****

 Set Piece Summary

Table of Contents

[“The List” 1](#_Toc227548842)

[Set Piece Paradise 2](#_Toc227548843)

[Gladiator! 2](#_Toc227548844)

[It's a Celebration—“Celebrate Good Times, Come On!” 4](#_Toc227548846)

[Sewer Escape/Underground River 6](#_Toc227548847)

[Canyon Scuffle 7](#_Toc227548848)

[Bad Landing 8](#_Toc227548849)

[Scrapheap Challenge 9](#_Toc227548850)

[Skill Challenge Shangrila 11](#_Toc227548852)

[Permission to Land 11](#_Toc227548853)

Chapter

1

Build Your Own Encounter

#  “The List”

Author: GM Chris

1. Large Area
2. Cover
3. Concealment
4. Terrain
5. Doors
6. Hazards
7. Skills
8. Elevation

Chapter

1

Some Assembly Required

# Set Piece Paradise

Chapter

2

Gladiator!

Author: GM Chris

Scene
One or more (but no more than half) of the PCs have been forced into martial combat before an audience. This could be stunning or lethal, or simply for show.

Complication
Allies of the other gladiator(s) decided to make the arena sport lethal when it is not, or "assist" their comrade from a distance. It will be up to the non-participatory PCs to stop the interlopers.

Layout Areas
1) A large arena is in the center of the map, preferably set into the ground, or surrounded by high walls (in other words, you can't simply walk out of it from any direction). This is where the "ritual combat" will occur.
2) Copious NPCs should surround the arena, either in bleachers, or standing above and looking on. They should provide concealment for the fighters against anyone outside the arena (except those with very high vantage points).
3) Numerous accessible tall structrures should be behind the NPC onlookers; such as gantries/cat-walks, control booths on high risers, or huts/dwellings built above the turmoil.

Threat Layout
1) A frightening foe should be in Area 1. For one-on-one combat, it should be a heavy melee fighter or a beast. It's CL should at least match the PC fighting it, or exceed it by +1 or better. TOUGH FOE. Should multiple PCs be in Area 1, either add an additional foe for each PC (at the main threat's CL -2), or increase the main threat's CL by +1 for each additional PC.
2) In Area 2, one or two "skulkers" should be hidden in the audience, to be brought out if needed. Scoundrel/Rogue types good at Stealth/Bluff/Sneak Attack. Bring forth in the middle of the encounter to surprise the PCs, or if the encounter is going poorly for the foes. CL equal to the PC's -1.
3) In Area 3, two to three "snipers" are perched high to assassinate/slow down the PC(s) in the arena. CL equal to the PC's. Ranged combatants with long-range/silent weaponry. Provide opportunity in the first round of combat for the PC's to spot the snipers.

Combat Sequence
1) Entrance of the Gladiator! After the PC(s) are lead/shoved/tossed/ordered at gunpoint into Area 1, allow them to hear the crowd roar and feel fairly intimidated. Then bring out the Big Threat in Area 1, from hiding.
2) Gladiatorial Combat begins.
3) Snipers in Area 3 wait until round 2 or 3 before they begin firing. Give PCs on the sidelines ample time to notice them (at least two rounds of Perception checks).

Optional
1) If the arena in Area 1 has obstacles (if allowable or possible), have them be controlled and move-able. Put one of the snipers in Area 3 at the controls (which will be located up high in Area 3) to start shifting the terrain to favor the foes.
2) If one of the PCs in the arena is a (known) force-user; have the contest restrict the use of Force Powers. (If the PCs are being forced to do it, this will obviously be a harder option to enforce.)

Author's Note
So... with this set-piece, I can put it in any era and any setting.

Maybe the PCs have landed on a corrupt prison-world of the Empire and the Warden decides to have some "fun" with his captured prizes - pitting them in a bloodsport combat with other prisoners! The Snipers come out when the PCs start to "win."

Maybe the PCs have encountered a primitive tribal society that they need to prove themselves to, and ritual combat is the means to that end! The snipers represent a faction of the tribesmen who believe the tribe shouldn't be dealing with the PCs, and want to ensure the ritual combat fails.

Maybe the PCs have been coerced/kidnapped by a Hutt crime lord, who enters them in a bloodsport arena he runs for gambling purposes - but has his own agents to assure anyone betting on the PCs looses!

It's a Celebration—“Celebrate Good Times, Come On!”
Author: coreysolo

Scene
After a few days of being in a particular community (major city, village, or some other type), the PC's learn of a ceremony/party/whatever-one that is celebrating some manner of controversial (though the PC's don't know this...yet) goings-on and includes several important community members. They may be hired on as security, or just there to participate. It could take place in a grand ballroom, or in a simple village town hall. Spirits are high, and everyone is having a good time and enjoying the ceremony, and the PC's are making friends with the party-goers, which should serve as motivation for what's about to happen next. In the middle of the ceremony, an explosion rocks the event, killing over half of the participants and the important guests and leaving many wounded.

Complication
There will be lots of fire and smoke hazards after the explosion. The wounded may not be easily accessible (if the PC's want to help), and those who weren't are panicked and causing problems of their own trying to flee. Minions of the party responsible may or may not show up. (Its up to the GM to decide if he wants to leave it a mystery to be solved or have a combat encounter.)

Layout Area
The explosion should occur on the opposite side of the map from the PC's, as they should not take any damage from the initial explosion.
1) After the explosion, at least half of the map should be spotted with fire and smoke environmental hazards.
2) The explosion has weakened the structure and the ceiling over the area of the map initially occupied by the PC's starts to fall.
3) Overturned tables, debris, slabs of the walls, shattered casks of beverages, etc. should provide cover and difficult terrain.
4) At least 75% of the wounded party-goers are behind or in areas that would constitute a hazard, making it difficult, but not impossible, for the PC's to reach them.

Threat Layout
This could go one of two ways. I took the second option because I used this as a plot point for my game.
Option 1 - The encounter is a mixture of environmental hazards and a combat encounter.
Option 2 - The encounter is a mixture of environmental hazards and a skill challenge.

If you go with option one, the baddies arrive 2 rounds after the explosion to take care of any remaining survivors, or possibly capture the survivors to hold for ransom.

Option two would constitute one (or several) skill challenge(s) that could include Perception, Treat Injury, Acrobatics, Jump, Climb, Persuasion, and possibly Knowledge (technology) - depending on how you carry out the explosion.

Encounter Sequence
If you run this as a combat encounter, the baddies show up and combat goes down as normal with hazards and environmental obstacles. However, for the skill challenge - the complexity should range from a 1 to a 3 (check out the D&D 4ed DMG). It would include the following:
1) PC's make Perception (easy to medium DC) and Treat Injury checks (Easy DC) to see through the destruction and notice there are still some survivors that are wounded but helpless.
2) Acrobatic, Jump, Climb, and Strength checks to traverse through the hazards-smoke, fire and falling debris, reach the wounded and pull them to safety.
3) Treat Injury (medium to hard DC) and Persuasion (medium DC) to get the wounded coherent enough to shed some light on what just happened.
4) (Optional) Depending on how you implement the explosion, a Knowledge (technology) (hard DC) to find out what caused it, the equipment used, etc.

When I used this, it was at a wedding that was pre-arranged between warring factions. For the explosion, I had a suicide bomber run up the aisle and detonate, killing the bride, groom, and much of the guests. When that happened, my players' jaws dropped and awesome goodness ensued. The attack was very politically motivated, which the PC's had no part of, they just happened to be in this city and were invited to this wedding as guests of a nobleman. I think it served its purpose of putting the players in a world where not everything revolves around them and stuff happens. Worked really well for immersion.

For a twist, you can center it around your PC's and have the explosion set by a bounty hunter or some other force out to get the PC's, but for my campaign it worked out best the other way.

Sewer Escape/Underground River
Author: GM Rob

Scene
The PCs find themselves on the run, and take to the sewers to escape pursuit.
OR
The PCs are forced into a cave deep underground, with their only indication of a way out being the small river running through the center of the cave.

Complication
The PCs are separated by a cave-in, or closing floodgate. Something that could be made passable with a little time, but that divides the party for the length of the combat.

Layout
A long tunnel with a river of some sort in the center, possibly with several offshoots.

Terrain
Slippery spots on the side of the river can provide rough terrain, and rock outcroppings or pipes can provide cover. The River in the center pushes characters along unless they spend a move action to stay put (2 move actions to make any headway against the river).

Threats
Enemies should approach from at least 2 directions, and can be almost anything that fits the situation, for example:

-3-4 "footsoldiers" CL = PC's -1 (Thugs, Bandits, Law Enforcement, etc.)
-1-2 "commanders" CL = PC's (Gang Leaders, Officers, etc.)
OR
-2-3 "pack members" CL = PC's (Anything can be used here, to either give the "dangerous underground denizens" feel, or "alligators in the sewer" moment.
-1-2 "pack leaders" CL = PC's +1 or more (Same as above, as long as it makes sense, and the "pack leaders" should be tough foes)

Hazards
Water spouts places along the wall fire off at random intervals to push combatants into the river, or a creature in the river (a la ANH Trash Compactor) makes attacks from the water, trying to pull combatants under.

Optional
Allow a mechanics check from a panel to control the water spouts, or place stalactites along the ceiling that can be shot down, doing damage in a 2x2 square area.

Canyon Scuffle
Author: GM Rob

Scene
The PCs are cornered in a winding canyon and have to fight their way out while taking fire from both sides

Complication
New combatants appear on cliffs or ledges above the fight, raining down fire from above

Layout
Long, winding canyon with cliffs on either side.

Threats
Attackers come from both ends of the canyon, blocking the PCs in with vehicles or rock slides, while the attackers on the cliffs direct the combat.
::4-5 "footsoldiers" CL = PCs -1
::1-3 "commanders" CL = PCs to PCs +1

Terrain
Boulders and rock outcroppings provide cover. Rubble and potholes create rough terrain. Combatants on the cliffs have cover from the high ground. If the fight takes place at night, note which squares provide concealment.

Hazards
Falling rocks make a 1-square area attack, and create rough terrain.

Optional
Allow PCs to shoot the ground out from under cliffside combatants, dropping them into the canyon and leveling the playing fields.

Author's Note
This encounter can segway very nicely into a vehicle encounter by having the PCs steal one of the vehicles and having an exciting, cinematic chase scene, fighting between speeders.

Bad Landing
Author: Tempeste

Scene
The PCs are descending to a planet's surface or moving form one location to another.

Complication
Their transport is badly damaged by hidden AA fire and forced to crash land. The craft is irrepairable so the Pc's must move on foot, a scouting party quickly arrives though searching for survivors.

Layout
Depends on the planet, should be relatively open but on a planet like Kaashyyk or Felucia, they would fight at a shorter range.

Threats
Attackers appear on a speeder and dismount before attacking the PC's.

4 "footsoldiers" CL = PCs -1
1 "commander" CL = PCs +1
Sniper CL = PCs

Author's Note

This isn't very detailed as it depends alot on what planet the characters are on., When I used this it was a Republic Laat/i that was shot down over Geonosis, so the fight took place in a canyon.

Scrapheap Challenge
Author: irlpotato

Scene
The PCs are entering (and subsequently) escaping from a base/location in the middle of a debris field. (either space garbage, battle debris or an asteroid field). The base and asteroid field are occupied by opposing forces. The players have to choose between facing a capital ship, trying to successfully negotiating an asteroid field, or trying to deceive their way in. Players cannot jump to hyperspace from within the debris field. Light radiation is present in the debris field (SOTG pg 34)

Layout Areas
1) Clear space outside the field (This is where the heroes are trying to get to, to jump into hyperspace). The DC for detecting objects inside the field from outside (or vice versa) is +5.
2) A large fireline between the edge of the debris field and the target location. This lane is kept clear of debris by automated turrets and a capital ship. Enemy opponents can launch from these turret locations or the capital ship hangar.
3) The debris field itself: Sparse objects (SOTG) occupy it, requiring a pilot check of 15 to avoid collision damage. Objects in the field receive cover (even from other craft within it), and a +5 to stealth checks due to the background radiation.

Threat Layout
1) The clear space outside the field should be empty, as the occupants are trying to go undetected.
2) A large capital ship occupies the firelane. It is currently using its turbolasers and tractor beams (if present) to keep the firelane clear, although it will maneuver to prevent the heroes ship from using all-out movement. If the heroes ship gets close, it will switch to tactical fire to aid its fighters, or a proximity spread if the heroes are having too easy a time of it.
3) Several Remote activated turbolasers (see below) are currently tasked with keeping the firelane clear.
4) Several flights of fighters are patrolling the firelane and more are aboard the capital ship or turbolaser locations
5) The debris field itself is clear of enemy ships. It is full of collision hazards and radiation after all.

Optional
1) Players with Use Computer may try and override the remote turbolasers current instructions. The turbolasers will defense is 19, attitude is unfriendly, although remote access will require players to decrypt the communications codes (SOTG pg 19) Friendly or better access is required to select a new target. Moving the attitude to hostile also alerts the capital ship that someone is present.
2) If the players successfully destroy or distract the capital ship or more than half of the remote turbolasers, the firelane becomes flooded with debris after 3 rounds.

Deployed Turbolaser

Colossal Vehicle
Init -9;
Defense Ref 9 (flat-footed 9), Fort 30; Armour +14
HP 50 ; DR 10; Threshold 80

Speed 0 squares
Ranged Turbolaser +6 (-15 against targets smaller than colossal) 5d10×5
Base Atk +2; Grp +42
Abilities Str 50, Dex 0, Con –, Int 18

Author's Note
My players went through this facing a marauder corvette and its complement of uglies and cloakshape fighters. They managed to sneak into the asteroid complex, but decided to just run on their way out. Their ship was pretty knackered at the end of it.. they got boxed in by the enemy fighters, then they got grabbed by the marauder corvettes tractor beam (nat 20), but managed to beat an opposed grapple and break free with the MCRVs tractor clamp attached to the top of their hull... (causing their condition to be persistent until it was removed).

Skills: Nunchuku, Bowhunting, Computer Hacking

# Skill Challenge Shangrila

Chapter

3

Permission to Land
Author: GM Brev

MUSIC: None.

The PCs need to land their ship on a planet owned by the BBEG (Reeth Nill) who happens to be hosting an Event that night. The PCs have already obtained information that the Event, a Masquerade Ball with a Dance Competition, will be held within 2 days!

[Four (4) successes before three (3) failures and the PCs have permission to land on the planet. If the PCs fail they need to find another way to land on the planet.]

1) Pilot DC15: to fly causally and not cause the Pilots any distress which will raise the rest of the DCs by 5.
2) Perception DC15: to notice the Pilots are irritated they have to be checking every ship attempting to land.
3) Gather Information DC15: to find out why the Pilots are so irritated. It is because of all the extra security for Reeth Nill’s Annual Ball. It seems silly since no one in their right mind would dare threaten her on her own planet!\*
4) Use Computer DC25: to create a false invitation code for the ship that indicates they are on the guest list.
5) Deception DC25: to trick the Pilots into believing the PCs are here for the ball without an invitation code.\*
\* If the PCs succeeded on the Use Computer DC then this DC is reduced to 15.
6) Persuasion DC20: to land without an invitation code if the PCs succeeded on the Pilot DC and the Gather Information DC.
7) Persuasion DC30: to intimidate the Pilots into allowing the PCs to land without the invitation code. Failure on this DC by more than 10 and the Escorting Ships demand the PCs leave the system immediately.

Scoping the Crowd
Author: GM Brev

MUSIC: “Overture,” Much Ado About Nothing by Patrick Doyle

The PCs have entered Reeth Nill’s Palace and are at her Annual Masquerade Ball and Dance Competition. If they have the proper clothes all of the following Skill DCs are increased by +2 (Deception, Knowledge [Bureaucracy and Social Sciences], Persuasion, Stealth and Survival.) The PCs need to mingle with the hundreds of party guests to learn information on both Reeth Nill and the upcoming Competition.

[Four (4) successes before three (3) failures grant the PCs a +1 Bonus to Skill DCs during the next Skill Challenge: The Dance Off! If the PCs fail they simply do not gain the +1 Bonus, but do move onto the Skill Challenge: Dance Off!]

1) Gather Information DC15: Reeth Nill loves to watch people dance. It is one of her favorite things. And the winner gets to stay in her Palace that evening and enjoy all the amenities her staff has to offer.
2) Deception DC25: The PCs convince a group of Party Attendees that are going to dance that they shouldn’t because the PCs will probably win. Not worth the embarrassment. “There’s always next year!” The PCs are allowed 1 additional failure for the Skill Challenge: Dance Off!
3) Perception DC15: The other party attendees keep looking towards the second balcony which is currently empty.
4) Stealth DC20: Allows the PCs disappear into the crowd. They can then observe everything quietly. This allows a +1 to Perception for the remainder of the Skill Challenge.
5) Persuasion DC15: The PCs wine and dine with a few of the other Party Attendees and get them to drop out of the competition. The PCs are allowed 1 additional failure for the Skill Challenge: Dance Off!
6) Knowledge [Social Sciences] DC20: The PCs learn what kind of Dancing Reeth Nill enjoys watching. The PCs can reduce this DC by 5 if they say they will bring wine to the people they are talking with.
7) Knowledge [Bureaucracy] DC15: The PCs learn that everyone needs to sign up for the Dance Competition, but you have to pair up.

The Dance Off!

Author: GM Brev

MUSIC: “Let’s Dance” by David Bowie (oh yeah!)

The PCs have now signed up for the Dance Competition and it’s about to begin. Reeth Nill, now standing at the top of the second story balcony, will be the Judge of the event.
The PCs pair off for the dance and the best results wins!

Important Note: In the pair, only one PC needs to actually make the DC, but the other PC in the pair is allowed to roll to assist. However the PCs must decide which one is “leading” that particular Skill and who is assisting BEFORE the roll is made.

[Five (5) successes before three (3) failures grant the PCs an invitation to stay in Reeth Nill’s Palace overnight. If the PCs fail they need to figure out another way to stay at the Palace or regain entrance.]

1) Acrobatics DC25: The PCs jump onto the dance floor in a beautiful move and land with grace and majesty. Reeth Nill is impressed.
2) Deception DC20: One PC pulls the other in close for a sexy little number while stealing a glace at their host, who nods in satisfaction.
3) Jump DC15: One PC jumps into the arms of the other who must hold them in the air for a moment, impressing the crowd and Nill.
4) Endurance DC20: This is a LOT of work. The PCs must catch their breath, but not make it look like they are catching their breath.
5) Persuasion DC25: Another sexy smile and wink at Nill and she’s hooked on you.
6) Ride DC15: To finish it off, one PC jumps onto the other and the two “Cowboy” the dance to its conclusion; a nice, sexy and almost tasteful bump and grind. A smile forms on the stoic host’s face. The crowd goes wild with applause.