

RR-01

# Star Wars: Rise of the Rebellion

# A Time of Darkness

Written, edited and playtested by the RotR Team

An adventure for the Rise of the Rebellion Campaign,  
intended for use with the *Star Wars Roleplaying Game, Saga Edition*  
from Wizards of the Coast, Inc.

*Tremendous changes have come over the galaxy. The Clone Wars that raged for years have come to an end, as has the Republic; now a Galactic Empire rules with an iron grip. The light of the Jedi Order has been extinguished, and its surviving members are hunted as traitors and criminals. Still, there are a few who still struggle to protect peace and justice in the galaxy, and who do not intend to let the New Order go unchallenged.*

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

## **Adventure Background—The New Order**

In a matter of months the Jedi Order has gone from the cusp of victory to crushing defeat. With the successful defense of Coruscant against the Separatists, the Order stood on the verge of restoring peace and justice to the galaxy; now the Order has been destroyed, and its few surviving members are hunted as criminals across the galaxy. Few of the Jedi even lived long enough to realize the extent of the manipulation and betrayal that had occurred. Most were cut down by the blaster fire of the clone troopers that they had commanded in the moments following the transmission of Order 66. Not all were so completely outmaneuvered, however.

One such being is a Human by the name of Ritsam Mit-Sanij. Prior to Order 66, he had been operating deep undercover in an assignment on Nar Shadaa. Since he had had no clone troopers in his company—at the time he had infiltrated a group of slave traders working for Slarr the Hutt—he managed to escape the initial execution of the order. In the aftermath he was able to learn a little of what had happened, and realized that he could no longer rely upon his order for support. Still he has remained focused on this mission, continuing to strive for justice even though he is a wanted being.

What Ritsam does not know is that Imperial forces have overrun the Jedi Temple on Coruscant and have gained access to all of the Order's records. When a team of clone troopers came to kill him, his cover was blown; in a desperate attempt to survive, he fled the scene. Now he races across Nar Shadaa with clone troopers and Hutt enforcers in pursuit, hoping to pass on what he has learned before they catch up with him.

### **Ritsam's Story**

“Duke” Eeno the Drall is a shining example of why, when Supreme Chancellor Palpatine began to usurp power from the Senate in his push to establish his Galactic Empire, many beings actually applauded his maneuvering. One of the senatorial aides that represents his planet in the Corellian System, Eeno serves as an advisor to Senator Garm Bel Iblis. As the Clone Wars raged across the galaxy, Senator Bel Iblis was instrumental in helping to deal with the growing waves of refugees that were displaced by the battles that raged. Calling upon the considerable resources of the Corellian Engineering Corporation, the senator arranged for transport to other systems that not yet been touched directly by the war. In doing so he relied upon his staff to handle the logistical details, while he remained on Coruscant to observe the further maneuverings of Palpatine and those loyal to him.

The Drall took full advantage of the situation to deal with one of his own problems. Because of a love of gambling, Eeno had developed a considerable debt to a Hutt crime boss named Slarr. When some of the Hutt's enforcers paid him a visit, reminding him that failure to pay the debts could result in personal harm to him, he showed a willingness to bargain. The deal they struck was that Eeno would arrange for the easy shipjacking of a refugee transport bound for the Outer Rim; Slarr's minions could then sell the unfortunate passengers into slavery, thereby recouping the Drall's debt.

Indeed, both parties found the arrangement so agreeable that they eventually arranged for two other transports to be captured in this way.

## Introduction

At the start of this adventure, the heroes should be visiting the planet that has come to be known as the Smuggler's Moon, Nar Shadaa. This world is known as a haven for pirates, smugglers and other scoundrels, so it might not seem an obvious destination for all types of heroes, but each player should devise a reason for a hero to be there. The market plaza in which they find themselves happens to be one of the nicer places on the planet, at least for now.

Much like the better known (and more respected) planet of Coruscant, Nar Shadaa is a world that has grown upwards throughout its life. Although the planet-city's lower levels are a place that would even make a Wookiee commando nervous, you happen to find yourself in a market plaza high up in one of the more respectable neighborhoods. The transparisteel dome over the plaza lets in bright sunshine, and the beings in this area seem friendlier than most that you've encountered onplanet.

Allow the heroes a few moments to react to their surroundings and perhaps to interact with each other before the action starts.

## Event 1—Arrivals

The first sign of trouble comes with a successful DC 14 Perception check; those who succeed faintly hear a low, dull thud like the muffled sound of an explosion. Those who then succeed at another such check can then notice the approaching swoop, and should therefore not be caught flat-footed (thereby losing their Dexterity bonus to their Reflex defenses) when the attack listed below occurs. Allow the heroes a round or two to respond to this information before the situation changes abruptly.

For a split second there is the whine of a repulsorlift engine out of control; then the skylight overhead shivers into confetti as a smoking swoop and its rider come crashing through it.

The crashing speeder and broken glass count as an area attack that does 2d6 hp damage; those for whom the attack roll beats their Reflex defense take full damage, while those for whom it does not suffer only half damage.. All around the heroes the crowd of patrons scatters for cover, with much screaming and yelling. The swoop and its rider crash headlong into the ground with a fiery explosion, cutting a swath through the plaza as the assembled being are again forced to leap out of the way. At this point the heroes are allowed a DC 16 Perception check to recognize, amidst the smoke and fire of the crash, the distinctive glow of a lightsaber blade before it automatically extinguishes.

This time the heroes have five rounds in which to react. Many are likely to rush to the aid of the downed pilot, particularly if they've noticed that he seems to be a Jedi. Should the heroes do so, they can learn a few things. As they approach him, Ritsam—fighting to remain conscious long enough to do so—holds out a datacard and mutters the words “Gurn. *Tranquility. Ulwan Uyat.*” Then he slumps, the last light of life fading from his eyes.

**Note:** A likely, and understandable, reaction from the heroes is to try and save Ritsam's life. This could come in the form of a readied use of Move Object by someone who noticed his approaching swoop, or by someone who rushes to his aid with a Heal Another attempt after the crash. While these are noble intentions, they should not succeed for a number of reasons. For one, Ritsam's death is intended to create a grim sense of urgency for the start of this adventure. For another, Ritsam is a Jedi Knight and would

easily unbalance a low-level party. Because of this, while the heroes should be allowed to attempt what efforts they will, they should be discouraged from spending Force Points to do so. After all, they'll need those for later.

The most important question here is what the heroes do with the lightsaber and the datacard that they find among the wreckage. Both of these items can have important effects on the flow of the adventure, so it's important to know who has these items when the situation starts to become complicated. As it were, any character who succeeds at a DC 20 Knowledge: Jedi lore check can recognize Ritsam as a Jedi Knight who was frequently involved in deep cover investigations prior to the Clone Wars.

After three rounds all who are present notice the approach, through the hole in the skylight, of three more swoop riders; these ones, however, have the rough-cut appearance of pirates or outlaws. They park their swoops nearby—leaving the engines running in case they need to make a quick escape—before approaching Ritsam and anyone who is also present. If nobody has gone to the Jedi's aid, they search the body, retrieve the datacard and then depart. On the other hand, if anyone chooses to stand in their way, they appreciate the opportunity for a fight. The thugs demand that the datacard be turned over to them—"Hutt business"—and try to intimidate anyone who refuses. Should the heroes remain uncooperative, they aren't opposed to resorting to violence. Of course, quick-thinking and fast-talking heroes might be able to throw them for a loop, perhaps with Deception checks opposed to their own Perception attempts.

Allow this interaction to continue for a few minutes before the situation becomes even more complicated. With an impressive rumble of repulsorlift engines, a clone trooper gunship floats in from one of the avenues and settles a safe distance from the crash site. A squad of six clone troopers, led by a uniformed Imperial officer, strides over to the crash, and the officer demands to know what has happened.

Here again, quick thinking might be able to save the heroes from a fight. This time it should be apparent that the odds are very much stacked against them; not only are the clone troopers better trained and better equipped than the Hutt goons, but they also represent the long arm of the law throughout the galaxy. Although it might be possible for a more powerful party to handle the troopers, hopefully cooler heads prevail. Somehow the heroes must persuade the troopers that they are innocent bystanders who came to the aid of a crashed swoop pilot but who have no idea what the situation really entails. As long as the heroes do not draw suspicion to themselves, they should be able to escape the scene without being arrested or shot.

Should they be so bold as to attack Lieutenant Torja and his clone troopers, they attack first with blasters on stun in order to take prisoners. The exception to this is if any of the heroes should draw and wield a lightsaber, in which case they throw grenades first and then shoot to kill. Yes, this is rather harsh, but there is a purge going on, after all; the heroes should no better than to wave around their lightsabers around an officer of the Imperial Internal Security Bureau.

For their part, the swoop gangers just want to make sure that Ritsam's information is not revealed to the authorities. (Even the evil Galactic Empire can't afford to stand by idly while its citizens are being sold into slavery, unless doing so somehow promotes the Emperor's agenda.) Astute heroes might think to play the gangers against the troopers, perhaps by insinuating that the swoopers are the guilty party and thereby shifting any possible suspicion away from the heroes.

## Event 2—The Jedi’s Tale

Once the heroes can garner themselves a little peace and quiet, they can analyze the information on Ritsam’s datacard. This proves to be heavily encrypted, such that a DC 28 Use Computer check is required to break the encryption. Should one of the heroes succeed at doing so, the card proves to contain records of financial transactions between “Duke” Eeno and agents of Slarr the Hutt. This information won’t make too much sense at the moment, but will become important later in the adventure.

Other paths of inquiry include following up on the cryptic clues that Ritsam mentioned before his passing.

- Ritsam mentions the name *Tranquility*, although it might not seem like a name at first. Those who succeed at a DC 15 Knowledge: galactic lore check, however, can recognize it as the name of a refugee transport that disappeared during the latter stages of the Clone Wars.
- Gurn is another name that the heroes might recognize. In this case, a DC 13 Knowledge: streetwise check can identify it as perhaps belonging to Pavrig Gurn, a Caarite information broker who works on Nar Shadaa.
- Another DC 13 Knowledge: streetwise check can identify the markings on the swoop gangers as those of the Dark Star Hellions gang, a group who does enforcement work for the Hutt crime boss Slarr.
- The words *Ulwan Uyat*, in Huttese, mean “Smuggler’s Reward.” Anyone who speaks Huttese can recognize this, and then might (with a DC 13 Knowledge: streetwise check) recall that this is the name of a cantina located over in the Corellian Corridor.

Failing any of the aforementioned skill checks, any hero with access to a suitable information terminal can call up the appropriate information with a Use Computer check at the relevant DC +5; similarly, attempts to Gather Information by asking some questions around town can also work. In the case of the phrase *Ulwan Uyat*, anyone who thinks to ask a protocol droid can have it translated.

Armed with this information, the heroes should have one clear objective: find the Smuggler’s Reward and, hopefully, Pavrig Gurn.

## Event 3—Skullduggery

The trouble with this objective, however, is that Pavrig Gurn is in general a very secretive fellow. Since he has been following the news reports today, he knows that his Jedi contact was killed in a speeder crash and that both the Hutt’s enforcers and Imperial clone troopers might be looking for him. This has made him downright paranoid; as far as he’s concerned, the heroes are probably spies who are also out to get him. That is why, if they come looking for him at the Smuggler’s Reward, they initially meet with a very cool reception.

The cantina is fairly typical of many such establishments throughout the galaxy. It is fairly dark, it smells of various intoxicating beverages and the sweat of beings from dozens of different systems, and the music isn’t bad. Perhaps the most unusual feature is the modified protocol droid that works behind the bar mixing drinks. This droid, Z-3PO, happens to be Gurn’s first line of defense. He has been equipped with a direct comlink connection to the paranoid Caarite; moreover, he can use this connection to transmit

images captured by his photoreceptors. This means that, as soon as he realizes that the heroes are looking for Gurn, he sends his master holorecordings of each character. With these Gurn begins to research each of the heroes, in order to learn if they are enemy spies or if they might be trustworthy souls who can help him out of his current predicament.

Should the heroes try asking any of the patrons about the Caarite, they can learn little. Gurn himself never actually visits the cantina, but just uses it as a front for making contact with potential customers. Let the heroes enjoy the atmosphere for a little bit before Gurn sends them a message. For those looking to blow off a little steam (and particularly if the encounter with the gangers and the clone troopers was settled in a non-violent manner), an opportunity presents itself.

“It serves ‘em right, is what I say.” The speaker is a large Trandoshan who seems to have drained more than a few tankards of lum this evening. “And they’re lucky that it was the clones who took care of ‘em. Otherwise, we bounty hunters would’ve had to take care of them ourselves.”

Here again, more peaceable heroes might want to avoid a confrontation. On the other hand, anyone who appreciated the Jedi Order and its service to the galaxy might be interested in picking a fight. Illisk—the Trandoshan—and his cohorts are happy to oblige. They become downright abusive of anyone who argues in support of the Jedi, declaring to all who are present that the Order was “a bunch of weak, overpaid zealots who got what they had comin’ when they tried to take over the Republic.” Let this situation develop as it may, but Illisk is looking for some fisticuffs and is not averse to hurling a tankard of lum at one of the heroes to start things.

The purpose of this fight, however, is not to kill anyone involved; rather, it is to let the heroes stand up for their beliefs and participate in a good, old-fashioned cantina brawl. Neither the Trandoshan nor his associates pulls a blaster unless they have one pulled on them.

In the aftermath of the brawl (or after about twenty minutes have passed in-game if no brawl occurs) one of the servers delivers a free round of drinks to the heroes’ table. Beneath one of the glasses is a small piece of flimsiplast with the following message printed on it:

Spire 14  
Docking Platform 36  
22:00

Now, most sane heroes in this situation are likely to suspect some kind of trap, and rightly so. The trouble is, though, that they don’t have many other options at this point; moreover, they have only about twenty minutes before the meeting time and the location is at least fifteen minutes away.

#### **Event 4—Shuttle Service**

Docking Platform 36, if the heroes decide to pay it a visit, isn’t much to see. In fact, there’s absolutely nothing of interest there. That is, there’s nothing of interest until Gurn’s airspeeder arrives to make the pickup. It arrives with a roar of repulsorlifts, although its running lights are dark. The side doors pop open and the vehicle’s droid pilot, R2-Z2, chirps for the heroes to come aboard.

Naturally, the heroes have little reason to trust a strange droid; once again, they have few other options. Though they might want some reassurance before coming aboard, the droid is adamant: they can come along now or they can forget the matter entirely. Should they insist on parlaying, the situation once again becomes more complicated.

Suddenly the docking bay is lit up by streaks of crimson blaster fire; with a ground-shaking roar, a team of swoop riders rockets past overhead. Recognizing trouble, the little droid begins to raise the air speeder to depart.

It should be clear to the heroes that this is a time for action, not deliberation. Should they leave the droid to his own fate, he takes off in the air speeder, makes a valiant effort to evade the swoopers, and ultimately is shot down by them.

More proactive characters, however, can climb aboard the airspeeder and make a chase out of it. R2-Z2 knows that it is not programmed for such activities, and happily yields the controls to anyone who wants to take over.

### The Chase

At the start of the chase, the swoopers are about fifty meters behind the heroes and closing fast. While the gangers have the advantage of speed, the heroes should be able to even the odds with some nifty piloting.

The swoopers, for their part, want to capture the droid in the hopes that he can lead them to Gurn's hideout; because of this, they try to damage the airspeeder enough to force a crash. (After all, they can rebuild the droid's computer brain after the fact.)

<b>Take Evasive Action!</b>	
Pilot Checks Difference	Bonus to Defense
1-5	+1
6-10	+2
11-15	+3
16-20	+4
16-21	+5

Of course, the heroes' pilot can try to make a difficult target. To represent this, have everyone in control of a vehicle make a Pilot check and consult the Take Evasive Action! table. The pilot with the higher check should receive a bonus to the vehicle's defense, based upon by how much that check exceeded the checks of the other vehicles. These Pilot checks should be made round by round, to represent the maneuvers that the pilots attempt.

Depending upon the piloting and combat abilities of the heroes, this chase could prove to be very dangerous. It might be prudent to remind the players that this is a time for great heroism, and perhaps for the expenditure of Force Points. Be sure to describe the situation in exciting detail, as the air speeder and the swoops rocket between the buildings and other structures that tower into the sky above. Remember that Nar Shadaa is a highly populated place, with lots of speeder traffic that can make for some tricky obstacles. A couple of examples of such include:

- As the heroes come racing around the side of one docking spire, they find themselves directly in the path of a bulk freighter that is just taking off. A DC 18 Pilot check is required to avoid a collision, send the air speeder skimming along the surface of the star ship.
- Should the heroes' speeder be disabled, someone must still pilot it down through a network of walkways to a relatively safe landing below.

If R2-Z2 and the heroes survive the chase, the droid can lead them to their expected meeting with Pavrig Gurn.

## Event 5—Plot and Counterplot

The Caarite is still a cautious fellow, however, so the trip to the meeting is highly circuitous. R2-Z2 steers the speeder on a meandering route through Nar Shadaa's industrial sector before it takes a dive, heading deep into one of the less reputable neighborhoods on the planet. This is all just a ruse, however; after a few minutes, the droid steers the speeder into the base of the turbolift shaft for an abandoned docking spire. He then heads straight up the shaft before emerging on one of the abandoned land platforms. (This one happens to be Platform 41 on Spire 63.)

Assuming that he has not found anything alarming in his research of the heroes' backgrounds, Gurn is willing to explain the nature of the business in which the heroes have become involved.

- He had been helping Ritsam Mit-Sanij with an investigation into the business of one "Duke" Eeno, a Drall aide to Senator Garm Bel Iblis of Corellia.
- According to Ritsam, the Drall was involved in the sale of slaves to a Hutt crime boss named Slarr who operates on Nar Shadaa.
- The slaves in question had been refugees aboard a Corellian transport *Tranquility*, a vessel that was believed lost to pirates en route to Naboo.
- While undercover inside the Hutt's operation, Ritsam managed to obtain evidence of the Hutt's end of the transaction; in order to connect the deal to Eeno, he needs evidence of the Drall's end of the transaction.
- Gurn believes that such evidence can be found in the Drall's offices aboard his private casino sail barge, the *Treasure Ship*.
- He believes that Ritsam's infiltration of Slarr's organization was exposed when Imperial clone troopers came looking for the Jedi in the aftermath of Emperor Palpatine's Order 66.

This information should be provided to the heroes in a conversational manner, rather than like a military briefing; try to let as much of the Caarite's gregarious nature shine through this.

If the heroes are willing to help, Gurn can help them prepare. He (perhaps with hero help) can prepare fake identifications for them, and can provide a few pieces of equipment for their use.

- Two wrist comlinks that can be used surreptitiously
- A pair of hold-out blasters
- Two thousand credits for starting cash at the sabacc tables
- A list of rules for and map of the *Treasure Ship*

As soon as everyone is ready, the heroes can catch a little rest before heading for their rendezvous with the sail barge casino.

## Event 6—A Ride on the *Treasure Ship*

Refer to the map of the *Treasure Ship* for appropriate area details aboard the sail barge.

### 1. Entry

Two security guards are present here at all times, to greet guests and check them for weapons. The weapon scanner allows them a Perception check with a +5 equipment



bonus opposed to any Deception attempts made to conceal weapons. Anyone found with something heavier is turned away, without debate.

## 2. Bar

Any variety of intoxicating beverages can be found here, free of charge. This is Eeno's way of providing for his guests and, hopefully, loosening their cred-chips a little bit.

## 3. Cashier

Two more security guards are also present here at all times, watching over the teller droid who exchanges credits for betting chips.

## 4. Sabacc Tables

Each of these tables is designed to facilitate a dealer and five players. Refer to the appropriate appendix for the rules of this game.

## 5. Jubilee Wheels

These games consist of a massive spinning "wheel of fortune," along with a table that can hold up to ten players. Here again, refer to the appropriate appendix for the rules.

## 6. 'Freshers

Each of these rooms boasts the usual standard features.

## 7. Stairs

Another pair of guards is present here, checking for invitations for anyone who wants to visit the private level below.

## 8. High-Stakes Tables

These private rooms are where the really high-stakes games take place. They require an invitation beyond that which is required to enter the lower deck.

## 9. Bridge

From here the sail barge is controlled and security is monitored.

## 10. Eeno's Office

Two more security guards stand outside this area at all times.

## 11. Engineering

This is the only area that is not labeled on Gurn's map of the casino. It is accessible via hatchways from the security office, the bridge, and a hatchway located on the underside of the vessel.

## **Timeline for the Evening**

As a general guideline, refer to this scheme for the evening's events. This should be regarded loosely, however; the GM should feel free to adjust the flow of events in order to create as much drama and action as possible.

<b>Time</b>	<b>Event</b>
0:00	The heroes arrive, are searched for weapons, and can begin to explore the casino.
0:20	Eeno arrives with his entourage and is ushered down to his private room on the lower level.
0:40	Dea Meng arrives and begins to play the tables (in Sullustan guise).
1:00	Dea changes her appearance to that of a Rodian, then she moves over to Eeno's table and the exchange of information occurs.

Now, taking the party into a casino can be a dangerous thing, and not in a good way. Since the first part of this scene relies heavily upon character interaction, it can become very easy to focus on one hero at the expense of the others. Additionally, the desire to earn some quick credits at the gaming tables is often enough to distract otherwise focused characters. To help keep the plot moving, the GM is encourage to limit any gambling attempts to three skill checks or other dice rolls per character. An exception to this is if one of the heroes joins a game with Eeno, in which case the gambling can be conducted simultaneously with any conversation that takes place.

Refer to the appropriate appendix for the rules for sabacc. Keep in mind, too, that the heroes are only invited down to the lower deck if they are willing to play for a stake of five hundred credits or higher. Since Eeno only plays on the private lower deck, it is necessary for at least one of the heroes to work down to there if anyone is to be able to watch the Drall awaiting his contact.

### **The Exchange**

To pass her information on to Eeno, Dea has prepared a special sabacc card-chip that can store data. Her plan is to slip this to the Drall during a game of sabacc, a transaction that should attract no attention. What will make this particularly difficult to catch is the fact that, as a Clawdite, she can change her appearance before making the exchange. Dea enters at first in the guise of a male Sullustan, then changes to that of a Rodian female before approaching Eeno. Once at his table, she eventually receives the deal, at which point she fumbles the deck of card-chips and spills them onto the floor. He helps her retrieve them, at which point she slips him one of the card-chips. At this point, grant each of the heroes a Spot check opposed to her Sleight of Hand; anyone who can match or beat her check notices the move.

If they should notice this, the heroes are in a good position to call out Eeno for cheating. Since this is an issue that the casino staff takes very seriously, they come to investigate. Eeno, for his part, insists that he is wrongly accused; if the heroes don't drop the accusation, he calls for an extraction and then orders his bodyguards to slow the heroes while he makes a fighting retreat. An airspeeder arrives at the exit five rounds later, at which point he jumps aboard and attempts to escape.

### **Resolution**

If the heroes succeed in subduing Eeno and proving his guilt, they receive another visit from Lieutenant Torja. He thanks them for helping the Empire to bring a suspected criminal to justice, and sees to it that each hero is paid a reward of two thousand credits. He casually inquires into how the heroes happened to become involved in the matter,

particularly if he encountered any of them back in the plaza in Encounter 1. The heroes must be cautious here, as any mention of the deceased Jedi investigator could bring Torja's suspicion upon them. As an I.S.B. agent, he could become a recurring nuisance or even an ongoing enemy in a campaign.

Pavrig Gurn, on the other hand, could become an ally and even a potential source for further adventures. If he has been impressed by the heroes' abilities—and, perhaps more importantly, by their discreet natures—he might look to them for other assignments in the future.

Finally, even though he does not appear directly in this adventure, Slarr the Hutt could become another recurring character in a campaign. Although the apprehension of Duke Eeno is only a minor nuisance to the Hutt, the heroes could easily find themselves involved in activities that are more disruptive to his operation. For instance, there is the matter of the slave whom he purchased, who even now are toiling away in some remote corner of the galaxy.

### **Rewards**

1000 xp each	For meeting with Pavrig Gurn, catching Eeno and exposing the payoff that he receives (Award $\frac{3}{4}$ xp if the heroes exposed the payoff but Eeno escaped, or $\frac{1}{2}$ if they were on the right track)
2000 credits each	For capturing Eeno and turning him over to the Imperial authorities

## Appendix 1—*Dramatis Personae*

### Casino Dealers and Servers

Various Medium Nonheroic 1

**Destiny** 0, **Force** 0, **Dark Side** 0

**Init** +1, **Senses Perception** +7

**Languages** Basic and Various Others

**Defenses** Ref 11 (flat-footed 10), Fort 10, Will 12

**Hp** 4, **Threshold** 10

**Speed** 6

**Melee** unarmed +0 (1d3-1)

**Ranged** +1

**Base Atk** +0, **Grapple** -1

**Abilities** Str 8, Dex 12, Con 10, Int 13, Wis 14, Cha 15

**Feats** Skill Focus (Gather Information, Perception, Persuasion), Weapon Proficiencies (blaster pistols, simple weapons)

**Skills** Gather Information +12, Perception +12, Persuasion +12

**Possessions** spiffy uniform, comlink

These individuals are all about business. While they want to keep the guests entertained, their primary goal is to make sure that the casino earns a tidy profit.

Each dealer is dressed in a spiffy, semi-formal uniform.

**Casino Security Guards**—Use the stats for Rebel Troopers from page 280 of the *Saga Edition Core Rulebook*, except that these guards don't carry grenades and their comlinks are not encrypted.

These individuals are primarily interested in keeping order in the casino. To that end they are a no-nonsense lot, and address any allegations of cheating or any violent or otherwise disruptive activity with severity.

Each security guard is dressed in a spiffy, semi-formal uniform.

**Clone Troopers**—Use the stats provided on page 281 of the *Saga Edition Core Rulebook*.

These soldiers are unwaveringly loyal to the Empire, having literally been born and bred to fight for it. For this reason they cannot be bribed, seduced, or otherwise persuaded to neglect their duties. They are businesslike and impersonal.

Each clone trooper scout wears the typical polished white armor.

### **“Duke” Eeno**

Small Male Drall Noble 6

**Destiny** 0, **Force** 4, **Dark Side** 2

**Init** +8, **Senses** Perception +12

**Languages** Drall, Basic, Selonian, Huttese

**Defenses** Ref 18 (flat-footed 18), Fort 16, Will 20

**Hp** 35, **Threshold** 16

**Speed** 4

**Melee** unarmed +4 (1d3)

**Ranged** hold-out blaster pistol +4 (3d4)

**Base Atk** +4, **Grapple** +4

**Abilities** Str 10, Dex 10, Con 10, Int 14, Wis 14, Cha 19

**Talents** Connections, Educated, Wealth

**Feats** Linguist, Skill Focus (Deception, Gather Information, Persuasion),

Weapon Proficiencies (blaster pistols, simple weapons)

**Skills** Deception +17, Gather Information +17, Initiative +8, Knowledge (bureaucracy) +10, Knowledge (galactic lore) +10, Perception +12, Persuasion +17, Use Computer +10

**Possessions** comlink, cred-chip, hold-out blaster pistol

Eeno is a friendly if shallow individual with an inflated estimation of his own importance. He is fond of showing off his wealth, be it in buying rounds of drinks or in wagering considerable sums at the sabacc table. The Drall is a coward at heart, however, and would rather let others do his fighting for him.

The “Duke” wears a belt with various pouches and a considerable amount of jewelry.

### **Dea Meng**

Medium Female Clawdite Scoundrel 4

**Destiny** 0, **Force** 2, **Dark Side** 1

**Init** +8, **Senses** Perception +7

**Languages** Clawdite, Basic, Huttese

**Defenses** Ref 17 (flat-footed 16), Fort 14, Will 15

**Hp** 28, **Threshold** 14

**Speed** 6

**Melee** unarmed +3 (1d4)

**Ranged** hold-out blaster +4 (3d4)

**Base Atk** +3, **Grapple** +3

**Atk Options** Rapid Shot (4d4 damage)

**Abilities** Str 10, Dex 12, Con 10, Int 12, Wis 10, Cha 17

**Talents** Fool’s Luck, Knack (Deception)

**Feats** Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Deception, Stealth), Weapon Group Proficiencies

(simple weapons, blaster pistols)

**Skills** Deception +15\*, Initiative +8, Perception +7, Stealth +13, Use Computer +8

(\*Dea receives a +10 racial bonus to Deception checks made while disguising herself)

**Possessions** rigged sabacc deck, hold-out blaster

Dea Meng’s true identity is a closely guarded secret, since the Clawdite dons many different disguises when running errands for her Hutt boss. Should someone have a chance to interact with her, she is taciturn and laconic; Dea does not mix business with pleasure.

### **Eeno's Bodyguards**

Medium Female Selonian Soldier 1

**Destiny 0, Force 1, Dark Side 0**

**Init +8, Senses Perception +0**

**Languages** Selonian, Basic

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

**Hp 30, Threshold 13**

**Speed 6**

**Melee** stun baton +3 (1d6+2)

**Ranged** blaster pistol +4 (3d6)

**Base Atk +1, Grapple +3**

**Abilities** Str 15, Dex 16, Con 10, Int 10, Wis 11, Cha 8

**Talents** Harm's Way

**Feats** Armor Proficiency (light), Point Blank Shot, Weapon Proficiencies (blaster pistols, rifles, simple weapons)

**Skills** Climb +7, Initiative +8, Jump +7

**Possessions** blaster pistol, comlink, blast helmet & vest

These Selonians are highly mercenary individuals. They put up with Eeno because he pays them, though they find him to be really rather irritating. Amongst themselves they speak only their native language, preferring to keep to themselves when in an unusual environment.

The bodyguards wear belts and bandoliers that keep their equipment readily at hand.

### **Illisk**

Medium Male Trandoshan Soldier 1

**Destiny 0, Force 2, Dark Side 1**

**Init +6, Senses Perception +1**  
(Darkvision)

**Languages** Dosh, Basic

**Defenses** Ref 13 (flat-footed 12), Fort 14, Will 12

**Hp 31, Threshold 14**

**Speed 6**

**Melee** vibroblade +4 (2d6+2)

**Ranged** blaster pistol +2 (3d6)

**Base Atk +1, Grapple +4**

**Atk Options** Devastating Attack

**Abilities** Str 16, Dex 13, Con 13, Int 8, Wis 12, Cha 10

**Talents** Devastating Attack

**Feats** Armor Proficiency (light), Weapon Proficiencies (advanced melee weapons, blaster pistols, blaster rifles, simple weapons)

**Skills** Initiative +6, Treat Injury +6

**Possessions** blast helmet & vest, blaster pistol, vibroblade, comlink, medpac

Illisk is a loud, boorish individual. He is a tough combatant, and knows it, so he is fond of boasting about his abilities. The Trandoshan also tends to overindulge in alcohol, something that only adds to his charming personality.

The mercenary wears his combat jumpsuit—well worn from frequent use—and combat gloves at all times.

**Lieutenant Lon Torja, Imperial I.S.B. Officer**

Medium Male Human Noble 2/Soldier 2

**Destiny 0, Force 3, Dark Side 1**

**Init +9, Senses Perception +13**

**Languages** Basic, Bocce, Huttese, Shyriiwook, Bothan, Ryl

**Defenses** Ref 18 (flat-footed 16), Fort 16, Will 16

**Hp 27, Threshold 16**

**Speed 6**

**Melee** stun baton +3 (1d6)

**Ranged** blaster pistol +5 (3d6)

**Base Atk +3, Grapple +3**

**Atk Options** Running Attack

**Abilities** Str 10, Dex 14, Con 8, Int 14, Wis 12, Cha 16

**Talents** Bolster Ally, Tough as Nails

**Feats** Armor Proficiency (Light), Linguist, Point Blank Shot, Precise Shot, Skill Focus (Deception, Perception), Running Attack, Weapon Proficiencies (blaster pistols, blaster rifles, simple weapons)

**Skills** Deception +15, Gather Information +10, Initiative +9, Knowledge (bureaucracy) +9, Knowledge (galactic lore) +9, Perception +13, Persuasion +10, Pilot +9, Use Computer +9,

**Possessions** pistol, comlink, datapad

Lieutenant Torja is the very image of the Imperial military. He expects quick and unquestioning obedience from all of those with whom he deals. Like many of his up-and-coming Imperial colleagues, he also harbors a distinct bias against non-Human beings.

Torja dresses at all times in an immaculate officer's uniform.

**Pavrig Gurn**

Small Male Caarite Noble 4

**Destiny 0, Force 3, Dark Side 0**

**Init +7, Senses Perception +8**

**Languages** Caarite, Basic, Bocce, Binary, Huttese, Sullustese, Twi'lek, Shyriiwook

**Defenses** Ref 16 (flat-footed 16), Fort 13, Will 17

**Hp 21, Threshold 13**

**Speed 4**

**Melee** unarmed +2 (1d3-1)

**Ranged** hold-out blaster +3 (3d4)

**Base Atk +3, Grapple +2**

**Abilities** Str 8, Dex 11, Con 8, Int 16, Wis 12, Cha 18

**Talents** Connections, Wealth

**Feats** Linguist, Skill Focus (Deception, Gather Information, Use Computer), Weapon Proficiencies (blaster pistols, simple weapons)

**Skills** Deception +16, Gather information +16, Initiative +7, Knowledge (Bureaucracy) +10, Knowledge (Galactic Lore) +10, Knowledge (Streetwise) +10, Perception +8, Persuasion +11, Stealth +5, Use Computer +15

**Possessions** Datapad, comlink

Pavrig Gurn is a slightly paranoid individual who loves information. Anything that another being might pay to learn is something of interest to him. His paranoia leads him to be very secretive, however, until he believes that he can trust someone.

Gurn is a well-dressed fellow, wearing a dark gray vest and trousers and a bright blue cravat.

### **Swoop Gang Members**

Various Medium Human Scoundrel 1  
**Destiny 0, Force 0, Dark Side 1**  
**Init +7, Senses Perception +1**  
**Languages Basic**  
**Defenses Ref 15 (flat-footed 13), Fort 13, Will 13**  
**Hp 20, Threshold 13**

#### **Speed 6**

**Melee** street club +2 (1d6+1)  
**Ranged** blaster pistol +3 (3d6)  
**Base Atk +1, Grapple +2**  
**Atk Options** Sneak Attack

**Abilities** Str 13, Dex 15, Con 14, Int 10, Wis 12, Cha 8

**Talents** Sneak Attack

**Feats** Far Shot, Point Blank Shot, Precise Shot, Weapon Proficiencies (blaster pistols, simple weapons)

**Skills** Acrobatics +7, Initiative +7, Mechanics +5, Pilot +7, Stealth +7

**Possessions** blaster pistol, comlink, swoop

These unpleasant souls are mercenary in the extreme; they serve Slarr the Hutt because the credits are good. They also know that working for the Hutt gives them a certain amount of prestige on Nar Shadaa, so they are fond of harassing others when they think they can get away with it.

The swoopers' outfits are a ragtag mix of functional clothing, prominently marked with the symbol of the Dark Star Hellions swoop gang.

### **Trandoshan Thugs**

Various Medium Trandoshan Nonheroic 2  
**Destiny 0, Force 0, Dark Side 0**  
**Init +5, Senses Perception +1**  
**Languages Dosh**  
**Defenses Ref 12 (flat-footed 12), Fort 12, Will 11**  
**Hp 10, Threshold 12**

#### **Speed 6**

**Melee** vibroblade +4 (2d6+3)  
**Base Atk +1, Grapple +4**

**Abilities** Str 17, Dex 11, Con 14, Int 8, Wis 12, Cha 10

**Feats** Armor Proficiency (light), Weapon Proficiencies (advance melee weapons, simple weapons)

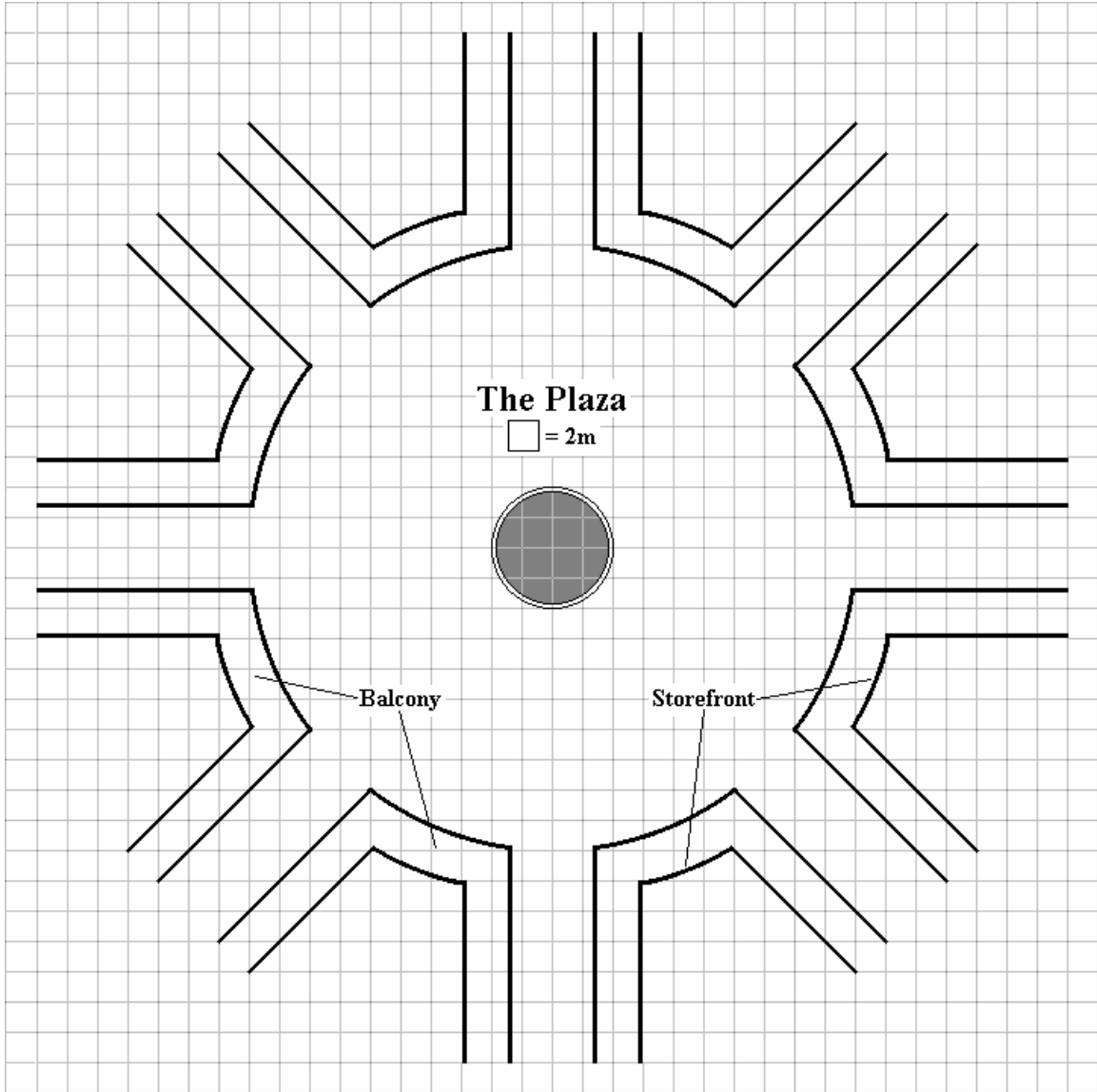
**Skills** Initiative +5

**Possessions** blast helmet & vest, vibroblade, comlink

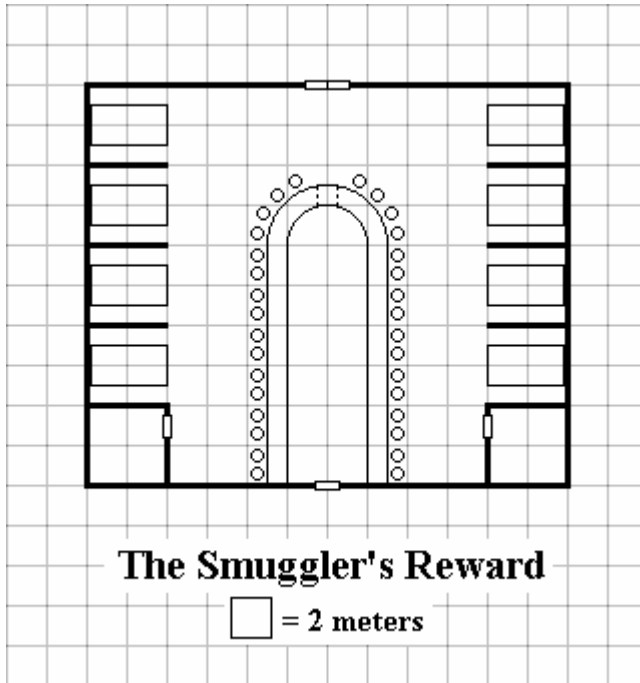
These Trandoshan are just as unpleasant and obnoxious as their boss, Illisk, seeking little more from life than cheap thrills and profitable employment, regardless of ethical complications. They dress in motley jumpsuits adorned with bits and pieces of armor and pouches for holding weapons and other gear.



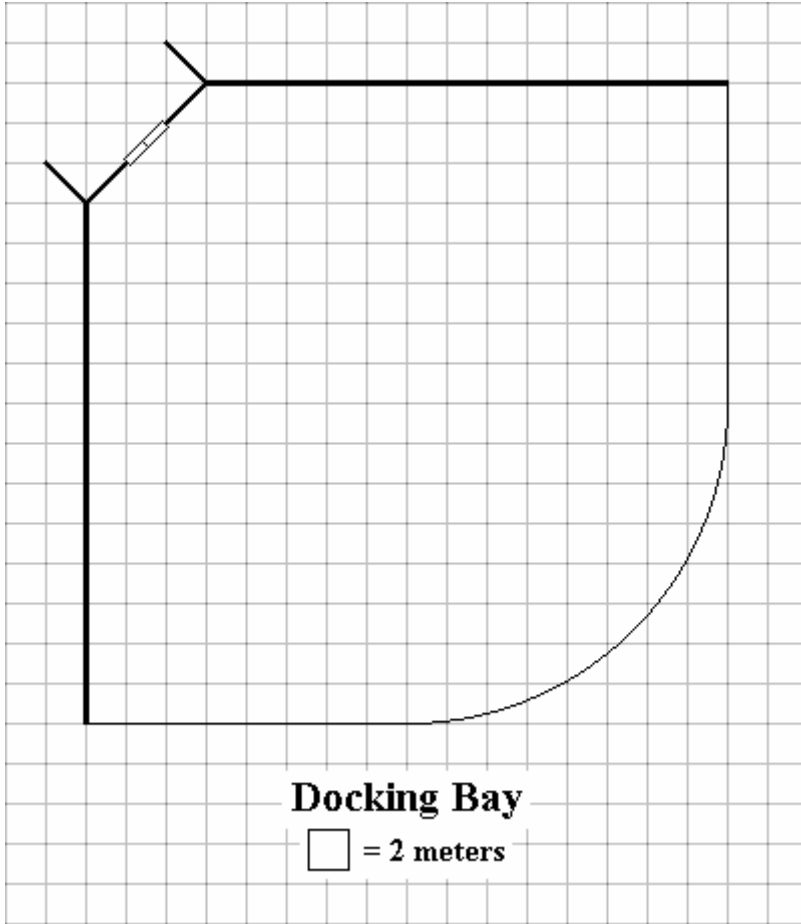
## Appendix 2—The Plaza



### Appendix 3—The Smuggler's Reward Cantina



**Appendix 4—Docking Bay**



### **Appendix 5—House Rules and Other Information**

The following house rules are enforced aboard the sail barge casino at all times.

- The vessel's upper deck is open to all visitors; the barge stops every twenty minutes or so to allow for boarding and disembarkation.
- Any being who seems inclined to risk some real credits—winning or losing—can be invited down to the vessel's private lower deck.
- The preferred games of chance aboard the casino are sabacc and the jubilee wheel.
- All visitors are required to pass through a weapons check before being permitted aboard. While sidearms and small melee weapons are permitted, any weapon of a size in excess of Small is not allowed.
- In addition to the security staff aboard the sail barge, the casino is protected by a pair of outrider skiffs.

### **Appendix 6—Rules for the Jubilee Wheel**

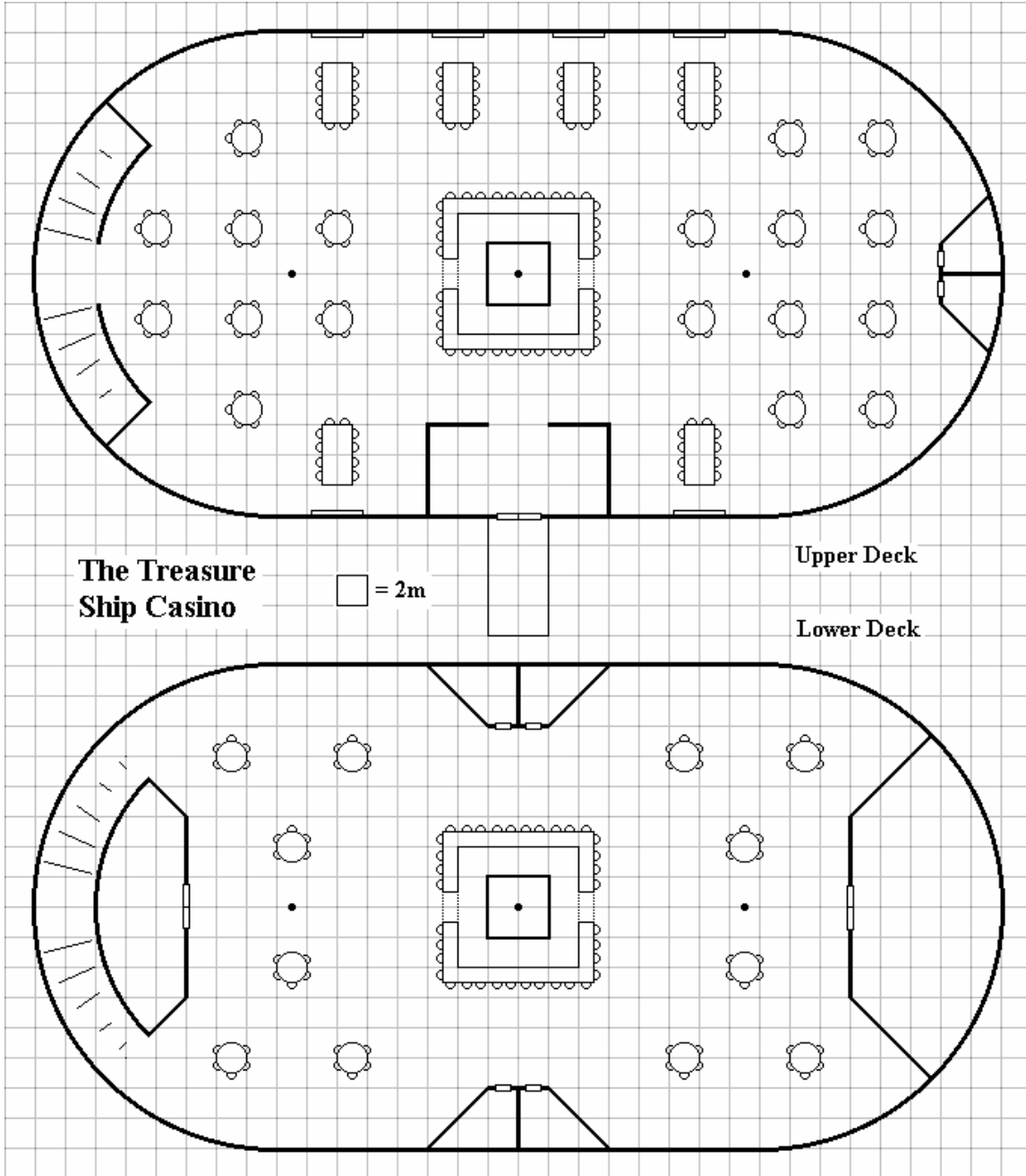
The following rules are excerpted from the *Galactic Campaign Guide*, page 43.

When playing the Jubilee Wheel, characters bet on a number between one and one hundred. To keep things simple, have all players present agree upon a wager and bet the same amount. Then roll d100 to determine the result of the spin of the wheel and to find out who wins.

- If any player's number is the exact result of the d100 roll, that character wins all of the money wagered.
- Failing that, any characters whose numbers are within five of the result split half the pot.
- In the event that nobody's numbers are within five of the result, the house keeps the entire pot.

Up to ten players may play the game at one time.

Appendix 7—The *Treasure Ship*



## Appendix 8—Rules for Sabacc

These rules are modified slightly from the ones presented in the *Galactic Campaign Guide*, page 43, and for gambling on page 47 of the *Saga Edition Core Rulebook*.

For each hand, the players involved should roll 1d10 (to represent the quality of the initial hand), plus their modifiers for Intelligence, Wisdom and Charisma (to represent each player's ability to know the cards, read opponents and bluff). The character with the highest result wins the hand, earning a total equal to the number of credits wagered times the number of other players at the table. (For example, if a hero is playing against three others and the initial wager is 100 credits, the hero can gain a total of 300 credits.) Losing, of course, causes the player to lose the amount of credits wagered.

The table below is provided to help keep track of the game in which the heroes play. Roll separately for each player at the table (except the hero playing, of course), and record the opening wager in the column at the right. This opening wager is likely to increase as the game progresses.

Hand	Player 1 Result (+0)	Player 2 Result (+2)	Player 3 Result (+4)	Player 4 Result (+6)	Player 5 Result (+8)	Eeno's Result (+8)	Wager (credits)
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
11							
12							
13							