

Trouble on Kashyyyk

A standalone adventure written by Nick LaCroix

*This adventure requires the **Knights of the Old Republic Campaign Guide** and **Threats of the Galaxy** supplement books. However, this campaign should be able to be altered for any era of play.*

Synopsis

A Republic cargo ship has crash landed on Kashyyyk. The party has been sent in to find the crash site and retrieve a container that Republic scientists claim holds a “precious specimen”. The scientists claim that this specimen is important to furthering military research.

Scene 1

Rough Landing

The heroes have docked and are in the hangar. The hangar exit leads out to a large catwalk system high in the trees. The treetop walkways can be designed to the GM’s liking, but there are three points of interest.

Points of Interest:

- 1) **Czerka Office/Supply Building:** This building can be used to buy basic supplies (such as medpacs). If the party is trying to get a lift pass (see below), the *Czerka Associate* managing this building can be swayed into selling them one. The **Czerka Office/Supply Building** has two guards at the entrance of the structure.
- 2) **Holding Area:** This area is where wookies are held while waiting to be transferred or assigned owners. (see below for significance)
- 3) **Lift:** This lift brings the party down to the surface of Kashyyyk. A lift pass (or major distraction) is required to use the lift. (see below) The **Lift** is about 6-12 squares from the **Holding Area**. A *Czerka Associate* mans the lift at all times. There is one guard on the catwalk next to the lift.

Note: For guards, use enemy stats of non-force users from the *The Sith* section that will provide a medium challenge for the party.

As the party approaches the **Lift**, they will notice the **Holding Area**. Currently there is only one wookiee being held in a cage for transfer. There are three guards in the holding area.

When the party reaches the **Lift**, when they attempt to take the lift to the surface for the first time, the *Czerka Associate* will tell them that they must have a **Lift Pass**, otherwise he will not let them down. He will direct them to the **Czerka Office/Supply Building** to obtain a pass.

At this point there are three ways (unless the GM can come up with other feasible possibilities) to get to the planet’s surface.

- 1) Return to the **Czerka Office/Supply Building** and negotiate with the *Czerka Associate* to get a **Lift Pass**. Regardless of the method of negotiation (ie persuasion check, *Mind Trick*, etc.), the *Czerka Associate* will only sell it to them. If the GM feels imaginative, he can let the party somehow distract the *Czerka Associate* into another room and the party can use the computer terminal to write a **Lift Pass**.
- 2) The players can distract the guards in the **Holding Area** and release the wookiee. When released, the wookiee will go on a rampage. The three guards will be plowed through and the wookiee will head towards the **Czerka Office/Supply Building**. The *Czerka Associate* and guard stationed at the **Lift** will attempt to help quell the rampaging wookiee.
- 3) The lift operator and guard can be swayed for a price. However, he is not cheap. Without persuasion, the price is 3,000 credits per person. The players can perform a *Persuasion check* to lower the price. Consult the table below for the price.

<i>DC 15</i>	2,500 credits per person
<i>DC 20</i>	2,000 credits per person
<i>DC 30</i>	2,500 credits per person
<i>DC 40</i>	1,000 credits per person

Note: If option 2 is the route the players take, if the GM decides to do battle rules instead of scripted events, the wookiee in question is *Zaalbar*. Due to his imprisonment, **he has no weapons**.

Scene 2

The Mist Below

Once on the planet's surface, the party must locate the crash site. If the GM desires, the party may discover the crash site by walking in any direction. For a more believable scenario, the GM can plan out the direction and (unless the party guesses the right direction), have the party wander without aimlessly unless they discover the right direction by passing a **Perception check** or a **Survival check** (only if trained). If successful, the party member who succeeds will notice signs of a search team and other signs of disturbances indicated by the environment or wildlife.

The GM may also wish to have a random encounter(s) along the way. Players can avoid lower their chances of having random encounters with the native wildlife by making a successful **Survival Check**. The GM may follow the DC 15 rule as described in the core rulebook, or follow the example chart below.

Survival Check Effects

(Roll for this only once, even if there is more than one random encounter)

<i>DC 15</i>	Adds +2 to the GM's random encounter roll
<i>DC 20</i>	Adds +5 to the GM's random encounter roll
<i>DC 25</i>	Adds +7 to the GM's random encounter roll
<i>DC 30</i>	Adds +10 to the GM's random encounter roll
<i>DC 35</i>	Party has no random encounters

Random Encounter Enemies

(This table may be altered towards party level)

<i>1-5</i>	Party encounters a wild <i>Gundark</i>
<i>6-10</i>	Party encounters a wild <i>Katarn</i>
<i>11-17</i>	Party encounters a wild <i>Kintan Strider</i>
<i>18-20</i>	No encounter

It is up to the GM as to how long the journey to the crash site is and the shape of the terrain. GMs may extend this adventure by getting those creative juices flowing and adding more interesting navigation (i.e. maze or other obstacle to overcome), or it can a simpler scripted encounter sequence (e.g. party moves four times, each move the GM rolls a D20 for a random encounter).

Note: As per the scene title, there is a light mist covering the planet surface. If the GM decides to have encounters with small creatures (i.e. Kouhun, Ysalamiri, or any other size *Small* or lower creature the GM uses or creates), the creature(s) get an *Attack of Opportunity*.

Scene 3

The Crash Site

When the party reaches the crash site, they are up on a hill overlooking the wreckage. Unfortunately, the Sith seemed to have taken an interest and have arrived first. An example image of a possible ship layout is provided. The boarding ramp in the example is **3 spaces** wide. Preferably, the players are to the **Southwest** of the ship and the boarding ramp is facing **West**.

Towards the rear of the ship there is a **comm. station** set up. There are two *Sith Troopers* guarding the **boarding ramp**, two or three *Sith Troopers* on the opposite side of the ship, and two *Sith Troopers* at the back end of the ship. Every 5-10 minutes a *Sith Officer* will emerge from the **boarding ramp** and head towards the **comm. station** to report the current progress of the investigation.

Note: If the frequency of the *Sith Officer's* report is disturbed (i.e. the players kill him or detain him in any way), suspicion will be aroused. If the report is delayed for too long, reinforcements will be sent to the crash site via landspeeder.

Note: The *Sith Troopers* seem to know a lot more about what the cargo ship was carrying than the players. Something has them on edge. Because of this, they are easily distracted.

Note: If an alert is issued, enemies listed in the next section *may* come out of the ship to aid in the battle. It is up to the GM's discretion.

Scene 4

Something's Not Right

If the *Sith Officer* who makes the reports has not emerged (or re-emerged) from the ship, then the players will notice him examining the **Data Computer**. He will notice them immediately if the party did not enter stealthily.

Notes on Ship Interior: The circle marked as **Data Computer** in the example layout represents a circular terminal, where someone stands/sits in the middle of the circle and the terminal wraps around them.

Data Computer: If the players use the data computer, they can examine crew log entries and security logs. The security logs reveal the party being decimated by a large beast. Why did this beast attack the ship? Is this the "specimen"?

Maintenance Room: The **Maintenance Logs** hold nothing of real interest to the party. Engine failure is the last entry in the log before the crash.

Crew Quarters: There are several beds with a footlocker for each bed. Most of the footlockers are locked. They can be forced open. In such an event, the GM should consider giving fewer items than originally intended, due to breakage. Also, consider the method in which they are opened. Make too much noise and someone might hear it.

Engine Room: There are two *Sith Students* examining the engine room. Upon entry, if the party is sneaking around, make a single **Use the Force check**. On a success, the students will notice the party's presence and engage them; otherwise, they will not notice. After the battle with the *Sith Students* is over, the party will notice that the engine room is in chaos. Anything and everything is broken or destroyed. A great destructive force must have been through here.

Cargo Hold: A few containers spread around. The party will notice a large container that has been breached. By the looks of it, most likely the cause of the destruction in the **Engine Room**. A *Sith Mage*, who was inspecting the damage, turns and engages the party. After the battle, upon examination of the large container, the party determines that this is the container they were sent to retrieve. However, with its contents gone, the party must return empty handed.

Notes on Cargo Hold: Anytime during the fight, if the GM desires, have the party make a **Perception check** or a **Use the Force check**. On a success, the party notices one or two *Sith Assassins* sneaking up behind them. If failed, the *Sith Assassin(s)* get an *Attack of Opportunity*.

Maintenance Hatch: The party will only notice the hatch if someone makes a successful **Perception check**. The hatch can be used to sneak into other areas of the ship (assuming the party has a method of getting through the metal floor). The party may have to wait until people occupying the room above them have left before making their entrance.

Notes on Maintenance Hatch: If the party takes this route, the GM may wish to not have any encounters on the ship at all. Instead, if the party continues to sneak around, have only the battle with the “specimen” (as described below).

Scene 5

That Can't Be Good

Once the party has investigated the **Cargo Hold**, they must return to their ship back in the treetops. As the party begins to leave the ship, they hear a commotion outside. It sounds like the Sith are fighting a large creature ... and it doesn't sound like they're winning. Upon exiting the ship, the battle is over and the reinforcements sent by the Sith are destroyed. The landspeeder they arrived in is crushed and inoperable.

Note: There might be survivors that engage the party. Most likely they won't be a challenge for the party, but is an optional encounter.

On the way back to the ship, the GM may choose to have an encounter with “the specimen”. It is recommended that **if the party sneaked around** in the previous scene, that they encounter “the specimen”. If the party is still in good shape, the GM may wish to have the encounter with “the specimen” anyways.

If the GM chooses to not have the party encounter “the specimen”, then he may have random encounters again. Otherwise, have the party make a **Perception check**. On a success, the party notices a *Narglatch* jumping out of the forestry to attack them. If failed, the *Narglatch* gets an *Attack of Opportunity*.

Scene 6

Let's Get the Hell Out of Here

The party is now safely back on board their ship after either successfully defeating or fleeing from "the specimen".

If the party did not capture the "specimen":

On their journey home, the report to the Republic is not a pleasing one. If the party has a Jedi, the Jedi Council is upset with the lack of information provided, which put the party at risk. On top of that, the Senate sides with the Jedi Council. The Research branch of the military receives a good scolding or two.

If the party did capture the "specimen":

The party successfully delivers the "specimen" to the Republic scientists. If the party has a Jedi, the Jedi Council is upset with the lack of information provided, which put the party at risk. The Senate agrees with the Jedi Council.

The party receives another **2,000 XP** to split for surviving the perils they encountered on the surface of Kashyyyk.