in and out of the cables, making this a DC 20 Acrobatics Stunt. Failure by 10 or more means the character trips and falls prone.

Zone 8: Transition to Street.
At the edge of the station's roof, Bes slings her sniper rifle over another long cable and slides down toward the street like she's on a zip line, making a DC 15 Endurance Stunt to hang on for the full ride. Failure by 10 or more results in a 3d6-damage fall.

Zone 9: Dark Alley.
 Bes next ducks down a dark, cramped, cluttered alleyway. A DC 20 Perception Stunt is required to get through without injury. This is made at a -5 penalty for creatures who don't have darkvision.

Bron Bes   **CL 4**
Medium Adult Female Gran Non-heroic 6 / Scoundrel 2 / Assassin 1
Force 7; **Dark Side** 4
Init +8; **Senses** Perception +13, Darkvision, Target Awareness, Triple Vision
Languages Basic, Gran

Defenses Ref 21 (flat-footed 17), Fort 16, Will 18
hp 36; **Threshold** 16

Speed 6 squares
Melee +6 (as weapon)
Ranged Sniper Blaster Rifle +10 (3d10+2 energy) or
Ranged Sniper Blaster Rifle +11 (3d10+2 energy) with Point Blank Shot
Ranged Needler Pistol +10 (2d4+2 piercing + mind control poison) or
Ranged Needler Pistol +11 (2d4+2 piercint + mind control poison) with Point Blank Shot
Base Atk +6; **Grp** +10
Special Actions Point Blank Shot, Precise Shot, Sniper, Dastardly Strike, Sniping Assassin, Sniper Shot
Species Traits Darkvision, Target Awareness (Ignore distance penalties on Perception checks to notice targets for the first 50 squares between you and target), Triple Vision (once per encounter, take a single Swift Action to Aim, instead of two Swift Actions), Conditional Bonus Feat (gain Precise Shot if you have Point Blank Shot)

Abilities Str 10, Dex 19, Con 12, Int 11, Wis 18, Cha 10
Talents Dastardly Strike, Sniping Assassin
Feats Skill Training (Perception), Skill Focus (Stealth), Weapon Proficiencies (Rifles, Pistols, Simple), Point Blank Shot, Precise Shot, Sniper, Sniper Shot[1]
Skills Perception +13, Stealth +18
Possessions Sniper Blaster Rifle (*Scum and Villainy* p. 50; -5 to Atk if you don't aim; 3d10 energy), Spare 10-shot powerpack for Sniper Blaster Rifle, R-9 Flash Canister (*Jedi Academy Training Manual* p. 61; 3 sq. burst of total concealment against all targets whose Reflex you exceed); Needler Pistol (*Knights of the Old Republic Campaign Guide* p. 69; 2d4 piercing; 10-shot clip; needles are coated with Sith mind-control poison), Comlink, Electrobinoculars.

[1] From the *Knights of the Old Republic Campaign Guide*, p. 35: When wielding only weapons with which you are proficient, gain a +2 to ranged Atk, but take a -5 to Ref defense until beginning of your next turn.

Anyway, if you need more stunts, feel free to make them up. If at any point one of the PCs catches Bes, read the following:

No matter what the PCs do or say, Bes is completely and genuinely unable to remember shooting Zake or being chased by the PCs. She insists she suddenly found herself running along the street (or wherever it was that the PCs caught her) with a terrible headache; the last thing she remembers previously was leaving the bank, but it turns out that that was nearly four hours ago. Bes is horrified to hear the PCs' accusations: "'What? No! I couldn't--I'd never! I don't even remember *seeing* a Kel Dor today."

Her inexplicable experience has badly shaken Bes, and she will defend herself if the PCs attack her, though she handles the weapons much more clumsily this time, as she never uses them except when under the influence of the mind-control poison. If the PCs insist that Bes come with them, she tremblingly obeys, timidly asking them to explain everything they know about what she was doing during the time she can't remember.

Scene 12: Jedi Business

Unbeknownst to Bes and the PCs, Quant has been tailing Bes to make sure she completed her mission. Her getting caught, however, was not part of the plan, and Quant is not willing to lose a sleeper agent who has already proved so useful.

When Quant realized the PCs were going to catch Bes, he quickly redistributed the poison and made her snap out of her mind-controlled state. He allowed the PCs to question her while he came up with a way to salvage the situation, and just as the PCs are ready to leave the scene of the capture, he drops from a roof and ignites the green end of his lightsaber, commanding, "Halt in the name of the Republic and the Jedi Order."

Quant feigns ignorance of the situation. He seems outraged at the PCs' story and sternly warns Bes that she'll face the full penalty of the law. He insists on coming back to the cantina with the PCs to investigate.

Back at the cantina, medics are checking Zake and police are talking to the cantina patrons and staff. The medics announce that Zake is dead, though one asks Quant (and any PC Jedi) if they can do anything. Unfortunately, no one will be able to. The medics take Zake's body and the police question the PCs, Quant and Bes. They arrest Bes and say they'll take care of things from here, though they do ask the PCs and Quant to come down to the station and give their statements. After that, the PCs are free to go. With a good Persuasion check or a mind trick, they may be able to convince the police to let them examine Bes's equipment, where they can get the serial numbers from her weapons and perhaps even get a sample of the poison off the darts.

Now it's up to the PCs to decide where to go from here. They may try following up the rest of their leads, investigating Zake's or Bes's background, tracking down the manufacturers of Bes's equipment, or checking out the factory where they found Zake. They have a few more clues now, but a lot more complications, too.

Roll credits