

STAR WARS[®]

ROLEPLAYING GAME

The Queen of Air and Darkness

Episode III of Star Wars: Eve of Destruction

Jedi_Unleashed



CREDITS

Design Jedi_Unleashed

Editing Wizards of the Coast
forum community

Typesetting Sir Kamal

Maps Prom

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

The Crystal Snare is the third 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 adventure begins the morning after Episode 2: *Glimmer of Truth* and the heroes should advance to 6th level by the conclusion of the adventure. Over the course of this adventure, the heroes will investigate the murder of a senator followed by a break-in at the local museum. Next, they will follow clues that will lead to an archaeological dig on Monic and rescue a famous archaeologist.

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 ([wizad 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.

Some rules mechanics are based on the *Star Wars Roleplaying Game Revised Core Rulebook* by Bill Slavicsek, Andy Collins, and JD Wiker, the original *DUNGEONS & DRAGONS*® rules created by E. Gary Gygax and Dave Arneson, and the new *DUNGEONS & DRAGONS* game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

This Wizards of the Coast game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 System License, please visit [www.wizards.com/d20](#).

U.S., CANADA, ASIA PACIFIC, & LATIN AMERICA WIZARDS OF THE COAST, INC. P.O. BOX 707 RENTON, WA 98057-0707 QUESTIONS? 1-800-324-6468	GREAT BRITAIN HASBRO UK LTD CASWELL WAY NEWPORT, GWENT NP9 0YH GREAT BRITAIN PLEASE KEEP THIS ADDRESS FOR YOUR RECORDS	EUROPE WIZARDS OF THE COAST, BELGIUM T HOFVELD 8D 1702 GROOT-BIJGAARDEN BELGIUM +32 2 487 3380
--	--	---



[WWW.WIZARDS.COM](#)



[WWW.STARWARS.COM](#)

©2007 LUCASFILM LTD. & ® OR ™ WHERE INDICATED. ALL RIGHTS RESERVED.
USED UNDER AUTHORIZATION.

DUNGEONS & DRAGONS, D20 SYSTEM, Wizards of the Coast, and their respective logos are trademarks of Wizards of the Coast in the U.S.A. and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. Printed in the U.S.A.

Adventure Background

This adventure begins the morning after *Glimmer of Truth*, the second adventure in the *Eve of Destruction Campaign*. The PCs are still on Aeten II. Their contact, Kel Dor slicer Ban Zake, has been "murdered," and Gran sniper Bron Bes has been arrested for the crime, but is inexplicably unable to remember committing it.

Meanwhile, in another part of the city, Darth Furia, one of the early apprentices of Darth Surgo, has broken into the unoccupied penthouse of Senator Rhesa Uelb. Seeing Uelb's collection of artifacts, Furia has deduced that Uelb might be able to help the Second Sith find more of the holocron shards. However, Senator Uelb, accompanied by her chauffeur and a few bodyguards, returns to retrieve a forgotten item before Furia can make her escape. In the resulting scuffle, Furia shoots Senator Uelb with a dart coated in Surgo's mind-control poison as Senator Uelb tries to board her airspeeder. Senator Uelb's chauffeur manages to take off with his employer's body, and though Furia's Force assault does not stop the airspeeder, it causes enough damage for the speeder to explode a few minutes later, mortally

injuring the chauffeur. Furia, who follows the speeder after finishing off the bodyguards, uses the Force to slow Senator Uelb's fall and then retreats to wait for the chance to retrieve the new sleeper agent.

At the same time, the Second Sith student Clin Quant has hired an assassin named Varl Zukar to break Bron Bes out of prison...

Adventure Summary

Ban Zake's murderer escapes during a disturbance surrounding the murder of Senator Rhesa Uelb, who was robbed of a mysterious artifact and then shot with a poisoned dart, apparently by a Jedi. To unravel the mystery, the Jedi Council tasks the heroes with discovering the significance of an artifact in the Galactic Museum similar to the one stolen from Senator Uelb. The heroes travel to an archaeological dig on Monic and rescue the famous archaeologist In-Dana-Juir, who tells them that the two artifacts are probably pieces of a mysterious larger object



Part 1: Nouveau and Déjà Vu

Scene 1: Deputized

The police send a message to the PCs first thing in the morning, asking them to return for further inquiries into Ban Zake's "murder." They are to ask for Captain Jart Klip'ka, a Twi'lek male, who is the officer in charge of the investigation. However, when the PCs arrive at the station, only one officer is on duty in the lobby. The usual sounds of a busy office are mostly absent.

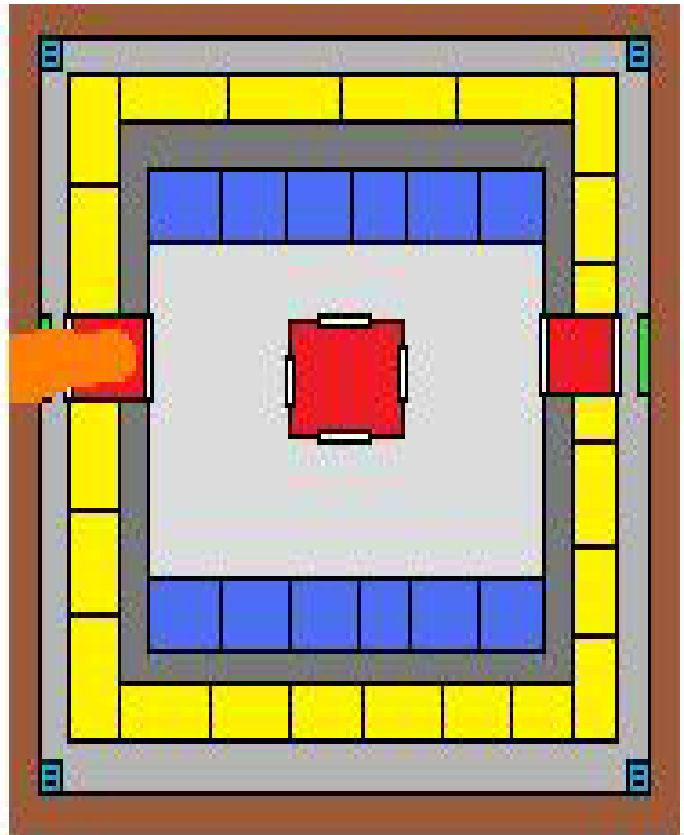
The desk officer is a red-haired Human female in her late thirties named Kalli Mazinti. She looks up when the PCs enter and greets them, apologizing that Captain Klip'ka is not there; he was called away to assist in the aftermath of a serious accident near the city center. (This "accident" is the speeder explosion caused by Darth Furia, as mentioned in **Adventure Background**.) Officer Mazinti doesn't know any details of the accident, and she is not authorized to handle the evidence in Zake's case without the supervisor's permission.

While the PCs are talking to Officer Mazinti, have each of them make a DC 10 Perception check. Each PC who succeeds hears the whine of an airspeeder nearby, and it's rapidly growing louder and higher in pitch. Before anyone has time to do more than comment on this, there's an earsplitting crash that rocks the entire building and blows out a few windows in the lobby. Sirens immediately go off. Officer Mazinti quickly checks her computer and discovers that the impact happened on the fifth floor, near the center of the outer wall. Large areas of fifth floor and sixth floor have lost power, and Officer Mazinti can't establish contact with the offices up there. This is a major problem because the fifth floor is a detention level, and Bron Bes is being held there. Sensors on the fourth floor are faintly picking up life-forms above them, and flames and smoke are spreading across the damaged floors. Officer Mazinti asks the PCs to go up and aid as many beings as they can--they may be criminals, but they don't deserve to die like that.

If the PCs agree, Officer Mazinti quickly deputizes them, hits an alarm button and directs the PCs to take one set of stairs while she takes another. She specifically tells the PCs not to kill anyone if they can in any way avoid it. If the PCs refuse, she comments acidly on their lack of respect for life and goes up by herself.

Scene 2: Where There's Smoke...

The power outage has knocked out the turbolifts, so the PCs will need to take the stairs up to the fifth floor. Smoke begins filtering into the stairwell as the PCs near the fourth floor, and they can faintly hear flames crackling. The door between the stairwell and the fifth floor has been blown off one hinge, and the smoke is much thicker here. From the moment the PCs enter the fifth floor, they are exposed to heavy smoke (see SECR p. 256). Dust and debris litter the area, becoming thicker as the PCs move toward the source of the smoke and flames. Many light panels that are not shattered still flicker haphazardly off and on.



There is only one other person in any of the offices. In the office nearest the stairwell that the heroes use (the one in the lower left-hand corner of the map), an aging Mon Calamari officer is lying unconscious on the floor beside his desk, having been thrown against it by the force of the impact.

When the PCs reach the damaged control station, they find the crumpled, scorched remains of an [insert era-appropriate model here] airspeeder inside, on top of the smashed set of computer consoles. Judging by the long scrapes, dents, and burns in the floor and the ragged, gaping holes in walls and doors, the speeder crashed straight through the outside wall of the building, through the turbolift and into the control station. Thick smoke and leaping flames make it difficult for the PCs to get around the airspeeder in the cramped area. All squares along the airspeeder's path of entry are considered difficult terrain, and all squares in and adjacent to the airspeeder are also on fire. If a PC steps in such a square, he or she may catch on fire (see SECR p. 255), and of course the smoke hazard remains. The flames are also creeping toward the airspeeder's fuel tanks; it will explode in 1d6+2 rounds, dealing 3d6 points of damage to anyone adjacent to it and half damage to anyone within two squares of it, and knocking prone anyone within two squares.

Once the PCs reach the badly dented blast door leading into the cell block, they can hear faint shouting and screaming from inside the block. The control panel on the blast door has been hastily hot-wired, requiring a DC 10 Mechanics check to open the door again.

Scene 3: Cell Block

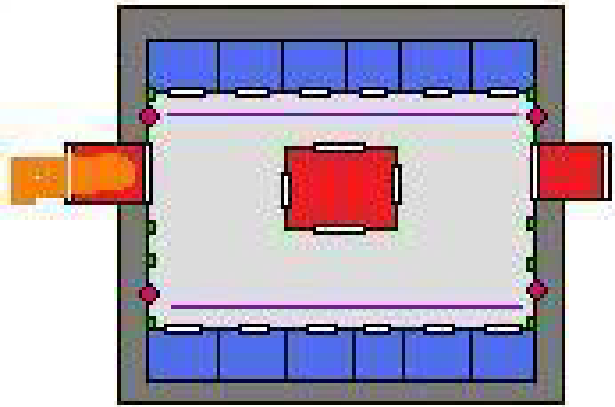
The scene inside the cell block is one of utter chaos. The smoke isn't nearly as bad in here, but there's another unpleasant, thick taste to the air. All the cell doors are open, and about a dozen prisoners are tussling with each other, lying on the floor, frantically working at the central computer station, dodging fire from stun blasters, or entangled in cables. If needed, use thug stats (p. 284 SECR) for the prisoners.

Below is a map of the actual cell block layout and trap locations.

-Four knockout gas sprayers (pink dots; use the rules for knockout drops, p. 255 SECR) in the block.

-Five stun blasters on each wall (green squares; treat as blaster pistols set on stun with +6 attack bonus, p. 126 SECR).

-Anyone who crosses a purple line and is not wearing a special sensor (all police station employees wear one) triggers a liquid cable trap (GaW p. 164: +6 attack against Reflex Defense, targets 2x2 area, successful attack immobilizes target and makes him/her flat-footed, DC 20 Strength check to break free or to be broken free by someone else).



If the PCs can get to the computers in the central station without succumbing to knockout gas, stun blasts, or liquid cable traps, they can disable the traps with a DC 26 Use Computer check for each trap. With a DC 21 Use Computer check, they find Bes's name on the list of prisoners held in this block, but a DC 15 Perception check makes it clear that she's no longer here. A DC 10 Gather Information check reveals that the armored being who broke into the cell block took Bes with him when he left, beating down anyone who tried to follow them (hence some of the injured prisoners lying on the floor), though a couple of prisoners did escape.

Getting out of the cell block will be a bit tricky. It requires a DC 20 Mechanics check to repair the inside control panel in order to open the blast door through which Zugar and Bes left. The inferno behind the door

through which the PCs came should be a sufficient deterrent to going that way.

Scene 4: Not On Our Watch

Any prisoners who are still standing when the PCs escape the cell block attempt to follow the PCs out and then scatter.

The power outage has affected the center part of the hallway outside the second blast door; many lights are out. However, a hole large enough for a Medium-sized creature has been blown in the turbolift door, apparently with explosives, and if the PCs look inside, they will find the top hatch is open. The turbolift itself, obviously, doesn't work.

As the PCs exit the cell block, Officer Mazinti arrives, lugging a pair of unconscious prisoners who are handcuffed together. She quickly asks what happened and, upon hearing the PCs' explanation, orders them to investigate the damaged car while she corrals the prisoners still in the cell block. She's equipped with a blaster pistol, stun baton, and several stun grenades, so she should be able to handle things just fine.

If the PCs look inside the turbolift car, they'll find the top hatch open. Debris litters the top of the car, but inside the shaft are ladders that can be climbed with a DC 10 Climb check. The doors to the sixth floor, one level above the PCs, have also been blown apart.

Some of the lights and door control panels on the sixth floor have also been affected by the power outage. Shards of durasteel crunch underfoot for the first few meters from the turbolift area. Zugar and Bes are nowhere to be seen, but PCs who succeed on a DC 10 Perception check can spot a small trail of blood drops on the floor--Bes was cut by some of the debris when Zugar blew open the sixth-floor doors.

The blood trail leads across the sixth floor and up the stairs that lead to the station's roof landing pad. Several patrol craft and a handful of starfighters are neatly lined up across the pad. One of the starfighters flies away, presumably heading for orbit, just as the PCs reach the roof. The shoulder-high safety barrier running around the edge of the pad, which would normally be lowered when a ship takes off, is still up, removing the risk of falling off the roof unless something really unusual happens. Zugar is hiding behind one of the other starfighters.



Varl Zugar in armor

Encounter: Pyromaniac

Varl Zukar CL 5

Medium Trandoshan scout 2/soldier 3

Init +9; **Senses** darkvision; Perception +3

Languages Basic, Dosh, Huttese

Defenses Ref 23 (flat-footed 21), Fort 22, Will 16;

Vehicular Combat

hp 70; **Threshold** 22

Speed 6 squares

Melee knife +5 (1d4+3)

Ranged flamethrower +6 (3d6+2, 6-square cone)

Base Atk +4; **Grp** +6

Special Actions Shake It Off

Abilities Str 13, Dex 14, Con 17, Int 12, Wis 12, Cha 8

Special Qualities limb regeneration

Talents Armored Defense, Improved Stealth, Juggernaut

Feats Armor Proficiency (light, medium), Exotic Weapon Proficiency (flamethrower), Shake it Off, Skill Focus (Stealth), Toughness, Vehicular Combat, Weapon Proficiency (pistols, rifles, simple)

Skills Endurance +10, Initiative +9, Mechanics +8, Pilot +9, Stealth +14 (may reroll but must keep the result of the reroll even if worse), Survival +8

Possessions battle armor (+8 armor, +2 equipment), flamethrower, knife

Tactics

On the ground, Zukar will try to surprise his enemy from cover while unloading with the flamethrower. His skill with armor and Stealth should allow him to get close enough to engage any foe. He also has a high amount of HP and other abilities which can keep him alive through almost anything. This is definitely a foe whose dead body you'll want to see before believing they are, in fact, defeated.

Have the PCs make Perception checks (opposed by Zukar's Stealth check) to determine whether or not there will be a surprise round. The starfighter behind which Zukar is hiding has been rigged to explode, so he attempts to lure the PCs toward it, readying an action to move as soon as someone comes within two squares of the fighter. Once he's moved at least four squares away from the fighter, Zukar hits the detonator. The explosion does 4d6 damage to anyone adjacent to the fighter and half damage to anyone within two squares; anyone within two squares is also knocked prone. Zukar then attempts to use the remaining vehicles for cover so he can surprise and scorch his foes with his flamethrower. He fights until subdued or killed, knowing he's buying time for Bes to escape.

Scene 5: Damage Control

When the PCs reestablish contact with Officer Mazinti, whether via comlink or in person. She tells them to bring Zukar (or his body, if he didn't survive) down to the lobby. She, Captain Klip'ka, and the police chief, Quarren male Tessek, are waiting there.

Other officers are hurrying around with damage reports, structural analyses, and requests for information.

Officer Manzinti informs the PCs that all the prisoners are accounted for, except Bron Bes, and instructs them to follow her, Captain Klip'ka, and Chief Tessek to an interrogation room. There, the police question the PCs thoroughly about the incident. If Zukar survived, they cuff him to a chair in a separate room and request the PCs' help in interrogating him.

Zukar refuses to talk, insisting that he crashed into the building by accident. When the PCs and police take a break from the interrogation, Chief Tessek receives a comlink call from the desk officer, informing him that two Jedi, "the one who was here yesterday" and another one, are asking to see him. Chief Tessek leaves and returns with Clin Quant and [insert name here], a Jedi watchman who the PCs have never seen before. Quant claims he sensed a disturbance in the Force and felt he needed to investigate. He is not happy to hear of Bes's escape (allow the PCs a Perception check against his Deception check). The Jedi watchman claims to have been tracking Zukar, who killed a Jedi apprentice several months ago, and shows the police a Republic warrant for Zukar's arrest.

The Jedi ask the PCs to repeat their story, and Quant comments on their uncanny ability to be in the vicinity of a fiasco involving Bes, implying that they might have had a hand in this one. The Jedi watchman counters that the PCs are innocent until proven guilty. This may escalate into an argument.

Scene 6: A New Angle

Eventually the police cut the Jedi off and agree to hand Zukar over to the Jedi watchman, who will return with his ship. Quant huffily departs. The PCs are thanked for their help and told that they are free to leave. As they are doing so, the Jedi watchman pulls them aside and requests their help to take Zukar back to Coruscant for trial. After all, if Zukar killed an apprentice, he might be able to kill a Jedi Knight, and the PCs *did* subdue him once already.

Whether the PCs accept or refuse, Captain Klip'ka suddenly bursts out of the back room and asks the PCs and Jedi watchman to come into the back with him again. Once there, he rapidly explains why he was not at the station when the PCs arrived: there was an airspeeder explosion near the city center shortly after he summoned the PCs. This, however, was not just any airspeeder: it belonged to Rhesa Uelb, the senator for Aeten II. The explosion mortally injured Senator Uelb's chauffeur, but the senator herself must have been dead before she hit the ground--courtesy of a dart in her neck. The forensics team has confirmed that it's just like the one used to murder Zake. With his dying breath, the chauffeur exclaimed, "She killed her....She was after...milady's artifacts," and security at Senator Uelb's apartment building has confirmed a disturbance in her penthouse. Captain Klip'ka asks the PCs and Jedi watchman to come with him to investigate. The watchman, after considering this, decides to instead confront Zukar with this new information and see if it will crack him open.

If the PCs agree to accompany him, Captain Klip'ka leads them back up to the airspeeder hangar on the

fourth floor. He takes the controls, tells everyone to strap in, and blasts out of the hangar, siren wailing.

Senator Uelb's penthouse is on the tenth floor of a fashionable building in the nicer section of the city. The street and airspace around the penthouse are cordoned off by the police. Captain Klip'ka lands and leads the way over to where several other officers are talking to security. The security chief explains that the disturbance sealed the blast doors that protect Senator Uelb's penthouse, and they closed so hard that they disrupted power to parts of the security system, shutting down the security computers in the middle of an upgrade. The computers have just come back online, but now the security code to override the blast doors isn't working. Sensors indicate there are several life forms moving around up there, but no one knows what they are, and no one has yet gone up to investigate. The security chief recommends flying up to the balcony, where Senator Uelb's swimming pool is located, and trying to get in from there.

Captain Klip'ka drops the PCs off on the balcony, but there's no room for him to land, and he discovers that he can't use the balcony's docking slot because its tractor beam generators have been damaged, probably when Senator Uelb's chauffeur tried to escape. Captain Klip'ka tells the PCs to start looking around, but not to touch anything until he returns, and goes to park the airspeeder.

The balcony is a mess. Most of the beach chairs that had been standing around the pool are tipped over and/or broken. One of the four umbrella-covered tables has been sliced in half, and the umbrella is half-submerged in the pool. Scorch marks from blaster fire are everywhere, along with burns and scratches inside and around the docking slot. The transparisteel-and-durasteel safety barrier that runs around the edge of the balcony has had many panels shot out, and the barrier is bent, twisted, knocked out of line along the two sides adjacent to the docking slot, as if the airspeeder crashed into the barrier and set off a chain reaction during its escape. As the security chief said, a blast door bars the way to the interior of the penthouse. The PCs can open the door via its control panel with a DC 25 Use Computer check.

The PCs can make Perception checks to hear a faint mewling coming from under one half of the broken table, and to see small fuzzy creatures prowling around the area (these latter checks opposed by the saberfang kits' Stealth checks). These animals, which resemble cougar cubs, are Senator Uelb's pet saberfang kits. Their cages were broken open during the battle in the penthouse, and while they are normally affectionate animals, they are still scared to death, and they know that the PCs are not their mistress or any of her employees. If the PCs make any sudden moves or try to touch any of the kits, they are attacked.

Encounter: Not So Cute and Cuddly

There are four saberfang kits scattered around the balcony. If any of the PCs opens the blast door (DC 25 Use Computer), four more kits rush out.

Saberfang Kit (8)

Small beast 3

Init +5; **Senses** Perception +2

Defenses Ref 15 (flat-footed 11), Fort 11, Will 12
hp 13 **Threshold** 11

Speed 6 squares

Melee bite +6 (1d4+2) and
2 claws +6 (1d3+2)

Fighting Space 1 square

Base Atk +2; **Grp** +6

Attack Options Combat Reflexes, pounce (see below)

Abilities Str 13, Dex 18, Con 11, Int 2, Wis 12, Cha 17

Feats Combat Reflexes, Weapon Finesse

Skills Jump +7

Pounce--When first attacking an opponent, a saberfang kit may make a full attack, even if it has already moved. If an attack roll made as part of a pounce equals or exceeds both the target's Reflex Defense and Fortitude Defense, the target is knocked prone.

The kits are still scared to death after the battle in the penthouse. They attempt to pounce on their opponents, bite and claw them and then retreat and repeat if necessary. The PCs may be able to calm one or more kits down with a successful Persuasion check; offering food grants favorable circumstances on the check.

If anyone standing adjacent to a broken section of the safety barrier is pounced on or moved down the condition track due to damage, he or she must make a DC 15 Acrobatics check to avoid falling. The same rules apply for anyone standing adjacent to the swimming pool.

Scene 7: The Senator's Treasures

Once the PCs have dealt with the saberfang kits and opened the blast door, they find that the interior rooms of the penthouse (aside from the bedroom, the kitchen, and the closets) are just as trashed as the balcony. Pieces of exotic furniture are knocked over, broken art objects are scattered everywhere, and even more blaster marks mar the walls, ceiling, floor, and furniture. Worst of all, the bodies of half a dozen bodyguards--two Human males, a Wookiee male, a Rodian male, and two Sullustan males--are sprawled across the floors of several rooms. Judging by the blaster pistols still in hands and the injuries on the bodies, the guards went down fighting a tough battle. The Wookiee and one of the Humans are unconscious but still alive, but the others have been dead for several minutes and cannot be revived.

The PCs can stabilize the survivors with Treat Injury checks (DC 15) or the *vital transfer* Force power. Any guards saved in this way are very weak, but the PCs can question them. All guards tell the same story:

Senator Uelb was supposed to leave on a diplomatic mission to Corellia today, but she left an important datapad behind. When they returned to the penthouse to retrieve the datapad, Senator Uelb became agitated, saying, "Someone's in there. They've taken one of the artifacts." The guards proceeded with caution. Nothing happened at first, but when they got close to the room where Senator Uelb keeps her artifact collection, a Human female with short black hair attacked them with some kind of laser sword; the guards assume she was a Jedi. The Jedi shot Senator Uelb with some kind of dart as Senator Uelb was climbing back into the airspeeder, but the chauffeur managed to get the senator aboard and pull away from the docking slot. The Jedi clenched her fist and the back part of the speeder was crushed, but the chauffeur got away. The guards kept fighting the Jedi, but she completely demolished them. They never found out what it was she supposedly stole.

The guards are distraught to hear of their comrades' and employer's deaths. They have no objection to the PCs searching the penthouse.

The artifact room is open, though the control panel mounted on the wall beside the door suggests that the room usually is locked. The room is more like a long hallway with earth-toned walls, a white ceiling, and a floor made of expensive wood. Along both side walls stand dozens of elegantly carved white pedestals of varying heights, which are arranged in small groups. On top of the pedestals are displayed pottery, tools, artwork, archaic weapons, old manuscripts, and everything in between. Each pedestal has a small transparisteel case on top to protect its artifact, and in front of each group of pedestals is a small computer console. Anyone can activate a console for more information about the artifacts in its group. Another console on the wall near the door contains a master list of all the artifacts on display.

In stark contrast to the rest of the penthouse, everything in the artifact room seems to be intact, except for the one pedestal that is missing both its case and its artifact. The PCs can consult the appropriate console or the master list to find a photo and some information about the missing artifact. It is labeled simply "Unknown Artifact," and it appears to be a curved metal framework with beautiful translucent glass panels somehow welded to the metal. The artifact measures about six inches long by three inches wide, and it looks like a piece of something larger, but apparently Senator Uelb or whoever compiled the information didn't know what the original object was. The notes indicate that Senator Uelb found the artifact during her travels on Sullust, but no further details are given.

If the PCs communicate to the guards what they have found, the guards explain that they had always thought there was something strange about that particular artifact. If anyone moved the artifact without notifying Senator Uelb, she always seemed to know anyway; this was not the case for any of her other treasures. The guards believe that this unusual ability was what tipped the senator off to the theft of the artifact even before they set foot in the penthouse.

A further search of the penthouse reveals nothing else useful, aside from the fact that the Jedi did not

break in--any damage to door control panels was caused by blaster fire. While the PCs are searching, security finally manages to open the rest of the blast doors so Captain Klip'ka, two other police officers, the security chief, and two of his men can come up. They want to know everything the PCs have learned.

Scene 8: Changing Course

Captain Klip'ka is concerned by what the PCs have found out, and he suggests that the PCs return to the police station to discuss these developments with the Jedi watchman while he assists in the investigation.

The Jedi watchman is even more disturbed by the PCs' report than Captain Klip'ka was. He explains that during Senator Uelb's life, rumor had had it that she was Force-sensitive, but that she was passed over for Jedi training because she was not strong enough in the Force. What concerns the watchman most, however, is the possibility that the stolen object was some kind of Force artifact. What exactly the object might be, the watchman does not know, but a servant of darkness like the thief surely has only nefarious intent. The fact that the thief appears to be a Jedi only makes things worse. The watchman repeats his request for the PCs to accompany him to Coruscant; extraditing Zugar aside, this matter needs to be brought to the attention of the Jedi Council. In addition, the Senate will surely want to conduct its own investigation into Senator Uelb's death, and they will need the PCs' information.

Should the PCs accept, the watchman asks them to meet him at the spaceport in an hour. When the PCs arrive at the designated docking bay, they find technicians finishing the fueling and preflight checks for a small diplomatic ship [insert era-appropriate model here], the *Peacekeeper*. Just as the PCs enter the bay, the watchman and four police officers arrive with Zugar, who is shackled hand and foot. The watchman invites the PCs to stow their belongings while he and the police deal with Zugar, asking that the PCs leave one cabin open for the Trandoshan. There are three other extremely cramped cabins on board, each with a set of bunk beds, a closet, and two footlockers.

While the PCs are putting their things away, the watchman and the police bring Zugar into an empty cabin and shackle him to a bunk. The police are concerned that this will not be enough to restrain Zugar and suggest sedating him. The watchman asks the PCs' opinions. If a PC suggests putting Zugar in a Force trance, the watchman invites that PC to do it. If the PCs decline or are unable to do so, the watchman turns to Zugar and, with a wave of his hand, announces, "You've had a long day and you're very tired."

"I've had a long day and I'm very tired," Zugar repeats, his eyelids drooping. The watchman puts one hand on Zugar's chest, closes his eyes and concentrates. Within a few seconds, Zugar falls into a deep sleep. The watchman thanks the slack-jawed police for their assistance and invites the PCs to make themselves comfortable. Within ten minutes, the ship makes the jump for Coruscant.

Part 2: Under New Management

Scene 9: Meeting with the Council

When the *Peacekeeper* arrives at Coruscant at about midmorning local time, it is cleared for landing almost immediately. Waiting on the landing platform are two Jedi and five Senate commandos. The commandos take charge of Zukar while the two Jedi, a Bothan male and a Gran female, escort the watchman and the PCs to a waiting airspeeder. The Bothan takes the controls and lifts off.

Impress upon the PCs how enormous and busy Coruscant is, with buildings as far as the eye can see, many so tall that they block out sunlight and induce neck aches in anyone who tries to look up to their top stories. Speeders and starships of every size, condition and description fill at least fifty airlanes around the platform, and the air is thick with the smells of metal and exhaust and the whine and roar of engines.

The Bothan pilots the airspeeder back to the Jedi temple, and the group takes the turbolift in the central spire, the tallest in the temple. At the top, the Gran nods to the Rodian Jedi standing at the door opposite the lift, who bows. The door opens into the round, high-ceilinged Council chamber, and while the other Jedi hang back, the watchman enters and indicates that the PCs should as well.

If the PCs were awed upon reaching Coruscant, they should feel utterly insignificant upon entering the meeting place of some of the most powerful beings in the galaxy. The six cushioned seats in the room are occupied by multiple species and both genders, and even non-Force-sensitive PCs can feel the weight of the wisdom and strength of these Jedi Masters. Between the Masters' seats are several ordinary chairs, and sitting there are several robed or armored humans and aliens; these are representatives from the Senate's Security Council and the Senate Commandos.

Note: According to Wookieepedia, the Jedi High Council, or what we typically refer to as the Jedi Council, began with several masters forming the Jedi Assembly about 4,700 BBY. As we're about three hundred years ahead of schedule, I only included six members in our incarnation of the Jedi Council. We can say that the Jedi tried something like the Council for a while, but some members weren't ready for the responsibility and succumbed to the dark side, so the Council was disbanded for a while.

The watchman bows to the Council members, one of whom asks if he completed his mission. The watchman gives a brief summary of Zukar's capture, giving the PCs the majority of the credit. He then explains that Zukar was involved in something far more troubling than the murder of the Jedi apprentice, and asks the PCs to tell the Council their story. If the PCs stretch or shrink the truth, the Council members are likely to pick up on it. The diplomats take notes furiously and frequently try to steer the discussion

back to Senator Uelb's murder, to the point of being a bit rude, but this does not seem to bother the Masters.

When the PCs have coughed up enough information to satisfy the Senate representatives, they take their leave. The Council members then ask for details of the theft of the artifact, and once the PCs have fully explained the incident, the Masters exchange significant looks. After a moment of silent, another Master explains that an incident similar to the robbery described by the PCs took place at Coruscant's Galactic Museum a few days ago. Two beings broke into the museum's Force artifacts exhibit and murdered several guards, but they were driven off by other guards before they could take anything. The Masters request that the PCs, who already understand the details of the first robbery/murder, investigate the break-in and see if they can find any connection between it and what happened to Senator Uelb.

Unbeknownst to anyone, Darth Surgo's first apprentice, the Togorian male Darth Torvus, was ultimately behind the break-in at the Galactic Museum. Torvus traced a holocron shard there and found out that the Cerean male archaeologist In-Dana-Juir was the one who discovered it. Figuring that Juir might know where more shards could be, and that stealing the known shard would be the easy part, Torvus went to track down Juir and delegated the theft to a couple of younger Sith students. However, they failed.

Torvus does not yet know of Furia's exploits on Aeten II, nor does she know of his on Coruscant; the two apprentices are competing furiously to find all the holocron shards and win their master's favor.

Scene 10: At the Galactic Museum

The watchman remains at the Jedi temple, leaving the PCs to investigate the break-in on their own.

The Galactic Museum's front desk employee is suspicious of any requests for information about the break-in, but he can be convinced to direct the PCs to the right people with a successful Persuasion check (DC 15); dropping names from the Council or the Senate grants favorable circumstances on the check.

There are several individuals or groups who the PCs may want to question. They can learn the following from each of them:

- **Museum curator**
Mon Calamari male, "far too busy" to talk to the PCs.
- **Guards who were present at the break-in**
Two Zabrak males, a Human female and a Duros male. The intruders were Jedi, or at least they were waving around lightsabers. Some guards were wounded and a few were killed, some of those with poisoned darts again. The guards begin the encounter indifferent to the PCs, but if they can be shifted to helpful, the PCs can watch the security footage of the break-in. Anyone trained in Knowledge (galactic lore) who succeeds on a DC 25 check while watching the footage can notice that for Jedi, the intruders are rather sloppy in the use of a lightsaber and don't

seem to quite have the hang of attacking with the Force.

- **Force artifacts exhibit guide**

A Nikto female wearing a uniform and nametag reading *Antell* is standing in this admittedly small exhibit and assisting patrons as needed. She can show the PCs the artifacts, such as lightsabers or personal possessions of powerful past Jedi, lightsaber crystals, models of holocrons, and an object similar to the one stolen from Senator Uelb. In this case, the metal frame is twisted and bent, and the glass panels are a different color. Several panes show signs of being broken and later repaired.

If the PCs ask about this object, Antell explains that it has an unusual history. The famous Cerean archaeologist In-Dana-Juir came across the object while on an archaeological dig and donated his find to the Galactic Museum before anyone figured out what it really was. When the object was revealed to be a Force artifact, the curator insisted that the shard belonged to the museum, and even the Jedi had to admit that one piece was hardly useful by itself, so it stayed in the museum. Even the Jedi don't seem to know exactly what the artifact is or what it does.

If the PCs request more information, Antell suggests they seek out Juir himself. Unfortunately, he left a few weeks ago for a dig on Monic and it will be next to impossible to reach him until he comes back. However, Juir's two assistants, Sal Braven and Mar Jone, are still on Coruscant recruiting more workers for the dig. If the PCs express the desire to contact these assistants, Antell gets their contact information from the department secretary for the PCs.

Scene 11: The Assistants

The PCs can contact Sal Braven or Mar Jones via comlink. Whoever they talk to requests a face-to-face meeting at the Happy Landing, a cantina in one of the middle-class sections of Coruscant. Even if the PCs only talked to one assistant, both turn up for the meeting. Sal Braven is a thin, broad-shouldered but frail-looking Human male with a shock of white hair and piercing blue eyes. Mar Jone, on the other hand, is a young and strikingly beautiful Zabrak female with long dark hair and dark eyes. The two assistants engage in small talk over drinks to feel the PCs out, with Jone doing most of the talking and Braven only gives his one cent every so often. She should come across as highly likable, while Braven seems gruff and distant.

If, by the end of the evening, Braven and Jone feel the PCs pose no threat to their boss, they ask the PCs why they want to join the dig. If the PCs answer to the assistants' satisfaction, they offer the PCs a lift, but inform them that no ships will leave the dig until the workers need to be resupplied. If the PCs opt to bring their own ship, Jone recommends that they delay starting for about three days; she and Braven still have a few details to work out before they will be ready to leave, and the PCs will need to be with the assistants to reach the dig site, as the Trianni who control that sector of space are rather touchy about unexpected visitors. The assistants give the PCs their

departure date and time and tell the PCs to meet them at their landing platform before taking off.

The PCs can use the ensuing time to resupply and take care of any errands. The Jedi Council can arrange for the PCs to borrow a 578-R Transport ship called the *Ruby Decade*.

On the afternoon of the second day, Braven suddenly calls the PCs and tersely asks them to meet him at the designated docking bay immediately. If the PCs comply with his request, they find Braven and several laborers loading their equipment into a battered but sturdy transport, the *Pathfinder*. Braven seems distracted and on edge. When the PCs arrive, he pulls them aside and, with the first real emotion the PCs have seen from him, he informs them that Jone was murdered that morning. However, Juir--who Braven refers to as "Dane"--still needs Braven and the workers he hired, so Braven has sped up his departure plans, if the PCs still want to come along. If the PCs are hitching a ride with Braven, Braven tells them to grab their gear and load it onto the *Pathfinder*; if they are bringing their own ship, Braven gives them the coordinates and says he will see them there. This module generally assumes that the PCs are planet-hopping in the *Ruby Decade*.

Scene 12: An Outer Rim Welcome

The *Ruby Decade* arrives above Monic just a bit ahead of Braven and the *Pathfinder*. When the PCs drop out of hyperspace, have someone in the cockpit make a DC 10 Use Computer check. On a success, the PC picks up a distress signal: "...supply ship *Katarn* calling. We are under attack. Repeat, we are under attack."

Not far ahead of them, the PCs can spot an ordinary freighter flanked by and exchanging volleys with two souped-up small cruisers. The freighter is clearly getting the worst of it, especially when an ion barrage from one cruiser strikes its engines and effectively cripples it. One cruiser closes on the floundering freighter, but the other one has apparently spotted the heroes, because it moves to engage the *Ruby Decade* and launches fighters.

Encounter: High Noon

Pirate fighters (2)

Use TIE fighter stats, p. 179 SECR. **Pirate cruisers, the *Grave Robber* and the *Fearless* (2)**

Use YT-1300 stats, p. 182 SECR, and add ion cannon to each ship using stats from the Y-wing fighter, p. 179 SECR. Even though there's mechanically only one of each type of gun, cinematically we can describe it as several guns firing, and damage to the PCs' ship in terms of how many guns got them.

Ruby Decade

Also use YT-1300 stats, p. 182 SECR, but do not add the ion cannon.

The pirate starfighters make attack runs on the *Ruby Decade* to soften her up for the *Grave Robber's* ion cannon barrage. If the *Ruby* is disabled, the *Grave Robber* attempts to dock with the PCs, cut open the hull and board. If the *Grave Robber* takes too damage while attempting this, they opt to destroy the *Ruby*

instead. Meanwhile, the *Fearless* docks with the supply shuttle and boards. If the PCs get too close for comfort, particularly if they destroy the *Grave Robber*, the *Fearless* targets the *Ruby* with both lethal and ion attacks.

Once the PCs have dealt with the pirates, a Trianii RX4 patrol ship arrives on the scene, hails the PCs via radio and demands to know what's going on. If the PCs say they're here for the dig, the Trianii sternly lecture them about proper advance notification and complain about the recklessness and disorganization of the archaeologists. Apparently there have been a few practical jokes played or foolish risks taken that have really ruffled the Trianii's fur.

The surviving crew members of the *Katarn*, on the other hand, are profusely grateful for the PCs' assistance and do their best to persuade the Trianii to allow the *Ruby Decade* to accompany the *Katarn* to the dig.

If the PCs and the *Katarn* aren't able to convince the Trianii to let them pass, the *Pathfinder* turns up within a few minutes. Braven transmits a security code to the Trianii, informs them that the PCs are with him, and explains the early arrival. The Trianii grudgingly fly away.

Part 3: A Step in the Right Direction

Scene 13: A Far Cry from Coruscant

Braven tells the PCs and the *Katarn* to follow him in, and he leads the way down to the lush jungle world of Monic. The trees are so thick that nothing larger than an Earth condor could fly between them, so Braven maintains a safe distance above the canopy, until he suddenly "drops" over what turns out to be the edge of a raging ten-story waterfall. At the bottom of the sheer, slimy stone cliff face is the dig site. The archaeologists are excavating the foundations of what used to be brick huts on either side of the pool and small river at the bottom of the waterfall. The trees and underbrush grow no closer to the river than approximately twenty meters, leaving plenty of room for the several dozen archaeologists working the waist-deep or deeper holes in the mud, or up to their knees or waists in various parts of the riverbed. The river takes a sharp curve to the west about thirty meters from the waterfall, and the trees begin closing in around it there. On the east side of the curve is a large clearing where a small colony of two distinct styles of prefab shelters is set up, and beyond that is a vast (relatively) flat area for ships to set down. A large transport is already sitting there, and Braven directs the PCs and the *Katarn* to land there also.

As everyone disembarks, a handful of dust-and-mud-streaked workers and several uniformed, comparatively clean-and-well-groomed Trianii hurry over to the landing area. A young Rodian male wearing rough work clothing dashes up to Braven and begins talking a kilometer a minute. Braven's eyes go wide as the Rodian points to several distant locations, and Braven does a facepalm. A Trianii with striped

epaulets on his uniform, probably some kind of officer, joins the pair and begins arguing with Braven.

If the PCs haven't already joined him, Braven motions for them to do so, and when they do, he says grimly, "Got a new issue here. Dane and four workers have been missing for about six hours."

The Trianii insists that the archaeologists are reckless and that they deserve any ill fate they've met. Braven starts to resume the argument, but the Trianii cuts him off and demands an explanation for the PCs' presence. He insists that the PCs sign the guest forms. Braven counters that the Trianii never gave him any such forms. Another Trianii arrives and tells the officer that the guest forms are not in Juir's shelter, whereupon Braven angrily insists that the Trianii have no right to search the archaeologists' huts without permission. The officer pulls out a datapad and begins coolly looking up the relevant section of the archaeologists' contract to prove he's in the right, asking if perhaps "the other assistant" has the forms. Braven relates Jone's fate, but the officer only offers a half-hearted condolence and declares that if there are no guest forms for the PCs to sign, they must leave. Braven gives up and tells the PCs he'll escort them back to their ship; it's no use arguing with the Trianii, which the PCs can find out if they attempt to sway him. Braven motions to the young Rodian to come along.

En route back to the *Ruby Decade*, Braven seems to be thinking hard. Suddenly he pauses and turns to the PCs, an aura of pleading leaking out from behind his gruffness. "Dane's done this kind of thing before and it's never turned out well. I'd go look for him myself--we'd all go ourselves--I'd go in a heartbeat--but our contract specifically says we're not allowed on the ground outside the designated dig area, and as you can see, those stinkin'--I mean, our hosts will hold us to that. But you're not bound by any of that stuff, not until you sign the forms. If you pretend to leave, you could double back when they're not looking and maybe find Dane. Will you do it? Please?"

If the PCs agree, both Braven and the Rodian seem extremely relieved. The Rodian, who introduces himself as Beedo, explains that the previous afternoon, Juir had discovered a primitive drain at the bottom of the waterfall pool, but the Trianii refused to let him do more than plumb the drain, as exploring it would take the archaeologists outside the dig site boundaries specified in the contract. Juir has been chafing against the contract restraints since the first day of the dig, and Beedo suspects that Juir and the missing workers secretly went down the drain early this morning, before anyone else was awake--five aquata breathers, used by archaeologists working in the riverbed, are missing.

Braven tells the PCs to return after dark and slip behind the waterfall to get into the pool. He and Beedo will arrange for someone to leave some spare aquata breathers behind the waterfall if the PCs don't have their own. Braven warns the PCs to be extremely careful--they will have a real mess on their hands if the Trianii get wind of this or catch the PCs sneaking around the dig site.

Scene 14: Down the Drain

A few kilometers from the dig site is a clearing barely big enough for the PCs to stash the *Ruby Decade*. When they return to the dig after dark, the only light comes from glow rods attached to long poles stuck in the ground--the Star Wars equivalent of Tiki torches. Three Trianii stand guard, spaced out on either side of the river. The PCs must make Stealth checks (opposed by the Trianii's Perception checks, which take a -5 penalty due to the noise of the water) to successfully slip behind the waterfall.

The rock behind the waterfall has a hollowed-out spot about two squares wide by two squares deep; a sack with aquata breathers is stashed in here. There is one square of relatively flat rock beyond the cliff face proper, and about thirty centimeters behind the waterfall itself are two large rounded outcroppings of rock, separated by about one square of space. The overall effect is to make it seem like the waterfall has a giant throne behind it.

A DC 20 Perception check allows the PCs to locate the drain that Beedo told them about. It's ringed with primitive tiles and barely large enough for a Medium-sized creature to slip through. It seems to be the entrance to some kind of tunnel also lined with tiles, and it's located at the deepest part of the pool. Once the PCs enter the pool, they must succeed at a DC 15 Swim check to reach the drain without being swept off course by the water. Each failed attempt requires an additional check to reach the drain; for example, a PC who fails the first check must then make two consecutive successful checks to get to the drain.

When a PC reaches the drain, he or she must make a DC 20 Climb check to pull himself or herself inside. Each round thereafter requires another DC 20 Climb check to advance down the tunnel, which goes straight down initially but then curves. Failing a Climb check by 5 or more means the PC floats upwards a distance equal to half his or her climb speed. The tunnel eventually becomes horizontal, but there is not enough room for anyone to turn around, so by the time the PCs reach the end of the tunnel 2 minutes after entering, they are lying on their sides, half-submerged in water, and crawling backwards to emerge feet first from the tunnel.

The tunnel deposits the PCs on a narrow, wet, and slippery rock slab that makes up the rim of an enormous, dark, bowl-shaped cavern. Fuzzy glowing plant life on the walls provides some illumination. All around the cavern are pipes gushing water onto the rim of the bowl, and about a meter below the rim is a giant, spiraling trough carved into the cliff face that seems to be carrying the water down into the darkness-shrouded bottom of the bowl. The ceiling is not visible either, but the PCs' voices echo loudly through the darkness.

A successful DC 20 Perception check allows the PCs to locate several important clues:

- A recently-broken glowstick near the tunnel from which they emerged
- A durasteel piton driven into the cliff face with a length of synthrope tied to it and hanging down into the darkness

The PCs can descend using the rope via DC 15 Climb checks. The darkness slowly closes in on the PCs the lower they go, until they can see nothing but the glowing moss patches on the walls when they reach the bottom. The water is ankle-deep and the ground is especially slippery here. Any PC who fails a DC 20 Perception check by 5 or more will trip on or step into one of the many small holes in the floor; anyone who does this must make a DC 15 Acrobatics check or fall prone.

Once the PCs have all reached the bottom of the cavern, if they are all standing within two squares of each other, the floor suddenly gives way, dropping everyone through the hole except those who make a DC 25 Climb check to catch themselves on the edge of the trapdoor. After a three-meter drop, the rest of the PCs splash-land in what turns out to be a wide, waist-deep cistern. More glowing moss reveals another high-ceilinged chamber, much broader than the last one. All around are small dwellings carved into the rock walls like ancient apartment buildings, with steps cut between levels. If the PCs look back up, they can see that they came through a large hole in the ceiling. Hanging in two broken pieces from fixtures around the hole is what looks like a combination of a trap door and a giant stopper, made from wood and natural rubber. Water continues to flow down the hole and into the cistern after the PCs.

However, the PCs can hear shouting from somewhere within this cavern, though the echo makes it difficult to tell exactly where the noise is coming from. Figuring out that it's coming from somewhere to the right, between the closest two "buildings," requires a DC 20 Perception check.

When the PCs investigate, they find a frightening sight. The "street" between the two rows of buildings has fractured, probably in an earthquake, with the left side of the street significantly higher than the right. At the bottom of the split lies a dripping-wet Bothan male, trying to shield his face and body with his arms as one of several enormous insects reaches for him with its mandibles (I'm picturing something like Fefze beetles). On the higher half of the street, in and around the "building," are four more drenched beings. Three Sullustan males have all taken cover behind the landings of the chipped-out stairs or inside one of the rooms and are sporadically firing their blasters at the insects, apparently trying not to hit the Bothan. A Cerean male is near the edge of the split, furiously lashing a shock whip at the beetle that's reaching for the Bothan. See "Underground Creepers" (next post) for more information on running this encounter.

Encounter: Underground Creepers

Fefze beetles (stats needed) Does anyone know if these have been officially stated out anywhere? I didn't have any luck on the Big Bad List of Critters thread. If not, who wants to try it, or what existing stats do you think would work well? The Wookieepedia page says Fefze beetles have a hive mind, and from their pictures they seem to be comparable in size to an acklay, but I don't otherwise know much about them. Once we figure out the CL, we can figure out how

many there are. Even with four other characters to help the PCs, this should be a tough fight.

In-Dana-Juir

Medium Adult Male Cerean Scout 4/Noble 2

Force Points 8; **Dark Side Score** 1

Init +5; **Senses** Perception +10

Languages Cerean, Basic, High Galactic, Old Corellian, Huttese, Bocce, Rakata

Defenses Ref 20 (flat-footed 18), Fort 19, Will 20
hp 57; **Threshold** 19

Speed 6 squares

Melee unarmed +4 (1d6+3)

Melee shock whip +4 (1d6+3)

Ranged slugthrower pistol +6 (2d6+3)

Base Atk +4; **Grp** +6

Atk Options Point Blank Shot, Martial Arts I, Melee Defense, Improved Disarm

Abilities Str 10, Dex 15, Con 14, Int 15, Wis 14, Cha 10

Talents Fringe Savant, Sprint, Educated

Feats Informer (FUCG 33)*, Shake It Off, Weapon Proficiencies (Pistols, Simple, Rifles, Advanced Melee), Point Blank Shot, Martial Arts I, Linguist, Melee Defense, Improved Disarm

Skills Climb +8, Endurance +8, Jump +8, Perception +10, Ride +10, Survival +10, Swim +8

Equipment Utility belt, credit chip, hip holster (for whip), concealed holster (for pistol), electrobinoculars, pistol clip (2), shock whip (LECG 62)**, slugthrower pistol, bantha leather jacket

* Informer: Use Perception instead of Gather Information modifier to make Gather Information checks (considered trained in Gather Info for purposes of using this feat); additionally, when you have favorable conditions for Gather Information (such as from operating on home planet), reduce half the time it takes to make a Gather Information check.

** Shock Whip: Advanced Melee Weapon with Reach of 2 squares. When you hit with a shock whip target takes 1d6 bludgeoning damage from weapon; also, wielder can choose to use the whip to make a Grab attack as a Free Action against the target provided the target is no more than one size category larger than the wielder. Unlike a normal grab attack, wielder makes a second attack roll at the normal attack bonus with the whip, and does not take a -5 penalty on the attack roll; if the second attack roll hits, the target is grabbed. As a Swift Action, once per turn, wielder can automatically deal 2d6 energy damage to a target grabbed by the shock whip with no additional attack roll required. (While grabbing a target with the shock whip, wielder cannot use it to attack any other targets).

Chun Wits, Vet Car, and Bot Mem

CL 3; Adult male Sullustan non-heroic 7/noble 1

Init +2; **Perception** +7, darkvision

Force 4; **Dark Side** 1

Languages: Basic, Old High Trammic, High Galactic, Dromnyr, Olys Corellisi, Ancient Basic, Old Galactic Standard, Classical Ossus, Zimchai, Sullustan

Defenses Ref 10 (flat-footed 10), Fort 10, Will 16
HP 19; **Damage Threshold** 10

Speed 6 squares

Melee unarmed +4 (1d4-1)

Ranged Blaster Pistol +3 (3d6)

Base Atk +5; **Grp** +4

STR 8 (-1), DEX 7 (-2), CON 8 (-1), INT 19 (+4), WIS 16 (+3), CHA 15 (+2)

Talents: Connections (no lic. fee / bg check for lic'd/restricted/military/illegal equip. ≤8,000 cr; reduce black marked modifier by 1)

Feats: Skill Focuses: Knowledges (Social Sciences, Galactic Lore), Skill Focus: Persuasion, Skill Focus: Perception, Skill Training, Weapon Proficiencies (Simple, Pistols), Linguist

Skills: Gather Info +11, Knowledges (Life Sciences, Galactic Lore, Social Sciences, Bureaucracy) +13, Perception +13, Persuasion +11

Possessions: Functional clothing, Long-range comlink (holo capacity), Data pad, 100 data cards, credit chip (2,000 cr)

Expert Climber--A Sullustan may reroll any Climb check, but must accept the result of the reroll even if it is worse.

Ashk Vri'lya

CL 3; Adult male Bothan non-heroic 7/noble 1

Init +2; **Perception** +7, darkvision

Force 4; **Dark Side** 1

Languages: Basic, Bothese, Old High Trammic, High Galactic, Dromnyr, Olys Corellisi, Ancient Basic, Old Galactic Standard, Classical Ossus, Zimchai

Defenses Ref 10 (flat-footed 10), Fort 10, Will 16
HP 19 (current 9); **Damage Threshold** 10

Speed 6 squares

Melee unarmed +4 (1d4-1)

Ranged Blaster Pistol +3 (3d6)

Base Atk +5; **Grp** +4

STR 8 (-1), DEX 7 (-2), CON 8 (-1), INT 19 (+4), WIS 16 (+3), CHA 15 (+2)

Talents: Connections (no lic. fee / bg check for lic'd/restricted/military/illegal equip. ≤8,000 cr; reduce black marked modifier by 1)

Feats: Skill Focuses: Knowledges (Social Sciences, Galactic Lore), Skill Focus: Persuasion, Skill Focus: Perception, Skill Training, Weapon Proficiencies (Simple, Pistols), Linguist

Skills: Gather Info +11, Knowledges (Life Sciences, Galactic Lore, Social Sciences, Bureaucracy) +13, Perception +13, Persuasion +11

Possessions: Functional clothing, Long-range comlink (holo capacity), Data pad, 100 data cards, credit chip (2,000 cr)

Something--Vri'lya may reroll any Gather Information check, but must accept the result of the reroll even if it is worse.

Vri'lya took a bad fall from the higher half of the street and finished it off with a nasty landing, ending up with

a broken leg. He's currently at -1 on the condition track and can only move at half speed.

The beetles are mainly looking for food, and Vri'lya seems to fit the bill. Any insect who can get adjacent to him attempts to grab him and carry him off, unless it takes enough damage to convince it to switch to another target; this may mean several beetles are attempting to grab Vri'lya at once and possibly even fighting over him. The other beetles attack anyone who damages them and will not give up unless all of their comrades do likewise.

Scene 15: Return to the Dig

Once the critters are defeated, the archaeologists thank the PCs profusely for their help and rush to tend to Vri'lya, if he survived. He's in severe pain from his broken right leg and a bad cut on his left shoulder, and he can't walk. Anyone can stabilize him with a DC 15 Treat Injury check.

Once Vri'lya is taken care of, In-Dana-Juir retrieves his fedora, introduces himself and his crew, and asks the PCs to call him Dane. He explains that he and his team fell through the bottom of the bowl cavern, but the stopper wedged itself back into place due to an old but cleverly designed spring mechanism. The archaeologists could not reach the stopper to try to pull it out again, so they decided to explore the apartment building complex. In the process, Vri'lya slipped and suffered a bad (and rather loud) fall from up on the second level. Juir thinks the noise, or the smell of Vri'lya's blood, or both must have gotten the Fefze beetles' attention, and they attacked before Vri'lya's friends could help him.

The archaeologists are anxious to get out of the cavern in case there are any more creepy-crawlies around. There appears to be no way out of the apartment building complex except the way everyone came in. Two of the Sullustans each have a coil of syntherope, so if someone can attach one end of the rope to one of the fixtures that used to hold the stopper up, everyone can shimmy up or be pulled up. Two or three characters standing on each other's shoulders should make a tall enough stack to reach a fixture, and every round each participant in the being ladder must make an Acrobatics check to maintain his or her balance--DC 15 on the bottom, DC 20 in the second position, and DC 25 in the third position. A DC 15 Dexterity check is required to tie the rope securely enough to support a Medium-sized creature's weight.

Once the rope is in place, anyone can climb to the top with a DC 15 Climb check and get back into the bowl cavern with a DC 20 Climb check. Alternatively, a character that has made it into the bowl cavern can hoist another character up with a DC 20 Strength check. It requires a few more DC 15 Climb checks to get back up to the rim of the bowl and 2 minutes' worth of DC 20 Climb checks to get back up and out of the drain pipe.

If at any point the PCs ask Juir about the artifact in the Galactic Museum, he tells them that the highest priority at the moment is getting out of the cavern. If they make it out alive, he promises, he will tell the PCs about the artifact at that time.

If the PCs don't ensure an all-around quiet exit from the waterfall pool (the archaeologists are too glad to be alive to worry about such trivial details), the Trianii guards hear them and rush over with drawn weapons and demands for identification. Juir identifies himself and his crew and brandishes his soaking fedora and shock whip to prove it. The shouting attracts the attention of the entire camp. The other archaeologists rush to help their colleagues and the PCs out of the water and the rest of the Trianii quickly arrive on the scene. The Trianii officer is particularly incensed at the PCs' defiance and orders them to leave immediately. He begins the encounter as hostile toward the PCs, but if they can shift his attitude to unfriendly, he grudgingly acknowledges that their actions did save lives, gives them permission to stay at the dig site, and stalks off with his troops.

The ecstatic archaeologists offer the PCs bedrolls in their prefab shelters, claiming the jungle is not a healthy place at night. Juir, who's exhausted, agrees to talk to the PCs about the artifact in the morning.

Scene 16: Tale of a Treasure Hunt

In the morning, Juir is awake before any of the PCs. They find him back at work, down in the mud pits working on the excavations of the huts. The PCs must shift his attitude from indifferent to friendly to persuade him to abandon his work long enough to talk to them about the artifact. Once the PCs have done so, he climbs out of the pit, brushes himself off, and suggests they find a private place to talk.

Once in a suitable location, Juir asks the PCs to describe the artifact to him again. After thinking for a moment, he can tell the PCs the following:

- Juir found the artifact about ten years previously during a dig on Arkania, but there was nothing else like it in the area.
- Juir believes the shard may have come from a dodecahedral object made of a strong but malleable metal alloy and some kind of primitive glass, possibly unique to that area. The original object was probably about twice the size of an adult Human's fist.
- Juir thinks the original object might have been made by members of an ancient civilization (he doesn't know which one), and it was likely some kind of religious artifact, perhaps a talisman or something similar.
- Based on the size and shape of the shard that he found, Juir suspects there could be up to six additional pieces, if they all were about the same size. He discovered that the glasslike substance was quite strong and shatter-resistant for its chemical composition.

Unfortunately, this is the extent of Juir's knowledge about the artifact. He invites the PCs to remain as his guests for a few days. If the PCs decline, he thanks them again for their help and tells them that Braven and the archaeologists that the PCs rescued will want to say goodbye.

Adventure complete!