

# Star Wars: Rise of the Rebellion

# Trouble on

# Lanthrym

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.

This adventure is intended to be run before RR-05, “The Cularin Job.”

*A cry for help draws the heroes into a life-and-death struggle with a strange new enemy on an isolated Outer Rim world.*

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

While events on the galactic stage have taken a dramatic and surprising turn recently, life for Dihal'uma has seen just as much turmoil on a more personal level. Indeed, if she had had things her way, she would have been able to leave the greater completely behind. She is a former slave, one who has escaped from the clutches of a vile crimelord. Rather than simply escaping with her own life, however, Dihal returned to infiltrate the slavers' operation and staged a revolt, freeing many of her Twi'lek fellows. Once they'd struck this blow, the escapees then slipped away into the black of space, chose a quiet corner and began to build a new life for themselves. Using a couple of mole miner units, they found a suitable location on the planet Lanthrym, a frozen backwater planet, and began to dig out a series of caverns in which to start a fungus farm.

Sadly, thing didn't remain quiet for long.

One day ago, an unmarked freighter touched down at the makeshift landing pad that the Twi'leks used for receiving shipments of supplies. When the Twi'leks approached it to greet their visitors, they were met with a hail of blaster bolts. A small platoon of battle droids emerged from the ship, decimated the few above-ground buildings that surrounded the landing pad and then laid siege to the colonists who had taken shelter in the farm caverns. When this resistance proved stronger than the droids could easily handle, they shifted their tactics. One squad remained behind to keep up the pressure on the Twi'leks, planning on simply outlasting them, while the other squad absconded with its real goal—the colony's mole miner units. The colonists had no choice but to hunker down and try to send a distress call, in hopes that someone might come along who could deal with the attackers.

## Introduction

This adventure begins while the heroes are traveling through the Elrood Sector. During a routine emergence from hyperspace at the edge of a massive stellar gas cloud known as the Drift, the heroes receive a faint but recognizable distress signal. By fine-tuning the ship's sensors (Use Computer check), the pilot can clarify the message being transmitted.

Check	Result
0-5	Too weak to distinguish
6-10	One word in four
11-15	Two words in four
16-20	Three words in four
21+	Everything

The full message is:

“This is a distress signal from the colony New Kala'uun on Lanthrym. We are under attack by an outside force and request assistance from any Republic or Jedi forces that receive this message.” There is a five-second delay, and then the message repeats.

Modify the text according to how much of it the heroes receive clearly.

This is one of those situations in which the heroes have very little information with which to work; any attempt at contacting the colony on Lanthrym receives no response whatsoever. Hopefully the heroes' more altruistic qualities shine through, as there is no promise of a reward for coming to the colony's aid. (This might be a good time for Jedi characters to step up and be their most persuasive.) A DC 10 Use Computer check can provide the correct astrogation coordinates for the short hyperspace jump.

### **Event 1—The Ruined Colony**

Upon first appearance, the New Kala'uun colony seems to be completely deserted.

The snowfield below seems nearly unbroken, a vast expanse of white that abuts against a jagged line of hills that rise sharply behind it. Tucked in near the base of this ridge are the small forms of a handful of buildings, and barely discernible amidst them is the broad, flat circle of a landing pad.

When the heroes arrive, there are no signs of any other ships or of any movement around the buildings. Although the heroes don't know it, however, the colony does contain a few unpleasant surprises.

#### **1. Landing Pad**

Anyone who succeeds at a DC 24 Survival check can notice the telltale signs that a ship had recently landed here; those who succeed at a DC 27 can tell that it was a YT-1300 freighter. In the same way, those who make a DC 21 Perception check can find small pieces from the droids that attacked, and a DC 12 Knowledge: technology check allows a character to identify them as belonging to B1 battle droids.

#### **2. Barracks**

Evidence of a quick evacuation is readily available in both of these buildings. The bunk beds have not been made, there is food and even a sabacc game left on the tables, and personal items are generally strewn about.

#### **3. Comm Center**

While this should be the source of the distress signal, it isn't. Characters entering this building might notice (DC 15 Perception check) that the subspace radio has been removed; a DC 18 Mechanics check can confirm that it was taken out hastily, but in a way that would keep it in working condition.

#### **4. Equipment Storage**

This building has been thoroughly rifled; boxes and loose spare parts are strewn about the floor. A careful inspection, however, can turn up some items that the colonists missed in their mad grabbing of supplies.

### **Perception**

<b>Check</b>	<b>Result</b>
15	Enough supplies for two medpacs
20	A magna-grapple and fifty meters of syntherope
25	The power coupling for a repulsorlift engine
30	One demolition charge (6d6 damage)

Finally, there is a datacard containing an operator's manual for a mole miner unit amidst the debris (DC 18 Perception check).

#### 5. Vehicle Storage

This building is empty. It did once contain a pair of mole miners, however, a fact that might be recognized if the heroes succeed at a DC 15 Perception check and DC 12 Knowledge: technology check to notice and correctly identify a small spot of repulsorlift drive coolant on the floor.

#### 6. Mess Hall

Judging by the discarded plates and unfinished food on the tables here, the heroes should again be able to deduce that the occupants left in a tremendous hurry. The supply of food has attracted other attention, as well, in the form of a couple of woolly veermoks.

### **Event 2—Into the Tunnels**

Using either a sensor pack or their ship's sensors, the heroes might (DC 15 Use Computer check) be able to home in on the distress signal; it is emanating from outside the camp, apparently back by the ridge of hills that stand behind it. In the same way, a character who examines the snow around the colony and succeeds at a DC 20 Survival check can find tracks of both droids and humanoids (booted feet) heading in the direction of the hills. Closer inspection reveals the entrance to the farming tunnels.

#### 1. Entrance Tunnel

Even from this area, the noise of the pumping system is quite loud. Additionally, those who are perceptive (DC 15) can hear the echo of occasional blaster fire. It is also notably warmer here than outside, indeed even humid and almost hot.

#### 2. Main Passage

Each of these areas has been dug out with the mole miners, creating a smooth rock ceiling overhead and a floor of fertile dirt beneath one's feet.

#### 3. Spring

The source of the heat in the tunnels is this pool, which is fed by a flow of geothermally heated water from deeper underground. In the back wall of the pool is a narrow passage that connects with the one on the other side of the cave-in (DC 24 Perception check to notice), allowing characters to access the other side without having to face the droids.

#### 4. Pump System

The source of much of the noise is this mechanism, a pump hooked up to a network of distribution pipes hung from the ceiling overhead. This runs periodically, creating a mist that keeps the fungus hydrated. Quick-thinking heroes might be able to use this to their advantage, timing their movements to coincide with times when the pump is running and thereby gaining concealment from the droids.

### 5. Fungus Patch

The fungus here grows thick and tall, providing 50% concealment to those inside it. Periodically a fine mist of heated water sprays from the pipes overhead, allowing the fungus to flourish.

### 6. Cave-In

The colonists, during their retreat into the tunnels, caused this cave-in to create a barrier against the pursuing droids. Since then it has created something of a stalemate, allowing the Twi'leks to take up firing positions while the droids must venture into the narrow opening. The battle droids, for their part, are slowly removing the rubble so as to be able to finish off their quarry. There are six battle droids in plain sight here, with another half dozen waiting in the shadows for the time when they can make their charge.

### 7. Colonists

Although the Twi'leks have fought valiantly, they are gradually running out of time. Half of them have already been incapacitated, and those who are still conscious are tired, hungry and beleaguered. They are also almost completely out of ammunition, although the droids haven't yet realized this.

## **Event 3—Unexpected Arrivals, Part 1**

If the heroes can defeat the battle droids, they win some time in which to recover. The Twi'leks are, of course, quite grateful for the rescue, but they're not completely out of danger yet.

Heroes who might wish to investigate the attack have a number of options for doing so. The Twi'leks, for their part, have no idea why they were targeted. All they know is that the droids arrived in an unmarked freighter, set down on the landing pad and marched out on the warpath. Those who were able to escape into the caves took up cover there (triggering the partial cave-in to build up their defenses), and so have no idea what happened to the freighter. If she is questioned specifically about the mole miners, or if she has a chance to inspect the damage to the buildings on the surface, Dihal can confirm that the mole miners were stolen.

A search of any droids or droid parts remaining after the battle reveals that they have been modified in two ways. First, all of the identification numbers have been removed, leaving no way to trace their origin. Second, a DC 15 Mechanics check can confirm that they have had basic processors added in place of the normal remote receivers, allowing them to operate independently rather than relying upon a control signal.

Those who are working with the droids also have a chance of noticing (DC 12 Perception check) that the droids are receiving a comm signal on their internal comlinks; some scanning (DC 18 Use Computer check) reveals that it is coming from close orbit. Provided someone can understand Binary or find a translator, the message can be understood:

“Prepare for extraction. ETA: five minutes.”

Once the heroes have this information, they have only a limited amount of time in which to prepare for the return of the freighter. This should create a scene of tense expectation and frantic activity, leading up to the arrival.

When it does arrive, the freighter sets down on the landing pad just as it did previously. Unless the droids have been given a reason to suspect danger, one squad of eight marches out through the colony to retrieve any remaining comrades. Once attacked, they fight ceaselessly. Four more remain aboard the freighter, along with a 3PO protocol droid and an R2 astromech who serve as communications officer and pilot. Should they see the other squad being overrun, the ones aboard the ship try to close up and flee from the scene. The astromech droid seals the door to the cockpit and then tries to lift off; if it can do so and leave the atmosphere, it then opens the ship's main hatch in an effort to vent the air and suffocate the heroes. In this event, refer to page X in the Saga Edition Core Rulebook for the effects on characters of exposure to a vacuum.

If the heroes can manage to enter the ship and defeat the crew, they can claim it, as detailed below. There is nothing aboard it, seeing as the droids require no provisions and shut themselves down while in transit. Like the droids themselves, it has all identifying marks removed, including the transponder codes.

#### **Event 4—Unexpected Arrivals, Part 2**

Once the heroes have dealt with the second group of droids, one danger still remains. Those who happen to be near a sensor suite might notice the arrival of an Imperial system patrol vessel, one that has come in response to the distress signal.

With a final rumble of its repulsorlifts, the system patrol vessels settles down onto the colony's landing pad. As its boarding ramp opens, a squad of snowtroopers marches down, followed by an Imperial lieutenant in cold weather gear. He scans the situation in the camp before approaching the nearest Human character. "We detected a distress signal from this location. What has happened here?"
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There are two dangers in this situation. One is if the heroes have left any evidence of being Jedi, such as battle droids that have been chopped to pieces with a lightsaber, in which case they need to clean up any such revealing clues. The other comes from the fact that the Twi'leks in the colony are escaped slaves; legally they belong to their owners, and should be returned to those beings. Anyone around Dihal might notice (DC 15 Perception check) her agitation and worry, which is readily apparent to those who understand the head-tail language of her species.

This should be a chance for talkative characters to come to the fore. Play up the lieutenant's scrutiny of the situation; let him ask some probing questions about the colony and the attack on it. As long as the heroes can provide a satisfactory explanation of the Twi'lek's business here, the lieutenant can be mollified. He orders that the battle droids, along with the astromech and protocol droid, be taken as evidence, but can be persuaded (DC 15) to let the heroes claim the freighter as salvage. Note that he doesn't suggest the idea, but can be persuaded if the heroes make a solid case for their doing so.

#### **Conclusion**

As long as the heroes can defeat the battle droids and prevent the nature of the colony from being revealed to the Imperial authorities, they win the Twi'leks' undying gratitude. They are welcomed to visit and stay whenever they wish. Although Dihal and the

Twi'leks have little that is of much monetary value, they ask the heroes to return each harvest season to be given part of the colony's harvest. In this way the colony can become something of a recurring element in the campaign, providing an indication of the passage of time. More importantly, should any of the heroes be romantically inclined toward Dihal or any of the other Twi'leks, this annual visit could provide an opportunity to develop that situation.

**Resolution and Rewards**

1000 XP	For defeating the battle droids and deceiving the Imperial system patrol
One YT-1300 transport	For successfully arguing that they should be granted a salvage claim

## Appendix 1—*Dramatis Personae*

### **Dihal'uma**

Medium Twi'lek Noble 2

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

**Init** +8, **Senses** Perception +4 (Low-light vision)

**Languages** Ryl, Lekku, Basic, Huttese, Bocce, Shyriiwook, Gamorrean, Sullustese

**Defenses** Ref 14 (flat-footed 12), Fort 15, Will 12

**Hp** 21, **Threshold** 14

**Speed** 6

**Melee** description +1 (1d6, stun baton)

**Ranged** description +3 (3d6, blaster pistol)

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

**Abilities** Str 10, Dex 14, Con 10, Int 14, Wis 6, Cha 20

**Talents** Coordinate

**Feats** Linguist, Skill Focus (Deception), Weapon Finesse

**Skills** Deception +16, Gather Information +11, Initiative +8, Knowledge (galactic lore) +8, Knowledge (social sciences) +8, Perception +4, Persuasion +11, Use Computer +8

**Possessions** Blaster pistol, stun baton, comlink, cold-weather clothing, various farming equipment

### **Imperial Lieutenant**

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



**Twi'lek Farmers**

Medium Twi'lek Non-Heroic 1

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

**Init** +0, **Senses** Perception -1

**Languages** Ryl, Lekku, Basic

**Defenses** Ref 10 (flat-footed 10), Fort 10, Will 9

**Hp** 4, **Threshold** 11

**Speed** 6

**Melee** description +0 (1d6)

**Ranged** description +0

**Base Atk** +0, **Grapple** +0

**Abilities** Str 11, Dex 10, Con 11, Int 10, Wis 8, Cha 13

**Talents** None

**Feats** Skill Focus (Survival), Skill Training (Treat Injury), Weapon Proficiency (simple weapons)

**Skills** Survival +9, Treat Injury +4

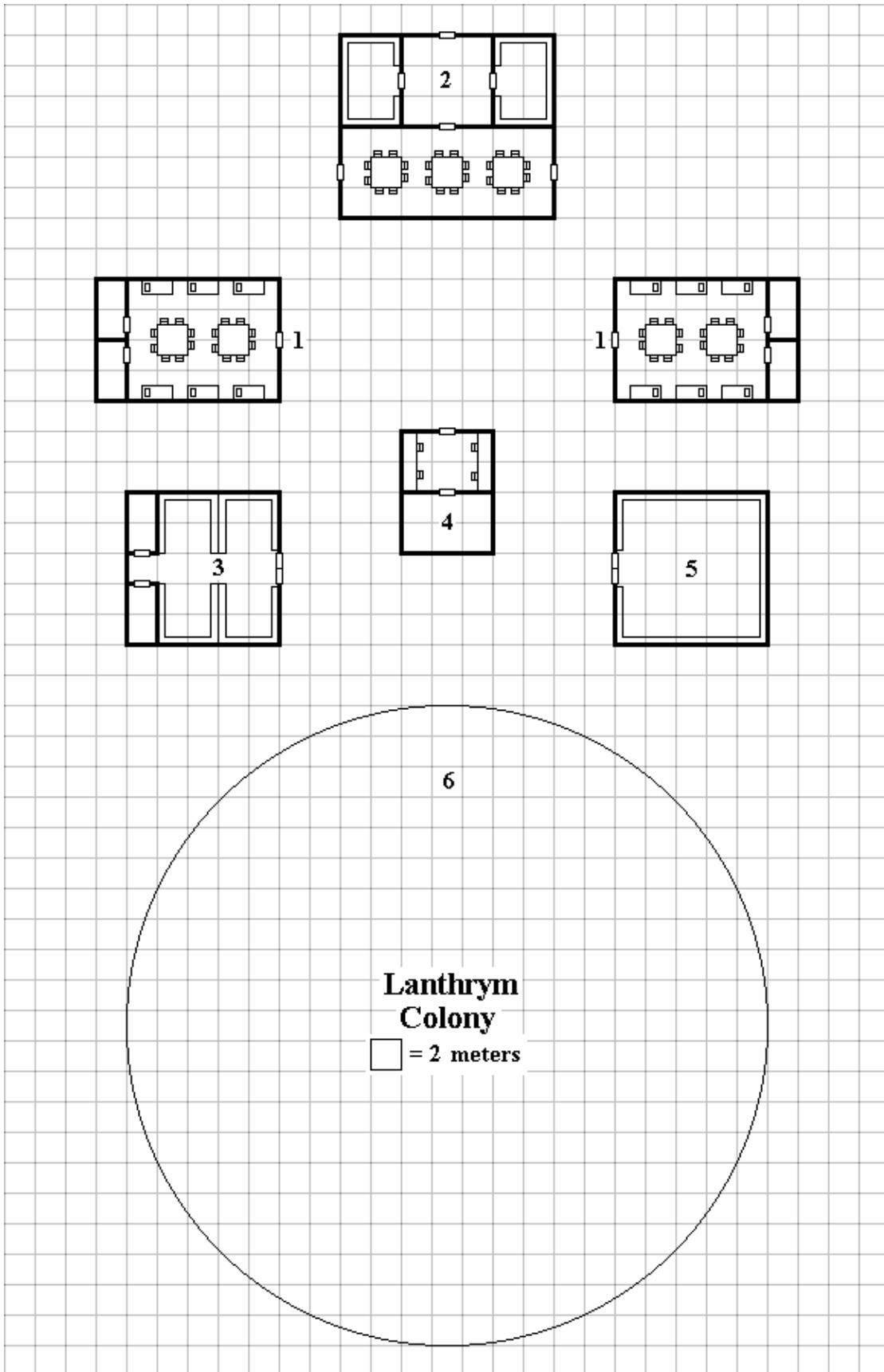
**Possessions** Cold-weather clothing, various equipment related to farming

**B1 Battle Droids**—Use the statistics provided on page 199 of the Saga Edition Core Rulebook.

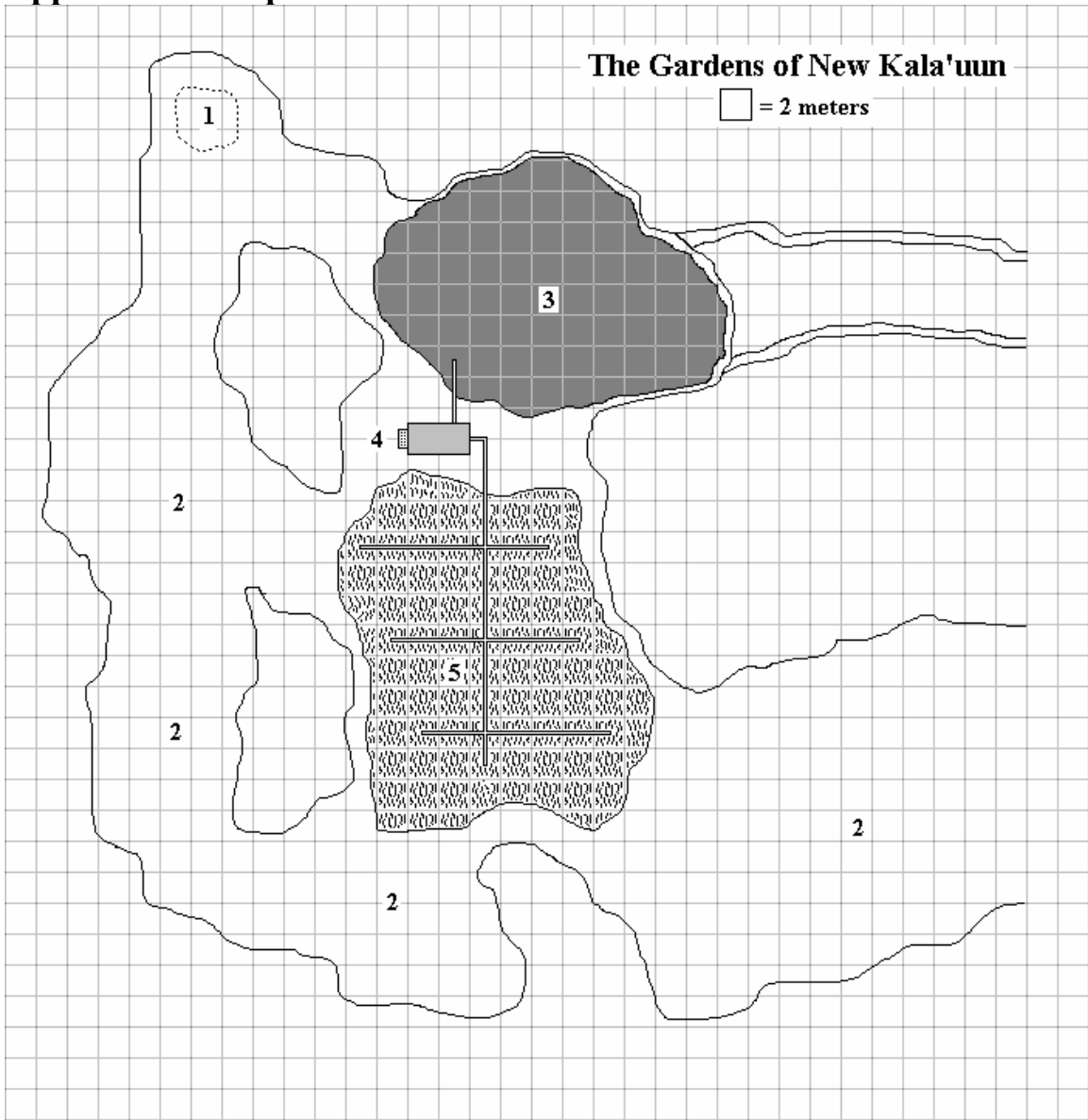
**B2 Battle Droids**—Use the statistics provided on page 199-200 of the Saga Edition Core Rulebook.

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

## **Appendix 2—Map of the New Kala'uun Colony**



### Appendix 3—Map of the Gardens



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