

# Explosive Developments

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*  
from Wizards of the Coast, Inc.

*As the Empire continues to strengthen its control of the galaxy, a few brave beings dare to speak out against such tyranny; naturally, the heroes find themselves in the middle of the growing conflict.*

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**

During the months following Palpatine's subversion of the Old Republic and establishment of the New Order, a small but vocal political movement has arisen in the Raltir System, one that is opposed to the draconian policies of his government. Led by a charismatic young senator named Mera Hesh, it is a peaceful movement; non-violent protest and the spread of information are its only weapons. Nevertheless it has managed to become quite a thorn in the side of the local governor, by organizing labor strikes, working to expose Imperial misdeeds and drawing attention from outside the system.

Because of this, the Internal Security Bureau has decided to eliminate the problem by destroying its leadership. Knowing that the group is planning a protest in a major port city on Raltir, one ISB agent has hatched a plot to kill one of its leaders while at the same time discrediting others. He intends to set off a bomb in one of the docking bays, killing an influential local banker in the blast, while planting evidence that the protesters are responsible for the tragedy.

## **Introduction**

This adventure begins while the heroes are relaxing at a cantina near to the spaceport's docking bays. They are jolted out of their reverie when the ground shakes; a DC 12 Perception check allows them to hear the faint whine of emergency claxons from outside.

## **Event 1—Up in Flames**

Those who investigate find a scene of absolute chaos outside. It seems that a refueling system has exploded while it was attached to a docked ship; now the entire docking bay is in flames. A DC 15 Perception check at this point reveals the presence of a pair of technicians, now trapped in one corner by debris and the spreading flames. They've already suffered some damage from smoke inhalation and the heat (three steps on the condition track), so they are hard-pressed to move without assistance.

Hopefully the heroes can devise a plan for rescuing the technicians, no doubt requiring some adjudication on the part of the GM. In doing so, it is important to keep in mind a few aspects of the situation:

- All characters within four meters of the flames (as detailed on the map) suffers an attack against their Fortitude defense at +8, for 1d6 hit points damage, during each round.
- Another DC 15 Perception check allows a character to notice two barrels of starship fuel toward which the flames are spreading; if the flames reach them in three rounds, they explode (+10 area effect attack against Reflex defense for 5d6 damage).
- A DC 18 Perception check reveals the presence of Hargas Thaylock amidst the wreckage of the speed; a DC 12 Treat Injury check can confirm that he is quite dead.

Five rounds after the heroes arrive, Mera Hesh makes her appearance. She is followed five rounds later by a rescue team and a squad of stormtroopers. This provides a small amount of time in which the heroes can learn her identity and the fact that she'd come to meet the late Mr. Thaylock, something she openly admits if questioned about it. Perhaps more importantly, it gives the heroes a chance to see that her shock and pain upon

learning of Thaylock's death are quite legitimate—something that any Perception check can confirm.

When the Imperials arrive, they immediately seal off the docking bay and begin asking questions. While the heroes' attention is thus occupied, an Imperial technician replaces the information in the bay's security camera with a prepared recording implicating Senator Hesh. After the apparent discovery of this footage, the Imperials place her under arrest. There should be enough of an Imperial presence at the time to discourage the heroes from interfering directly, but this should be a displeasing decision for them to make. Indeed, even if they just begin asking difficult questions, the Imperials turn their scrutiny upon them and make it clear that they won't tolerate any interference or disruption.

### **In the News**

To add just a little more drama for the heroes, they are approached by a soon-to-arrive HoloNet News team that is covering the incident. (Once word of the senator's arrest begins to spread, the incident becomes really big news.) The reporter, an attractive young Human named Ulli Gara, with a holorecorder operator in tow, approaches the heroes for an interview. This should be a bit worrisome for any Jedi heroes and others who have any criminal history, and it is up to them to handle the situation accordingly.

Quick-thinking heroes could use this development to their advantage, as well. Since Gara is a bit of a local celebrity, she has connections throughout the city. She is also highly interested in investigating the assassination, and as such can be a valuable source of information for the heroes. For example, she is familiar with the background information pertaining to Mera Hesh and Hargas Thaylock, and knows a fair amount about the beings who work with them. Keep in mind that Gara is in this for the big scoop, however; while she is generally a good being, she wants to be able to break the news first. (It should be really good for ratings, after all.)

### **Event 2—Back in the Bay**

Should the heroes want to pursue their investigation further, the best way to begin doing so is by searching the docking bay again. The tough part about this is that, as a crime scene, all access to the area is denied; in fact, a squad of stormtroopers has been left behind to guard it. If the heroes are clever, however, they might be able to conduct their investigation without provoking a fight.

A DC 20 Mechanics or Knowledge: technology check allows a hero to recognize that the bay's security system can be accessed from atop the wall that surrounds it, provided a character is stealthy about it. With a DC 18 Mechanics check (to access the circuitry), followed by a DC 20 Use Computer check, the heroes can obtain a copy of the aforementioned security footage. With this and a datapad or a portable computer, a DC 25 Use Computer check allows them to reveal that the footage has been doctored to implicate the senator. Another such check can isolate one particular frame that was not modified so cleanly as the others, one in which the being planting the explosive device can clearly be seen to have black fur.

In the event that the heroes are discovered by the stormtrooper guards who are guarding the docking bay, they should consider making a hasty exit. Although the half dozen troopers who are stationed here might not pose too much trouble, they can some

reinforcements to make things much more difficult. This, coupled with the fact that being hunted by the authorities would make the investigation much more troublesome, ought to dissuade them from attempting a direct confrontation.

### **Event 3—About Town**

A few questions in the right places (that is, the local wretched hives of scum and villainy), along with a DC 15 Gather Information check, reveals the name of the place to find Sen Wral—a cantina known as the Dive. Clearly, this establishment is not a tourist spot. Refer to the map in the appendix for the appropriate area details.

#### **The Dive**

Refer to the appropriate map in the appendix for the layout of this establishment. The bar has two entrances, one in the front off of the main thoroughfare and one in the back that leads to the alley behind the place. The bar is situated in the middle, while four levels of seating are arranged in tiers against the interior walls. Each level is assigned a pair of servers; drinks are brought to them by hovering droids that float continually through the air. Access to the upper levels is via the stairwells in the corners. While this makes traffic in the establishment rather difficult, it tends to suit the regular clientele—they appreciate a chance to size up any visitors from a good vantage point.

When the heroes arrive, they find Wral at a table in the back corner, toasting to his success. Should they try to feign an interest in hiring him, he claims ignorance; if they probe him about Thaylock's death, he responds in a similar manner. On the other hand, if they intimate that they have evidence connecting him to the murder, he may be willing to talk.

What Wral doesn't know is that the Imperials have no intention of leaving him as a loose end. Just as the heroes are coming down to business with him, a squad of stormtroopers arrives, along with an I.S.B. Officer, to take Wral into custody. (Their claim is that, under interrogation, Senator Hesh confessed to hiring the Shistavanen assassin.)

Now, it's quite possible that this situation could cause a moral dilemma for the heroes, and understandably so. After all, Wral is a killer, but he's also the only connection that the heroes have to clearing the senator's name. Realizing that he's probably been betrayed, he suddenly becomes willing to tell the heroes what he knows if they help him evade capture. On the other hand, if they remain aloof, he attempts to shoot his way out of the cantina. The stormtroopers have orders specifically not to take him alive, so they are likely to shoot and kill him if he doesn't have any help.

Provided that he survives the encounter, Wral can provide the heroes with one additional piece of information: somebody inside Thaylock's organization tipped him off to the time and location of his meeting with Hesh, a meeting that was supposed to be top secret. While that along might not mean a whole lot to the heroes, with a little bit of investigation (DC 20 Gather Information or Use Computer checks, or perhaps a comlink call to Ulli Gara), the heroes can discover a potential culprit—Wot Lu, Thaylock's personal aide and the being widely regarded as most likely to step into the leadership of Thaylock's company.

For his part, if the heroes don't turn him over to the Imperials, Sen Wral goes to ground. He could make an interesting encounter later in a campaign, perhaps as an erstwhile ally but just as possibly as a mercenary opponent.

#### **Event 4—The Imperial Arms**

A DC 20 Use Computer or Gather Information check can reveal Wot Lu's address, an apartment in an upscale high-rise known as the Imperial Arms. If the heroes are going to find the proverbial warm blaster pistol, this is where they need to look; the trouble is that Lu pays good credits to live in a secure building.

Refer to the appropriate map in the appendix for the layout of the apartment complex. All of the doors are solidly built (DR 5 and 30 hit points); moreover, they can only be opened via a special keycard and a personal access code. This means that characters attempting to bypass the locks must succeed first at a DC 15 Mechanics check to rig a fake card or to access the lock's inner circuitry, followed by a DC 25 Use Computer check to enter a false code—and this doesn't even take into account the video feed that looks out on each entry, monitored by the security guards in the main lobby. At any given time, two guards are on duty at the lobby station while two more patrol the building. A third pair generally take their leisure in the break room, within calling distance of the front desk.

Another option for gaining entrance is via the airspeeder garage on the building's top level. This area is open to the sky above, although the entrance to the rest of the building is sealed in the same manner as the doors detailed above, and two guards are stationed just inside the entrance. The possible advantage here is that, if the heroes can stage some kind of distraction, they can lead the guards away from the doorway and perhaps force their way into the building.

Other possibilities for gaining access to the building include pretending to be a resident who has misplaced a key card (requiring a Deception check opposed to the target's Perception check), masquerading as a local aristocrat and arranging a tour of one of the open apartments, or any other scheme that the heroes can devise. One important consideration for the heroes to keep in mind is that Wot Lu is generally home outside of the normal working day (08:30 until 17:30), something that could make gaining access to his apartment much more difficult than normal.

The apartment itself is a relatively small affair situated on one end of the eighth (and top) floor. The front room is split between a dining area and an entertainment section; the table is of fine imported *wroshyr* wood, while the holoprojector and sound system are cutting edge. The largest of the three rooms is Lu's bedroom, with the Neimoidian's office next to it and the 'fresher in the corner. All three of these rooms are locked, although the locks can be bypassed with a DC 10 Mechanics check and a DC 15 Use Computer check. While probably none too difficult for the heroes, these tasks do take time—something that the heroes might be lacking if they haven't been very cautious in pursuing their goals.

There is also the matter of the nasty surprise that Lu has left behind for any uninvited guests, in the form of two quadripedal GV-series guard droids. They are programmed to attack intruders as well as to defend their master, so they attack the heroes regardless of whether Lu is home or not. If the Neimoidian is present, he lets the guard droids slow the heroes while he calls for help and slips into his office. Once there,

he immediately begins to destroy the information on his computer; how much time he has to do so determines how difficult it is for the heroes to recover the information. The call for help brings a squad of stormtroopers after ten rounds, too, to add to the excitement.

As long as the heroes can defeat or escape from the Imperial forces with Lu's computer in their possession, they should be able to recover the information stored on it.

<b># of Rounds:</b>	0	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15+
<b>Check DC:</b>	25	27	29	31	33	35	37	39	41

Stored in the computer are timetables for Thaylock's business on the day that he was killed, an address for and holographic schematic of the docking bay in which the murder was committed and a short dossier describing Sen Wral.

### **Event 5—Burden of Proof**

Once the heroes have acquired proof that Wot Lu is behind the assassination and not Mera Shey, they still face the task of using it to clear her name. After all, if they blithely hand it over to the Imperial authorities, it conveniently disappears. On the other hand, if they make use of Ulli Gara or otherwise leak the information to the local press, it spreads too quickly for the Imperials to cover up the discovery. With such widespread dispersal of the information, the Imperials have no choice but to let it clear Senator Hesh's name.

### **Conclusion**

Senator Hesh, for her part, is quite grateful to the heroes for clearing her name. After all, life imprisonment or even execution was a real possibility for her. She pays the party a sum of ten thousand credits as a token of her gratitude. Perhaps more importantly, however, she has other possible uses for quick-thinking, noble-minded heroes such as them. She is, after all, a member of the fledgling resistance movement, and a well-connected one at that. If the heroes would be interested in future opportunities to fight the tyranny of the Galactic Empire, she can certainly provide them.

### **Resolution and Rewards**

1000 XP                      For successfully gathering enough evidence to clear the Senator's name. (Award  $\frac{3}{4}$  experience if the heroes nearly succeeded and  $\frac{1}{2}$  if they were on the right track but didn't make it very far.)

## Appendix 1—*Dramatis Personae*

### **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, Shyriwook, 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

**Imperial Stormtroopers**—refer to page 279 in the Star Wars RPG: Saga Edition core rulebook.

### **Senator Mera Hesh**

Medium Human Noble 6

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

**Init +3, Senses Perception +14**

**Languages** Basic, Bothan, Huttese, Neimoidian

**Defenses** Ref 17 (flat-footed 17), Fort 16, Will 19

**Hp 27, Threshold 16**

**Speed 6**

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

**Ranged** +4

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

**Abilities** Str 10, Dex 10, Con 11, Int 12, Wis 13, Cha 17

**Talents** Connections, Educated, Wealth

**Feats** Linguist, Skill Focus (Deception, Gather Information, Knowledge: bureaucracy, Perception)

**Skills** Deception +16, Gather Information +16, Knowledge (bureaucracy) +9, Knowledge (galactic lore) +9, Knowledge (social sciences) +9, Perception +14, Persuasion +16, Use Computer +9

**Possessions** (Normally) Datapad, comlink, pocket scrambler

**Sen Wral**

Medium Shistavanen Scoundrel 4

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

**Init** +11, **Senses** Perception +1 (Low-light vision)

**Languages** Shistavanen, Basic

**Defenses** Ref 20 (flat-footed 16), Fort 15, Will 13

**Hp** 31, **Threshold** 15

**Speed** 6

**Melee** Stun baton +4 (1d6+3)

**Ranged** Blaster pistol +7 (3d6+2)

**Base Atk** +3, **Grapple** +4

**Atk Options** Point Blank Shot, Precise Shot, Rapid Shot

**Abilities** Str 12, Dex 18, Con 12, Int 12, Wis 8, Cha 7

**Talents** Knack, Lucky Shot

**Feats** Dodge, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot

**Skills** Initiative +11, Mechanics +8, Pilot +11, Stealth +11, Use Computer +8

**Possessions** Blaster pistol, comlink, pocket scrambler, datapad, electronics tool kit

**Ulli Gara**

Medium Human Noble 2

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

**Init** +1, **Senses** Perception +11

**Languages** Basic, Huttese, Ryl, Shyriiwook

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

**Hp** 21, **Threshold** 12

**Speed** 6

**Melee** Unarmed +1 (1d3+1)

**Ranged** +2

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

**Special Actions** Inspire Confidence, Inspire Haste

**Abilities** Str 10, Dex 12, Con 11, Int 12, Wis 10, Cha 16

**Talents** Inspire Confidence, Inspire Haste

**Feats** Linguist, Skill Focus (Gather Information, Perception)

**Skills** Deception +9, Gather Information +14, Knowledge (bureaucracy) +7, Knowledge (galactic lore) +7, Knowledge (social sciences) +7, Perception +11, Persuasion +9, Use Computer +7

**Possessions** Comlink, datapad, personal holorecorder



**Wot Lu**

Medium Neimoidian Scoundrel 4

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

**Init** +4, **Senses** Perception +7 (Special)

**Languages** Neimoidian, Pak Pak, Basic, Huttese, Duresse, Ryl

**Defenses** Ref 18 (flat-footed 16), Fort 14, Will 15

**Hp** 27, **Threshold** 14

**Speed** 6

**Melee** Unarmed +2 (1d3)

**Ranged** Blaster pistol +5 (3d6+1)

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

**Abilities** Str 9, Dex 14, Con 10, Int 17, Wis 10, Cha 17

**Talents** Fool's Luck, Knack

**Feats** Dodge, Mobility, Skill Focus (Deception, Perception, Use Computer)

**Skills** Deception +15, Gather Information +10, Knowledge (bureaucracy) +10, Knowledge (galactic lore) +10, Perception +12, Persuasion +10, Use Computer +12

**Possessions** Comlink, pocket scrambler, datapad, blaster pistol, personal computer (in apartment)

**Wot Lu's GV-Series Guard Droids**

(Note: these droids were originally published on page 59 of the *Arms and Equipment Guide* and have been modified for Saga Edition based on those statistics.)

Medium Droid (4<sup>th</sup>-Degree) Non-Heroic 4

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

**Init** +2, **Senses** Perception +7

**Languages** Binary

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

**Hp** 18, **Threshold** 16

**Speed** 6

**Melee** Vibrodagger jaws +5 (2d4+4)

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

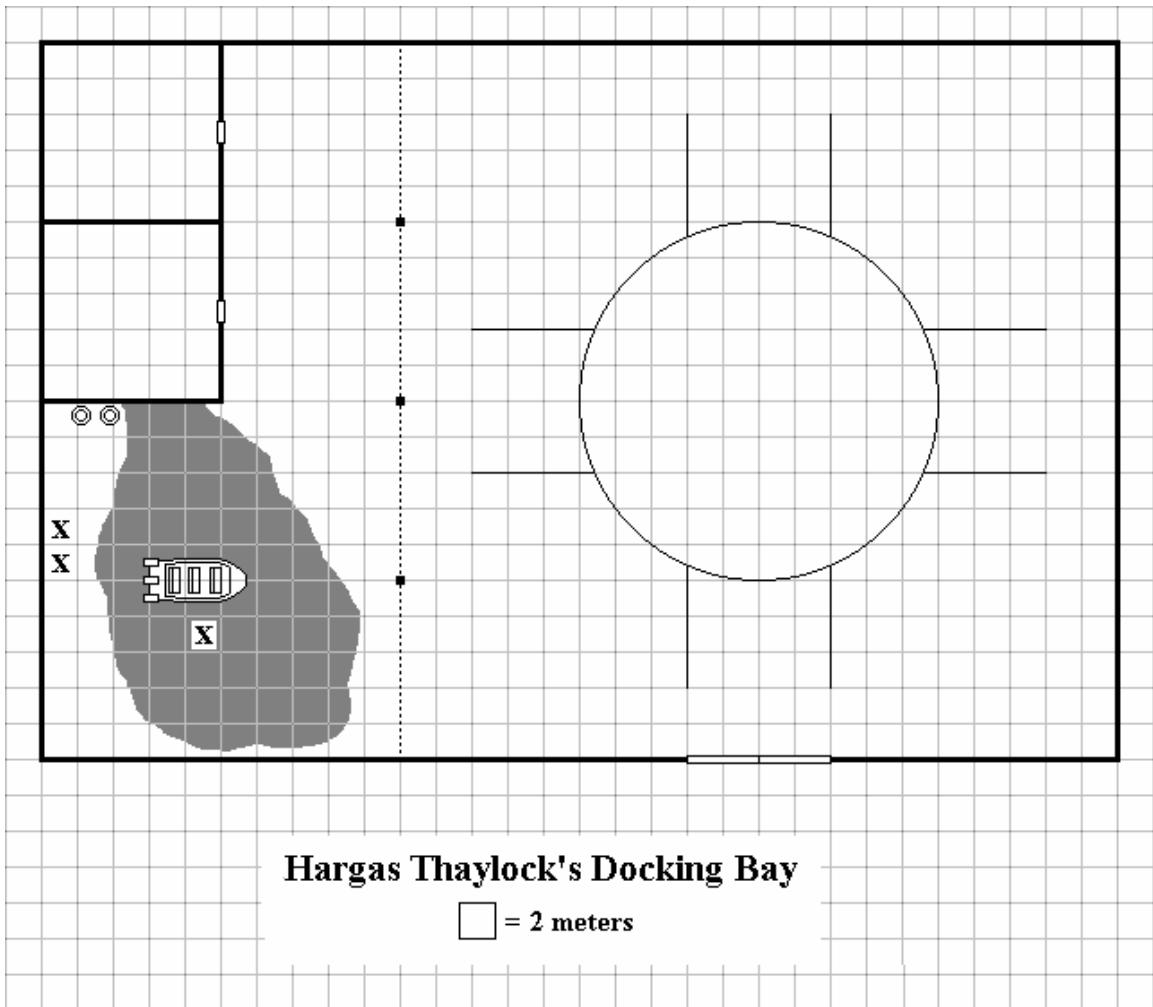
**Base Atk** +3, **Grapple** +5

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

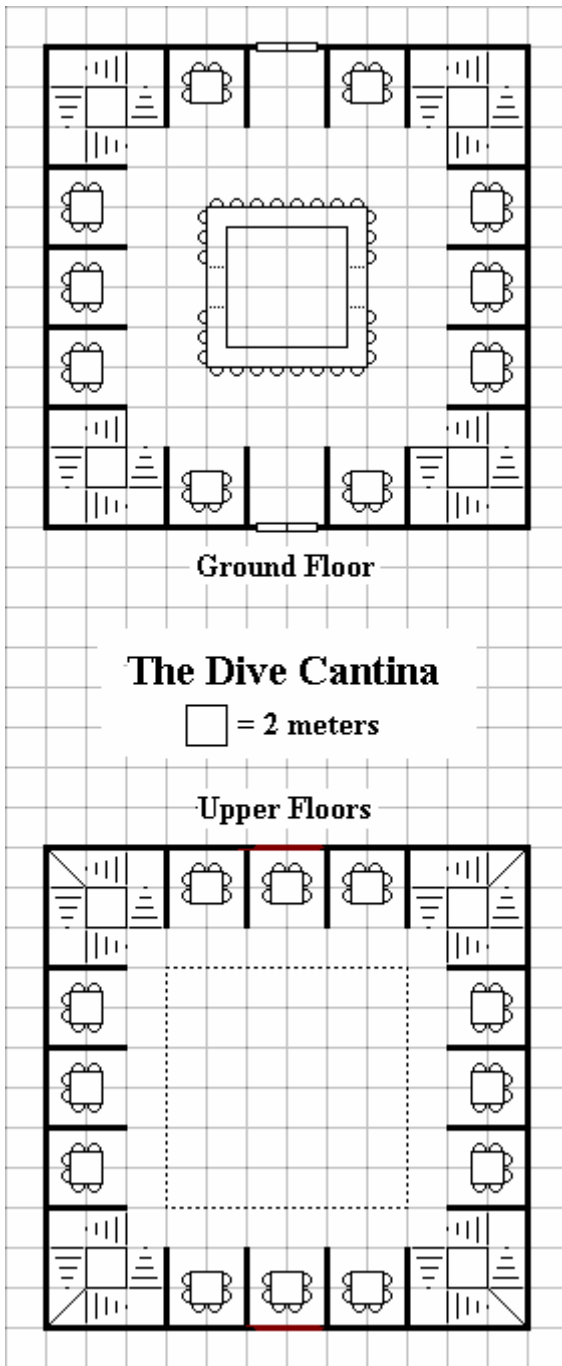
**Feats** Skill Training (Persuasion), Weapon Proficiencies (simple weapons and blaster pistols)

**Skills** Perception +7, Persuasion +7

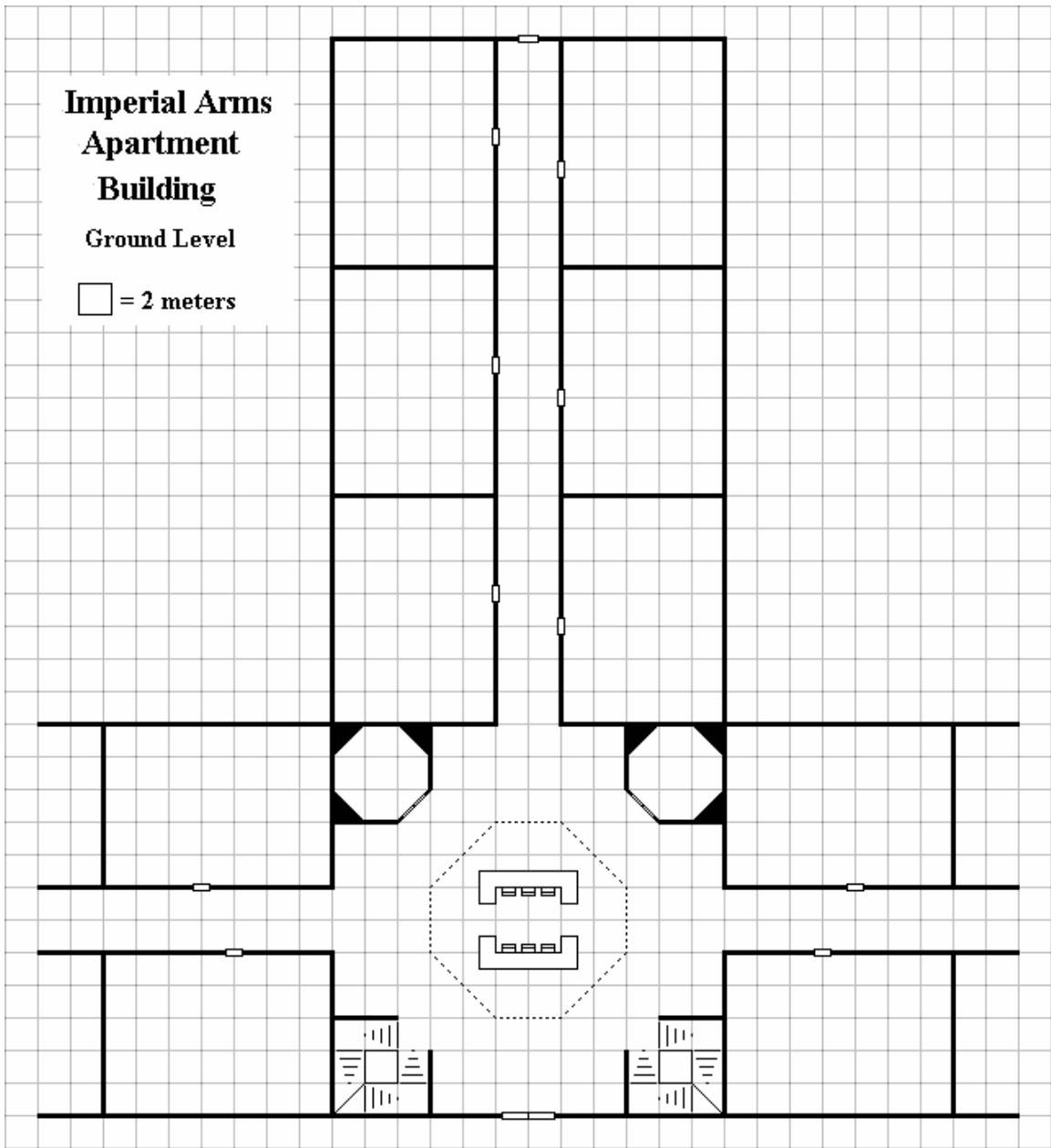
## Appendix 2—Docking Bay Map



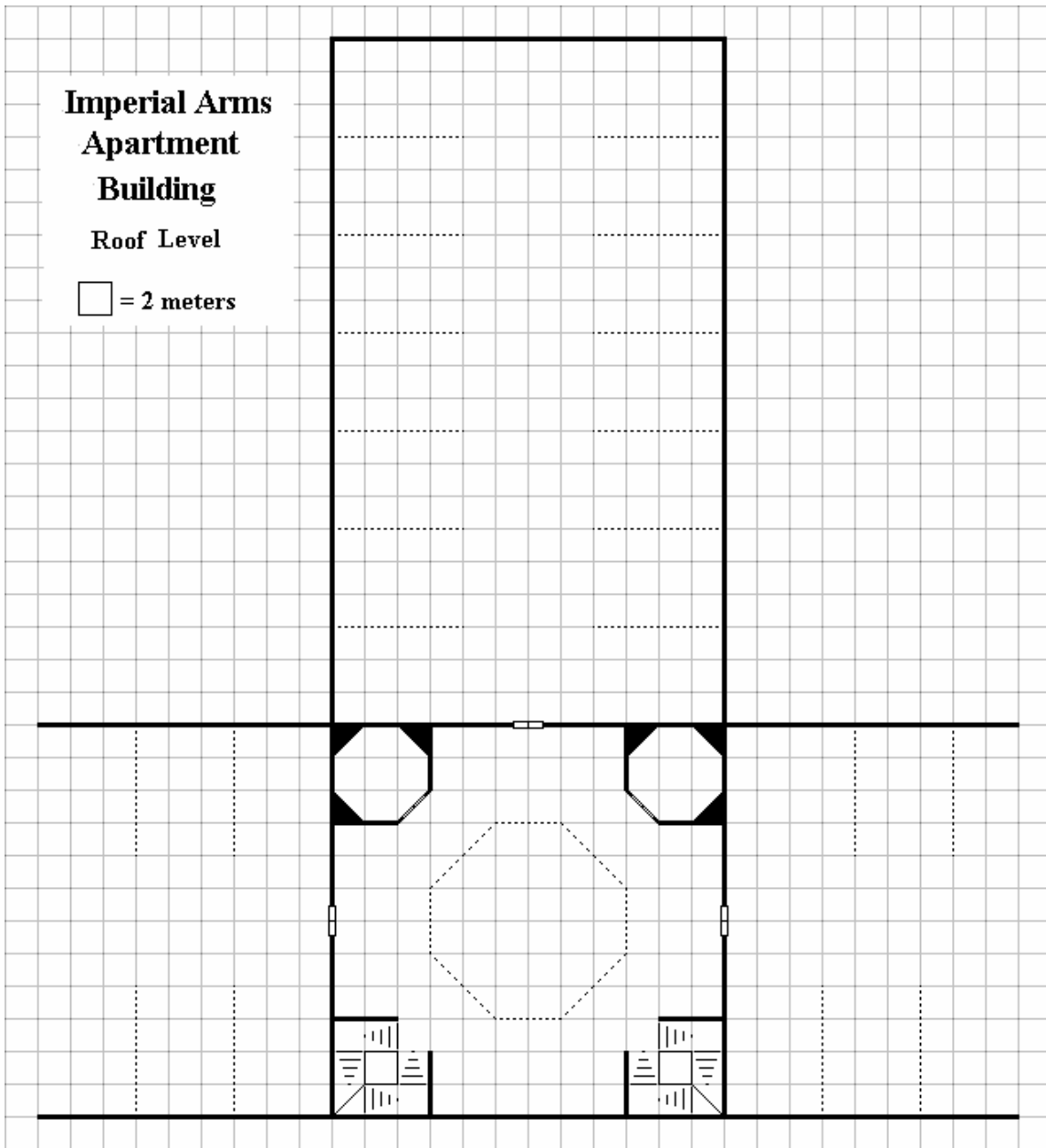
### Appendix 3—Cantina Map



# Appendix 4A—Apartment Complex Map (Ground Level)



# Appendix 4B—Apartment Complex Map (Upper Levels)



# Appendix 4C—Apartment Complex Map (Rooftop)

