

Wheel of Doom

A Star Wars Saga Edition RPG Adventure by Tony Pi and Robert Thellmann

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STAR WARS: SAGA

Adventure V WHEEL OF DOOM

Palpatine has branded the Jedi as traitors, and the Great Purge has begun. The survivors of Order 66 hide wherever they can find sanctuary.

The Wheel space station in Mid Rim seems to be a safe haven where the hunted may hide, but all is not what it seems.

A sinister conspiracy overshadows the dejarik tournament where the grand prize is the Nimbus Casino. There is much more at stake than the heroes realize...

This 36-page original adventure for the *Star Wars Saga Edition* Roleplaying Game is designed for four 5th-level characters, but may be modified for more or fewer players. The challenges may also be scaled up or down for parties of lower levels. You may use any of the six pre-generated characters have been provided in the Appendix, or use your own characters.

STOP! The information in this document is for the Gamemaster's eyes only!

Note: This adventure is labeled Adventure V to reflect that it is designed for 5th-level characters. Any future adventures would be similarly designated according to their intended level. This adventure may be played as a sequel to *Shroud Over Makem Te*, or as a stand-alone.

GM's Introduction

Overview

Assassins have been contracted to eliminate the top players in a dejarik tournament. Arriving at the Wheel, the heroes are drawn into the intrigue. With the Nimbus Casino as the grand prize, there are many who would kill to claim the championship title. Little do the heroes know that a splinter sect of the Dark Force religion, **Sibyls of the Dark Force**, is manipulating events from the shadows...

Behind the Scenes

When Darth Sidious discovered the Dark Force cult on Dromund Kaas, he recruited them to become his Emperor's Mages in the New Order. However, the one called the **Oracle** foresaw that the haughty Sith Lord would one day bring about the destruction of their order. She escaped with her **Sibyls**, scrying the future to find a way to avert the looming extinction of their dark religion.

When the owner of the Nimbus Casino died, his will declared the casino as the ultimate prize in a dejarik tournament. In a vision, the Oracle saw how the Nimbus Casino would help them fulfill their ambitions: "Fate will whisper to the Master of the Nimbus where Darth Millennium's legacy lies". Also, the Sibyls plan to set two rival crime bosses, **Raqua the Hutt** and the Herglic **Loumoh**, at each other's throats during the dejarik tournament. When their criminal empires fall, a new syndicate controlled by the Sibyls would form from their ashes.

The Sibyls would do everything to ensure their Force-sensitive dejarik player, **Astrid Quell**, wins the tournament. They also know about Raqua the Hutt's involvement in a cloning project on Makem Te. Two of the clone assassins are under the supervision of Raqua's Clawdite henchwoman, **Korl Zinnecc**. The Sibyls recruited Zinnecc to join their sisterhood, giving them an insider within Raqua's organization. Only our intrepid heroes stand in their way...

Eras of Play

The adventure as written is set immediately after the Clone Wars. The war between the Republic and Count Dooku's Separatists has taken a dramatic turn. As a result of Order 66, countless are dead. The Separatist leaders have been slaughtered. The Empire will soon rise.

The module is well suited as an introduction to a Dark Times campaign. If you ran *Shroud Over Makem Te*, Order 66 may have been activated and the heroes become the hunted. However, this adventure may also be adapted for any other era with minimal changes.

How to Run the Adventure

This module is set up as a series of Scenes that flow in a given order, although player actions may influence how the adventure progresses. The Gamemaster is encouraged to alter, add, or delete scenes that help the players reach a resolution of the main conflict. The GM is advised to read the entire module before running the adventure.

Full NPC stats appear in the Appendix.

The overall timeframe is flexible. You may wish to give players some downtime if they require healing. However, if players waste too much time, remind them that events will happen without them. Feel free to adjust the level of challenge according to your group's strength. The simplest way is to increase or decrease the number of enemies, or to structure them as waves (either to give players time to regroup, or to maintain pressure if they are having too easy a time). You may also add NPC allies to assist the players.

Miniature suggestions have been provided with each NPC stat block. However, the GM is encouraged to use Star Wars sources to find images of the actual creatures.

NOTE - You can very easily change the identity of the agent working with the Dark Side Siblys, if you wish.



Summary of the Adventure

Scene 1 - First Move (Starship Chase)

The heroes accompany an important person to the Wheel in the Besh Gorgon system, and learn that contracts may have been taken out on the top players in the upcoming dejarik tournament. Upon their arrival, they must immediately prevent a runaway shuttle from crashing.

Scene 2 - Cutthroat Tourney (Roleplaying)

The heroes hunt for the assassins and learn more about the dejarik tournament aboard the Wheel. They become caught in the web of intrigue surrounding the competition, and may even enter the qualifying rounds themselves.

Scene 3 - Capturing Pieces (Combat & Chase)

At the dinner where they announce the quarter-finalists, a bombing causes one of the top dejarik players, a Fefze swarm, to disperse. The heroes must recapture the individual drones without harming them. They have a chance of capturing the Clawdite saboteur in a free-running foot chase.

Interlude (Optional) - Notoriety (Combat)

A floating scene that triggers when the heroes reach a certain level of indiscretion. They have been pointed out to bounty hunters. The heroes must elude them or fight them.

Scene 4 - Elimination Round (Combat)

Another dejarik player, the B'omarr Monk, is attacked by thugs and thrown into a garbage pit. The heroes must rescue the Monk before a dianoga devours it.

Scene 5 - Dejarik Amok (Combat)

The live creatures Raqua the Hutt brought to the gladiatorial games are released by the shadowy manipulators in an attempt to disqualify her. The heroes must stop the monsters unleashed on the citizens of the Wheel.

Scene 6 - Death Gambit (Roleplaying & Combat)

Thinking that another dejarik player set her up, Raqua the Hutt takes revenge by sending Shroud assassins against her foe during the Semi-Finals.

Scene 7 - Path of Fire (Roleplaying & Combat)

Before the Finals, the true villains behind the attacks lure the heroes to a Firepath arena to eliminate them. They are revealed as Siblys of the Dark Force, who hope to seize control of the Hutt and Herglic's criminal organizations.

Epilogue - Grand Champion (Roleplaying)

The Final match is played, and the true champion of the dejarik tournament is crowned. The winner claims the Nimbus Casino.

Setting

The entire adventure takes place in and around the space station called the Wheel, in the Besh Gorgon system. Information on this space station is available to the players as follows:

The Wheel

- Region:** Mid Rim
- Climate:** Temperate (urban)
- Gravity:** Standard
- Moons:** -
- Length of Day:** 24 standard hours
- Length of Year:** 360 local days
- Sapient Species:** 75% Human, 25% other species
- Government:** Wheel Administrator & Master-Com
- Capital:** None
- Major Exports:** None
- Major Imports:** Foodstuffs, technology

Knowledge (Galactic Lore)

DC	RESULT
10	There are no planets in the Besh Gorgon system. There is only the Wheel space station.
15	The Wheel is renowned for its neutrality, and is mostly left alone by galactic governments.

Knowledge (Social Sciences)

DC	RESULT
10	The Wheel is famous for its casinos in its urban ring, and the Big Game gladiatorial arena deep in the central axis. Fights are often to the death.
15	The luxury docks are on the Wheel itself, while thousand of buoys and transport shuttles accommodate the poorer guests.
20	The Wheel Administrator works hand-in-hand with Master-Com, a super-computer that runs the station.

Wheel Layout

The space station is designed to resemble a wheel, with the circular promenade being the city habitat and casino zone. Four main spokes meet at the center where an immense cylinder forms the main fuselage.

100 luxury docking piers extend from the ring section. Deep in the central axis is a gladiatorial arena where death matches occur.

Random Encounters

1	Dejarik Eight member and entourage
2	Master-Com droid or Wheel administrator
3	1d4 Loumoh's Aqualish minions
4	1d4 Raqua the Hutt's Klatooonian minions
5-6	1d4 Wheel security guards
7-9	1d6 average dejarik players*
10-11	1d6 thugs*
12-13	1d4 casino employees*
14-16	1d6 Wheel citizens*
17	1d4 ASP labor droids/casino droids
18	hovering cam droid
19	bounty hunter
20	No encounter

Race Met

1	Bith	7	Kel Dor
2	Cerean	8	Quarren
3	Twi'lek	9	Devaronian
4	Aqualish	10	Sullustan
5	Bothan	11	Toydarian
6	Rodian	12-20	Human

The Nimbus Casino

The Nimbus Casino is located on the Promenade in Section Seven of the habitat ring of the Wheel. Previously owned by the Twi'lek **Jorm Columba** until his death, the casino is the top destination for non-humans visiting the space station.

A grand ramp leads to the second floor main casino. The other floors of the casino are off-limits during the dejarik tournament. Although the casino has facilities for sabacc, Firepath, trin sticks, and claqball, only jubilee wheels, dejarik and the Big Game gladiatorial betting are in operation. There is no charge to exchange credits to chips, but exchanging chips back to credits is a **10% fee**.

Open during this time is a four-star restaurant called **Strata**, where thirty-six floating dining platforms float high above the main Promenade, affording an excellent view. The fare is Upscale to Luxurious. Beside the casino is the Cumulus Hotel. Lodgings also range from Upscale to Luxurious.



Adventure Hooks

Three easy ways to introduce your group of heroes to this adventure are given as suggestions: *Freelancers*, *Agents on Assignment*, or *Jedi on the Run*. In all three cases, the party has reason not to attract attention to themselves, and must accompany an important person to the Wheel. If you are playing this module as a sequel to *Shroud Over Makem Te*, there are also suggestions on how to bridge the two adventures.

Freelancers

The heroes are freelancers who hire themselves out as bodyguards or mercenaries, among other things. After hearing about 'accidents' happening to top dejarik players going to the tournament on the Wheel, a nervous dejarik player has hired the heroes to guard her.

MISSION BRIEFING

You and your companions are freelancers in the Outer Rim. Your latest client, **Zys Columba**, is a Twi'lek gambler from New Hospice who wishes to compete in a dejarik tournament on the Wheel. Her grandfather owned the **Nimbus Casino** there, but passed away recently. According to his will, whoever wins the dejarik tournament wins the casino. Zys wants to keep the casino in the family.

However, top players heading to the tournament have been meeting with 'accidents'. An overdose here, a mauling there... With the major crime figures rumored to make an appearance, it pays to be safe. Zys hired you to protect her from any attempts on her life.

Tie-In to Adventure IV: Caliph Shogra recommended the heroes to Zys Columba, his dejarik teacher, after she mentioned her concerns about the upcoming tournament.

Agents on Assignment

The heroes are Republic spies or Jedi Council agents assigned to monitor Separatist activities in the Outer Rim. Their latest mission is to locate two assassins-at-large.

MISSION BRIEFING

You have been assigned by your superiors to investigate rumors of assassins on the Wheel space station. Information from a raid on a cloning lab on Makem Te indicated that two Kaleesh clones were sent there for purposes unknown.

However, there is a high-stakes dejarik tournament on the Wheel, with the Nimbus Casino

as grand prize. Governors and major criminal figures alike are expected to attend.

However, top players heading to the tournament have been meeting with 'accidents'. An overdose here, a mauling there... It may all be the work of these clone assassins.

You are to accompany **Zys Columba**, a Twi'lek gambler from New Hospice, to the Wheel. Zys is a secret operative for your organization, but she also has a personal stake in this mission. Her grandfather owned the **Nimbus Casino** there, but passed away recently. According to his will, whoever wins the dejarik tournament wins the casino. Zys wants to keep the casino in the family.

Tie-In to Adventure IV: The mission is to locate the two Shroud-Nulls sent to the Wheel and neutralize them.

Jedi on the Run

Shortly after Order 66, the Jedi and their companions must escape the Great Jedi Purge. To do that, they need to find new allies and keep a low profile.

MISSION BRIEFING

There is little rest for you and your companions since Chancellor Palpatine decreed the death of all Jedi. The Wheel may be a good place to catch your breath and determine your next step. You were introduced to a sympathizer, **Zys Columba**, a Twi'lek gambler from New Hospice. She can put you in contact with people who might be able to help, if you accompany her to the Wheel.

Zys is heading to the space station to compete in a dejarik tournament. Her grandfather owned the **Nimbus Casino** there, but passed away recently. According to his will, whoever wins the dejarik tournament wins the casino. Zys wants to keep the casino in the family.

However, top players heading to the tournament have been meeting with 'accidents'. An overdose here, a mauling there... You will have to keep Zys safe during the tournament.

Tie-In to Adventure IV: After the heroes escaped Order 66, they are either advised to go to the Wheel to make contact with Raqua the Hutt (if they sought Separatist help), or Zys Columba (if Caliph Shogra helped them).

Shogra will send TC-3G (or a replacement model, TC-3H) to help them. They may also try to track down the Shroud-Nulls.

Running the Tournament

As the tournament is central to the adventure, details on running the tournament will be presented first, followed by stats and background on the eight *yonta*-level players.

What is Dejarik?

Dejarik is a game similar to chess. A round black-and-white checkerboard pattern forms the board, while a hologram generator creates full-color, three-dimensional holograms of the playing pieces. The pieces resemble real and mythical creatures across the galaxy. A two-player game, the players used their pawns to win points, either by killing your opponent's pieces in combat or achieving specific configurations on the board. *Yonta*-level players are highly regarded.

A standard game of dejarik holochess is an opposed Intelligence check. Then, each player makes a second Intelligence check, adding +2 for each of the following skills for which they have Skill Focus: Deception, Knowledge (tactics), Perception, and Persuasion. The winner of the initial opposed check adds +5 to his second roll. The person with the higher roll (on the second check) wins the match.

However, this is no ordinary dejarik match. Many more factors go into championship dejarik, where players think many, many moves ahead. Tournament-level players are also less likely to be intimidated by their opponents.

For this tournament only, the two players make an opposed Intelligence check as usual. However, instead of an Intelligence check, roll 1d20 and add the result to their rating, adding +5 if they won the first roll, as in regular dejarik. Whoever has the higher roll is the winner.

Elimination Rounds

The relative skills of the dejarik players are given below. Compare the ratings to determine who would win, assuming only raw skill applies.

It is only possible to estimate another dejarik player's ranking, so it is impossible to tell who is sure to win...unless you can see possible futures. However, it is common knowledge who the top four players are: the Cerean, Fefze, B'omarr, and the Hutt, in no particular order.

Yonta-level Ratings

85	Ch'ch'oty	Fefze Swarm
84	G'imlin	B'omarr Monk
69	Raqua the Hutt	Hutt
67	Hin-Gadi-Yerr	Cerean
64	Astrid Quell	Human
61	Loumoh	Herglic
57	Faw Teyben	Skakoan
53	Zys Columba	Twilek

ORIGINAL MATCH-UPS

If events had been allowed to unfold as though the Sibyls had not interfered, then the tournament would have progress as follows (the best possible future assumes the players all rolled 20). Pair-ups for the quarter- and semi-finals are randomly selected when each stage begins. Names in bold indicate the winner of the match.

Quarter-Finals

Hin-Gadi-Yerr	vs.	Loumoh
Ch'choty	vs.	Faw Teyben
Raqua the Hutt	vs.	G'imlin
Zys Columba	vs.	Astrid Quell

Semi-Finals

Hin-Gadi-Yerr	vs.	Ch'ch'oty
G'imlin	vs.	Astrid Quell

Finals

Ch'ch'oty	vs.	G'imlin
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However, the Sibyls' interference and the actions of the party will influence the outcome of the tournament. The Sibyls foresaw the exact match-ups in their visions, and have determined in advance which opponents need to be neutralized. The Sibyls intend to:

1. Sabotage Hin-Gadi-Yerr's shuttle so that a lesser player would take his place.
2. Bomb enough of Ch'ch'oty drones so that the Fefze loses its swarm intelligence, and must forfeit the match.
3. Hire thugs to throw G'imlin into a garbage pit, where he will be eaten by a dianoga.
4. Free Raqua the Hutt's creatures intended for the gladiatorial arena, to frame her for negligence and disqualify her.
5. Cause the angry Hutt to suspect Loumoh and order an assassination on the Herglic.

Dejarik Ratings

Unlike gambling, dejarik is a game of skill. Not only must you know how to deploy your pieces, but you must also be able to bluff and spot your opponent's bluff. Chance plays a small role (players missing moves), and various abilities make you a better dejarik player.

All of the Dejarik Eight are yonta-level players who have been training for this competition, and add their Intelligence score to their rating.

Abilities	
Wisdom	+Wisdom bonus
Skills	
Trained in Deception	+full bonus
Trained in Knowledge (tactics)	+full bonus
Trained in Perception	+full bonus
Trained in Use the Force	+1
Racial Traits	
Deceptive	+1
Heightened Awareness	+1
Keen Force Sense	+1
Reroll Persuasion (Hutt)	+1
Talents	
Acute Senses	+1
Battle Analysis	+2
Deployment Tactics	+1
Disruptive	+1
Force Deception	+1
Force Perception	+1
Force Persuasion	+2
Foresight	+1
Gambler	+2 per Talent
Presence	+1
Visions	+1
Feats	
Force Sensitivity	+1
Strong in the Force	+1
Force Powers	
Farseeing	+1
Mind Tricks	+1
Force Power Mastery	
Mastery (Farseeing)	+2
Mastery (Mind Tricks)	+1
Class Traits	
Prophet	+1
Serenity	+2
Temptation	+2
Yonta-level	
add Intelligence	

The Dejarik Eight

The eight top dejarik players are described below.

Ch'choty



Rating: 85

General Ch'ch'oty, Fefze Swarm Grandmaster (Swarm of 16 Fefze Drones) (CL 11)

(Miniature: Bounty Hunters 41/60 Mustafarian Flea Rider)

Gargantuan* Fefze swarm beast 3/noble 3/soldier 3/officer 3

See full stats in Appendix.

Ch'ch'oty's Background

General Ch'ch'oty is actually a swarm of 16 Fefze drones. Fefze are a swarm intelligence that require a minimum of ten drones. Recently retired from the Fef Planetary Swarm Army, Ch'ch'oty hopes to live the rest of its life in style by winning the dejarik tournament.

Each Fefze resembles a meter-high insect with a black carapace. As a former soldier and officer, Ch'ch'oty is supremely self-confident and always in control. It uses N-LOM to translate most of the time.

G'imlin



Rating: 84

G'imlin, B'omarr Monk of Tatooine (CL 7)

(Miniature: Universe 15/60 B'omarr Monk)

Large cyborg nonheroic 8/scout 2/noble 3

See full stats in Appendix.

G'imlin's Background

G'imlin is an Enlightened member of the Tatooine order of B'omarr Monks. It is a highly skilled dejarik player, interested in the game because of the intricacies of gameplay rather than a need or desire to win. Its participation in the tournament is purely an intellectual exercise.

Although rumors say that G'imlin is playing on behalf of Jabba the Hutt (or whoever inhabits the B'omarr monastery in your campaign), but this is not true.

Raqua the Hutt



rating: 69

Raqua the Hutt (CL 8)
 (Miniature: Rebel Storm 50/60 Jabba the Hutt)
 Large Hutt Noble 5/Scoundrel 2/Crime Lord 1
 See full stats in Appendix.

Raqua the Hutt's Background

Raqua Jiramma Oparg is a member of the Jiramma Hutt kajidic. Her home base is on Toydaria. Her legitimate enterprises include Mining Machine #44 on Makem Te, among other medicinal spice operations throughout the Outer Rim. Her darker dealings include her sponsorship of a Separatist cloning project on Makem Te, for which she was given two assassin clones for personal use (see the module Shroud Over Makem Te). The assassin clones are currently supervised by her Clawdite henchwoman, Korl Zinnecc. She has a decades old feud with the Herglic crime lord Loumoh, sparked by a game of sabacc where both cheated. She is too proud to see that her criminal organization is being threatened from within by converts to the Dark Force religion.

Raqua the Hutt prefers Klatooinian minions, but also has Toydarian servants back on Toydaria.

Hin-Gadi-Yerr



rating: 67

Hin-Gadi-Yerr, Cerean Dejarik Player (CL 3)
 (Miniature: Clone Strike 16/60 Ki-Adi Mundi)
 Medium Cerean nonheroic 10
 See full stats in Appendix.

Hin-Gadi-Yerr's Background

Hin-Gadi-Yerr from Cerea has a strong reputation among dejarik players throughout the galaxy. The highly intelligent player is a coward in all senses of the word, outside of the game. He is easily intimidated, a fact that neither Loumoh and Raqua the Hutt will hesitate to exploit. If Yerr survives the attempt on his life, he will likely pull out of the competition when threatened by Loumoh's Aqualish thugs.

Astrid Quell



rating: 64

Astrid Quell, Human Dejarik Player (CL 5)
 (Miniature: RotS 14/60 Mon Mothma)
 Medium Human noble 2/scoundrel 1/scout 1/soldier 1
 See full stats in Appendix.

Astrid Quell's Background

Recruited by the Sibyls, Astrid was trained for this specifically fateful tournament. She plays her part well, pretending to be merely a good dejarik player from Corellia. She will continue to feign innocence, and may even try to hire the heroes away, nominally for her own protection, but more to keep an eye on these so-called heroes.

Loumoh



rating: 61

Loumoh, Herglic Crime Boss (CL 8)
 (Miniature: Alliance & Empire 41/60 Ephant Mon)
 Large Herglic scout 1/noble 6/crime lord 1
 See full stats in Appendix.

Loumoh's Background

Loumoh the Herglic is an unlucky gambler, but like most of his species, he can't help himself. He controls a wide smuggling operation, but his profits often end up spent in the casinos. He figures that if he owned the Nimbus, he could turn his luck at last. His obsession blinds him to the Sibyls' infiltration of his smuggling operation.

Faw Teyben



rating: 57

Faw Teyben, Skakoan Gambler (CL 4)
 (Miniature: RotS 41/60 Wat Tambor)
 Medium Skakoan nonheroic 4/noble 3
 See full stats in Appendix.

Faw Teyben's Background

Faw Teyben is a Skakoan engineer with a knack for dejarik. Formerly from Metalorn, the Skakoan champion travels more extensively than fellow members of his species, and is often accompanied by his students and fans to tournaments throughout the galaxy.

Zys Columba



Rating: 53

Zys Columba, Twi'lek Gambler (CL 6)
 (Miniature: Rebel Storm 58/60 Twi'lek Bodyguard)
 Medium Twi'lek scoundrel 6
 See full stats in Appendix.

Zys Columba's Background

Zys is the granddaughter of Jorm Columba, the owner of the Nebula Casino who passed away. Zys originally hails from New Holstice, a hospital world in the Outer Rim, but travels extensively as a dejarik instructor. Most recently, she teaches Caliph Shogra from Makem Te. A strong believer in family heritage, Zys is eager to win the tourney.

Zys also secretly works for the organization that the heroes belong to (if any), and is their primary contact during the mission. She is willing to teach them the basics of dejarik, but believes they have no chance of getting to the quarter-finals.

Rumors

Use Gather Information rules.

- 1 (True) **Loumoh** and **Raqua the Hutt** began their feud decades ago when both were cheating in a sabacc game.
- 2 (False) The restaurant serves Fefze General **Ch'ch'oty** food first, then collect the gruel he leaves behind to the other diners.
- 3 (True) **Astrid Quell** is a dark horse from Corellia who has never entered a tournament.
- 4 (True) **Raqua** is bringing living dejarik creatures to fight in the Big Game gladiator games.
- 5 (False) **Jorm Columba** didn't die of natural causes. He was poisoned by **Loumoh**.
- 6 (True) **Faw Teyben** beat **Hin-Gadi-Yerr** recently in a tournament on Bepin, and has been shamelessly bragging about it ever since.

Scene 1: First Move

Primary Objective
Prevent a runaway shuttle from destruction.

Foes
Runaway Theta-class shuttle
Wheel Security Guard

Potential Allies
Sheathipede-class transport shuttle
Hin-Gadi-Yerr, Cerean dejarik player



Theta-Class T-2C Personnel Transport (CL 6)
Gargantuan space transport
See full stats in Appendix.

Runaway Shuttle

You arrive in the Besh Gorgon system and catch sight of the immense wheel-shaped space station rotating leisurely in the midst of countless buoyed ships. You raise the docking authority on a communication channel, and they direct your ship to a docking buoy.

If the players own their own ship, they will dock at a private buoy. If they had booked passage to the Wheel, they will be dropped off while the ship unloads cargo. Either way, they are transferred to a *Sheathipede*-class shuttle that will ferry them to the station. A surly **Wheel Security Guard** pilot named Wolt asks them if they have anything to declare before letting them on.



Wheel Security Guard (CL 2)
(Miniature: Rebel Storm 41/60 Bespin Guard)
as **Elite Rebel Trooper** (*SECR* p. 281)
without frag grenades

Shortly after the shuttle leaves the buoy, they will receive a distress signal from Hin-Gadi-Yerr. His shuttle (with six other Cereans) is in trouble.

Suddenly, a distress call comes in on the emergency channel. A frantic Cerean appears on-screen. "Help! Our ship's not responding to controls! We're going to crash!" Indeed, you can see a nearby Theta-class transport spinning out of control, narrowly clipping docked ships as it hurtles towards its doom.

In starship scale, the players' shuttle is mid-way between the runaway shuttle and the Wheel space station (24 squares in either direction). The runaway shuttle moves 6 squares in a straight line towards the station in one round (the Move action is locked, but not other actions). Unless it is stopped, the shuttle will collide with the Wheel in 8 rounds. Players will realize that damage to the Wheel will result in an unknown number of deaths on the space station (roll 5d10 casualties if it happens). To prevent a disaster, the heroes must disable the runaway shuttle somehow.

Each round, the shuttle pilot must avoid collision with a docked ship in its path (Mobile Hazard, *SECR* p. 173). Unless a collision destroys it or it is disabled, the shuttle will continue on its doomed path.

The first ship that the runaway shuttle must avoid is the ship that the players arrived on (assume a Corellian YT-1300 if they booked nonspecific passage). Make an attack against the shuttle's Reflex Defense according to the Hazard size.

Roll a d10 for the sizes of subsequent Hazards.

1-4: Huge (unused buoy)	+2 attack; STR 20+1d6
5-7: Gargantuan ship	+5 attack; STR 40+1d6
8-9: Colossal ship	+10 attack; STR 60+1d6
10: no Hazard this round	-

The pilot may make a Pilot check at DC 15 to avoid any of these Mobile Hazards, but it's all he can do. However, he cannot avoid the final collision with the Wheel, which will result in 20d6 damage to it. (See also Collision table on p. 173.)

Unfortunately, Wolt (Unfriendly) is a stickler for rules, and refuses to let the heroes take control of the shuttle or unlock the ion turret systems. The heroes will have to persuade the pilot with words (change his attitude to Friendly), force, or deception. It is a DC 25 Mechanics check to unlock the turret, or changing the shipboard computer's attitude from Unfriendly to Friendly with Use Computer checks (against a Will Defense of 16). Desperate players may decide to Ram the T-2C.



Modified Sheathipede-Class Short-Range Shuttle, Haor Chall Engineering (CL 4)

Colossal space transport

See full stats in Appendix.

The *Sheathipede*-class transport shuttle is shaped like a soldier beetle, and its claw-footed landing legs can only settle down on hard surfaces. This Nemoidian shuttle is a short-range ship, used only for planetary travel or to ferry passengers to and from an orbital starship.

Award full XP for the *Theta*-class shuttle to players only if they manage to avert total disaster (no deaths), and half XP if they were forced to destroy the shuttle to save lives on the Wheel.

To raise CL, reduce the distance to the Wheel.

To lower CL, increase the distance to the Wheel to give players more time to stop the runaway shuttle.

Welcome Aboard

Whatever the outcome of the chase is, when the heroes officially disembark on the Wheel, they are greeted by the Wheel Administrator Jeth Bray.



rating: 32

Jeth Bray, Wheel Administrator (CL 5)

(Miniature: Alliance & Empire 29/60 Imperial Governor Tarkin)

as **Imperial Officer** (*SECR* p. 280) with Destiny 3; Force 4; Dark Side 0

Continuity notes: The Wheel Administrator during 18 BBY-0 ABY is **Simon Greynshade**, and circa 137 ABY it is **Pol Temm** (modify for Kel Dor traits; remove Vehicular Combat and Knowledge [tactics]) if you are using the Kel Dor.

Bray was alerted to the problem by the space station's main computer, Master-Com, and has come to investigate for himself. He will listen to both the heroes' version of events and the pilot's. Depending on their actions, the players may have some explaining to do.

If Hin-Gadi-Yerr and his retinue survived, he will thank the heroes profusely. He will be so shaken by his near-death, however, that he will pull out of the competition.

Once things have been sorted out, read the following:

"Thank you all for your efforts," the Wheel Administrator says. He sighs. "We can't call these accidents any longer. Someone must be behind these...attacks...on the dejarik players. Even with our entire security force on alert, there is only so much we can do."

The Administrator will explain that things are tense on the station because of the accidents. If the players acted heroically, he will ask them to keep an eye out for suspicious behavior. He will answer a few questions before being called away on other business, but will see them again when he officially opens the tournament tomorrow (in 10 hours).

The party has time to find accommodations, rest, and perhaps do some shopping on the Promenade. Although they will not meet Master-Com in person, the station's AI is all around them.

Master-Com controls the space station's main systems and security. Slicers will have a difficult time against Master-Com - its Will Defense is 30. However, subsystems less critical to station operation are controlled by their own computers, which may have lower Will.



Master-Com Droid (18 BBY-) (CL 2)

(Miniature: Champions of the Force 57/60 HK-47) as **B2 Series Super Battle Droid** (*SECR* p. 281) without wrist blasters; Will Defense 30

If the adventure takes place after 18 BBY, Master-Com will have several droid bodies that it can inhabit. Prior to that time period, Master-Com exists only in the Wheel's main systems.

Scene 2: Cutthroat Tourney

Primary Objective

Learn about the competitors in Nimbus Dejarik Championship Tournament.

Potential Allies or Foes

Wheel Administrator
 The Dejarik Eight
 Casino personnel and dejarik players

You work your way to the Dejarik tournament hall. The Wheel Administrator calls for quiet. "Welcome to the Nimbus Dejarik Championship Tournament! As you may have heard, Jorm Columba's will calls for me to award his beloved casino to the winner of this competition. I hereby announce the tournament open. Play though the preliminaries today to earn a spot in the Quarter-Finals. I will announce the eight contestants with the highest scores at the welcome dinner at the Strata Restaurant this evening. Good luck to you all!"

The Intrigue Begins

The tournament begins the next morning at 0900 hours. When the players arrive at the Nimbus Casino, read the following:

The Wheel's Promenade might as well be a major thoroughfare in a city. Casinos, restaurants and shops tower above the street, and floating dining platforms hover over the scene.

You walk up the ramp to the entrance of the Nimbus Casino, where you are asked to check your weapons and gear before entering.

Bouncers will insist that all weapons be checked. Players may try to sneak their weapons in (see Conceal Item under the Stealth skill), but if caught, they will be denied entry to the casino for a full day. The bouncers have access to a weapons scanner (giving them +10 to their Perception checks).



Casino Bouncer (CL 1)

(Miniature: Alliance & Empire 6/60 Elite Hoth Trooper)

as **Rebel Trooper** (SECR p. 280)
 with weapons scanner, without frag grenade

Once they are inside, read the following:

The casino is crowded with dejarik players, reporters, fans and servers. Jubilee wheels flash and the noise of chatter is everywhere. The Big Game gladiator combats rage on screens high above, while gamblers place their bets.

If the players ask around (or ask Zys Columba), they should get a fairly good sense of who the top eight will be. You may describe the Dejarik Eight to them.

If any player decides to play in the dejarik tournament, they must pay the 5,000 credit entry fee in order to register. Once registered, the player will play three matches that will determine their score. They must win all three matches to stand a chance of entering the Quarter-Finals. Players may not Aid Another during the matches, as that is considered cheating.

They may challenge any two players of their choice (including *yonta*-level players), but must face one of the Dejarik Eight in the third game. An average dejarik player has a rating of 25. They may choose which of the Eight they wish to play, and may take the opportunity to learn more about their opponent. If they somehow win all three games, they will take Hin-Gadi-Yerr's spot in the Quarter-Finals. None of the Dejarik Eight will be playing each other during the prelims.

At some point during the qualifying rounds, there will be an altercation between Raqua the Hutt and Loumoh, but it is simply a shouting match of insults in their respective languages. Their minions glare at each other, but will not pick a fight. The matches will be over by 1500 hours. The welcome dinner begins at 1800 hours.

Players who do not wish to participate in the match may bet on the Big Game or the jubilee wheels, watch the games, listen to rumors or talk to people attending the match. If they seek out a reporter, Rhunne will gladly chat with them, but she won't initiate contact.

The Casino is also a great place for you to introduce any long-term NPCs you intend for the players to get to know.



Rhunne, Sibyl of the Dark Force (CL 6)

In Disguise: (Miniature: Champion of the Force 31/60 Queen Amidala)

In Cloak: (Miniature: Clone Strike 18/60 Luminara Unduli)

Medium Human noble 2/scoundrel 3/Jedi 1

See full stats in Appendix.

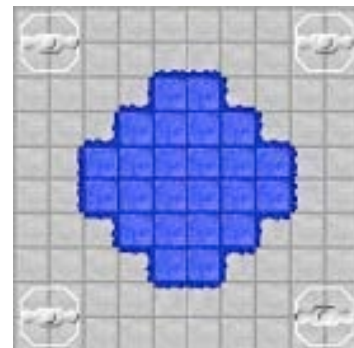
Rhunne is a spy for the Sibyls of the Dark Force masquerading as a holo-reporter from Adarlon in the Minos Cluster. She assists with sabotage onboard the Wheel, and is woman who brought the Clawdite into the dark sisterhood. She will pretend to be friendly towards the party.

Rhunne does not own a lightsaber, but will attempt to Force Disarm a Jedi at the beginning of battle (especially if she catches one flat-footed). She will use Swift Power to pull this off, spending a Force Point (using Power of the Dark Side).

NIMBUS CASINO FLOORPLAN

- A - Casino foyer
- B - Coat/gear check
- C - Main gambling floor
- D - The Big Game screening room
- E - Private gaming salon
- F - Cashier's booth and guard room
- G - Service area
- H - Access to other floors (closed for tournament)
- I - Dejarik gambling floor
- J - Dejarik tournament hall
- K - Security ops
- L - Office
- M - Strata Restaurant Foyer

Floating Dining Platform



Wheel Citizen/Casino Employee (CL 0)

(Miniature: RotS 2/60 Alderaan Trooper)
Medium Human nonheroic 1

See full stats in Appendix.



Average Dejarik Player (CL 0) rating: 25

(Miniature: Bounty Hunters 35/60 Human Blaster-For-Hire)

Medium Human nonheroic 2

See full stats in Appendix.

On Platform 13, at the same height and nine meters away, General **Ch'ch'oty** dines by itself, as it is so large that it requires a whole platform. Its translation droid, **N-LOM**, remains by its side.



N-LOM, LOM-series Protocol Droid (CL 0)

(Miniature: Rebel Storm 46/60 4-LOM)

as **3PO-series Protocol Droid** (male programming)

substitute Knowledge (tactics) for Knowledge (social sciences)

Scene 3: Capturing Pieces

Primary Objective

Rescue the Fefze drones and capture the Clawdite.

Potential Foes

12 Fefze drones
Innocent bystanders
Clawdite assassin

Allies

N-LOM

The Wheel Administrator on Platform 1 will use the communication system to welcome everyone, and to announce the eight players who qualified for the Quarter-Finals. If a player won all three games, he takes Hin-Gadi-Yerr's spot. Otherwise, a Wookiee player named **Guzzorca** is named the eighth player. Guzzorca is an amateur with a rating of 30, and has little chance of defeating the yonta-level grandmasters.

After the announcement, dinner is served. General Ch'ch'oty is served immediately before the players' balcony. However, **Korl Zinnecc**, the Clawdite assassin, has disguised herself as a Bith server and planted an explosive device in Ch'ch'oty's serving trough. At the moment when the party's platform returns to its original place, the bomb goes off.

Feeding Frenzy

The Nimbus Casino's restaurant, **Strata**, consists of 24 floating balconies where the patrons dine. The size and shape of the platform is as shown on the previous page (blue area is the transparent floor). The platforms rise and descend from their allocated positions high above the Promenade, floating anywhere between 12 meters to 36 meters above ground level. Reservations are required, and patrons may board a floating balcony from the casino level. Servers (all of the Bith species) can control the platforms so that they rise to the kitchen level, at approximately 24 meters elevation, to serve the meals.

When the party arrives for the welcome dinner, they will be assigned to a Dining Platform 14, which will float 18 meters above the ground. The platform will only have the party members unless they invited someone, like Zys Columba or Rhunne, to join them.

The explosion will kill four of Ch'ch'oty's drones and break the transparent floor. Six drones will fall to the ground, but as they have wings, they will not suffer any falling damage. The other six surviving drones remain on the damaged platform and are confused. N-LOM lost its balance and nearly fell. He hangs precariously off the platform, but begs the heroes to save his master first (make Climb checks for the droid each round).

Because it takes a minimum of ten drones to sustain swarm intelligence, the Fefze drones are no longer sentient. The twelve drones will scatter and attack innocents. The heroes have to collect the Fefze drones together before they are accidentally killed by over-vigilant citizens (roll twice on Random Encounters). They need 10 drones together (in touching squares) to rebuild the swarm intelligence. This fact will be supplied by N-LOM.

However, the damage is done...with its swarm intelligence temporarily dispersed, the General has lost its ability to play effectively. Award XP for each Fefze drone rescued. If they ignore N-LOM's pleas and kill the Fefze drones, you should consider it an act of Dark Side Transgression (killing a sentient when it could be saved).



Fefze Drone (CL 1)
 (Miniature: Clone Strike 41/60 Geonosian Drone)
 Medium Fefze beast 3
 See full stats in Appendix.

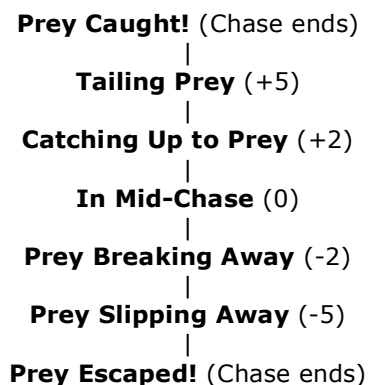
Free Running

If it appears that the heroes will round up the swarm, the Clawdite (disguised as a Bith) makes a last attempt to get rid of the Fefze, but if she takes 10 or more points of damage, or if anyone comes after her to restrain or engage her in melee, she tries to get away and begins the chase.

Optional chase rules are included below for convenience. Alternatively, the GM may invent his own maps for the chase and combat.

Chase Rules (Optional)

In a chase, each **Hunter** (the one chasing) has a Chase Position Track. The Hunter adds the listed chase modifier to all rolls as long as he remains in that position. The chase begins at *In Mid-Chase*.



Each round, the **Prey** controls the direction of the chase. He declares a **Stunt**, loosely described by the GM or player ("I'm going to scale the wall", "I'm going to duck down an alley", etc.). He declares a **Skill** and **DC** representing how desperate/homicidal/etc. the prey is. Both Hunter and Prey roll against the set DC, and the round unfolds according to the results of this opposed check.

- If both beat the DC, the round passes in a dead heat.
- If neither passes the DC, the round passes in a dead heat.
- If only the Hunter beats the DC, the Hunter moves +1 step on the Chase Position Track. If the Prey failed the roll by 5 or more, move an additional +1 step.
- If only the Prey beats the DC, the Hunter moves -1 step on the Chase Position Track. If the Hunter failed the roll by 5 or more, move an additional -1 step.

If a Hunter's Position Track reaches *the Prey Escaped!* position, the chase ends for that Hunter. If all Hunters reach this position, the prey has escaped.

If a Hunter's Position Track reaches the *Prey Caught!* position, the chase ends. He has been run down and forced to stop. This may lead to a fight.

After a number of rounds equal to each runner's Constitution, a runner must make an Endurance check at DC (10+1 for each additional round), or the runner will be too exhausted to continue his the chase.

The Chase Is On!

5 sample obstacles are provided. GM's should feel free to use these or their own to describe a good chase scene.

When the chase begins, the Clawdite will burn a Force Point and use Fool's Luck, gaining +5 to all skill checks.

1) Floating Platforms. The chase moves from floating balcony to floating balcony. The 'Bith' makes this a DC 20 Jump Stunt. Failing this check by 10 results in a possible fall. See Climb rules for a chance to grip the ledge.

2) One balcony is occupied by a musical band. The chasers must weave between them and duck a

large tuba like instrument as the band scatters. The 'Bith' makes this a DC 15 Acrobatics Stunt.

3) The chase then breaks down a corridor into the kitchen, as servers and a steaming food cart suddenly round a corner. The 'Bith' makes this a DC 15 Initiative Stunt. Failing this check by 10 results in a possible burn (1d6 damage).

4) The chase goes out a back door and up a lift to the top of the casino. If any Hunters are at the Tailing Prey position in the chase, if they beat the 'Bith' on an opposed Initiative check they can get in the lift with it (and end the chase). Otherwise, once the Bith exits the lift at the top of the casino, it will climb up the side of the infrastructure. The 'Bith' makes this a DC 20 Climb Stunt.

5) The 'Bith' then moves across narrow beams that circle above the plaza, attempting to reach the ledge of a walkway above. She makes this a DC 20 Acrobatics Stunt (balance) if it wins the check. Approximate falling distance is 40+1d20 meters.

Eventually the Bith will escape or get caught. If caught, the players can learn the following:

The Clawdite laughs. "You think I serve Raqua the Hutt? Once, perhaps, but I serve something far greater than that petty slug! There are forces in this universe that my Sisters have shown me, and I serve only the Dark Force! Once we fulfill the Oracle's prophecy, destiny itself will return to us that which we have lost."

It is a DC 25 Knowledge (galactic lore) to know that the Dark Force religion is an ancient Sith splinter cult, and DC 30 to know Darth Millennial founded the order. Korl will say no more about the mysterious prophecy or the Oracle.



Korl Zinnecc, Clawdite in Bith guise (CL 5)
disguised (Miniature: Universe 44/60 Bith Rebel)
and (Miniature: Universe 17/60 Dr. Evazan)
 Medium Clawdite scout 4/scoundrel 1
See full stats in Appendix.

To raise CL, the Clawdite declares obstacles at a DC that's 5 higher.

To lower CL, the Clawdite does not use Fool's Luck.

Interlude: Notoriety

Primary Objective
 Evade or defeat bounty hunters

Foes
 Kubaz Jedi Hunter
 Gand Findsman
 Rhunne

Hunted!

This an optional scene. The GM can fit in when he feels it's appropriate, but the bounty hunters should act before the final **Scene 7**.

If Rhunne got some holocam footage of the heroes, she will give it to 2 bounty hunters, offering credits to eliminate them. From the footage, they will pick out their targets and come up with a plan.

Mlokk, Kubaz Jedi Hunter (CL 7)
 (Miniature: Bounty Hunters 34/60 Garindan)
 Medium Kubaz nonheroic 4/scout 3/scoundrel
 1/bounty hunter 3
See full stats in Appendix.



Nu'abbor, Gand Findsman (CL 6)
 (Miniature: Bounty Hunters 53/60 Zuckuss)
 Medium Gand nonheroic 4/scout 3/soldier
 1/bounty hunter 3
See full stats in Appendix.

Mlokk specializes in killing Jedi and will target the Jedi for elimination. He will pick his battle in wide open places and preferably with 1 or 2 escape routes. It is up to you to decide where and when they attack.

The Kubaz uses his slug carbine so the Jedi can't deflect back at him. He always moves away while firing. If a Jedi gets close, he uses his ion grenades in a effort to disable the Jedi's weapon. Should a Jedi actually get close enough to melee, he uses his stun grenade, and as a final trick, his net launcher. Mlokk will always seek to take their lightsabers and administer a coup de grace.

Nu'abbor the Gand Findsman's job is to keep the others busy while Mlokk kills the Jedi, whom both bounty hunters feel is the deadliest threat. The Gand's helmet is fitted with a holocam and he can record his kills. He will first target the shooters. He will try to perch himself above them somewhere difficult to reach and lay down autofire around the Kubaz, or wherever he can hit the most targets.

Mlokk will flee if he loses half his hp or if he kills all suspected Jedi, abandoning the Gand. The proud Gand will only flee if reduced to half hp and the Kubaz has also fled.

If one or both are caught, they will reveal that a cloaked humanoid woman of indeterminable race offered them credits to eliminate or capture the group. However, they never met face-to-face, and only received orders via a holodisc, which they destroyed already.

To raise CL, the bounty hunters have hired several Thugs to assist them.

To lower CL, the bounty hunters will try to take their targets alive, and more likely to run if things turn sour.

Scene 4: Elimination Round

Primary Objective
Rescue the B'omarr monk from a dianoga,

Foes
immature dianoga
2 Aqualish and 2 Klatooonian thugs
Rhunne (see Scene 2)

Allies
B'omarr monk

Brain Drain

Before the Quarter-Finals (which start at 0900 the next day), the heroes receive a distress call on their comlink. The B'omarr monk is in danger.

Rhunne, has come to get rid of the B'omarr. She uses disloyal thugs connected with the crime syndicates, promising them special positions when her mistress controls the casino and the crime bosses are put out of business. Read the following:

You round the corner in the Wheel just in time to see two Klatooinians beat a large spider looking droid with clubs. Two Aqualish thugs seem to remove something from it and toss it into a chute,

while a trio of onlookers gawk. A Klatooinian then menacingly waves the club at the onlookers.

One of the players should realize this is G'imlin. The thugs will warn the heroes away but as soon as one of them threatens or draws a blaster, they will draw and fire. The Klatooinian with the club will go to the controls to start the trash compactor, a DC 10 Use Computer check. Then, a thug will smash the console. It's still possible to override the trash compactor, but the user must alter the computer's attitude from Unfriendly to Friendly (versus Will Def 15).



Raqua's Klatooinian Minion (CL 3)
(Miniature: Clone Strike 54/60 Klatooinian Enforcer)
Medium Klatooinian soldier 3
See full stats in Appendix.



Loumoh's Aqualish Minion (CL 3)
(Miniature: Clone Strike 49/60 Aqualish Spy)
Medium Aqualish soldier 2/scoundrel 1
See full stats in Appendix.

Rhunne is in the crowd, watching. Should the Klatooinian fail, Rhuunne will have to do it herself. Otherwise, she pulls out a holocam and pretends to be covering the footage maintaining her cover as a reporter. The two onlookers remaining will flee as soon as possible. The GM should be mindful of rounds that pass.

The droid will randomly target friend and foe during the battle, running into them. It is merely confused.

In the Chute

Once activated, the heroes will need to act quickly to save to B'omarr. The trash compactor (8 squares by 8 squares pit) will close in 10 rounds (pg.254). The Dianoga will move to a protected

alcove (3 squares by 3 squares) at this time. The purpose of the alcove is to save the dianoga from being crushed, so that it can continue to serve as trash disposal. A DC 20 check is enough to find the underwater alcove. Unless they are in its maw or have discovered the underwater alcove, they will take 10d6 crushing damage for 5 rounds before the walls retract. All the while they will have to contend with a very hungry Dianoga.

When the players first enter the Chute, make an attack (1d20+5) against their Fortitude Defense. A successful attack means the character is overcome by the evil stench, and moves -1 step on the Condition Track. The water is 1.5m deep. They have a round to search for the brain jar, which is a DC 25 Perception check. After that, the Dianoga attempts to attack a random member using surprise. Lightsabers may short out in water if they are not specially constructed to deal with watery environs (GM's discretion).



Immature Dianoga (CL 3)

(Miniature: Universe 13/60 Acklay)

Large aquatic subterranean beast 4

See full stats in Appendix.

To raise CL, add another immature dianoga.

To lower CL, use fewer Aqualish or Klatooinian minions.

Head Games

After the battle, it is possible to climb out of the chute, but it is too wide to brace against both sides. The sides are also slippery (DC 25 Climb). The players might need to reattach the brain jar. If the spider droid was disabled, they will need to repair it first (DC 15 Mechanics). Alternatively, they could give the jar to the B'omarr's entourage.

If they re-attach the brain jar themselves, G'imlin will be able to blow Rhunne's cover and give them the following information: Rhunne mentioned off-hand that she would deal with the Hutt next, and that with G'imlin out of the way, they are one step closer to winning the tournament. The B'omarr is

too weak to play effectively; it automatically loses its games today.

By now, however, Rhunne should be long gone. She will be plotting the release of Raqua's dejarik creatures, to cause an incident where Raqua would be disqualified from the competition.

If the players manage to capture Rhunne (in this scene or any other), she will not betray her Sisters (cannot be bribed, seduced, or intimidated). However, a successful search of her quarters at the Cumulus Hotel (Search DC 25) will yield a holodisc with the following message:

A woman cloaked in dark robes, with face shrouded, addresses you in a raspy voice. "My Sisters of the Dark Force, the hour has come. I give you my strength to aid you in your task. Remember the words of my prophecy: *Fate will whisper to the Master of the Nimbus where Darth Millennial's legacy lies.* Succeed and our sisterhood will restore the true teachings of our founder to the galaxy. Destroy all who would stand in our path, and show no mercy for those who wield the light."

The woman is the Oracle, leader of the Sibyls of the Dark Force. She is not on the station, but relying on her agents to fulfill her prophecy.

The nature of Darth Millennial's legacy is left up to the GM to decide. Suggestions include Darth Millennial's tomb, a Sith holocron containing Darth Millennial's knowledge, or a long-forgotten Sith weapon. Choose one depending on where you would like to take the campaign. If you do not wish to use the Dark Force sect again, once the heroes defeat the Dark Sisters, the necessary sequence of events that lead to Darth Millennial's legacy doesn't come to pass, and so the Sith lord's secret remains lost.

Scene 5: Dejarik Amok

Primary Objective
Re-capturing escaped dejarik creatures.

Allies
Wheel security guards (Scene 1)

Foes
3 hovering cam droids
3 Mantellian savrips and/or
2 K'lor'slugs and/or
1 Kintan strider



Monsters on the Loose

Raqua the Hutt had imported living dejarik creatures from Hutt Space to participate in the Big Game, as part of her victory celebrations (she is very confident of her forthcoming win). The zoo ship arrives at a Wheel docking bay as scheduled, and the creatures are en route to the central axis.

However, Rhunne (or Tsarissa, if Rhunne was neutralized) has sent her camera droids to cover the event. She uses Move Object and Move Light Object via camera droids to free the beasts. A station-wide alert during the Quarter-Final matches draws the heroes to Section Eight, where the beasts are causing havoc.

Use the map (Chiss Asteroid) on the previous page, and roll on Random Encounters to determine who may be at risk. 1d6 Wheel Security Officers will be on scene. Pick two of three threats below for the heroes to fight or recapture:

- A. 3 Mantellian savrips (sentient humanoids)
- B. 2 K'lor'slugs (vermiform pests)
- C. 1 Kintan strider (quick-healing beasts)

Mantellian Savrip (CL 3)
(Miniature: RotS 54/60 Yuzzem)
 Large desert beast 4
See full stats in Appendix.



Kintan Strider (CL 5)
(Miniature: Rebel Storm 60/60 Wampa)
 Large desert beast 6
See full stats in Appendix.



K'lor'slug (CL 4)
(Miniature: Universe 23/60 Nexu)
 Medium subterranean beast 10
See full stats in Appendix.

To raise CL, have all three kinds of creatures attack.
 To lower CL, have only one kind of creature attack.

The Sibyls of the Dark Force will monitor the situation via the camera droids.



Camera Droid (CL 0)

(Miniature: Universe 18/60 Gonk Power Droid)

Tiny (2nd degree) droid nonheroic 1

See full stats in Appendix.

After the incident, the Wheel Administrator will slap a hefty fine on Raqua the Hutt, who merely laughs at the paltry amount. The Administrator will then disqualify the Hutt from the competition for failing to follow station safety standards, which will infuriate her to no end.

If the heroes manage to convince the Wheel Administrator that another saboteur is at fault, Raqua may be reinstated, but she will still be enraged. She is convinced it's the work of Loumoh, refusing to believe any other evidence. To get her revenge, Raqua secretly arranges for Loumoh to die during the Semi-Finals.

Scene 6: Death Gambit

Primary Objective

Prevent death and chaos during the Semi-Finals.

Potential Allies or Foes

- 2 Skakoan dejarik students
- 4 average dejarik players
- Loumoh and 2 Aqualish minions
- 3 Casino employees
- Faw Teyben
- Raqua the Hutt and 2 Klatooinian minions

Foes

- 2 Shroud-Null assassin clones
- camera droid

A Dish Best Served Cold

With the Quarter-Finals finished, the Semi-Finals either proceed the next morning at 0900 hours, or it may be delayed a day by the Wheel Administrator (if you think the party needs time to heal and regroup).

In the meantime, Raqua the Hutt secretly contacts her loyal Shroud-Null assassins hiding aboard the refitted Whalesong starship, now called the *Grave Mist*. Thinking Loumoh arranged for the escaped

beasts debacle, Raqua orders a messy but spectacular death for Loumoh.

The Shroud assassins have acquired two Skakoan pressure suits and modified them for their disguise. Their weapons are hidden in secret compartments in the suits (DC 25 Perception check to discover; Move action to open compartment). Make an untrained Deception check (Deceptive Appearance; Simple), as Skakoan pressure suits are pretty much identical.

When the Semi-Finals resume, the first match will be between Faw Teyben and Loumoh (unless the players somehow interfered with the pairings). The Shroud-Nulls plan to use the Skakoan explosive decompression weakness to initiate the attack against Loumoh by blowing up Faw Teyben. If Loumoh is still alive after that, they will draw weapons and finish him off.

The match occurs in the Dejarik Tournament Hall. The only spectators actually allowed in the room are those who have registered for the tournament; the others must watch on the big screens elsewhere in the casino. Raqua the Hutt will be watching from inside the private gaming salle furthest from the tournament hall.

The assassins know that the Skakoan will explode in a 1-square burst, so the melee specialist (with the lightsabers) will attempt to use Bantha Rush to move Faw Teyben next to Loumoh before the ranged specialist (with the pistol) shoots to pierce the suit. The assassins will only flee when Loumoh is dead, jumping or using liquid cable dispensers to get to ground floor. They will blow up other Skakoans to create chaos.

Skakoan Dejarik Student (CL 1)

rating: 19

(Miniature: RotS 41/60 Wat Tambor)

Medium Skakoan nonheroic 2

See full stats in Appendix.



Shroud-Null Assassin Clone in Armor (CL 6)

disguised: (Miniature: Clone Strike 34/60 Dark Side Acolyte)

unmasked: (Miniature: RotS 41/60 Wat Tambor)

Medium Kaleesh nonheroic 6/soldier 3/scout 1

See full stats in Appendix.

The 2 Shroud-Nulls are gifts to Raqua the Hutt for her help in a Separatist cloning project on Makem Te. These Kaleesh assassins have been cloned from samples of General Grievous's DNA. These two have undergone special training from the Clawdite and know Bantha Rush. They cannot be bribed, blackmailed or seduced. Raqua the Hutt will deny any link to the assassins. However, Master-Com will eventually trace the assassins to the *Grave Mist*.

To raise CL, a Sibyl help the assassination with Force powers through the camera droid.

To lower CL, 2 armed Wheel Security guards help.

The ship, *Grave Mist*, may be recovered after the Shroud-Nulls are traced back to their place of origin. The ship will be confiscated by the Wheel Administrator after the attack. Stats are provided if needed.



**The Grave Mist (formerly the Whalesong)
Corellian Engineering Corporation YT-1760
Transport (CL 7)**

Colossal Space Transport

See full stats in Appendix.

Scene 7: Path of Fire

Primary Objective

Defeat the Sibyls of the Dark Force.

Foes

Sibyls of the Dark Force (Rhunne and/or Tsarissa)
4 Dark Force Sisters

Hot Evidence

There are several ways to reach the endgame: *uncovering the Dark Force agent* and *lured into a trap*.

Uncovering the Dark Force agent

Clever players may narrow down the suspects to Astrid Quell, if they figure out that the Sisters would use a female agent (unless you chose

someone else as the Dark Force agent). If confronted with evidence, Astrid Quell may crack and let slip her involvement with the Sibyls of the Dark Force.

It is a Persuasion check against Astrid Quell's Will Defense to squeeze information out of her. She receives a bonus of +20 to resist, but for each piece of evidence that the players have uncovered (see below), her bonus goes down by -5.

The evidence usable against Astrid Quell are:

1. The Clawdite was captured and blurted out information about the Dark Sisters.
2. Testimony from the bounty hunters that a woman hired them.
3. Oracle's holodisc from Rhunne's hotel room.

Once Astrid Quell cracks, she will reveal the following:

Astrid Quell buries her head in her hands. "I never wanted to be their pawn, but I was their best chance at winning. They found me on Corellia and promised me full control of this casino, and all I had to do was win with their help.

"The Sibyls of the Dark Force need to control the Nimbus Casino, they said, because the Oracle had a vision that had to come true if they were to find the legacy of Darth Millennial. I do not know what that is, but they will eliminate anyone who stands in their way. If I try to throw the game, they'll kill me too."

In exchange for her safety, Astrid Quell will tell the heroes that she knows of a time and place when all the Sibyls will gather. The heroes can attack then, but mustn't alert the guards on the Station (the Sibyls are monitoring Wheel communications). Once the players give their word, they will be told about the Firepath board and a meeting time in 1d6 hours.

Lured into a trap

If the heroes haven't managed to uncover the clues leading to Astrid Quell, the Sibyls will lure them into a trap.

After the Semi-Finals, the Sibyls have had enough of the party's interference and decide to eliminate them. They kidnap one of the heroes' allies (a dejarik player that they have befriended, like Zys Columba), and leave them a message that they must come immediately to an unused Firepath gaming salle. The hostage is tied up to a gamepiece, and risks instant incineration if the

heroes come with any member of the Wheel Security Force.

Flames of Hatred

The doors open to reveal a vast, dimly lit hall with a path of golden fire etched into the floor. There is the smell of charred wood in the room. Wooden life-sized playing pieces sit on round circles on the floor.

Firepath is life-sized strategy game between two players, which involves moving large game pieces between circles on a playing field. The circles also mark where columns of flame may be triggered to incinerate your opponent's game pieces.

The Sibyls have taken over one of the Nimbus Casino's unused Firepath salles.

The salle can be accessed by the elevators in area H of the casino. The elevators take the players to the doors to the right of the Firepath map (where the golden spiral touches the walls). The three other doors lead to emergency stairs that lead up 5 flights to hidden exits on the Promenade.

The circles are equivalent to flamethrowers. Firepath flames act as a one-square wide, six-square high flamethrower (3d6 fire damage, 1 square splash).

Since it is computer-controlled (via a hand unit), everyone is considered proficient with the firepath flamethrower. Level-based damage bonuses may be added to the damage roll.

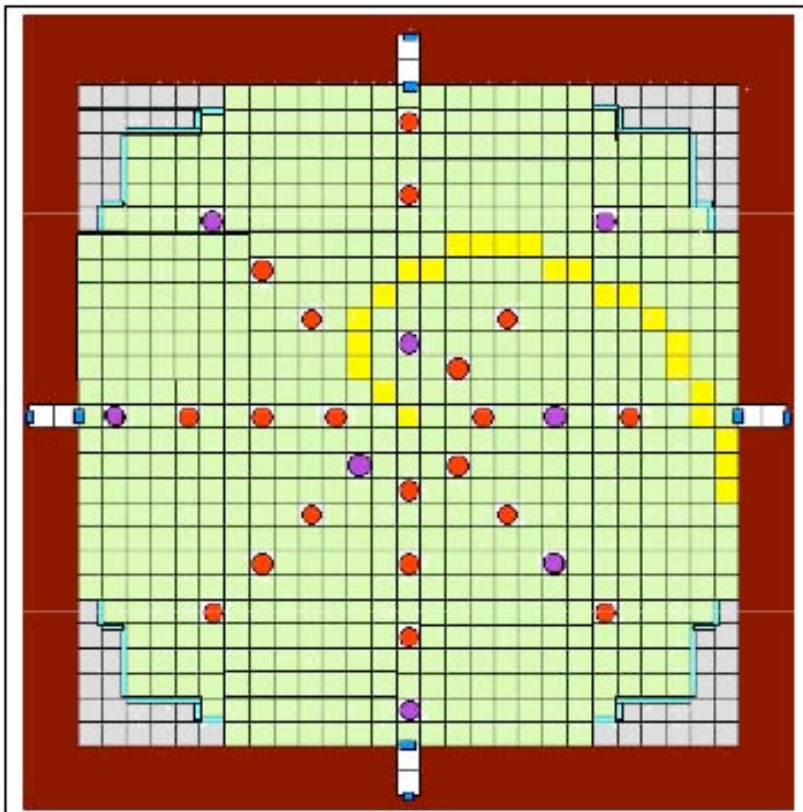
Standard tactics include readying an action to attack when an enemy missteps or is pushed (or thrown with *move object*) into place. Remember that fire damage will continue until extinguished.



The observation areas (in gray) are behind one-way fireproof glass mirrors. They are 5 cm thick, equivalent to transparisteel (DR 5, hp 25).

If the heroes had been guided here by Astrid Quell, then they have the advantage of surprise (unless they do something to lose it). All the Dark Force Sisters will be meeting to discuss how to deal with the heroes (including Rhunne if she is still free, Tsarissa, and 4 Dark Force Sisters.)

If the Dark Force Sisters have the advantage, they will have the hostage tied to one of the game pieces (same as a Medium object, *SECR* p. 151).



Firepath Salle Legend

Observation areas (in gray) behind one-way fireproof glass mirrors (blue).

Red circle: An empty Stone (game square).

Purple circle: A Stone with a game-piece (1-square tall).

Gold squares: decorative pattern on the floor.

Tsarissa will use Force Haze to hide her Dark Force sisters. 2 of them will use the firepath board to attack the heroes if they step in the circles, while the other two either protect Tsarissa or use *move object* to force the heroes into a dangerous square. The two controlling the board will use the one-way glass to their advantage, hiding behind them (one near the top, the other near the bottom). Tsarissa will say the following to the heroes:

Their leader whirls her lightwhip over her head. "This is where you meet your doom, meddlers. When we kill you, no one will be able to stop us from claiming Darth Millennial's legacy!"

Tsarissa, Sibyl of the Dark Force (CL 8)

(Miniature: *Bounty Hunters 40/60 Mistryl Shadow Guard*)

Medium Human Jedi 3/noble 3/scoundrel 1/force adept 1

See full stats in Appendix.



Dark Force Sister (CL 2)

(Miniature: *Champion of the Force 20/60 Bariss Offee*)

Medium Human nonheroic 4/soldier 1

See full stats in Appendix.

To raise CL, add more Dark Force Sisters.
To lower CL, use fewer Dark Force Sisters, and do not use Rhunne.

If the members of the Dark Force cult are defeated, you can hide a holodisc identical to the one in Rhunne's hotel room on one of them, especially if the players hadn't found it yet.

Epilogue: Grand Champion

With the Dark Force Sisters out of the way, the tournament may proceed to its logical end. Astrid Quell, if unmasked, will resign. If she wasn't unmasked but the Dark Force cult was defeated, she will likely throw the game.

All remaining matches will be resolved, and a winner crowned by the Wheel Administrator at a gala dinner at *Strata*. If there aren't two legitimate

players left, the tournament will be ruled invalid, and a new tournament rescheduled for an uncertain date in the future.

If one of your players somehow ends up winning the tournament (which should be very hard indeed), he or she will be awarded the casino. If you wish to prevent this from derailing your campaign, there are several options to dissuade them. If Raqua the Hutt or Loumoh survived, then they will use their influence to make the heroes hunted men, if they are not already. Also, Jedi on the run should note that they will be easy prey for their hunters. The best thing to do is to give the casino to Zys Columba (or someone they trust).

If you like, you may award the players with the ship, the *Grave Mist*, especially if they do not have a mode of space transport. After the tournament, the heroes may also meet with any contacts they were waiting for at the beginning of the adventure.

Ideas for further adventures include tracking down the Oracle, head of the Sibyls of the Dark Force. This may lead to a quest for Darth Millennial's mysterious legacy. Or, the heroes may become drawn into Raqua the Hutt and Loumoh's mob war. If they were on the run, they may find the Wheel to be merely a temporary haven, and soon have to find a new place to hide.

However you run their subsequent adventures, good luck!

The End

Appendix A: Pregens

The six pre-generated characters (28-point buy) are listed in their own separate columns. You may cut these out and hand them out. It is highly recommended that at least one be a Jedi.

They are designed for a possible Order 66 campaign. Aside from working for the Republic, personalities and backgrounds are flexible and should be created by the players themselves. The characters are assumed to have half their Destiny Points (adjust if you like). Specific Destinies are to be worked out between you and the player.

In addition to their listed equipment, players may also spend credits on more before the game. Assume they would have already applied for the proper licenses and paid any expenses incurred. However, they will be limited by the confines of their space transport. You may veto anything they are unlikely to have.

Pregenerated PC #1



Quin Delst, Jedi Commander

(Miniature: Rebel Storm 9/60 Luke Skywalker, Jedi Knight)

Medium Human Jedi 5

Destiny 3; **Force** 7; **Dark Side** 0

Init +8; **Senses** Perception +4

Languages Basic, Binary (understand only)

Defenses Ref 17 (ff 16), Fort 16, Will 18; Deflect

hp 53; **Threshold** 16

Speed 6 squares

Melee lightsaber +9 (2d8+7) or

Melee lightsaber +7 (2d8+10) two-handed or

Melee lightsaber +9 (3d8+7) with Mighty Swing

Base Atk +5; **Grp** +8

Atk Options Mighty Swing

Special Actions Redirect Shot

Force Powers Known (Use the Force +13): *battle strike, force slam, force thrust x2, move object, surge*

Abilities Str 16, Dex 12, Con 10, Int 13, Wis 14, Cha 12

Talents Deflect, Redirect Shot, Weapon Specialization (lightsaber)

Feats Force Sensitivity, Force Training x2, Mighty Swing, Skill Focus (Use the Force), Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, simple weapons)

Skills Initiative +8, Jump +10, Knowledge (galactic lore) +8, Use the Force +13

Possessions lightsaber, utility belt, all-temp cloak, concealed holster

Credits 20,000 credits

You were a Jedi Commander during the Clone Wars. However, after Order 66 was issued, you have become a hunted man. You must use every means possible to stay alive.

Pregenerated PC #2



Torth Ney'lan, Translator

(Miniature: Rebel Storm 1/60 Bothan Spy)

Medium Bothan noble 4/scoundrel 1

Destiny 3; **Force** 7; **Dark Side** 0

Init +4; **Senses** Perception +8

Languages Basic, Bocce, Bothese, High Galactic, Huttese, Shyriiwook, Swoken

Defenses Ref 19 (ff 17), Fort 15, Will 20

hp 33; **Threshold** 15

Speed 6 squares

Ranged heavy blaster pistol +5 (3d8+2)

Base Atk +3; **Grp** +5

Attack Options Point Blank Shot, Precise Shot

Special Actions Born Leader, Fool's Luck

Abilities Str 10, Dex 14, Con 10, Int 14, Wis 13, Cha 16

Talents Born Leader, Distant Command, Fool's Luck

Feats Skill Focus (Gather Information), Skill Focus (Use Computer), Linguist, Point Blank Shot, Precise Shot, Surgical Expertise, Weapon Proficiency (pistols, simple weapons)

Skills Deception +10, Gather Information +15, Knowledge (bureaucracy) +9, Perception +8, Persuasion +10, Pilot +9, Treat Injury +8, Use Computer +14

Possessions heavy blaster pistol, utility belt, medpac x2, belt holster, surgery kit

Credits 20,000 credits

Your friend the Jedi has been branded a traitor by the Republic. You are probably risking your own life to help him, but he has been a trusted friend. He'll need your skills as a negotiator to survive.

Pregenerated PC #3



Yol Attola, Twi'lek Soldier
(Miniature: Rebel Storm 59/60 Twi'lek Scoundrel)
 Medium Twi'lek soldier 5
Destiny 3; **Force** 7; **Dark Side** 0
Init +10; **Senses** low-light vision; Perception +2
Languages Basic, Ryl, Dosh

Defenses Ref 19 (ff 16), Fort 21, Will 15
hp 63; **Threshold** 21; Tough as Nails

Speed 6 squares

Melee stun baton +6 (1d6+3 or 2d6+3 stun)
Ranged heavy blaster rifle +9 (3d10+4) or
Ranged heavy blaster rifle +4 (3d10+4) with autofire or
Ranged heavy blaster rifle +4 (5d10+4) with Burst Fire or
Ranged frag grenade +8 (4d6+2)
Base Atk +5; **Grp** +8
Attack Options autofire (rifle), Burst Fire, Point Blank Shot, Precise Shot
Special Actions Tough as Nails

Abilities Str 13, Dex 16, Con 14, Int 12, Wis 10, Cha 12
Talents Harm's Way, Tough as Nails, Weapon Specialization (rifles)
Feats Armor Proficiency (light, medium), Burst Fire, Point Blank Shot, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +3 (untrained, but may reroll and keep second result), Endurance +9, Initiative +10, Jump +8, Pilot +10
Possessions heavy blaster rifle, utility belt, frag grenade x6, stun baton
Credits 20,000 credits

You have been assigned to protect the Bothan Noble at all costs, and thus far you have kept him out of trouble.

Pregenerated PC #4



Aleta Lore, Freelance Pilot
(Miniature: Clone Strike 60/60 Zam Wesell)
 Medium Human scout 4/scoundrel 1
Destiny 3; **Force** 7; **Dark Side** 0
Init +10; **Senses** Perception +8
Languages Basic, Bocce, Rodese

Defenses Ref 20 (ff 17), Fort 18, Will 16; Evasion
hp 52; **Threshold** 18; Shake It Off

Speed 6 squares; Running Attack
Ranged heavy blaster pistol +6 (3d8+2)
Base Atk +3; **Grp** +6
Atk Options Careful Shot, Point Blank Shot, Precise Shot
Special Actions Shake It Off, Vehicular Combat
Abilities Str 11, Dex 16, Con 14, Int 14, Wis 12, Cha 10
Talents Evasion, Jury-Rigger, Spacehound
Feats Careful Shot, Point Blank Shot, Precise Shot, Running Attack, Skill Focus (Pilot), Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Climb +7, Endurance +9, Initiative +10, Mechanics +9, Perception +8, Pilot +15, Stealth +10, Survival +8
Possessions heavy blaster pistol, utility belt, medpac x2
Credits 20,000 credits

You're the best pilot in the Outer Rim. One day you'll have your own ship. The Jedi and the Bothan Noble are lucky to have you around, especially since they'll need you to stay out of sight.

Pregenerated PC #5



Ari, Jedi Padawan

(Miniature: Champions of the Force 1/60 Bastila Shan)

Medium Human Jedi 2/soldier 1/scout 1/scoundrel 1

Destiny 3; **Force** 7; **Dark Side** 0

Init +9; **Senses** Perception +9

Languages Basic, Kel Dor, Ithorese

Defenses Ref 20 (ff 18), Fort 18, Will 19; Evasion

hp 52; **Threshold** 18

Speed 6 squares

Melee double lightsaber +3 (2d8+2) or

Melee double lightsaber -2 (2d8+2) and double lightsaber -2 (2d8+2) with Dual Weapon Mastery I

Base Atk +3; **Grp** +5

Atk Options Dual Weapon Mastery I, Point Blank Shot

Special Actions Adept Negotiator, Force Focus, Harm's Way

Force Powers Known (Use the Force +13): *move object, vital transfer, surge*

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

Talents Adept Negotiator, Evasion, Force Focus, Harm's Way

Feats Dual Weapon Mastery I, Force Sensitivity, Skill Focus (Use the Force), Force Training, Point Blank Shot, Skill Training (Treat Injury), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)

Skills Endurance +8, Initiative +9, Knowledge (life sciences) +9, Perception +9, Treat Injury +9, Use the Force +13

Possessions double lightsaber; utility belt; medpac x5, power pack x2, medical kit, glowrod, comlink.

Credits 20,000 credits

You have empathy for all living creatures and are a natural leader and healer. You still young though and struggle with your fiery demeanor. Still, you stay mindful of the Jedi Code, even after all that has happened to the Jedi Order.

Pregenerated PC #6



Zane, Slicer

(Miniature: Universe 16/60 Dash Rendar)

Medium Human scoundrel 4/soldier 1

Destiny 3; **Force** 7; **Dark Side** 0

Init +9; **Senses** Perception +8

Languages Basic, Huttese, Ryl

Defenses Ref 19 (ff 17), Fort 18, Will 17

hp 38; **Threshold** 18

Speed 6 squares; Running Attack

Ranged blaster pistol +6 (3d6+2)

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

Atk Options Point Blank Shot, Precise Shot, Running Attack, Sneak Attack +1d6

Special Actions Gimmick

Abilities Str 11, Dex 15, Con 12, Int 14, Wis 12, Cha 14

Talents Demolitionist, Gimmick, Sneak Attack

Feats Point Blank Shot, Precise Shot, Running Attack, Skill Focus (Deception), Skill Focus (Persuasion), Skill Training (Stealth), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +14, Initiative +9, Mechanics +9, Perception +8, Persuasion +14, Pilot +9, Stealth +9, Use Computer +9

Possessions blaster pistol, utility belt, tool kit, security kit, detonite x2, timers x2, comlink

Credits 20,000 credits

Everyone thinks you are a mysterious and crafty individual. You are the team's slicer and demolitionist, and you are a persuasive and resourceful con artist. You are starting to like your comrades but you are still quite the mercenary.

Appendix B: Stats

The Dejarik Eight

General Ch'ch'oty, Fefze Swarm Grandmaster (Swarm of 16 Fefze Drones) (CL 11)

(Miniature: Bounty Hunters 41/60 Mustafarian Flea Rider)

Gargantuan* Fefze swarm beast 3/noble 3/soldier 3/officer 3

Force 2; **Dark Side** 0

Init +13; **Senses** darkvision; Perception +20

Languages Basic (understand only), Binary, Fefze, Gand, Geonosian, Verpine

Defenses Ref 22 (ff 20), Fort see below, Will 27; +2 natural armor; Command Cover

hp see below; **Threshold** see below

Speed 6 squares; fly 4 squares

Melee swarming bites +11 (1d6+7)

Ranged volley of acid spittle +11 (see below)

Base Atk +9; **Grp** +10

Fighting Space 4x4; **Reach** 1 square

Atk Options Point Blank Shot

Special Actions Battle Analysis, Born Leader, Coordinate, Coordinated Attack, Deployment Tactics, Harm's Way, Trust

Abilities Str 15, Dex 14, Con 10, Int 21, Wis 18, Cha 20

Special Qualities Command Cover, Share Talent

Talents Battle Analysis, Born Leader, Coordinate, Deployment Tactics, Harm's Way, Trust

Feats Coordinated Attack, Point Blank Shot, Skill Focus (Knowledge [tactics]), Skill Focus (Perception), Skill Training (Deception), Skill Training (Knowledge [tactics]), Weapon Proficiency (pistols, simple weapons)

Skills Climb +13, Deception +16, Endurance +11, Initiative +13, Knowledge (tactics) +21, Perception +20, Stealth -2, Survival +15

Possessions N-LOM protocol droid

Swarm Intelligence – For each drone in the Fefze swarm, the swarm may add +2 to its collective Intelligence, Wisdom, or Charisma score, to a maximum of 10 drones per stat. There must be at least 10 drones to achieve swarm intelligence. A swarm may have nonheroic or heroic levels, but non-sentient drones separated from the swarm cannot access feats, skills, or talents, base attack and other heroic class traits.

***Swarm Body** – instead of a single hp total, the swarm's hp is distributed among its drones. Damage from a single, non-area attack source may be allocated to a single drone, while area attacks affect all drones in the area of effect. Although the effective size is Gargantuan for Reflex Defense and Stealth, physically the Fefze Swarm is composed of its individual drones.

Acidic Spittle (CL 2) – See Acid (*SECR* p. 252). Range as thrown weapon.

Scent – Fefze ignore concealment and cover when making Perception checks to notice opponents within 10 squares, and they take no penalty from poor visibility when tracking.

Yonta-level dejarik player



G'imlin, B'omarr Monk of Tatoonine (CL 7)

(Miniature: Universe 15/60 B'omarr Monk)

Large cyborg nonheroic 8/scout 2/noble 3

Force 4, Strong in the Force; **Dark Side** 0

Init +8; **Senses** low-light vision, darkvision; Perception +21

Languages Basic, Binary, High Galactic, Huttese, Jawa Trade Language, Tusken

Defenses Ref 18 (flat-footed 16), Fort 14, Will 20
hp 45; **Threshold** 29

Immune atmospheric and inhaled poison hazards

Weakness vulnerable to ion damage and stunning

Speed 8 squares (walking)

Melee claw +12 (1d6+5)

Base Atk +9; **Grp** +12

Fighting Space 2x2; **Reach** 1 square

Abilities Str 16, Dex 14, Con 6, Int 20, Wis 16, Cha 12

Talents Demand Surrender, Presence, Sure-footed

Feats Skill Focus (Deception), Skill Focus (Jump), Skill Focus (Knowledge [tactics]), Skill Focus (Perception), Skill Training (Knowledge [social sciences]), Skill Training (Survival), Strong in the Force, Weapon Proficiency (simple weapons, heavy weapons)

Skills Deception +17, Jump +19, Knowledge (galactic lore) +16, Knowledge (social sciences) +16, Knowledge (tactics) +21, Perception +21, Persuasion +12, Survival +17

Systems walking locomotion, 4 extra legs, claw appendage, basic processor, vocabulator, hardened systems x3, locked access, secondary battery, improved sensor package, darkvision

Possessions brain jar (life support: immunity to atmospheric and inhaled poison hazards)

Cyborg Hybrid – As a cyborg hybrid, G'imlin may use any type of droid system except a processor (however, a basic processor takes over when the unit is not carrying a brain jar). Its cyborg chassis includes a life support system, making it immune to atmospheric and inhaled poison hazards.

Brain Jar – G'imlin cannot perform any physical actions without the spider droid. However, it retains life support and all mental faculties if separated from the droid.

Yonta-level dejarik player



Raqua the Hutt (CL 8)

(Miniature: Rebel Storm 50/60 Jabba the Hutt)

Large Hutt Noble 5/Scoundrel 2/Crime Lord 1

Destiny 2; Force 4; Dark Side 4

Init +2; **Senses** Perception +11

Languages Basic, Binary, Bocce, Cerean, Clawdite, Huttese, Ithorese, Lekku (understand only), Ryl, Shyriiwook, Toydarian

Defenses Ref 17 (ff 17), Fort 20, Will 24

hp 54; **Threshold** 30

Speed 2 squares

Melee unarmed +4 (1d6+4)

Ranged heavy blaster pistol +2 (3d8+4)

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

Atk Options autofire (pistol)

Special Actions Coordinated Attack, Point Blank Shot, Presence

Abilities Str 10, Dex 6, Con 14, Int 18, Wis 14, Cha 14

Talents Connections, Gambler, Notorious, Presence, Wealth

Feats Coordinated Attack, Improved Damage Threshold, Linguist, Point Blank Shot, Skill Focus (Deception), Skill Focus (Knowledge [tactics]), Skill Focus (Perception), Toughness, Weapon Proficiency (pistols, simple weapons)

Skills Deception +16, Gather Information +11, Knowledge (bureaucracy) +13, Knowledge (galactic lore) +13, Knowledge (social sciences) +13, Knowledge (tactics) +18, Perception +11, Persuasion +16 (may reroll and keep better result), Pilot +7, Use Computer +13

Possessions cred chip, datapad, heavy blaster pistol

Credits 10,000 credits

Force Resistance - +5 species bonus to Will Defense against any Use the Force check Supreme

Stability - cannot be tripped or knocked prone

Yonta-level dejarik player

Hin-Gadi-Yerr, Cerean Dejarik Player (CL 3)

(Miniature: Clone Strike 16/60 Ki-Adi Mundi)

Medium Cerean nonheroic 10

Force 0; Dark Side 0

Init +15 (may reroll and keep second result);

Senses Perception +17

Languages Basic, Binary, Cerean, Dosh, High Galactic, Ryl

Defenses Ref 10 (ff 10), Fort 10, Will 12; Dodge

hp 20; **Threshold** 10

Speed 6 squares

Melee unarmed +5 (1d4-2)

Base Atk +7; **Grp** +7

Abilities Str 6, Dex 10, Con 11, Int 16, Wis 14, Cha 8

Feats Dodge, Skill Focus (Deception), Skill Focus (Initiative), Skill Focus (Knowledge [tactics]), Skill Focus (Perception), Skill Training (Initiative), Weapon Proficiency (simple weapons)

Skills Deception +14, Initiative +15, Knowledge (tactics) +18, Perception +17, Use Computer +13

Possessions cred chip, datapad

Credits 1,000 credits

Yonta-level dejarik player



Astrid Quell, Human Dejarik Player (CL 5)

(Miniature: RotS 14/60 Mon Mothma)

Medium Human noble 2/scoundrel 1/scout 1/soldier 1

Destiny 1; Force 3; Dark Side 4

Init +3; **Senses** Perception +11; Acute Senses

Languages Basic, Binary, Cerean, Fefze, Herglese, Huttese, Ryl, Skako

Defenses Ref 18 (ff 17), Fort 18, Will 16

hp 37; **Threshold** 18

Speed 6 squares

Melee unarmed +1 (1d4-1)

Ranged hold-out blaster pistol +3 (3d4+2)

Base Atk +2; **Grp** +3

Atk Options Point Blank Shot

Special Actions Battle Analysis, Presence

Abilities Str 8, Dex 12, Con 12, Int 16, Wis 8, Cha 17

Talents Acute Senses, Battle Analysis, Gambler, Presence

Feats Armor Proficiency (light), Force Sensitivity, Linguist, Point Blank Shot, Skill Focus (Deception), Skill Focus (knowledge [tactics]), Skill Focus (Perception), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +15, Gather Information +10, Knowledge (galactic lore) +10, Knowledge (social sciences) +10, Knowledge (tactics) +15, Perception +11 (may reroll, but must keep second result), Persuasion +10, Treat Injury +6, Use Computer +10, Use the Force +10

Possessions hold-out blaster pistol, concealed holster, cred chip

Credits 20,000 credits

Yonta-level dejarik player



Loumoh, Herglic Crime Boss (CL 8)

(Miniature: Alliance & Empire 41/60 Ephant Mon)

Large Herglic scout 1/noble 6/crime lord 1

Destiny 1; Force 5; Dark Side 5

Init +4; **Senses** Perception +10

Languages Aqualish, Basic, Bocce, Gunganese, Herglese, Huttese, Mon Calamarian, Quarrenese

Defenses Ref 22 (ff 22), Fort 21, Will 23; +2 natural armor

hp 62; **Threshold** 26; Shake It Off

Speed 4 squares

Melee unarmed +7 (1d6+7)

Ranged heavy blaster pistol +4 (3d8+4)

Base Atk +4; **Grp** +7

Special Actions Crush, Inspire Fear I, Pin, Shake It Off

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

Talents Barter, Connections, Educated, Inspire Fear I, Spontaneous Skill

Feats Crush, Linguist, Pin, Shake It Off, Skill Focus (Deception), Skill Focus (Knowledge [tactics]), Skill Training (Deception), Skill Training (Persuasion), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +17, Endurance +11, Knowledge (bureaucracy) +12, Knowledge (galactic lore) +12, Knowledge (tactics) +17, Perception +10, Persuasion +12, Pilot +9, Survival +10, Swim +12

Possessions heavy blaster pistol, cred chip, code cylinder, portable computer

Credits 2,000 credits

Gambling Addiction – If a Herglic encounters a gambling situation, it must spend a Force Point to resist.

Yonta-level dejarik player



Faw Teyben, Skakoan Gambler (CL 4)

(Miniature: RotS 41/60 Wat Tambor)

Medium Skakoan nonheroic 4/noble 3

Force 1; Dark Side 2

Init +2; **Senses** Perception +12

Languages Basic, Cerean, Herglese, Skakoverbal

Defenses Ref 15 (ff 15), Fort 16, Will 14; +2 armor

hp 24; **Threshold** 16

Weakness requires life support

Speed 6 squares

Melee unarmed +6 (1d4+2)

Base Atk +5; **Grp** +6

Abilities Str 12, Dex 8, Con 12, Int 16, Wis 9, Cha 13

Talents Born Leader, Inspire Haste

Feats Armor Proficiency (light), Skill Focus (Deception), Skill Focus (Knowledge [tactics]), Skill Focus (Mechanics), Skill Focus (Perception), Skill Training (Knowledge [technology]), Skill Training (Mechanics), Skill Training (Use Computers), Weapon Proficiency (simple weapons)

Skills Deception +14, Knowledge (tactics) +16, Knowledge (technology) +11, Mechanics +16, Perception +12, Persuasion +9, Use Computers +11

Possessions Skakoan pressure suit, cred chip

Credits 1,000 credits

Yonta-level dejarik player

Skakoan pressure suit (light armor)

All Skakoans carry a special pressure suit.

Armor bonus to Ref defense: +2

Equipment bonus to Fort defense: +2

Max Dex bonus: +4

Cost: 1,000 credits

Explosive decompression: If a Skakoan's pressure suit is breached on a low-pressure world (Piercing, Slashing or Energy damage exceeding the wearer's threshold), the Skakoan dies horrifically, exploding in a 1-square burst radius causing 5d6 damage. It is a DC 20 Knowledge (galactic lore), (technology), or (life sciences) roll to know about Skakoan decompression.



Zys Columba, Twi'lek Gambler (CL 6)
(Miniature: Rebel Storm 58/60 Twi'lek Bodyguard)
 Medium Twi'lek scoundrel 6
Force 3, Dark Side 1
Init +5; **Senses** low-light vision; Perception +8
Languages Basic, Ryl, Lekku
Defenses Ref 20 (ff 18), Fort 18, Will 17
hp 33; Threshold 18
Speed 6 squares; Running Attack
Melee vibrodagger +6 (2d4+3)
Ranged hold-out blaster +6 (3d4+3) or
Ranged hold-out blaster +6 (4d4+3) with Deadeye
Base Atk +4; **Grp** +6
Attack Options Deadeye, Lucky Shot, Point Blank Shot, Precise Shot
Abilities Str 10, Dex 14, Con 10, Int 12, Wis 11, Cha 16
Talents Gambler, Knack, Lucky Shot
Feats Deadeye, Point Blank Shot, Precise Shot, Running Attack, Skill Focus (Deception), Skill Focus (Knowledge [tactics]), Weapon Finesse, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)
Skills Deception +16 (may reroll and keep second result), Knowledge (tactics) +14, Perception +8, Persuasion +11, Stealth +10
Possessions vibrodagger, hold-out pistol
Yonta-level dejarik player

Scene 1

Theta-Class T-2C Personnel Transport (CL 6)
 Gargantuan space transport
Init +3; **Senses** Perception +6
Defense Ref 14 (ff 12), Fort 26; +7 armor
hp 120; DR 10; SR 25; Threshold 46
Speed fly 16 squares (max. velocity 2,000 km/hr), fly 6 squares (starship scale)
Ranged 2 quad laser cannons +4 (6d10x2)
Fighting Space 4x4 or 1 square (starship scale);
Cover total
Base Atk +2; **Grp** +33
Atk Options autofire (quad laser cannons)
Abilities Str 42, Dex 14, Con -, Int 14
Skills Initiative +3, Mechanics +6, Perception +6, Pilot +3, Use Computer +6
Crew 1 to 5 (skilled); **Passengers** 16
Cargo 50 tons; **Consumables** 2 months; **Carried Craft** none
Hyperdrive x1 (backup x15), nav computer
Availability Military; **Cost** not available for sale (but likely 120,000 new)

Quadlaser cannons (gunner)
Atk +4 (-1 autofire); **Dmg** 6d10x2
Laser cannon (gunner)
Atk +4; **Dmg** 4d10x2



Modified Sheathipede-Class Short-Range Shuttle, Haor Chall Engineering (CL 4)
 Colossal space transport
Init -4; **Senses** Perception +5
Defense Ref 13 (ff 12), Fort 18; **Armor** +12
hp 100; DR 10; SR 25; Threshold 68
Speed fly 12 squares (max. velocity 700km/h), fly 2 squares (starship scale)
Ranged ion turret +1 (see below)
Fighting Space 12x12 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +28
Abilities Str 27, Dex12, Con -, Int 12
Skills Initiative -4, Mechanics +5, Perception +5, Pilot -4, Use Computer +5
Crew 1 (normal or droid automated); **Passengers** 20
Cargo 80 tons; **Consumables** 1 month;
Hyperdrive none
Availability Rise of the Empire; **Cost** not for sale

Ion turret (gunner)
Atk +1; **Dmg** 5d10x2

Scene 2



Rhunne, Sibyl of the Dark Force (CL 6)
In Disguise: (Miniature: Champion of the Force 31/60 Queen Amidala)
In Cloak: (Miniature: Clone Strike 18/60 Luminara Unduli)
 Medium Human noble 2/scoundrel 3/Jedi 1
Destiny 1; Force 4; Dark Side 14
Init +10; Senses Perception +10
Languages Basic, Herglese, High Galactic, Huttese, Ryl
Defenses Ref 19 (ff 17), Fort 16, Will 19
hp 32; Threshold 16
Speed 6 squares
Melee unarmed +3 (1d4+2) or
Melee lightsaber +3 (2d8+2) or
Ranged hold-out blaster pistol +5 (3d4+3)
Base Atk +4; Grp +6
Atk Options Point Blank Shot, Power of the Dark Side
Force Powers Known (Use the Force +16): *force disarm, mind trick, move object x3, surge*
Abilities Str 8, Dex 14, Con 10, Int 14, Wis 14, Cha 16
Talents Clear Mind, Power of the Dark Side, Slicer, Swift Power
Feats Force Sensitivity, Force Training x2, Linguist, Point Blank Shot, Skill Focus (Use Computer), Skill Focus (Use the Force), Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Deception +11, Gather Information +11, Initiative +10, Knowledge (galactic lore) +10, Knowledge (social sciences) +10, Perception +10, Persuasion +11, Use Computer +15, Use the Force +16
Possessions comlink, credit chip, hold-out blaster pistol, concealed holster, holorecorder, security kit, 3 camera droids
Credits 750 credits

Wheel Citizen/Casino Employee (CL 0)
(Miniature: RotS 2/60 Alderaan Trooper)
 Medium Human nonheroic 1
Init +0; Senses Perception +5
Languages Basic, one other
Defenses Ref 9 (ff 9), Fort 9, Will 10
hp 2; Threshold 9
Speed 6 squares
Melee unarmed -1 (1d4-1)
Base Atk +0; Grp -1
Abilities Str 8, Dex 8, Con 8, Int 10, Wis 10, Cha 10
Feats Skill Focus (Pilot)^H, Skill Training (Mechanics), Skill Training (Knowledge [technology]), Skill Training (Perception), Weapon Proficiency (simple weapons)
Skills Knowledge (galactic lore) +5, Knowledge (technology) +5, Mechanics +5, Perception +5, Pilot +9^H
Possessions credit chip
Credits 1d6x10 credits
^H: Human bonus feat or trained skill



Average Dejarik Player (CL 0)
(Miniature: Bounty Hunters 35/60 Human Blaster-For-Hire)
 Medium Human nonheroic 2
Init +0; Senses Perception +6
Languages Basic, Binary, Bocce, Cerean, High Galactic, one other
Defenses Ref 9 (ff 9), Fort 10, Will 10
hp 6; Threshold 10
Speed 6 squares
Melee unarmed +0 (1d4-1)
Base Atk +1; Grp +0
Abilities Str 8, Dex 8, Con 10, Int 14, Wis 10, Cha 12
Feats Linguist, Skill Focus (Deception)^H, Skill Focus (Knowledge [tactics]), Skill Training (Knowledge [galactic lore]), Weapon Proficiency (simple weapons) Skills Deception +12^H, Knowledge (galactic lore) +8, Knowledge (tactics) +13, Perception +6
Possessions credit chip
Credits 3d4x10 credits
^H: Human bonus feat or trained skill

Scene 3



Fefze Drone (CL 1)

(Miniature: Clone Strike 41/60 Geonosian Drone)

Medium Fefze beast 3

Force 0; **Dark Side** 0

Init +2; **Senses** darkvision; Perception +2

Languages Fefze

Defenses Ref 13 (ff 12), Fort 10, Will 11; +2 natural armor

hp 12; **Threshold** 10

Speed 6 squares; fly 4 squares

Melee bite +2 (1d6+2)

Ranged acidic spittle +2 (see below)

Base Atk +1; **Grp** +2

Fighting Space 1 square; **Reach** 1 square

Atk Options Point Blank Shot

Special Actions Coordinated Attack

Abilities Str 13, Dex 12, Con 10, Int 1, Wis 12, Cha 14

Feats Coordinated Attack, Point Blank Shot

Skills Climb +7

Swarm Intelligence - For each drone in the Fefze swarm, the swarm may add +2 to its collective Intelligence, Wisdom, or Charisma score, to a maximum of 10 drones per stat. There must be at least 10 drones to achieve swarm intelligence. A swarm may have nonheroic or heroic levels, but non-sentient drones separated from the swarm cannot access feats, skills, or talents, base attacks and other traits that come with character levels.

Acidic Spittle (CL 2) - See Acid (SECR p. 252). Range as thrown weapon.

Scent - Fefze ignore concealment and cover when making Perception checks to notice opponents within 10 squares, and they take no penalty from poor visibility when tracking.



Korl Zinnecc, Clawdite in Bith guise (CL 5)

disguised (Miniature: Universe 44/60 Bith Rebel)

and (Miniature: Universe 17/60 Dr. Evazan)

Medium Clawdite scout 4/scoundrel 1

Force 3; **Dark Side** 7

Init +11; **Senses** Perception +6

Languages Basic, Clawdite, Huttese

Defenses Ref 21 (ff 17), Fort 17, Will 15

hp 44; **Threshold** 17; Shake It Off

Speed 8 squares; Long Stride, Surefooted

Melee knife +5 (1d4+4)

Ranged blaster pistol +7 (3d6+2)

Base Atk +3; **Grp** +5

Attack Options Point Blank Shot

Special Actions Fool's Luck

Abilities Str 14, Dex 18, Con 13, Int 15, Wis 8, Cha 12

Talents Fool's Luck, Long Stride, Surefooted

Feats Point Blank Shot, Shake It Off, Skill Focus (Climb), Skill Focus (Jump), Skill Training (Acrobatics), Skill Training (Deception), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Acrobatics +11, Climb +14, Deception +8, Endurance +8, Initiative +11, Jump +14, Stealth +11, Perception +6, Pilot +11

Possessions credit chip, blaster pistol, concealed holster, knife, detonite, timer, utility belt

Credits 2,000 credits

Shapeshift - Korl Zinnecc can disguise herself with a Deception check made to present a Deceptive appearance and must make an Endurance check (DC 12) during stressful situations to prevent shifting back. Make Endurance checks each round to see if she loses the Bith shape.

Interlude



Mlokk, Kubaz Jedi Hunter (CL 7)
(Miniature: Bounty Hunters 34/60 Garindan)
 Medium Kubaz nonheroic 4/scout 3/scoundrel
 1/bounty hunter 2
Force 2, Strong in the Force; **Dark Side** 4
Init +12; **Senses** darkvision; Perception +13*
Languages Kubazi
Defenses Ref 23 (ff 20), Fort 22, Will 19
hp 56; **Threshold** 22
Speed 6 squares
Melee lightsaber +3 (2d8+4)
Ranged slug carbine +10 (2d8+3) or
Ranged slug carbine +8 (3d8+3) with Rapid Shot
Ranged net launcher +10 (Grp +8)
Base Atk +7; **Grp** +8
Atk Options Hunters Mark, Rapid Shot
Special Actions Familiar Foe, Point Blank Shot,
 Running Attack
Abilities Str 13, Dex 16, Con 14, Int 8, Wis 14,
 Cha 10
Talents Acute Senses, Expert Tracker, Hunter's
 Mark, Skirmisher
Feats Armor Proficiency (light, medium), Dodge,
 Mobility, Point Blank Shot, Rapid Shot, Running
 Attack, Weapon Proficiency (advanced melee,
 pistol, rifle, simple)
Skills Initiative +13, Perception +14*, Survival
 +12
Possessions Flight Suit, armored with helmet
 package* (Ref +5, +2 equip bonus to Fortitude),
 slug carbine with targeting scope, utility belt with
 medpac, bandolier with 6 ion grenades, 2 stun
 grenades, out-of-date bounty hunters license,
 datapad, lightsaber, customized netlauncher (point
 blank only, 0-6 squares, 1 shot item)
Light sensitivity - blind without special goggles



Nu'abbor, Gand Findsman (CL 6)
(Miniature: Bounty Hunters 53/60 Zuckuss)
 Medium Gand nonheroic 4/scout 3/soldier
 1/bounty hunter 1
Force 2, Strong in the Force; **Dark Side** 4
Init +12; **Senses** low-light vision, darkvision;
 Perception +13*
Languages Gand
Defenses Ref 26 (ff 23), Fort 22, Will 18; +1
 natural armor
hp 57; **Threshold** 22
Speed 6 squares (walking or flying)
Melee vibrobayonet +9 (2d6+4)
Ranged blaster rifle +10 (3d8+3)
Ranged blaster rifle +5 (3d8+3) with autofire
Base Atk +7; **Grp** +9
Atk Options Hunters Mark, Rapid Shot
Special Actions Point Blank Shot
Abilities Str 15, Dex 16, Con 14, Int 10, Wis
 14, Cha 8
Talents Acute Senses, Draw Fire, Expert Tracker,
 Hunter's Mark
Feats Armor Proficiency (light, medium), Point
 Blank Shot, Precise Shot, Rapid Shot, Strong in the
 Force, Weapon Proficiency (advanced melee, pistol,
 rifle, simple)
Skills Initiative +12, Perception +13*, Survival
 +12, Persuasion +3, Pilot +7
Possessions Battle Armor (+8 Ref, +2 equipment
 bonus to fortitude) with helmet package* +holo
 and video recorder, blaster rifle with vibrobayonet,
 , utility belt with medpac, 2 stun grenades, bounty
 hunter's license, datapad, electrobinoculars, jet
 pack

Scene 4



Raqua's Klatooinian Minion (CL 3)
(Miniature: Clone Strike 54/60 Klatooinian Enforcer)
 Medium Klatooinian soldier 3
Force 0; Dark Side 2
Init +9; **Senses** Perception +5
Languages Basic, Huttese, Toydarian
Defenses Ref 17 (ff 14), Fort 16, Will 14
hp 43; Threshold 16
Speed 6 squares
Melee club +6 (1d6+4)
Ranged heavy blaster pistol +6 (3d8+1) or
Ranged heavy blaster pistol +1 (3d8+1) with autofire
Base Atk +3; **Grp** +6
Atk Options autofire (pistol), Bantha Rush, Pin, Power Attack
Abilities Str 16, Dex 16, Con 12, Int 12, Wis 8, Cha 8
Talents Battle Analysis, Cover Fire
Feats Armor Proficiency (light, medium), Bantha Rush, Pin, Power Attack, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +7, Initiative +9, Knowledge (tactics) +7, Perception +5
Possessions club, heavy blaster pistol, 2 power packs



Loumoh's Aqualish Minion (CL 3)
(Miniature: Clone Strike 49/60 Aqualish Spy)
 Medium Aqualish soldier 2/scoundrel 1
Init +5; **Senses** Perception +0
Languages Aqualish, Basic
Immune breathe underwater
Defenses Ref 17 (ff 16), Fort 17, Will 13
hp 44; Threshold 22
Speed 6 squares
Melee unarmed +5 (1d6+5) or
Melee unarmed +5 (2d6+5) with Mighty Swing
Ranged heavy blaster pistol +3 (3d8+3)
Base Atk +2; **Grp** +5

Atk Options autofire (pistol), Mighty Swing, Point Blank Shot
Abilities Str 16, Dex 12, Con 14, Int 8, Wis 8, Cha 8
Talents Fortune's Favor, Melee Smash
Feats Armor Proficiency (light, medium), Improved Damage Threshold, Martial Arts I, Mighty Swing, Point Blank Shot, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +5, Swim +9 (may reroll but must keep second result; may take 10 even when threatened or distracted)
Possessions heavy blaster pistol



Immature Dianoga (CL 3)
(Miniature: Universe 13/60 Acklay)
 Large aquatic subterranean beast 4
Init +7; **Senses** dark-vision, low-light vision; Perception +5
Defenses Ref 20 (flat-footed 10), Fort 13, Will 9.
hp 30; Threshold 18
Speed 4 squares, swim 6 squares
Melee bite +6 (1d4+6)
Fighting Space 1x3; **Reach** 2 squares
Base Atk +3; **Grp** +4
Atk Options Pin, Crush
Abilities Str 17, Dex 13, Con 17, Int 4, Wis 8, Cha 6
SQ aquatic, camouflage, subterranean
Feats Pin, Crush
Skills Stealth +0/+10*
Aquatic - Cannot drown in water and does not need to make Swim check; Low-light vision.
Camouflage - A Dianoga that has not eaten in the past 24 hours gains a +10 to all Stealth checks.
Subterranean - May reroll Perception checks but must keep the second roll, even if it is worse; darkvision.

Scene 5

Mantellian Savrip (CL 3)

(Miniature: RotS 54/60 Yuzzem)
Large desert beast 4

Init +8; **Senses** low-light vision; Perception +3
Defenses Ref 14 (ff 13), Fort 14, Will 11; +4 natural armor
hp 34; **Threshold** 19

Speed 6 squares
Melee 2 claws +7* (1d8+9) and bite +7* (1d8+9)
Base Atk +3; **Grp** +8
Fighting Space 2x2 squares; **Reach** 2 squares
Attack Options Power Attack

Abilities Str 20, Dex 12, Con 19, Int 4, Wis 13, Cha 8

Feats Power Attack, Skill Training (Initiative)
Skills Climb +12, Initiative +8, Survival +8 (may reroll to endure extreme heat, keeping better result)

*Includes 2 points of Power Attack



Kintan Strider (CL 5)

(Miniature: Rebel Storm 60/60 Wampa)
Large desert beast 6

Init +3; **Senses** Perception +5
Defenses Ref 15 (ff 15), Fort 16, Will 7
hp 63; **Threshold** 21

Speed 6 squares
Melee slam +5* (1d6+20)
Fighting Space 2x2; **Reach** 2 squares
Base Atk +4; **Grp** +16
Atk Options Great Cleave, Power Attack
Abilities Str 24, Dex 10, Con 22, Int 3, Wis 4, Cha 8

Feats Cleave, Great Cleave, Power Attack
Skills Perception +5
Desert Beast – may reroll Survival checks to resist extreme heat and keep the better result.
Extraordinary Recuperation – Kintan Striders regain hit points at ten times the normal rate.



K'lor'slug (CL 4)

(Miniature: Universe 23/60 Nexu)
Medium subterranean beast 10

Init -1; **Senses** darkvision; Perception +0
Defenses Ref 18 (ff 15), Fort 8, Will 9

hp 35; **DR** 20/energy; **Threshold** 13

Immune drowning
Speed 4 squares, burrow 1 square, swim 6 squares

Melee bite +10 (1d6-3 plus poison) and 2 claws +10 (1d4-3)

Fighting Space 1x1; **Reach** 1 square

Base Atk +7; **Grp** +4

Atk Options Poison

Abilities Str 5, Dex 16, Con 6, Int 1, Wis 9, Cha 2

Feats Improved Damage Threshold, Skill Focus (Stealth), Toughness, Weapon Finesse

Skills Survival +12, Perception +0 (may reroll)

Expert Swimmer – may reroll Swim but must keep second result; take 10 on Swim checks even when distracted or threatened; may breathe underwater

Poison – if the bite attack hits the target's Reflex Defense, compare it to the target's Fortitude Defense. If the attack also overcomes the target's Fort Defense, the target moves -1 persistent step on the condition track.

Subterranean Beast – may reroll Perception but must keep the second result.



Hover Cam Droid (CL 0)

(Miniature: Universe 18/60 Gonk Power Droid)

Tiny (2nd degree) droid nonheroic 1
Small repulsor craft (3rd degree) droid nonheroic 1

Init +1 **Senses** Perception +15*

Defenses Ref 12; Fort 10; Will 13
hp 4; **Threshold** 10

Speed 6 squares
Base Atk +0; **Grp** -4

Abilities Str 6, Dex 13, Int 10 Wis 16 Cha 8
Feats Skill Training (Stealth), Skill Focus (Perception)

Skills Perception +15*, Stealth +11*

Systems Hovering locomotion, basic processor, improved sensor package, darkvision, integrated comlink

Possessions video recording unit



Scene 6

Skakoan Dejarik Student (CL 1)
(Miniature: RotS 41/60 Wat Tambor)
 Medium Skakoan nonheroic 2
Force 0; **Dark Side** 0
Init +0; **Senses** Perception +6
Languages Basic, High Galactic, Skakoverbal
Defenses Ref 11 (ff 11), Fort 12, Will 10; +2 armor
hp 6; **Threshold** 12
Weakness requires life support
Speed 6 squares
Melee unarmed +0 (1d4-1)
Base Atk +1; **Grp** +0
Abilities Str 8, Dex 8, Con 10, Int 14, Wis 10, Cha 12
Feats Armor Proficiency (light), Skill Focus (Knowledge [tactics])
Skills Knowledge (tactics) +13, Perception +6
Possessions credit chip, pressure suit
Credits 3d4x10 credits

Skakoan pressure suit (light armor)
 All Skakoans carry a special pressure suit.

Armor bonus to Ref defense: +2
Equipment bonus to Fort defense: +2
Max Dex bonus: +4
Cost: 1,000 credits
Explosive decompression: If a Skakoan's pressure suit is breached on a low-pressure world (Piercing, Slashing or Energy damage exceeding the wearer's threshold), the Skakoan dies horrifically, exploding in a 1-square burst radius causing 5d6 damage. It is a DC 20 Knowledge (galactic lore), (technology), or (life sciences) roll to know about Skakoan decompression.



Shroud-Null Assassin Clone in Armor (CL 6)
disguised: (Miniature: Clone Strike 34/60 Dark Side Acolyte)
unmasked: (Miniature: RotS 41/60 Wat Tambor)
 Medium Kaleesh nonheroic 6/soldier 3/scout 1
Force 3; **Dark Side** 2
Init +4; **Senses** Perception +1
Languages Basic, Kaleesh, Gossam
Defenses Ref 17 (ff 15), Fort 17, Will 11; +2 armor
hp 28; **Threshold** 14; **Tough as Nails**

Speed 6 squares
Melee unarmed +9 (1d4+4) or
Melee lightsaber +10 (2d8+6) or
Melee lightsaber +8 (2d8+6) and lightsaber +8 (1d8+6) or
Ranged blaster pistol +9 (3d6+4)
Base Atk +7; **Grp** +9
Atk Options Bantha Rush, Dual Weapon Mastery II
Abilities Str 15, Dex 15, Con 12, Int 12, Wis 9, Cha 12
Talents Improved Stealth, Tough as Nails, Weapon Specialization (lightsabers)
Feats Armor Proficiency (light), Bantha Rush, Dual Weapon Mastery I, Dual Weapon Mastery II, Weapon Focus (lightsabers), Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)
Skills Pilot +9, Stealth +9, Survival +3 (may reroll and take the second result)
Possessions 2 lightsabers (green) (one assassin only), Skakoan pressure suit, blaster pistol (one assassin only), 2 power packs, liquid cable dispenser



The Grave Mist (formerly the Whalesong)
Corellian Engineering Corporation YT-1760 Transport (CL 7)
 Colossal Space Transport
Init -5; **Senses** Perception +5
Defense Ref 12 (flat-footed 12), **Fort** +26; +12 armor
hp 90; **DR** 10; **Threshold** 76
Speed fly 14 squares (max. velocity 990 km/h), fly 3 squares (starship scale)
Ranged None
Fighting Space 12x12 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +36
Abilities Str 42, Dex 10, Con -, Int 14
Skills Initiative -5, Mechanics +5, Perception +5, Pilot -5, Use Computer +5
Crew 1 (normal); **Passengers** 8
Cargo 20 tons; **Consumables** 2 months; **Carried Craft** none
Hyperdrive x1 (backup x12), nav computer
Availability Licensed; **Cost** 80,000 (20,000 used)

Scene 7



Tsarissa, Sibyl of the Dark Force (CL 8)
(Miniature: Bounty Hunters 40/60 Mistryl Shadow Guard)
 Medium Human Jedi 3/noble 3/scoundrel 1/force adept 1
Destiny 3; **Force** 6; **Dark Side** 16
Init +11, Foresight; **Senses** Perception +12
Languages Basic, High Galactic, Huttese
Defenses Ref 22 (ff 20), Fort 20, Will 25
hp 58; **Threshold** 20
Speed 6 squares
Melee lightwhip +6 (2d4+5), 2-square reach or
Melee lightwhip +4 (3d4+5), 2-square reach with Rapid Strike
Base Atk +5; **Grp** +7
Atk Options Point Blank Shot, Rapid Strike
Special Actions Force Haze
Force Powers Known (Use the Force +18): *farseeing, force lightning, mind trick, move object, negate energy x2, rebuke, surge*
Abilities Str 13, Dex 14, Con 10, Int 14, Wis 16, Cha 18
Talents Clear Mind, Force Perception, Force Haze, Force Power Adept (negate energy), Foresight, Visions
Feats Exotic Weapon Proficiency (lightwhip), Force Sensitivity, Force Training x2, Point Blank Shot, Rapid Strike, Skill Focus (Use the Force), Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Acrobatics +11, Initiative +11, Knowledge (galactic lore) +11, Perception +12, Use the Force +18
Possessions lightwhip (violet)



Dark Force Sister (CL 2)
(Miniature: Champion of the Force 20/60 Bariss Offee)
 Medium Human nonheroic 4/soldier 1
Force 1; **Dark Side** 3
Init +9; **Senses** Perception +1
Languages Basic
Defenses Ref 14 (ff 12), Fort 13, Will 11
hp 13; **Threshold** 13
Speed 6 squares
Ranged heavy blaster pistol +6 (3d8+1) or
Ranged heavy blaster pistol +1 (3d8+1) with autofire
Base Atk +4; **Grp** +6
Atk Options autofire (pistol)
Special Actions Harm's Way
Force Powers Known (Use the Force +8): *move object*
Abilities Str 12, Dex 14, Con 11, Int 10, Wis 10, Cha 13
Talents Harm's Way
Feats Force Sensitivity, Force Training, Weapon Proficiency (pistols)
Skills Initiative +9, Use the Force +8
Possessions heavy blaster pistol, 2 power packs

About the authors

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