Ghosts of Memory

A Stand-Alone Adventure for the Star Wars Roleplaying Game by Fantasy Flight Games

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Ghosts of Memory - Overview

_Ghosts of Memory_ is a stand-alone adventure for the Star Wars: Edge of the Empire, Age of Rebellion, and Force and Destiny Roleplaying Games. It is designed to introduce experienced players to a mixture of characters and play options from all three Star Wars RPG lines available from Fantasy Flight Games, and to provide a unique adventure filled with mystery, secrets, and cinematic roleplaying moments. This adventure takes place in the timeline of the “New Republic Era” of the Star Wars Legends mythos, 17 years after the Battle of Yavin. As such, this stand-alone module could also be inserted into an existing campaign, but the timelines of the module may require substantial rework, so any enterprising GM should take this into consideration.

Included are six pre-generated player characters from each of the three core books in Fantasy Flight Games' Star Wars system, but all of these characters utilize the Knight-Level Play option presented in the Force and Destiny Core Rulebook. This means they are very experienced characters with raw natural talent, high-class gear, and powerful abilities – all of which are well suited for this difficult adventure. The adventure assumes the use of the pre-generated characters, as the story-line of module and its challenges are well suited to these pre-generated character's backstories and abilities. Players wishing to craft their own characters for this adventure should work with their GM and follow the guidelines presented in the “Creating Your Own PCs” section, below.

The pre-generated player characters are a disparate group of heroes from rival factions within the galaxy, who must work together to solve a mysterious disappearance that could impact the future of the New Republic. If you are planning to act as Game Master, then read on. You should read through the entire adventure prior to the start of the game. If you are planning to play a hero in the adventure, then STOP READING NOW to avoid spoiling the adventure for you and your group. Instead, turn to the last section of the adventure, where the Player Character biographies are located.

Adventure Summary

_Ghosts of Memory_ involves a group of six heroes forced to work together to solve the mystery of a missing Ambassador from the Kolrani system; a strategically valuable and wealthy system currently in talks to join the New Republic. The Ambassador’s disappearance gravely threatens the talks between the New Republic and the Kolrani Commonwealth, who have sent a pair of their best representatives to investigate matters for themselves.

Eager to prevent Kolran from leaving the negotiations, factions in the New Republic have also sent their own representatives to assist: a pair of Sector Rangers and two fledgling Jedi. While neither the Sector Rangers nor the Jedi are too pleased about having to work with the other, none of the three groups fully trust each other. But under commands from their superiors, they will be forced to work together to unravel the mystery and ultimately uncover a plot to undermine the New Republic.

The adventure begins aboard the Hope of Memory, a memorial space station constructed in the ruins of the planet Alderaan, commonly called “The Graveyard”. It was here that the Kolrani Ambassador disappeared, and where the investigation begins. After searching for clues, the heroes will discover confusing facts which lead them to discover the Ambassador illegally renting a shuttle and heading into the ruins of Alderaan, never returning. But the PC’s discovery has not gone unnoticed, and they will soon be ambushed by a group of thugs who seem to have Imperial sympathies.

The search continues inside The Graveyard, as the heroes pilot small craft through the asteroid field in search of the missing shuttle. Eventually discovering it abandoned, the team receives an unexpected attack from a squadron of Imperial fighters! In a harrowing fight through the dangerous asteroid field, the fighters will eventually jump to hyperspace, but leave behind telltale clues the team can follow as to the Imperials’ ultimate destination: an uncharted system in the wild space of the outer rim. With no other leads to follow, and tensions running high, the team will be forced to make a blind jump after them.

Arrival in this remote system sends the heroes into greater turmoil, as an experimental Separatist defense weapon from the era of the Clone Wars grounds their ship on the primitive world. There, the team discovers the rogue Imperial remnants they’ve been chasing, who have also fallen victim to the same ancient trap. The Imperials have been decimated by bands of hostile natives, who have also taken the Ambassador captive. In a race to save her life, the heroes must confront the natives and fight off their powerful dark shaman, as well as an ancient beast under her power. If successful, careful examination of further clues may lead the team to realize that the Ambassador is not quite the victim she claims to be...
Preparing for the Session

The *Ghosts of Memory* adventure is designed to be run for an experienced group of players. But a lot can happen before and during a session, so be sure to consider the following, perhaps reviewing necessary points with your players at the start of the game.

**Session Time**

At Knight-Level Play, this adventure is a very lengthy one, containing a series of investigative, social, and narrative encounters; as well as three unique combat scenarios with difficult and dangerous foes. The GM and players should plan on this adventure taking 6-8 hours to complete, and may wish to break up this adventure into two separate sessions of play.

**Planning for Healing**

If healing is needed, characters should have access to Stimpacks (or Emergency Repair Patches) for basic healing (the pregen characters have several as a part of their standard gear). If more extensive medical care is required, consider providing the party the use of a medical bay onboard the *Hope of Memory* station or in the ruins of the Separatist facility. But such actions should eat up hours of the characters’ time, as it may impact the outcome of the adventure.

Strain suffered during a scene can be removed through Resilience checks, after a character has had ten or twenty minutes of rest to attempt to shake it off. Several hours without stress should reduce a character’s current Strain by half, automatically; and a full night’s rest should remove all Strain.

**Using Obligation, Duty, and Morality**

Roll obligation, duty, and morality results for the party prior to the start of the session, as detailed in the Edge of the Empire, Age of Rebellion, and Force and Destiny Core Rulebooks. Obligation, Duty, and Morality Tables are provided at the start of the adventure, and each assumes the game is running with the provided pre-generated PCs. (If using custom PCs, the Game Master should adjust the tables according to the party makeup.)

Accompanying the Obligation, Duty, and Morality Tables are suggested consequences for the pre-gen characters, should their Obligation, Duty, or Morality be triggered. Additionally, certain areas of the adventure will receive complications when a specific PC’s Obligation, Duty, or Morality is triggered at the start of the session (as detailed in the side-bars within the adventure). If your players are using custom PCs, be sure to review these side-bars prior to the start of the session and adjust them accordingly.

At the start of the session, asking each player to roll a Force die ⛔️

Creating Your Own PCs

The narrative and timeline of the *Ghosts of Memory* adventure works well with the pre-generated PCs provided with this module, which are specifically designed to fit into the details of the story and to survive its dangerous encounters. But some players may wish to create characters of their own. If the GM decides to allow this, ensure that the guidelines in this section are adhered to, so that the character fits into the story and (perhaps more importantly) can survive it. In terms of character creation, the player should follow all the rules and steps for beginning character creation addressed in the Edge of the Empire Core Rulebook, the Age of Rebellion Core Rulebook, or the Force and Destiny Core Rulebook, with the following exceptions:

**Adding Obligation, Duty, or Morality**

A player character’s primary career (and the Core Rulebook it is located in) determines whether that character will be using Obligation, Duty, or Morality. Each character will be required to use the appropriate mechanic for their primary career. Each PC may only use one of the three character mechanics, with one exception:

If a player character’s primary career is from Edge of the Empire or Age of Rebellion, but that character becomes Force Sensitive by also taking the Force Sensitive Exile or Force Sensitive Emergent Specialization, then that character is required to also use the Morality mechanic (in addition to Obligation or Duty from their primary career choice). Morality gained in this manner is automatically set at a value of 50, but the character does not gain any additional bonus XP or credits for their Morality at character creation.

Finally, the GM should adjust the Obligation, Duty, and Morality Tables at the start of the adventure to align with the new party makeup, and also adjust the player-specific side-bars within the adventure, itself. These side-bars represent complications and opportunities from triggered Obligation, Duty, or Morality, and each player should have a tailored scenario for them in this adventure.

Knight-Level Play

The *Ghosts of Memory* adventure uses the Knight-Level Play option presented in the Force and Destiny Core Rulebook, and this should be used for all player characters in the adventure. This means that, following character creation, each PC gains 150 XP to advance their character.
This bonus XP cannot be used to increase Characteristics, or advance any skill rank past 3. Additionally, characters whose primary career is from Force and Destiny receive a basic lightsaber. Other characters from Edge of the Empire or Age of Rebellion instead receive 9,000 extra credits to purchase equipment, attachments, modifications, etc. (Primary career characters from Force and Destiny may also choose this option, in lieu of receiving a lightsaber.) In addition to this, all characters should receive the 500 starting credits granted to every character.

Running the Adventure
As you read through the Ghosts of Memory adventure, you will notice several side-bars inserted throughout. These are designed to provide context and ready information for the Game Master.

Read Aloud Text
Several areas of the adventure will contain green side-bars (as seen below). These represent optional narrative text to be read to the players to establish mood, explain a scene, or relate events.

Read-Aloud Text will appear in a text box like this, and you are encouraged to read this text to your players.

But feel free to substitute your own narrative description as needs arise. The Read-Aloud text is merely meant to provide an aid to the GM.

Rules Reminders
Sometimes, an encounter or scenario might involve certain rules that aren’t commonly remembered off the top of your head. In anticipation of this, the adventure will sometimes include blue side-bars (as seen below) to provide quick references to certain rules we anticipate being used.

Quick Rule Summary
• Rather than spending precious time searching through your book the GM will find quick summaries of anticipated rules for each encounter.
• These summaries are not meant to replace the proper rules, however, but to simply remind the GM of how a rule works.
• When in doubt, remember to err on the side of fun! YOU are the GM, and your rulings should be what are best for your group.

Obligation, Duty, and Morality Effects
Some scenes have the potential to get more complicated when a player character’s Obligation, Duty, or Morality comes into play. If a specific PC’s Obligation, Duty, or Morality is triggered at the start of the adventure, then certain encounters and interactions may be modified, as noted by an orange side-bar (as seen below).

Effect
• Modifications to the scene will be detailed here.
• This might be a penalty to checks made during the scene by the impacted character, or to the party.
• It might also be an unexpected encounter, a shift in attitude of key NPCs, or even increased difficulty in the standard encounter.

Triumph & Despair
In certain encounters and scenes, you might find a yellow and red side-bar (as seen below). This represents suggested Triumph and Despair results for the scene. Remember: while you, the GM, determine how Despair is spent, Triumph results are suggested by the Player. The Triumph suggestions listed should simply represent solid suggestions you can offer your player, if they are having a tough time deciding what to do with their Triumph.

• Triumph results, unique to the encounter area and scene, will be present here to provide a quick suggestive tool to inspire your players.

• Recommended Despair results, unique to the encounter area and scene will be present here, to give the GM creative options ahead of time.

Encounter Maps
Many encounters in Ghosts of Memory are accompanied by a map, which is referenced in the encounter details, and presents recommended locations of PCs, threats, and other features detailed in the encounter.
• Many of these maps can be located for purchase at www.mapsofmastery.com.
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GHOSTS OF MEMORY

It is a time of renewal for the galaxy: Thirteen years have passed since the EMPIRE was deposed by the heroics of Jedi Knight LUKE SKYWALKER and the REBEL ALLIANCE, who restored freedom to the galaxy.

Many star systems have now banded together to form the NEW REPUBLIC, which strives to reclaim the glory and peace of the time before the EMPIRE.

But the NEW REPUBLIC finds itself in trouble, as the recent disappearance of a powerful dignitary threatens negotiations to bring the planet KOLRAN into the galactic government. Representatives from the planet, as well as NEW REPUBLIC protectors, have convened to solve this mystery before it is too late...
Ghosts of Memory

Obligation, Duty, and Morality Checks
Prior to the start of the session, secretly roll potential Obligation, Duty, and Morality effects on the charts below (roll once for each chart). For the purposes of this adventure, do not inform the players of their characters' triggered Obligations, Duties, or Moralities. Rather, wait until the appropriate point in the adventure to reveal this.

Obligation Chart

<table>
<thead>
<tr>
<th>VALUE</th>
<th>TYPE</th>
<th>CHARACTER</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-20</td>
<td>Responsibility</td>
<td>Terp Corral</td>
</tr>
<tr>
<td>21-40</td>
<td>Dutybound</td>
<td>P9-DR &quot;Pounder&quot;</td>
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</table>

Duty Chart

<table>
<thead>
<tr>
<th>VALUE</th>
<th>TYPE</th>
<th>CHARACTER</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-20</td>
<td>Combat Victory</td>
<td>Jessa Darkspin</td>
</tr>
<tr>
<td>21-40</td>
<td>Sabotage</td>
<td>Nien Tevv</td>
</tr>
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</table>

Morality Chart

<table>
<thead>
<tr>
<th>VALUE</th>
<th>AXIS</th>
<th>CHARACTER</th>
</tr>
</thead>
<tbody>
<tr>
<td>50</td>
<td>Discipline / Obstinateness</td>
<td>Ashla Te</td>
</tr>
<tr>
<td>71</td>
<td>Enthusiasm / Recklessness</td>
<td>Dash Orson</td>
</tr>
</tbody>
</table>

Obligation and Duty Effects
Since this is a pre-written adventure, the GM is encouraged to use the Obligation and Duty Sidebars throughout the adventure which will affect the narrative of the story, in lieu of more typical Obligation or Duty effects (such as reduced Strain Thresholds, increased Wound Thresholds, etc.). Due to the unique nature of this adventure, the PCs are still struggling to get to know one another – and don’t quite trust each other yet. As a result, it makes little sense to impact the entire party due to one PCs triggered Obligation or Duty.

If any of the PCs' Obligations or Duties trigger (it's possible that more than one PCs could be affected), refer to the special Sidebars that relate to that PC at the appropriate points in the story. The impacts of these triggered Obligation or Duty effects are designed to present complications at various points in the narrative that will force the PC to make a difficult choice. Their chosen path may cause them personal difficulty in exchange for party benefit, and vice-versa, to build dramatic tension in the adventure.

Morality Effects
The party includes two Force-using Jedi, both of whom use the Morality mechanic presented in the Force and Destiny Core Rulebook. Prior to the session, secretly roll a Morality check and determine whose Morality value is closest to the rolled number, based on the chart above. For the purposes of this adventure, do not inform the player whose Morality triggered. Rather, wait until the appropriate point in the adventure to reveal this.

For the triggered PC, refer to the special Sidebar that relates to that PC at the appropriate point in the story. The impacts of these triggered Morality Sidebars are designed to challenge the Force-user with a difficult decision that plays directly into their Morality axis, and their choices could lead to character (or party) benefits and penalties during the adventure.

Setting up the Adventure
Before the adventure begins, the GM needs to set the stage and story for the group.

The New Republic Era
This adventure takes place in the fictionalized world of the Star Wars Legends storyline known as the "New Republic Era", roughly 10 years after the Battle of Yavin (ABY), when Luke Skywalker destroyed the first Death Star. This may present some confusion, as not all players are Star Wars aficionados! The GM should not expect every player (or himself) to be an expert in this fictional era, or even have a passing familiarity with it. Gauging the players' knowledge of the era should occur before the game session begins.

For the aid of the GM, three high-level points about this fictional time period in the Star Wars saga are noted below. Communicating these simple points will give any player (or the GM) all the passing knowledge they need to grasp the era of this story.

• The New Republic
  Following the death of Emperor Palpatine and the removal of the Empire from power, the leaders of the Rebel Alliance (including luminaries like Mon Mothma and Leia Organa Solo) spearheaded a new government entity: the New Republic. Modeled after the representative democracy of the Old Republic, this fledgling government is working hard to reclaim the galaxy-spanning influence and faith the Old Republic
enjoyed. But the complex politics of the post-Imperial era and the sting of a galaxy-wide government left by the Empire have made this task very difficult.

- **The New Jedi Order**
  After defeating the Empire and redeeming his father, Darth Vader, Luke Skywalker formed the New Jedi Order, a restored and reformed Jedi Order striving to reclaim the place the Jedi had in the days of the Old Republic. Currently based on Yavin 4 and sponsored by the New Republic, the Jedi Praxuem training school has been slowly discovering Force Sensitives and teaching them the ways of the Jedi. Out of necessity, the New Jedi Order has cast aside many of the strictures of the old order, taking students at advanced ages and breaking the "one master – one apprentice" rule. Jedi in training are often given mission of their own, and engage in group training activities.

- **The Imperial Remnant**
  The death of the Emperor and the ousting of the Empire from power didn’t mean the Empire just "went away". Thousands of loyal Imperials, military forces, and Imperial Ships still roam the galaxy. Firm in their conviction to what they believe is the true "government in exile", these forces often work to attack the New Republic and its interests. They are the greatest threat to the New Republic, and accurate estimates of their strength and activities are only educated guesses.

The following can be read to the players to quickly summarize the events that lead this adventure:

It has been 13 years since the destruction of the second Death Star, and the death of both Emperor Palpatine and the Galactic Empire. Leaders of the Rebel Alliance, such as Mon Mothma and Leia Organa Solo, have helped to build up the fledgling New Republic, while the famous Luke Skywalker has founded the New Jedi Order to protect the New Republic, with a rudimentary academy for the training of Jedi on Yavin 4.

You represent a team of New Republic servants and planetary agents that have arrived at the Hope of Memory – a memorial space station and New Republic trading outpost built near The Graveyard (the remains of the planet, Alderaan). Gathered in secret, it’s been explained that you are needed for a mission of galactic importance.

The Kolran System has been in heated secret negotiations with the New Republic, who has been trying to convince the Kolrani Commonwealth to join the New Republic. But at the height of the talks, one of Kolran’s most prized diplomats, Ambassador Lara Byss, disappeared – right here on the Hope of Memory station. The Kolrani fear she was abducted by enemies of the New Republic, and are taking this as a sign that the New Republic cannot protect them. They immediately dispatched one of their top “Negotiation Teams” to investigate the matter.

Eager to assist and to salvage the talks, the New Republic Senate petitioned the Sector Rangers (the policing force of the New Republic), who sent two of their finest to the Hope of Memory to assist in the investigation. Inexplicably, the Senate also received an immediate (and unbidden) communication from Grand Master of the New Jedi Order, Luke Skywalker, requesting that two Jedi also be sent to assist. Though Sector Ranger Command was irritated by the intrusion, the Senate agreed.

You now find yourself newly arrived aboard the Hope of Memory station, having received your mission briefing and a personal communiqué from your superiors.

At this point in time, the GM should share the individual communiques with each player included with this adventure (located prior to the Player Characters backstories, at the end of the module). While there is no harm in the two players from the same faction "sharing" these personal messages between themselves, the GM should discourage sharing beyond this – at least at the beginning of the adventure.

These messages are intended to provide secretive motivations (and in some cases, secret information) to each of the player characters. As the adventure progresses and the characters learn to trust each other, it’s likely they will share this information on with the rest of the party, but the GM should let this be a natural occurrence as a part of gameplay.

While it might seem strange to put the player characters at seeming odds with each other through secretive missives, this is an intentional part of the adventure intended to make the players somewhat wary of each other’s characters. The focus of this story should be the journey of trust the group will gain by working together, and the GM should consistently keep this in mind, looking for ways to allow them to assist each other. This GM mindset may influence how NPCs act and react (perhaps putting one PC in jeopardy, when only a member of a different faction can save them), as well as how the narrative should be constructed.
The Kolran System

Though the supplied narrative side-bar, above, and the personal communiques should frame things well for the players, it’s possible they could have additional questions or clarifications on the current “negotiations” that are being threatened by this disappearance. The two PCs from the Kolrani Commonwealth would easily be able to answer these questions, but it’s also considered “common knowledge” that the GM should be ready to provide if the players ask, without having them make any checks:

- **What’s the big deal with the Kolran System?**
  The Kolran System used to be a far-flung colony world (with no native species, just colonists), forgotten and ignored by the galaxy at large. But shortly before the Battle of Yavin, Imperial Scouts charted a new hyperspace route through the outer rim, which went straight past the little system, making Kolran Prime a gateway world. As a result, Kolran was thrust into the galactic limelight, and has grown into a trading hub for the entire sector over the past two decades, becoming fabulously wealthy. Their strategic value and strong economy make the New Republic eager to bring them “into the fold”, not to mention the positive image of a non-Old Republic system joining the New Republic.

- **So, tell us about these “negotiations”. What’s the hold-up?**
  New Republic representatives approached the Kolrani Commonwealth with a treaty of unification six months ago, and the savvy Kolrani merchant-politicians have been laboriously negotiating and re-negotiating the terms, with a great deal of internal debate as to whether joining with the New Republic is the right choice. Many Kolrani fear the enemies of the New Republic and don’t wish to make themselves a target, while others see the strong economic value and protection that New Republic membership could bring.

- **Tell us more about this “Ambassador”. What do we know?**
  The leader of the Kolrani delegation (one of their Senior Negotiators) is Ambassador Lara Byss. She’s not expressed any public disposition for or against joining the New Republic. Her disappearance coincided with the final weeks of the negotiations, after a heated debate by anti-unification members of the delegation, who now cry that the enemies of the New Republic have kidnapped her out of vengeance and that Kolran is paying the price for the New Republic’s troubles. *(The two Kolran’ PCs know more than this – as noted in their personal communiques – but the GM should be careful not to reveal that information to the entire party.)*

When the players are satisfied with their mission, have received their mission briefings, and have no further questions, the adventure can begin!

Arrival at the **Hope of Memory**

The game begins with the arrival of all six PCs on the **Hope of Memory** space station. The party members have all arrived separately, but at the same time. The Kolrani negotiators came in on a chartered transport, while the Jedi arrived via a bartered berth on a shipping freighter. The only PCs to arrive on their own ship are the Sector Rangers, who have docked their Firespray, the **Dark Corona**, at the station. Read the following to the party to set the scene:

**Arriving onboard the** **Hope of Memory**, you see what would be considered a completely normal space-station anywhere else in the galaxy. Merchants hock sweet-smelling foods and shiny goods, pilots chat and drink their cares away as their ships are re-fueled, and New Republic guards are busy catching pick-pockets before they fleece any more tourists.

But the massive memorial holo of the planet Alderaan set before immense viewports on the main promenade, which highlight the floating remains of the once beautiful world, serve as a silent testament to the great loss that occurred here, and give this station a feeling that is different from any other port in the galaxy.

Surprisingly, shortly after stepping onboard, you were greeted and ushered by an aide into the station’s diplomatic chambers. There, amidst comfortable
settees, fine snacks, and aperitifs, you are greeted by the bustling form of Under-Chancellor Narns Senesh, a former senator from Sullust, and current right-hand-man to the leader of the New Republic, Mon Mothma. With a heavy sigh, Narns makes polite introductions, and then reiterates the situation, asking for any questions you might have.

Obligation – Terp Corral

If Terp’s obligation triggered at the start of the adventure, he’ll be forced into a struggle with his secret communication and his morality:

The GM will inform Terp’s player that he’s likely to be feeling strong doubts about the information in his personal communique from the Magistrate of Kolran.

Not only does the Kolrani Commonwealth have its own concerns about Lara Byss – in that they have no idea why she left the negotiations and traveled to the Hope of Memory, and are quite suspicious of it (something that could seriously affect this investigation) – but they’ve not communicated these facts to the New Republic, as they don’t want them to gain leverage in the negotiations.

This omission of the truth should run strongly against Terp’s motivation and personal morality and present a direct conflict with his obligation to Kolran. Terp can choose to break orders and immediately share the details of his message with Under-Chancellor Senesh (and the rest of the party), staying true to his ideals. But the guilt of defying Kolran will lead to an automatic setback die on any checks he makes while aboard the Hope of Memory station. (Once he leaves the station, the □ will no longer be enforced.)

Additionally, if Terp chooses to share this information (and suffer the □), he’ll begin to break free of his guilt of responsibility, reducing his obligation by 5 at the end of the session.

At this time, the party may ask questions of each other, or Under-Chancellor Senesh. This is their chance to discover avenues of investigation aboard the station. Answers to many of their questions may be found in the “The Kolran System” section above. Other common questions are presented here.

• What can you tell us about the Ambassador’s disappearance?
  “Not much. As you know, eight days ago, Lara Byss went missing – right here on the Hope of Memory. Her aides notified the station authorities, who found no apparent leads or evidence indicating abduction. Sadly, for a small station like this, investigative services are not a priority. This is why I’m glad you’re here. Hopefully, together, you can unravel this mystery.”

• You mentioned her “aides”, are they still aboard?
  “I believe so, yes. Her two personal aides, Jordan and Jaela Durick, contacted the authorities to begin with. As I understand it, they’re still in the ambassador’s reserved suite.”

• You mentioned “station authorities”. Who has performed the investigation so far? Who’s the law enforcement officer aboard?
  “That would be Magistrate Beedo Rees, head of station security. He conducted the preliminary investigation, himself.”

Under-chancellor Senesh doesn’t know much more, but will be departing later today. At this point, the party should have a few strong leads to follow. A wise group may immediately ask about station sensor logs or surveillance recordings. If they do, the Under-chancellor should direct them to the head of station security, Magistrate Beedo Rees.

Obligation – Pounder

If Pounder’s obligation triggered at the start of the adventure, he will be forced to make an immediate and difficult decision:

Pounder suddenly receives a personal encrypted message from the Kolrani Commonwealth; specifically from Makath Reev, Head of the Commonwealth Council’s sub-committee on internal security – a dangerous man charged with ensuring that Kolran agents remain “loyal to Kolran”.

Reev provides correct identification and security codes, and then orders Pounder to privately begin recording all interactions made by Terp Corral during the investigation, and to remotely (through the station’s array) transmit them back to Kolran. Additionally, he is ordered not to inform Terp Corral that he is doing this – or of this communication.

Pounder is no fool, and the GM should make it clear that Makath Reev is no fan of Terp’s methods or ideals, would like nothing better than to have ammunition to bring the Senior Negotiator down, and is using Pounder to provide it. This situation should present a direct conflict between Pounder’s motivation and his obligation to Kolran.
The Investigation Begins...

After talking things over with Narns Senesh, the PCs will need to investigate what they can. There are two primary avenues of initial investigation: interviewing the Ambassador's aides and searching her quarters ("Talking with the Twins", "The Rooms of an Ambassador"), and reviewing investigation findings with Magistrate Beedo Rees, head of station security ("The Rodian's Folly", "Station Records"). These areas of exploration are detailed below, and more than one could lead the team to learn of Lara Byss' visit to the Blind Bantha, where the PCs will get a big break in the investigation. They may tackle these initial investigation areas in any order they choose.

The party may also decide to split up to cover more ground, investigating both areas simultaneously, and this is perfectly acceptable. But if they do so, the GM should subtly encourage the PCs not to divide by faction lines. Remember, the ultimate goal of the adventure is for PCs from different backgrounds to learn to trust each other, and that means working together.

Each avenue of investigation takes time — and that time is important. Forces working against the PCs will start to catch wind of the party's investigation, and the longer that investigation takes, the more enemies these forces can bring to bear against the party. The GM should keep track of how much time has been spent investigating, as this will impact the "Riding the Bantha" encounter, later in this adventure. (If the party splits up to investigate simultaneously, this could drastically reduce their time, but the GM should not let on that this is an important factor for the party.)

Talking with the Twins

PCs who decide to interview Lara Byss' assistants, Jordan and Jaela Durick, will need to head to the diplomatic suits aboard the station, housed in one of the upper levels of the station ring. Through a series of influence checks, they'll have the chance to glean information from the strange brother and sister who serve as her aides. When the PCs are ready to interview the assistants, read the following to set the scene:

The dignitary suites are fairly isolated from the rest of the Hope of Memory station, on a secure upper level of the main station habitat ring. After a short lift ride and a nervous glance by rent-a-cop station security, you find yourself in the open doorway of Lara Byss' suite, a trio of rooms currently occupied by her strange assistants — who appear to be twins — and who introduce themselves as Jordan and Jaela Durick.

Humans with silver hair and very pale skin, they wear expensive matching outfits, which contrast with their morose expressions. They speak in a high pitched whine, often in unison, unconsciously repeating each other's words. Their eyes are red and puffy, and the pair genuinely seem completely beside themselves with grief and worry.

The Ambassador's quarters are an extremely lavish 3-room suite: a grand room with a dining area and small office nook, a servant bedroom (still occupied by the twins), and a master bedroom where the Ambassador resided.

The PCs may immediately attempt to interview the twins to learn what they know of Lara Byss' disappearance.
Without any checks, the aides will relate the following:
- They arrived with Lara on a commercial shuttle 10 days ago.
- After securing accommodations, Lara locked herself in her room the first day, taking no calls.
- The second day, she left the suite, instructing the Duricks to wait there for a communication (which never came), and she returned several hours later.
- The following morning, she advised them to wait again, and left the suite. She never returned.
They hopelessly tell the PCs that she never goes anywhere without them, and they’re desperately worried she’s been kidnapped.

While the duo are eager to share all they can, their addled state of worry and fear makes this quite difficult – not only are the twins trained by Kolrani Mechant Forces to have unreadable minds, they’re just not thinking coherently (leading to a □ on any check). They want to help, but their “natural defenses” are up, and the team will have to pull any useful information out of them. When they do respond, they frequently talk at the same time, often finishing each other’s sentences or unconsciously repeating each other, and continually incoherently (leading to a □ on any check). They

The PCs can gather additional information from the Duricks with a variety of opposed influence checks, as long as they can justify the narrative. Charm and Leadership should require the least amount of justification, as the twins will respond well to calming tones and structure; Coercion carries an extra □ in its difficulty, due to the rattled nature of the Duricks and their poor response to any kind of threat.

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<td>Negotiation</td>
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Interviewing the twins will take one hour. Regardless of the check, a success will allow the party to learn one piece of information buried in the assistants’ barely coherent ramblings (on a successful check, each □ beyond the first will reduce the total time needed to question them by 10 minutes). But, if the PCs fail 3 separate checks, they have hopelessly worried and confused the Duricks, ending the social interaction with no further information able to be learned.

Below are the details learned from success. They should be communicated in order:

- Lara Byss booked this trip as quite a surprise to the Duricks, not telling them why she made the trip. This worried them, as it was in the middle of the New Republic negotiations, but they trusted her, and assumed she was here gathering information for the talks.
- The PCs learn a little bit about Laura Byss’ personality. She’s a hyper-organized and precise person (which is why she requires 2 aides, whom she hand-picked). “A place for everything, and everything in its place,” is her motto. Every detail of her life and schedule is always meticulously planned out months in advance. Her social and personal organization borders on the obsessive.
- The twins express concern that Lara has been acting oddly in the past couple of months, receiving anonymous communications and holos from a handsome gentleman, then walking about distractedly and smiling uncontrollably. They both secretly hoped she’d found a suitor (something they’ve been nagging her about for years).
- One of the twins recalls that Lara received a message from her anonymous “suitor” the morning before she unexpectedly booked this trip to Hope of Memory.

Every □ generated on a check should narratively represent the PCs building a rapport with the Duricks, and can be spent to grant a □ to the next influence check made with the twins. □ means they’re losing the Duricks’ trust, and can be spent by the GM to add □ to the next check.

□ on a successful check represents an immediate breakthrough with the twins. Jaela clears her head long enough to remember that the morning Lara Byss disappeared, she said she had to “go to the Bantha”, before leaving the twins to wait on any communications. Jaela was confused by this, as there were no banthas on the station and “Lara hates smelly animals anyway – so messy…”, but didn’t probe the issue. (This may lead the PCs to The Blind Bantha cantina, detailed further in the adventure.)

A □ or at least □□□□ on a single check represents an irreversible misstep with the Duricks, who lose all trust in the PCs – or are brought to painful worry and memories that make them irreversibly inconsolable. This ends the interaction immediately, as if the PCs had failed 3 checks.

The Rooms of an Ambassador
After talking with the Duricks (or perhaps while talking with them), the party would be wise to investigate Lara Byss’ quarters. Through a Perception check, they’ll be able
to examine the Ambassador's belongings for clues. When the PCs are ready to poke around, read the following:

Lara Byss' suite is immaculately clean. Not a speck of dust anywhere or any object lying about. After raising an eyebrow, the twins comment that Lara demanded strict organization. Upon entering the Ambassador's private bedroom, however, the scene is much different.

The room is an absolute mess. Her bags have been haphazardly tossed onto the bed, open, with all their contents strewn about. Clothes lie crumpled on the floor, and disused plates of leftover food grow moldy on the bedside.

Even without a check, it's obvious that no "organized" person would leave their luggage or room in this state. The twins will also confirm that this wasn't done by investigators, but everything was like this the instant the Magistrate went into her room – they watched.

The party has the chance to perform individual Perception checks (or a group check) at Average difficulty with a setback die for the messy nature of the room (♣♣♦) (using various PCs' Cunning of 2 and Ashla's Perception rank of 2). Considering the state of the room, a solid search will take one hour.

The Rodian’s Folly

The PCs should be eager to speak with the head of station security, Magistrate Beedo Rees. His small offices are close to the center of the station, near the main communications array. When the PCs are ready to speak with him, read the following to set the scene:

Entering the constabulary offices of Magistrate Beedo Rees, you find a small room filled with outdated furnishings and equipment, occupied by a very slim and jittery-looking Rodian wearing a dress uniform and a very tired expression.

He swallows nervously as you enter and affects a smile, but you can see him wipe his brow with shaking hands. There aren’t enough chairs in his “office” for all of you, but he beckons you to sit down anyway.

Magistrate Beedo Rees is a Rodian out of his depth, who took this post with the intention of an easy assignment catching pick-pockets and breaking up bar-fights, not solving galaxy-impacting abductions. He’s not a very talented investigator, takes weekly bribes from underworld figures operating on the station, and is secretly terrified that he’ll lose his cushy position over this whole affair.

All that, coupled with his pride, is something the PCs will have to overcome if they’re to get any useful information out of him. Beedo will affect an air of eagerness to help, but the team will need catch him in a lie, or convince him that his position is secure and they’re not interested in him.

Without any check, Beedo will relate the basic facts of his investigation (anything a Simple Computers check could uncover from the station’s systems):

- Lara Byss and her assistants arrived on the Hope of Memory ten days ago, via a commercial passenger shuttle which departed hours later.
- She registered with the port authority and paid for a dignitary suite – two weeks in advance, paid in hard currency.
- She registered the reason for her visit as "sightseeing". (This is not uncommon, as many exiled Alderaanians will return to the Hope of Memory.)
- Two days later, her aides contacted the Magistrate’s Office, claiming that the Ambassador had gone missing.
- Beedo searched her rooms, finding no clues; checked all local cantinas; and even did a room-by-room search of the station, finding no trace of her. A look though station surveillance showed him nothing of importance.

Group Skill Checks

- When the party makes checks as a whole, the GM may call for a single check combining the highest relevant skill rank and characteristic in the party.
- For the Perception check (if using the pre-generated PCs), the group Perception check would be ♦ ♦ (using various PCs’ Cunning of 2 and Ashla’s Perception rank of 2).

Success on the check will allow for an accounting of all of Lara Byss’ personal belongings against the twins’ recollection (since they packed her bags). Everything is accounted for, though in complete disarray, except for one item: her personal datapad. The Druicks will inform the party that all of Lara’s personal and business communications were stored on the device, and she never went anywhere without it.

♣ on a successful check allows the PCs to discover something out of place in the ambassador’s bedroom: a receipt. The conspicuous item is an old-fashioned paper receipt for two Corellian ales. It was issues from a bar onboard the Hope of Memory station called The Blind Bantha.

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♣ on a successful check allows the PCs to discover something out of place in the ambassador’s bedroom: a receipt. The conspicuous item is an old-fashioned paper receipt for two Corellian ales. It was issues from a bar onboard the Hope of Memory station called The Blind Bantha.
The GM should make it clear to the PCs that the Rodian is holding something back, and encourage them to "crack" him. The party can accomplish this with variety of opposed influence checks. The Rodian will respond to nearly anything, but Coercion or Negotiation (with a 100 credit or more bribe) should require the least amount of justification, as Beedo is both terrified and quite greedy. But his inherent fear at being caught in his own incompetence adds 1 to the difficulty of any check.

In an effort to be evasive, Beedo will try and talk in circles and make the conversation confusing, making the normal time to review his "investigation" one hour. One successful check will crack him, and each ✧ beyond the first will reduce the total time of the discussion by 10 minutes. When Beedo cracks, he'll break down and tell the PCs what he wouldn't otherwise have – that he's a complete fool.

With a success he'll tell the PCs that – in truth – he's never handled a missing person case before. He did what he thought he was supposed to do by watching crime holos, and was shocked to not instantly discover a dropped ident-card or shoe-print from an abductor. He's completely out of his depth, and doesn't know what to do. (He will not, however, admit to any criminal or underworld activity on the station, much less his "association" with them.)

✦ or at least ✧✧✧ on a successful check is enough to put so much fear into Beedo Rees (or offer him a sweet enough lie or deal) that he'll admit to the existence of a criminal smuggling and contraband network aboard the station – headed by M'mruuck, owner of the Blind Bantha cantina. If anyone would know about an abduction aboard the Hope of Memory, it would be him.

Beedo will cooperate and give the PCs full access to the station’s systems, with primary terminals accessible from his office. Should the PCs wish to search the system from a secondary terminal, away from Beedo’s eyes, they are free to do so, as there are many terminals about the station. But any access through a non-primary terminal will put firewalls in the PCs’ path, adding ✧✧ to any check.

When the PCs are ready to access the station’s system, read the following:

This station is fairly new – and so are its systems. Outfitted with a surprising array of security protocols and advanced data storage capacity, this makes your job easier, and much harder.

Nearly all communications in or out and thousands of hours of surveillance are at your fingertips, but there’s so much here... it must be sorted through very carefully.

Sifting through the station records for clues will take the longest of the investigation avenues: 2 hours to gain anything meaningful. Up to 2 PCs may make checks from Beedo’s office (where there are 2 primary terminals to work from), though other PCs may access secondary terminals (with the ✧✧ penalty) to assist.

Searching through relevant communications and video footage for clues can be accomplished with either a Computers or Perception check at an upgraded Hard (✧✧✧✧) difficulty. Each successful check will reveal a useful piece of information, and the GM should select what information to provide, based on the narrative avenue of each individual check (e.g., “I want to search for any communications sent to Lara Byss’ quarters.”, “I want to track her movements the day of the disappearance.”, etc.)

On every successful check, each ✧ beyond the first will reduce the total time of the records search by 10 minutes. But, if the PC’s fail 3 separate checks, they have exhausted their search, ending it with no further information able to be learned.

Below are the details that can be gathered through successful checks:

- From the time of her check-in at her suite, up to the morning of her disappearance, Lara Byss accessed the communication suite “inbox” every 10 minutes, with regularity, only pausing for 6 hours at night (presumably, while she was asleep), and a 5 hour period the morning of her second day aboard (if the PCs pulled

Station Records

Magistrate Beedo Rees’ office is adjacent to the communications array and main computer system for the Hope of Memory. The station is outfitted with various cameras in all the common areas, which record constant surveillance footage, as well as all transmissions into and out of the station, in the main computer. Analysis of the Station Records has the potential to lead the PCs strait to M’mruuck and the Blind Bantha cantina, but there’s a great deal of junk data to sort through.
the relevant information from the twins, this 5 hour period corresponds to her time out of her suite on the second day.

- No outbound communications of any kind were sent from Ambassador Byss' quarters, but she did receive one (and only one) inbound communication to the terminal in her bedroom. It was sent from the Blind Bantha cantina, and simply read, "Madam, your catering order is ready." It was sent the morning of her disappearance.

- Station surveillance cameras captured Lara Byss' journey from her rooms through the main station promenade the morning of her second day aboard. She visited nearly all the shops aboard, staying briefly and talking with owners and patrons. She also visited each restaurant and cantina onboard.

- Surveillance footage shows that Lara Byss spent nearly 2 hours (unlike her other visits) inside the Blind Bantha cantina. After leaving, she returned directly to her suite.

Every ▶ generated on a successful check can reveal one additional piece of information (relevant to the search being made) noted above, using the GM's discretion.

Each ▶ on a check represents the discovery of a major lead. The PCs uncover a web of cargo movement and credit transfers that point to some kind of likely smuggling operation onboard. All the transit papers and credits funnel back to the accounts of the Blind Bantha cantina, most cleverly disguised as payments for and transfer of alcohol, foodstuffs, and gambling machinery and equipment.

Each ▶ on a check can be spent by the GM to represent corruption of the station's databanks as a result of the PCs' meddling, adding a □ to the next check made to search the station records. A ▶ or at least ▶ ◆ on a single check represents a PC-caused major glitch in the system, which corrupts the entire database. This will require days to fix, and effectively end all further records searches by the PCs (as if they had rolled 3 failures).

**Alternate Avenues of Investigation**

The party may decide to check out some of the varied locations (outside the Blind Bantha) that Lara Byss visited, using Streetwise, Perception, or influence checks to speak to people who might remember her. This might be useful, but it will be time consuming, adding 15 minutes to the investigation time for each location visited. The base difficulty for any such checks is Hard (◆◆◆◆◆), as a lot of people pass through the station. Success will lead to a remembrance of the Ambassador and comments that she was trying to locate the black market aboard the Hope of Memory.

**A Failure to Investigate**

It's possible (though unlikely) that the party will fail to learn of the connection to the Blind Bantha through their investigations. If this happens, the GM can encourage additional checks (noted in the "Alternate Avenues of Investigation" section, above) or simply provide the players with a structured "big break" in the case.

Perhaps the Durick twins discover the receipt and bring it to the PCs, or Magistrate Beedo Rees has a change of heart and points the team to M'mruuck and the Blind Bantha. Regardless of the method, this will automatically result in the most difficult option for the "Riding the Bantha" encounter, later on (as if the PCs had taken more than 4 hours in their investigation).

**The Blind Bantha**

The party's investigation should lead them to a strong connection: Lara Byss spent far too much time at the Blind Bantha, the hub of the black market here on the Hope of Memory. When the PCs decide to investigate, the GM should encourage them to do so as a team, as a very challenging encounter will follow which the entire party should be present for. When the PCs enter the Blind Bantha, read the following to set the scene:

Entering the Blind Bantha, whose sign out front proclaims "Refreshments and Games of Luck and Skill", you find pretty much what you'd expect in a watering hole for pilots and traders: drinking, talking, and gambling. Lots of gambling.

Sabacc tables litter the joint, which most people are crowded around – as well as the expansive bar. The bartender is a small, bat-like creature you recognize as a Chadora-Fan. Floating about behind the bar via a repulsorlift belt, he smiles as you enter.

The patrons are mostly human, and many fix eyes on you and clam up conversations, staring at you with worry. Several even call for their bar tabs and hastily finish their drinks.

The Blind Bantha, and its owner, M'mruuck, are the center of all black market dealings and smuggling on the station, and spacers passing through here frequent this place. It's a good place for the PCs to ask additional questions via Streetwise or an influence check about the Ambassador, or about any potential illegal dealings on the station.

Questions about Lara Byss face an average (◆◆◆◆) difficulty with a setback die, as the Blind Bantha patrons are reluctant to discuss any "business" dealings they may
or may not have witnessed. A successful check will lead to a recollection of Lara Byss, and that she entered M’mruuck’s office for about an hour, then departed.

Inquiries about M’mruuck or the dealings he (and the Blind Bantha) engage in face an upgraded average difficulty (4) with setback, as patrons are very wary about discussing anything illegal – and if you have to ask, then you’re not “in the know”. (☐ or multiple ☐ on the check may automatically spark the aggression of the thugs in the room – immediately leading to the “Riding the Bantha” encounter.)

Ultimately, the party should be directed to, or should simply seek out M’mruuck. Talking to the Chadra Fan bartender will immediately reveal that M’mruuck is in his office, at the rear of the establishment. The door to his office is guarded by a pair of human thugs, but they’ll let the PCs in without a fuss – especially with the flash of Sector Ranger credentials or a lightsaber. (Additionally, M’mruuck has instructed them to let the PCs in without incident.) Once inside, the team is finally free to start unravelling the fate of Lara Byss onboard the Hope of Memory.

**Meeting M’mruuck**

The enigmatic character of M’mruuck is a massive Whipid, who – through ambition and guile – quickly found himself in near-total control of the underworld aboard the Hope of Memory. The huge market for smuggling Alderaanian artifacts and art out of the ruins of the Graveyard presented quite an opportunity, but for M’mruuck to gain total control of the illicit trade, he was forced to partner with a shadowy group of pirates who provided him vast sums of credits and solid manpower in exchange for a controlling interest.

That control has steadily grown to the point that M’mruuck finds it untenable. He wants out, but fears for his life. If the PCs play their cards right, they might just convince the Whipid that they are just what he needs. What M’mruuck doesn’t know is that the “pirate group” he partnered with is a cell of the Imperial Remnant, who uses him and his black market to smuggle supplies and troops through the core worlds. They also have a hidden holo-recorder in M’mruuck’s office (which he’s also unaware of). When the PCs enter M’mruuck’s office, read the following to set the scene:

Inside the office, the scene is quite incongruous. A well-heeled (and massive) Whipid sits behind an expensive zurhkwood desk on a raised section of the floor (that looks to have once been a performance stage). The wall is draped with pieces of restored Alderaanian artwork, most of it no doubt valuable.

Datapads litter the Whipid’s desk, and a battered computer terminal sits on a stack of crates next to him as he eyes you with interest. Behind him, the large space of this haphazard “office” is completely dominated by hundreds of crates, boxes, and various technical parts, all placed in a seemingly haphazard fashion. But you get the feel from the look in the Whipid’s eye that he could find anything in this mess in a mere heartbeat, if he wanted to.

You spy casks of expensive wine, boxes of medical supplies, stacks of blank identification cards, and even a crate of old Imperial blaster rifles. The sheer amount of contraband and questionable equipment is staggering. And this is only what you can see.

The Whipid, who could only be M’mruuck, doesn’t seem bothered by this – or your presence. But instead, he smiles slightly and seems rather eager to talk...

The GM should immediately allow for Perception checks to notice key features of the room. Due to the cluttered nature of the space and several intentionally concealed features, the difficulty is Formidable (4). But each PC successful in the Perception check will immediately spy two things of interest:

- Barely visible beneath the disused “stage” that covers most of the floor is some kind of thick hatch – big enough to be an external airlock hatch for the station. (Which it is, though it is not listed on any blueprint. M’mruuck uses it to smuggle people on and off the Hope of Memory)
- Cleverly hidden behind one of the pieces of wall art is an unobtrusive holo-recorder, setup to take in the entire office. (M’mruuck is actually unaware of this device. It was set up by the Imperial “pirates” without his knowledge, so they could track all of his dealings.)

M’mruuck is the de facto leader of underworld activity on the Hope of Memory and few things happen on the station without his knowledge. He knows exactly who the PCs are and what they’re seeking; he even has dossiers on each of them. He’s let them into his office because he wants to bargain – he sees the party as a way to finally throw off the shackles of the “pirate” cabal that has been more steadily controlling him.

The guards outside (and many of the patrons of the Blind Bantha) are members of the pirate group, who answer to M’mruuck (at least, as far as he knows). Thus, he’s not afraid of the party, and if they refuse to help him, he
simply plans to have them killed as soon as they leave his chamber.

What M’mruuck doesn’t know is that his attempt to double-deal the pirates is being watched via the concealed holo-recorder, and those very troops he’s relying on will be ordered to kill him and the PCs the moment his treachery is known.

If the PCs are willing to deal with the Whipid, then they must convince him of their sincerity, as well as their ability to protect him.

M’MRUUCK (RIVAL)

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Skills: Brawl 2, Charm 2, Computers 1, Cool 2, Deception 2, Negotiation 2, Knowledge (Core Worlds) 2, Knowledge (Underworld) 2, Skulduggery 2

Soak: 3
Defense: 0
Wound Threshold: 14
Strain Threshold: – (Suffers wounds instead)

Duty – Nien Tevv

If Nien’s duty triggered at the start of the adventure, he will see an immediate opportunity to gain a powerful shadow ally in his fight:

The GM will inform Nien’s player that M’mruuck’s offer should strike a chord with him. The whipid’s knowledge of the black market and underworld trade in the core worlds is a rare opportunity that the Sector Rangers could embrace.

Nien has the option to “enhance” the protected witness status of M’mruuck, offering him round-the-clock protection and a sizeable credit stipend for the rest of his life – in exchange for turning FULL state’s evidence and spilling his guts about all his informants, contacts, and other black market leaders in the sector.

This is a much tougher sell for M’mruuck, and will automatically upgrade the difficulty of any check made to broker a deal with him by 1 (detailed in the “Brokering a Deal” section, below). But if successful, Nien’s deal will grant him a +10 to his duty value at the end of the session.

Brokering a Deal

M’mruuck will banter with the PCs for a while, and admit to being a “dealer” of equipment for scavenging the Graveyard, as well as a re-seller of artifacts. But for the PCs to convince M’mruuck to reveal all he knows, they’ll need to succeed on an influence check.

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The PCs must generate 3 successful checks before 3 failures. If the PCs fail, M’mruuck will remain unconvinced that the PCs are genuine (or competent) and will end the conversation, kicking them out of his office. With 3 successful checks he’ll tell the party the following details:

- He’s the head of the only underworld operation on the station, and also runs the black market, providing escort and equipment services for illegal salvage operations, then acting as a fence for recovered items.
- To secure his empire, though, he had to rely on outside help. He was approached by a pirate group who offered enough credits and provided well-trained enforcers. In the past year, though, the group has completely taken over control of his operation, and he’s ready to retire. He’ll reveal what he knows of the Ambassador in exchange for the PCs giving him amnesty and safe passage off the station.
- Ambassador Byss came to him seeking a shuttle to enter the Graveyard. He arranged it – assuming that she was just another noble looking for some excitement and relic hunting. M’mruuck advises he rented her an old ion drive shuttle (no hyperdrive capability), accessible through a private docking lock in his office, and 2 weeks of consumables.
- The shuttle is from the era of the Clone Wars, and its distinct ion signature might be able to be tracked...

Every ⬤ generated on a check should narratively represent the PCs gaining more of the whipid’s trust, and can be spent to grant a ■ to the next influence check made with him. ⬤ means they’re losing his confidence, and can be spent by the GM to add ■ to the next check.

On a successful check represents an immediate success on the encounter (the PCs need no more checks to gain M’mruuck’s trust). A ☠ on a single check represents an irreversible error in dealing with M’mruuck. This ends the interaction immediately, as if the PCs had failed 3 checks.

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On a successful check represents an immediate success on the encounter (the PCs need no more checks to gain M’mruuck’s trust). A ☠ on a single check represents an irreversible error in dealing with M’mruuck. This ends the interaction immediately, as if the PCs had failed 3 checks.
If the PCs fail to convince M’mruuck to deal with them, or are simply unwilling to bargain with the Whipid, he will kick them out of his office. If they attempt to arrest or restrain him, he’ll call for his guards (this will move the group directly to the “Riding the Bantha” encounter, detailed below).

**Deal or No Deal…**

It may be the case (especially considering the backgrounds of several of the pre-generated PCs) that they question the morality (or legality) of brokering a deal with the smuggling kingpin.

From a legal standpoint, the GM should make it clear that the Sector Ranger PCs do have the authority to grant “legally protected witness” status to M’mruuck. In fact, their ranks make them the authorities that lower level Rangers actually go to in order to seek out this exemption status for key witnesses and informants. Law Enforcement has a strange, but very long and useful history of absolving minor criminals of wrong-doing in exchange for their assistance in catching the “bigger fish”.

**Duty – Jessa Darkspin**

If Jessa’s duty triggered at the start of the adventure, the “morality” of M’mruuck’s offer becomes more than a mere concern for her:

Jessa sees a clear line of duty, here. Extending “protected witness status” to a law-breaker such as M’mruuck is something that’s creating a major conflict for her. In her duty to be victorious over crime – she’s likely taking serious issue with this offer, and may be resolute against it with her party.

She has the option of taking a very hard line, and refusing to accommodate M’mruuck in any fashion. This will lead to an automatic failure in any attempt to broker a deal with the whipid, but if Jessa stays true to her duty – then arrests M’mruuck (or if he’s killed in the ensuing combat), then her duty value will increase by 10 at the end of the session.

The PCs will then have to crack the whipid’s computers to learn the details of the ambassador’s departure, using the details and difficulties noted after the “Riding the Bantha” encounter, below.

If the Rangers in the party are convinced to grant this status to M’mruuck, then he will have legal amnesty for his past transgressions, as long as he reasonably assists in the current investigation and makes himself available for witness involving it. Any criminal activity during, or following, the investigation is – of course – not covered under the “legally protected witness” status.

As for the moral implications of dealing with M’mruuck, this is something the GM can use to make a fun conflict point for the PCs. M’mruuck didn’t rise to his position through pacifism and kindness, and the ethical implications of making him a protected witness may sit heavily on the minds of the party.

**Riding the Bantha**

While the PCs are negotiating with M’mruuck, the pirate cabal that controls his interests has been watching intently (via the hidden holo-recorder in his office). Regardless of the outcome of the negotiation, they will have their forces waiting to ambush the PCs. If the party comes to an arrangement with M’mruuck, he’ll be a target as well (having outlived his usefulness). When the party leaves M’mruuck’s office, read the following to set the scene:

Stepping out of the Whipid’s office, you enter the cantina to the sound of… silence. The laughter and conversations are gone, as are the sounds of gambling. The friendly Chadra-fan bartender is nowhere to be seen, and nearly all the patrons are cleared out. The only people remaining in the bar are a large group of grizzled humans wearing worn spacer gear, eyes trained on you mercilessly… with weapons drawn!

It’s also possible that not all of the PCs entered M’mruuck’s closed office. Some may have decided to stand guard outside. In this case, ignore the previous side-bar and read the following, directed at the PCs who are outside of the Whipid’s office:

Your friends have been inside the office for some time, and you can hear heated conversation. Slowly, you notice a change in the cantina. More and more people are slowly getting up to leave, and even the friendly bartender disappears through a service door. The two guards outside M’mruuck’s office move off, one to take over duties behind the bar, the other to stand near the largest of the sabacc tables.

More people soon arrive – grizzled humans in spacer attire, who seem to join their compatriots remaining in the bar. Exchanging barely noticeable looks with each other, they eye you warily. Something is wrong…
M’mruuck’s shadowy friends have gotten wind of the party’s investigation, and they’re here to put an end to it. The amount of time the PCs spent investigating prior to arriving at the Blind Bantha determines the size of the force their enemy can bring to bear, as noted below:

<table>
<thead>
<tr>
<th>Investigation Time</th>
<th>Enemy Forces</th>
</tr>
</thead>
<tbody>
<tr>
<td>Less than 3 ½ hours</td>
<td>2 Pirate Captains, 2 groups of Pirate Minions</td>
</tr>
<tr>
<td>3 ½ - 4 hours</td>
<td>3 Pirate Captains, 3 groups of Pirate Minions</td>
</tr>
<tr>
<td>More than 4 hours</td>
<td>3 Pirate Captains, 4 groups of Pirate Minions</td>
</tr>
</tbody>
</table>

The moment the PCs are within clear sight, the pirates will immediately open fire. The following are the details of the encounter area:

- The threats in the encounter include two groups of 3 Pirate Minions (marked P on the map) and two Pirate Captains (marked C on the map). Additional Pirate Minion groups and Pirate Captains (marked P and C on the map) may also be present in the encounter, as noted in the table above.
- The Pirate Minions will open fire on the PCs immediately, working to stay at range and behind cover. The Pirate Captains will actively use Field Commander to guide their minions, and Side-Step to prevent attacks. But if pressured, they will move to attack.
- All threats have Imperial Conditioning, and will not flee from the fight – preferring to die in service of the Empire. Additionally, each Imperial possesses a Dioxis Tooth, to instantly commit suicide if they face capture.
- The GM should make it clear that these are no mere riff-raff or pirate scum – these are tough enemies with clear military training and resources.
- A series of computer terminals, marked T on the map can be sliced into to open or close doors, control lighting, and activate a fire suppression system. This requires an average Computers check (Cool) to quickly access terminal commands in the heat of battle.
  - Lighting can be dimmed or turned off completely within the Blind Bantha.
  - The fire suppression system can fill the entire cantina (including M’mruuck’s office) with thick foam that grants concealment and difficult terrain.
- Unless their narrative actions have carried them elsewhere in the cantina, the PCs will begin the encounter in the area labeled PC on the map.
- M’mruuck (marked with an M on the map) will typically begin the encounter still inside of his office. When the attack occurs, he’ll defend himself if threatened, but will attempt to lock himself inside his office at the first opportunity (using his terminal). He’ll only do this if alone in the office, however.
- One of the party members knocks over a sabacc table, creating improved cover.
- One of the NPCs trips on spilled sabacc chips and tumbles prone.
- The bottles of alcohol behind the bar are hit, exploding into a fast-moving fire!
- M’mruuck sees an opportunity to make a break for it, and races toward the door!

**Concealment and Difficult Terrain**
- Dim lighting or fire suppression foam adds  ■ to any Ranged (Light), Ranged (Heavy), Gunnery, or Perception checks made against targets in concealment. (Completely shut off lighting adds  ▶️ to these checks.)
- Difficult terrain (due to the foam of the fire suppression system) requires twice as many maneuvers for a character to move the same distance they would in normal terrain.

Map of the Blind Bantha
(Assembled with Maps of Mastery™ "Night Life"© and "Sci-Fi Cargo Tiles"© Terrain Card Sets)
The “pirates”, as the PCs will soon discover, are members of the Imperial Remnant – and they will not allow themselves to be captured. If faced with such an outcome, they will immediately crush a cleverly hidden poison tooth filled with enough Dioxis gas to instantly kill that character. When this happens, read the following to the PCs:

Staring at you with hatred, the grizzled human’s eyes grow hard, and you see him quickly crunch on something in his mouth. Before you can react, a small bellow of greenish white gas emanates from between his clenched lips as his eyes roll back in his head and he slumps over, dead.

The GM may also decide to use the “Dioxis Protocol” if the encounter becomes a clear victory for the PCs, and a foregone conclusion.

The Aftermath

When the fight is over, the party will be facing one of two primary outcomes: either M’mruuck is alive (having been protected in his office or by the PCs) or M’mruuck is dead (killed in the combat). Either way, the party has the chance to examine their attackers, and finally learn the fate of Lara Byss.

An immediate examination of the dead “pirates” will reveal some very telling (and disturbing) clues. Should the PCs search the bodies for clues or information, read the following:

Examining the bodies of the thugs who attacked you, you find some disturbing clues. They are bereft of any identification, even cred chips. No code cylinders, data pads, or any clues aside from their unusually heavy armament – which appears military grade.

Additionally, most of the men have unusual tattoos well hidden beneath their clothing, which look disturbingly familiar…

Identification of the make and model of the weaponry can occur with an Easy (☆) Knowledge (Warfare) or Ranged (Light)/(Heavy) skill check. Success will inform the party that the carbine rifles are BlasTech E-11s; standard issue for Imperial Military. An easy (☆) Knowledge (Warfare) check can identify the tattoos as Imperial insignias; commonly tattooed by elite storm troopers to represent squad unity and loyalty to the Empire.

If M’mruuck survived the encounter, and has not yet made a deal with the party, the revelation that his “business partners” were Imperials will weaken his resolve drastically, and he’ll agree to share his knowledge of Lara Byss’ entrance into The Graveyard without a check, especially if the PCs threaten to charge him with treason for “aiding the Imperial Remnant”.

If M’mruuck did not survive, and the PCs were unable to broker a deal with him beforehand, they’ll have to do a bit of digging to locate the details of his arrangement with Lara Byss. This can be accomplished by raiding his personal computer and data records, requiring a Computers check opposed by M’mruuck’s security protocols (●●●). Success will reveal the details noted above in the “Brokering a Deal” section.

Should the party fail to learn any information about Lara Byss’ departure from Hope of Memory (by failing to gain the information from M’mruuck or from his records), then the GM should allow the PCs to uncover a minor piece of information from the Whipid’s files, such as the rental of an ion-drive shuttle headed for the interior of The Graveyard, on the day Lara Byss disappeared. (In this case, the PCs will find the shuttle after it has been destroyed, as detailed in the “Digging in the Graveyard” section, below.)

Healing Up

After such a difficult fight, the PCs may be wounded (perhaps, seriously). Prior to exploring the Graveyard, the GM should narratively allow the party to make use of the medical facilities onboard the Hope of Memory. As VIP guests and representatives of the New Republic, there should be no cost to the party, and they should begin the next part of the adventure fully healed and rested (removing all Wounds and Strain).

Digging in the Graveyard

After the encounter in the Blind Bantha, the party has likely learned a great deal of telling information. Lara Byss apparently left the Hope of Memory station of her own accord, via a black market shuttle, heading to the interior of the asteroid ruins of Alderaan. The one major clue they have to track her further is the unusually old ion-drive of the shuttle.

Tracking the Shuttle

The party’s basic knowledge of ship mechanics will allow the PCs to recognize and develop a tracking pattern for the unique ion signature left by that model of shuttle’s drive core. The problem is that it has been over a week since the shuttle left for The Graveyard, and the movement of asteroids and the solar wind has likely scattered the ion trail beyond the range of standard sensors.
However, it may be possible to solve this problem. With success on an average (1) Astrogation, Mechanics, or Pilot (Space) check, the party can develop and implement a tracking program that uses the *Hope of Memory* station's advanced array and a linked series of ships to create a "sensor net" that can pick up and follow the degraded trail of the shuttle.

This will require at least four ships working in tandem with remote links back to the *Hope of Memory*’s main computer, constantly feeding sensor data back to the station for analysis. This is a very risky proposition, but the only way to track the shuttle.

Should the party fail on their attempt at an average (1) Astrogation, Mechanics, or Pilot (Space) check to develop a plan to track the shuttle, the GM should allow them to spend a Destiny point to try again.

Failing that, the party will eventually cobble together a tracking plan, but it will take many hours – long after the shuttle has been destroyed by the remains of the Imperial Remnant forces in the system. In this unlikely scenario, the GM will skip the “I See You Brought Friends” encounter detailed below. The PCs will arrive at the end of the sensor trail long after the Imperials have left, and will only be able to analyze the shuttle wreckage.

Searching the Asteroid Field

The remains of Alderaan cover a massive area; a deadly asteroid blockade filled with the vacuum-preserved ruins of a once-great world. For the sensor search to work, the team must pilot a minimum of four craft into The Graveyard. The station actually has six re-fitted Z-95 Headhunters, kept on premises for station defense and outfitted with minor tractor beams to assist in towing rogue asteroids out of the path of the *Hope of Memory*.

The party also has access to *The Dark Corona*, a Firespray patrol boat that belongs to the Sector Rangers. Though smaller ships tend to navigate the asteroid field more safely (and the patrol boats’ decent Handling makes the job even easier), the Firespray is an agile ship for its size, and the GM should encourage the PCs to use any resources at their disposal.

Once the party has settled on the ships they will bring to bear in their search (and who is piloting each), they can enter the Graveyard and begin their search for the shuttle’s ion trail. Narratively, the trail can be located quickly, and will take the team on a journey of about 3 hours to arrive at the “end of the trail”, deep inside the asteroid field. The GM can read the following to the party to set the scene:
As the team will soon discover, the shuttle used by Ambassador Byss has been abandoned. But before they can gather details, they’ll have to contend with danger they didn’t plan on. The PCs have likely surmised (due to the gear and tattoos on the dead “pirates” in the Blind Bantha) that M’mruuck’s silent partners are in fact part of the Imperial Remnant.

You’ve been trolling along silently for nearly three hours as the navigation system beeps softly, and you feel like you’re walking on the resting place of the dead. The weight of what happened here sits heavily on you, and the ghostly remains of planetary rock mixed with odd chunks of masonry and blasted metal make your skin crawl. Who in their right mind would ever want to come in here?

Suddenly, your sensors start beeping more insistently, and the computer shows the ion trail coming to a definitive end. In the distance, through the moving asteroids, you spot the faint metallic glimmer of a ship – and scans show its silhouette matches the missing shuttle.

Forming up with your team, you move in for a better look.

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The Imperial forces aren’t pleased at having their men slaughtered, and when their agents failed to check in following the attempt on M’mruuck and the PCs’ lives, those remaining in the system have made a hasty journey to the location of the shuttle, intent on destroying it. It contains clues that could lead to the location of the Ambassador, and the remaining Remnant forces won’t allow that.

For the time being, the dense asteroid field has obscured the Imperials’ approach from the PCs’ sensors, but in short order, they’re going to arrive and attempt to take out the shuttle – along with any of the party that gets in their way (detailed in the “I See You Brought Friends” chapter).
encounter detailed later on). Until then, the PCs should have the chance to scan the shuttle for clues.

Scanning the shuttle is a fairly simple affair once the PCs are in range. A successful average (◇) Computers or Perception check will reveal that the shuttle is currently powered down (though the power cells are still charged; the ship has simply been “turned off”) and is currently without any internal atmosphere. There doesn’t appear to be any damage to the vehicle, and the only unusual thing about it is that the rear airlock hatch is hanging open. Each ◇ on a successful check can be spent to uncover additional details:

• The residual heat from the power cells is very low, and a thermographic scan indicates the ship was powered down about 2 days ago.
• The airlock hatch currently open doesn’t show any signs of being forced or damaged; meaning it was likely opened from the inside – and left open.

A ◇ or ◇◇◇ on the check will allow the party to notice the presence of the Imperial ships before they move to engage the PCs. This will grant the PCs a surprise round in the “I See You Brought Friends” encounter.

Once the PCs have completed their scan, the Imperials will be within range, assess the situation, and immediately move to destroy the shuttle – and the heroes!

I See You Brought Friends
When the Imperials move in to attack, the GM should read the following to the party to set the scene:

Suddenly, your sensor scans begin to register power sources, but not from the derelict shuttle.

Targeting systems begin blaring wildly as the unmistakable silhouettes of an Imperial Lambda-Class Shuttle and a trio of TIE Interceptors come into view from behind nearby asteroids. Damn Imperials...

Their weapons systems are hot, and they adopt an immediate attack posture, racing towards you! This thick in the asteroid field, maneuvering is going to be difficult...

The Imperials’ primary target is the abandoned shuttle; but the PCs shouldn’t know that just yet. Their tactics will involve using the TIEs as distraction and an attack focus, as the Lambda brings its heavier weapons to bear on the shuttle. When the shuttle is destroyed (or most of the Imperial forces), the enemy ships will try their best to beat a hasty retreat. The TIEs are outfitted with experimental hyperdrives, and can jump to light speed entirely on their own.

The Imperials know what’s at stake, and will initially ignore attempts at hails or other communication. Even if a crafty party manages to initiate communication with an extremely successful check, the most they can hope for is that the enemies agree to leave them alone (they’re still going to destroy the shuttle).

Dealing with the Asteroids
Several of the larger asteroids will serve as large-scale cover in the ensuing combat, but the entire area is littered with micro-asteroids and debris that pose a serious terrain hazard throughout the encounter area.

Flying through the Graveyard
When the pilots of each ship make their Piloting checks to move through the areas, their difficulty will be based on the size of the ship, and their current speed:

• The base difficulty is equal to the current speed of the ship or half its silhouette (rounded up), whichever is greater.
• The higher number determines how many Difficulty Dice (◇), the lower number then determines how many of those are upgraded to Challenge Dice (◇). For example: if the PCs are flying the Dark Corona at max speed (4), with its silhouette of 4, the difficulty would be ◇◇◇◇. A speed of 3 would result in ◇◇◇◇, and a speed of 2 would be ◇◇.
• A ship’s Handling modifier applies to all Piloting checks, as normal.
• Failure means the ship drops its current speed by 1, and does not move. The Maneuver remains spent.
• ◇◇ on a check can be spent by the GM to inflict 1 System Strain. ◇◇◇ on a check means a minor collision, which causes a critical hit. Subtract 10 x the ship’s total Defense from the critical roll (if the result is 0 or less, the critical is fully negated).
• If a check in a ◇, then the ship has a major collision and suffers an immediate Critical Hit. Subtract 5 x the ship’s total Defense from the critical roll (if the result is 0 or less, the critical is fully negated).

Up until this point, the PCs narratively should have had little difficulty maneuvering through the asteroid field, taking their time and playing it safe. But the tension and stress of combat maneuvers (even at a low speed) will require Piloting checks on the part of the PCs and NPCs to move about without damaging their ships. Any Pilot-only
Maneuver made to move a ship will require a corresponding Piloting (Space) check, as noted in the previous sidebar. The GM must remember that the enemy ships are forced to make these checks as well, and the party may very well rely on this to get their foes off guard or put them in a disadvantageous situation.

**Fighting off the Imperials**

If one of the PCs managed to roll a 4 or 5 on the initial check to scan the abandoned shuttle, they may be pre-emptively aware of the Imperial Remnant forces. If this is the case, the GM should manage initiative normally, but give each PC a full round of actions prior to the start of normal combat.

The following are the details of the encounter scene:

- Numerous large asteroids serve as large points of cover throughout the encounter. There are many such asteroids roughly within medium range of each other (and within short range of the PCs).
- All PC ships should be within close range of the abandoned shuttle, and at medium range from the 3 TIE Interceptors and the single Lambda Shuttle (which will enter from opposite directions toward the PCs/abandoned shuttle).
- The PC ships will typically be at a speed of 1 when the encounter starts, but the enemy ships will begin at speed 2.
- The Imperials’ goal is to destroy the shuttle, and their tactics will involve using the Lambda to attack it while the TIEs harry the PCs.
- The abandoned shuttle has Silhouette 3, Armor 2.
- The TIE pilots are skilled, and will intelligently use Evasive Maneuvers and Stay on Target if the situation warrants it, as well as Gain the Advantage (as a PC entangled in a dogfight won’t be able to focus on the Lambda). The TIE Interceptors’ +3 Handling is a major benefit for both dogfighting and moving through the asteroid debris hazard – and the Imperial Pilots will rely on that.
- Once the PCs discover that the abandoned shuttle is the Imperials’ target, a pilot may attempt to interpose their ship between the shuttle and the attacker by succeeding on a Gain the Advantage action. If successful, the target cannot attack any ship but the one engaging it. A successful hit with a tractor beam can also move the shuttle within 1 range band.
- When the shuttle is destroyed (or when all but one Imperial ship has been destroyed), the remaining enemy ships will immediately attempt to flee into hyperspace. This may have disastrous consequences (detailed in the “Run Away!” section, below).

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### LAMBDA-CLASS T-4A LONG RANGE SHUTTLE

<table>
<thead>
<tr>
<th>Silhouette</th>
<th>Speed</th>
<th>Handling</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>3</td>
<td>+0</td>
</tr>
<tr>
<td>Defense</td>
<td>2/-/-/1</td>
<td>Armor: 4</td>
</tr>
<tr>
<td>Hull Trauma Threshold: 25</td>
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<td></td>
</tr>
<tr>
<td>System Strain Threshold: 15</td>
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</tbody>
</table>

**Skills:** Astrogation 1 (\(\bullet\)), Computers 1 (\(\bigcirc\)), Mechanics 1 (\(\bigcirc\)), Perception 1 (\(\bigcirc\)), Piloting (Space) 1 (\(\bigcirc\)), Gunnery 1 (\(\bigcirc\))

**Weapons:** Light Blaster Cannons (Fire Arc Forward) (Gunnery [\(\bigcirc\)\(\bigcirc\)]), Damage: 4; Critical: 4; Range: Close; Linked 1, Twin Light Laser Cannons (Fire Arc Forward) (Gunnery [\(\bigcirc\)\(\bigcirc\)\(\bigcirc\)]), Damage: 5; Critical: 3; Range: Close; Linked 1, Twin Light Blaster Cannons (Fire Arc Aft) (Gunnery [\(\bigcirc\)\(\bigcirc\)], Damage: 4, Critical: 4; Range: Close; Linked 1)

### LONG-RANGE TIE/IN INTERCEPTOR

<table>
<thead>
<tr>
<th>Silhouette</th>
<th>Speed</th>
<th>Handling</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>5</td>
<td>+3</td>
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<td>Hull Trauma Threshold: 6</td>
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<tr>
<td>System Strain Threshold: 10</td>
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</tr>
</tbody>
</table>

**Skills:** Astrogation 0 (\(\bullet\)), Computers 1 (\(\bigcirc\)), Mechanics 0 (\(\bigcirc\)), Perception 1 (\(\bigcirc\)), Piloting (Space) 1 (\(\bigcirc\)), Gunnery 1 (\(\bigcirc\))

**Weapons:** Medium Laser Cannons (Fire Arc Forward) (Gunnery [\(\bigcirc\)\(\bigcirc\)], Damage: 6; Critical: 3; Range: Close; Linked 3)

**Equipment:** Prototype Hyperdrive (Class 3, no backup; limited astrogation computer, can store 2 jump coordinates), Prototype Life Support System (water/waste/atmosphere recyclers, provides 4 weeks of consumables)

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- Using the confusion of the asteroids, the ship immediately gains a free maneuver.
- One of the foes is brushed into a near-collision, immediately reducing its speed to 1 as it struggles to avoid the hit.
- The ship miscalculates and suffers an immediate minor collision.
- A missed attack hits the remains of the abandoned shuttle, damaging it with the PCs’ weapon fire!
When the Imperial forces have completed their mission or are facing the threat of not being able to report the failure of the mission (when the shuttle is destroyed, or when only one Imperial ship remains standing), the enemy ships will immediately leave the encounter and try to jump to light speed. The TIE Interceptors are outfitted with prototype hyperdrives, and can make the journey on their own.

- The Imperials have very good coordinate data, but the quick hyperspace calculations being made in the heat of battle and the danger of the asteroid field will lead to a difficulty for any Remnant pilot's Astrogation check.

- With a successful check, the Remnant ship will rocket into hyperspace.

- A failed check will have disastrous consequences, destroying the ship immediately as it plows into the mass shadow of an asteroid!

If the shuttle is intact when the encounter is over, the PCs may then analyze it for intriguing clues (detailed in the “Curiouser and Curiouser...” section). Should the PCs decide to flee the encounter, then the Imperial ships will let them, but will then immediately destroy the shuttle and then make safe jumps to hyperspace. The PCs will be forced to analyze only the shuttle's wreckage on a return trip.

### Only Pieces Are Left

If the ambassador's shuttle is destroyed in the encounter (or if the PCs fled the encounter or failed to construct the tracking program in time), then only the smoking remains of the shuttle (and perhaps Imperial Remnant ship wreckage) can be analyzed. This is the worst case scenario, detailed below in the “Curiouser and Curiouser...” section. It will make the rest of the adventure even more difficult on the heroes.

### Curiouser and Curiouser...

With luck and some skill, the party has hopefully managed to fend off the Imperial Remnant ships and keep the ambassador's black market shuttle intact. They may even have Remnant ship wreckage to examine.

The team is free to tow the ambassador's shuttle and any enemy ship wreckage back to the Hope of Memory for analysis, or even dock with it for an on-site analysis (Pounder doesn't require a vac-suit to board the shuttle; and enterprising PCs might even flip a Destiny Point to “ensure” there are vac-suits aboard their ships). Either way, examining the shuttle and the clues aboard require the same checks.

### Run Away!

A cursory examination of the shuttle with no checks will reveal some very basic, but telling, information:

- The shuttle is functional and (aside from some minor micro-asteroid hull hits) is undamaged.

- Its power cells are fully charged. The ship's inactive state is simply due to a standard shutdown.

- The rear hatch of the shuttle is open, and the shuttle door has no damage or signs of forced entry. It appears to have been opened from the inside.

- Of a compliment of 4 vac-suit bays inside the shuttle's hold, only 3 suits remain. There's no way of knowing if the ship left the Hope of Memory with 4 suits or 3, but the ship is clearly kitted for 4 suits. (If M'mruuck is alive and still aboard the station, he will confirm that the ship left with 4 suits in its hold.)

It's a simple matter to power the ship back up, return atmosphere, and regain internal lighting. The PCs may attempt a hard Perception check to search the shuttle for clues. With success, the team can learn one of the details below. Each successful check will reveal an additional detail:

- The rear shuttle hatch was clearly opened from the inside, and was done so after the shuttle had been powered down. The glass casing covering the manual emergency release was broken (which wouldn't have been necessary if the ship's systems were active).

- The team discovers a small smugglers' hold disguised as a bulkhead wall. Inside, they will find fresh food rations and water packs dated only two weeks old - most of which appear to have been consumed, as empty wrappers have been stuffed back inside. There is also a blaster pistol stored there, but it appears untouched.

- There is a strong residual magnetization of the shuttle's port hull. This is almost certainly the result of the shuttle being externally docked to another ship within the last 48 hours.

Should a successful Perception check result in a check, then the party will find a major clue: the Ambassador's datapad. Seemingly dropped (perhaps accidentally) between the folds of the pilot's chair cushions, it is completely unusable - but appears to have been intentionally destroyed. Many "secure" datapads often used by diplomats or high-security personnel come with a "scorch system" that immediately vaporizes the internal data tapes of the pad. That system has been activated, leaving a burnt shell of a datapad - but with Lara Byss' name and the Kolrani Commonwealth emblem clearly stenciled on the outer casing.

The GM should also encourage the PCs to perform a comprehensive search of the shuttle's computer system.
This requires a hard (△△△△) Computers check. With success, the team can learn one of the details below. Each ▼ or additional △ on a successful check will reveal an additional detail:

- The onboard computer clearly shows a pilot initiating a startup sequence the morning the ambassador disappeared. The shuttle was subsequently piloted through The Graveyard to a set of coordinates entered by the pilot. One arriving at those coordinates; the shuttle came to a full stop and began manually broadcasting a low-power distress beacon. (The ship was so deep inside the asteroid field, there is no way the Hope of Memory could have detected it.) No system failures, damage to the shuttle, or any other reason for the beacon are registered.

- The beacon broadcast for almost 6 days, before being manually shut down. After that, the computers show a manual de-pressurization of the cabin, and then a manual shut-down of all systems.

- Before shutdown of the computer, it appears the pilot connected a personal datapad to the communication system, and from it, broadcast astrogation coordinates for a specific uncharted system in Wild Space. The broadcast was a local low-band, which could only have been picked up by ships within close vicinity.

Should a successful Computers check result in a △, then the party immediately uncovers the broadcast astrogation coordinates, and beyond a simple system in Wild Space, is able to narrow down precise planetary coordinates. This will reduce the difficulty of the "Incoming!" encounter, later on.

**Examining the Remnant Wreckage**

If the heroes decide to tow any of the TIE fighter or Lambda wreckage (assuming there was any) back for analysis, they may attempt a hard (△△△△) Piloting (Space), Mechanics, or Computers check to analyze it. If the team witnessed any of the TIEs jumping (or attempting to jump) to hyperspace, this should be a major red-flag, as few snub fighters have hyperdrive capability.

With success on a check, the team can learn one of the details below. Each ▼ or additional △ on a successful check will reveal an additional detail:

- Surviving hull plating scraps show identification numbers that register each ship to the Dauntless, an Imperial Star Destroyer that New Republic records claim was part of the ISBs old Tactical Research Program, which existed to develop and experiment with new weapons technologies for the Empire.

- The TIEs (if any wreckage could be recovered for them) appear to have had some type of advanced prototype hyperdrive installed, along with a micro jump computer, able to (based on its size) hold up to 2 astrogation coordinates – but the jump computer is badly damaged.

- The party is able to pull 2 sets of astrogation coordinates from one of the TIE's damaged jump computers, or the Lambda's astrogation computer: the first is the Alderaan System, the second is a set of coordinates to an uncharted system within Wild Space (these coordinates are identical to the ones broadcast by the Ambassador's shuttle, noted previously).

Should a successful check to analyze the Remnant wreckage result in a △, then the party immediately discovers one of the jump computers, and is able to pull precise planetary coordinates for the system in Wild Space. This will reduce the difficulty of the "Incoming!" encounter, later on.

**Worst Case Scenario**

It's possible that the PCs returned with only the wreckage of the ambassador's shuttle. In this case, it will make any analysis of the shuttle, itself, impossible. The team may still analyze any Remnant ship wreckage to find the astrogation data for the Wild Space system, however.

But if the party fails all their checks, has no intact shuttle to analyze or no Remnant wreckage (due to fleeing the fight, or failing to develop a tracking plan quickly), then they are all out of easy leads.

In this unlikely case, the GM should narratively allow the team to discover corrupted astrogation coordinate data from Remnant wreckage, or perhaps a "suddenly discovered" datapad backup found by the Duricks. Regardless, the coordinates will be semi-corrupted and point the PCs only to the general sub-sector within Wild Space, not the actual system itself. This will add many hours of searching to locate the proper system upon arrival, increasing the difficulty of the "Incoming!" encounter, later on.

**Reviewing all the Evidence**

By this point, the party has been led on a seeming wild bantha chase, with strange leads and even stranger evidence. It's a good idea for the GM to set aside some time to collaborate with the players and review all that they have uncovered up to this point. Some of the evidence noted below as "(Optional)" may not have been uncovered by the party, so the GM should carefully recall their successful checks and actions before summarizing:

- Ambassador Byss disappeared on the station 8 days ago, but apparently left of her own volition after privately renting a black market shuttle and heading into The Graveyard.
- Her 2 assistants were kept in the dark as to her plans or even her reason for travel.
- She was not prone to flights of fancy or rash decisions.
- **(Optional)** Her assistants advise that she’d been acting strangely over the past few months, receiving strange anonymous messages from a “handsome human” – perhaps a paramour.

- **(Optional)** The black market boss who arranged for her travel off of the station was an unwitting collaborator with a group of Imperial Remnant soldiers.
- Upon discovering the lost shuttle, empty of any ambassador, a group of Imperial Remnant ships attacked the PCs, apparently bent on destroying the empty shuttle.
- **(Optional)** The Remnant ships were registered to the *Dauntless*, an Imperial Star Destroyer that was a part of the ISB’s experimental weapons research division during the time of the Empire.
- **(Optional)** These ships were also outfitted with clearly experimental technology (TIE fighter-sized hyperdrives and micro jump computers).

- **(Optional)** The shuttle, itself, was manually shut down (presumably, by the Ambassador), after sitting “dead in the water” and broadcasting a distress beacon for 6 days. The Ambassador then left the shuttle via a vac-suit.
- **(Optional)** Another ship apparently docked with the shuttle at that time.
- **(Optional)** The Ambassador’s datapad was left behind, after being “scorched” of all its data.
- **(Optional)** A datapad was used to broadcast a set of hyperspace coordinates before being shutdown (which lead to Wild Space).

The team’s only remaining active lead is the set of hyperspace coordinates. Whether gathered from the wreckage of the Remnant ship jump computers, or from the traces of the shuttle’s last transmission.

At this point, the heroes should have little option but to follow up on their only remaining lead: a set of hyperspace coordinates that takes them into an uncharted area of Wild Space. With all they’ve learned, there may be speculation among the players as to the Ambassador’s motives – or whether she was even “abducted”. The only way to know for sure is to find her.

**Road Trip**

All the party’s efforts up to this point have led them to a lengthy trip into Wild Space, following the only lead they still have. The GM should make it clear to the players that the area of space the coordinates point to is uncharted, but it may be possible for a PC to have learned something of that sector or heard rumors in the past.

If the PCs request to know more, the GM can provide them with the opportunity for a formidable (5) Knowledge (Outer Rim) check to recall stories, lore, or any previously learned information about this sector. With success, the party can recall that the area is mostly filled with un-colonized worlds, and no known native populations. However, several reported battles during the Clone Wars occurred in this sector, with rumors of the Confederacy of Independent Systems performing operations out in this area of Wild Space. (This may trigger a moment of concern from the Sector Rangers, whose personal communiques divulged a Clone Wars Intelligence report that seemed to be of interest to the Ambassador.)

**Passage to Wild Space**

Based on the recovered Astrogation coordinates, it will take roughly 10 days of travel with a Class 3 hyperdrive (such as the one found about the Sector Rangers’ ship, *The Dark Corona*). The PCs may wish to requisition other ships or travel separately, but the GM should try to discourage this.

Time is a factor at this point, and it will take days to get a dedicated vessel for the party. Furthermore, they already have access to a well-appointed ship that can take them there, *The Dark Corona*. The Sector Ranger patrol boat may be a bit cramped, but it’s quite serviceable, heavily armed and armored, and is fully fueled and ready to leave right away.

**An Uncharted Arrival**

The 10 days of travel through hyperspace should be an uneventful narrative, providing the party with time to perhaps get to know each other a bit more, and review the sparse evidence. The GM should feel free to skip past the travel time, unless the PCs wish to converse or narrate out any party interactions. The lengthy trip also provides time for wounds to heal and strain to be safely recovered.

Once the team arrives at the coordinates in Wild Space, they will face an unexpected challenge, which may be more difficult if they were unable to uncover precise coordinates on their own. The PCs will soon discover an Imperial Remnant presence in orbit of the only habitable planet in the system, which is also home to a forgotten relic of the Clone Wars. Having already devastated the Imperials, this threat could leave the PCs stranded on the far-flung world, as well.
If the PCs performed exceptionally well on some of their prior evidence gathering checks to discover the Wild Space coordinates, they may arrive directly in planetary orbit of this world. If the PCs failed to locate the coordinates on their own and had to rely on the GM, they may instead arrive well outside the solar system, having to spend hours scanning and then traveling to it.

Either scenario will decrease or increase the difficulty of the following "Incoming!" encounter. Additionally, the GM should modify the description text below to suit the scenario of the party (which assumes the team discovered the coordinates of the system on their own).

When the PCs arrive at the system coordinates, the GM can read the following to set the scene:

As the hyperdrive clock counts down to zero, all hands are huddled in the cockpit, nervous and anxious as to what they might find. The only clue leading to the missing ambassador takes you here.

As the clock counts down to 3...2...1... you brace yourself as your ship suddenly drops out of light speed. A brilliant mass of stars shines comfortably from afar, and in the distance, you see the familiar form of a solar system.

Not on any charts you’re familiar with, a solitary yellow star is orbited by three planets, according to your preliminary sensor scan. You don’t spy any ship traffic in the vicinity, but long-range scans reveal a few important details.

The second planet appears to be the only one habitable, with a breathable atmosphere and strong life readings. There’s also some kind of large metal object – perhaps a ship – in close orbit of that second planet; but no power signs are detected from it at this range.

It seems like you might have to fly in for a closer scan...

If the party wishes to learn more about the second planet, or the ship in orbit of it, they'll need to move in for a closer look. What they'll discover might give them pause, but not for long – as they're about to be attacked by a cleverly hidden planetary defense system.
Incoming!
A hidden defense system automatically tracked the PC ship's power signature the moment it exited hyperspace, and began computing firing solutions. As soon as their ship is within far orbit of the planet, the system will attack, hurling massive orbiting asteroids at the team!

A longer travel time to the 2nd planet in the system, due to exiting hyperspace in the sub-sector, instead of in the system (from failing to find the coordinates through successful checks) will allow for more firing solutions to be computed – increasing the difficulty of this encounter. But if the PCs managed a 4 in their discovery of the coordinates, they'll be dropped in direct orbit of the planet, providing less time for firing solutions – and decreasing the difficulty of this encounter.

But before engaging the party right away, the GM should give the team a bit of time to scan the planet and the large ship in far orbit.

Searching for Clues in Orbit
The preliminary scans of the system showed a single habitable planet, with what is possibly a large ship in far orbit – emitting no power signatures. To scan the planet more closely, the PCs will have to get within far orbit, themselves.

When the PCs maneuver their ship closer in, read the following:

Traveling closer to the second planet, you see it is a world filled with natural vegetation, as thick jungle appears to cover most of the surface, which teems with life readings. A ring of orbiting asteroids turns placidly about the equator. It's quite beautiful.

However, your attention is drawn to the now-clear silhouette of a Victory-Class Imperial Star Destroyer in far orbit! Racing to weapons stations, you pause as you realize the massive capital ship is adrift in space, and the sensors confirm it is without power – or any life signs.

Bracing yourself, you fly in for a closer look and catch a glimpse of a massive hole, almost 150 meters in diameter, shorn completely through the ship – from dorsal to ventral hulls.

Without deeper scans, you can't tell what caused this level of lethal damage. But at this range, you can finally see the registry markings on the dead capital ship; it's the Dauntless...

With successful checks analyzing the wreckage of the Remnant ships back at the Hope of Memory, the team has likely already learned those ships were registered to the Dauntless, a Star Destroyer that was a part of the ISB's experimental weapons research division during the time of the Empire. If they failed to uncover that, the GM can take a moment to explain the history of the Dauntless to the party.

Morality – Ashla Te
If Ashla's morality triggered at the start of the adventure, she's about to have a Vision through the Force that may not be best for the party:

Suddenly, Ashla is taken aback with strong premonition of The Force. Images of the future flood her mind, as they often do, and she sees herself staring out of a viewport, in low orbit of the second planet. Suddenly, her vision "shifts" and she's staring into the clearly recognizable face of Ambassador Lara Byss. Specks of blood cover her features, and she screams. The vision tells Ashla that the Ambassador is definitely on the second planet, and is (or will soon be) in danger.

The GM should encourage Ashla's player that her vision is absolute, in order to play on her emotional weakness of obstinateness. If Ashla insists that the party charge head forth towards the planet, then they will sacrifice any knowledge they might gain from more detailed scans. But if they follow her direction, then they can succeed in the subsequent encounter with the defense system by generating one fewer ★ than would normally be needed.

The GM should also encourage an active scan of both the planet (now that it's in better range) and the destroyed Dauntless. Either scan will require an average (★★) Computers check. With success, the team can learn one of the details below. Each ★ or additional ★ on a successful check will reveal an additional detail.

Details of the Dauntless:
• Thermal signatures from the Dauntless' engines show it lost complete power almost 24 hours ago, due to the catastrophic destruction of the primary reactor (which would have been located where the giant hole is, now). Every deck is without power, atmosphere, or life readings.

• The damage to the capital ship is extremely unusual. There's no scorch marks or other evidence of turbo-laser fire, missiles, or any standard ship-to-ship weapons damage. Based on the stress patterns of the hull
trauma, the giant hole appears to be the result of simple impact – as if from a massive collision.

- Scans show at least a dozen of the Dauntless’ escape pods have been jettisoned, though none are in orbit. Based on Imperial protocols, any pods would have automatically navigated to the nearest habitable planet (the second planet in the system, which the Dauntless and the PCs are orbiting).

Details of the second planet:

- Scans show massive life readings on the planet, but no immediate signs of civilization. No large cities or traffic patterns.
- The sensors do register a single, large power source on the surface – type and origin unknown – close the equatorial region of the planet.

Should a successful check result in a ✷, then the party’s scans will register movement in the planetary asteroid belt, and the activation of the hidden planetary defense system before it attacks. This will grant an upgrade to the first check made in the ensuing encounter.

As soon as the party finishes these preliminary scans, they may decide to explore the Dauntless further, or head to the planet – but the GM should give them little time to ponder their next action. The nascent planetary defense system that has been tracking them will quickly launch its offensive bombardment!

Read the following to set the scene:

**Under Attack**

As soon as the party finishes these preliminary scans, they may decide to explore the Dauntless further, or head to the planet – but the GM should give them little time to ponder their next action. The nascent planetary defense system that has been tracking them will quickly launch its offensive bombardment!

**Before you can ponder further, however, the sensors began blaring wildly and register some kind of movement within the planet’s asteroid belt...**

Unbelievably, an asteroid the size of a freighter begins to move as if under its own power, streaking towards you at a shocking speed! Your scanners don’t pick up any propulsion or power signatures from the rock, but its speed continues to increase out of planetary orbit, racing towards you on a collision course!

You stare in horror as another half a dozen asteroids break off and accelerate to your position. What is going on...???

As the party will later discover, the asteroids are being “pushed” by a magnetic accelerator on the planet’s surface, meaning they aren’t capable of maneuvering; they’re fired like bullets from a gun. Dodging the asteroids and racing to a low orbit, past the asteroid ring, will prevent further asteroid attacks on the ship. The party may also attempt to dodge the incoming fire and flee the system – but they’ll need to eventually return and land on the planet if they hope to discover the ambassador.

Avoiding these scores of asteroid artillery is a challenging narrative encounter; and the GM should encourage creative skill usage by the PCs wherever possible. To succeed in making their way past the planet’s ring, the party must succeed on various skill checks to accrue a total of 10 ✷ before rolling 5 failed checks. (The number of total required ✷ may change, depending on where the PCs arrived in Wild Space, as detailed below.)

As the encounter progresses, the GM should track the total number of ✷ earned from successful checks, as well as the total number of failed checks.

The following are the details of the encounter scene:

- Narratively, over 20 asteroids are currently rocketing towards the PCs’ ship, with more asteroids firing every few seconds. It should be made clear to the PCs that the only option is to make it past the planet’s ring if they wish to avoid continued bombardment.
- The PCs should act as if in normal combat initiative. Each round, every PC will be required to make a skill check to assist in the effort.
  - The entire party should assist; whether it be piloting/co-piloting, plotting a navigation course, scanning for a safe path or travel, noticing incoming asteroid bogeys, stabilizing the ship’s systems, boosting engines, firing at the incoming asteroids, or bolstering allies on board.
  - The GM should encourage the party to be creative in their suggestions.
- For a core set of basic skills useful in this encounter, the difficulty is ✷✧✧✧:
  - **Piloting (Space):** Juking and dodging to avoid the incoming asteroids.
  - **Gunnery:** Taking the ship’s weapons and blasting incoming bogeys out of the way! (The GM should be mindful of the number of weapons on the ship, as well as any slow-firing qualities they may have.)
  - **Computers:** Scanning for safe routes through the ring, or analyzing asteroid trajectories.
  - **Astrogation:** Creating a navigation route past the ring that avoids danger.
- Any other skill that can be justified to the GM can be used (and should be encouraged!), but at an increased base difficulty of ✷✧✧✧.
- ✷ on a check can be spent to grant a ✷ to the next check, while ✷ ✷ ✷ can be spent to grant a ✷ to a
character of the PC’s choice (similarly to combat); while 1 or more ❀ can be spent by the GM to add ▲ to future checks.

- Optionally, players may spend a ♦ to upgrade another player’s future check; or, if the check is successful, to generate an additional 2 ♦.

- The GM may spend any ♦ rolled to cause a minor collision as well as upgrade the difficulty of a future check in the encounter.

- To succeed in the encounter, the party must generate a total of 10 ♦, assuming they arrived in-system (having originally gathered the hyperspace coordinates on their own).
  - If the party arrived at the exact planetary coordinates (by generating a ♦ on their earlier checks find the coordinates), they only need 8 ♦, as the defense system has had less time to compute firing solutions.
  - If the party arrived outside the system entirely (by failing to discover the coordinates on their own), they require 12 ♦, as the defense system has had more time to compute firing solutions.
  - If the party fails a total of 5 checks before earning the needed ♦, they suffer multiple collisions that decimate their ship, shut off all power, and send them crash-landing to the planet, below!

Avoiding the Asteroids

If the PCs succeed in the above challenge, they’ll safely make their way past the planet’s asteroid ring, and into low orbit. The GM can read the following to set the scene:

As your ship jukes and weaves past careening hunks of rock, your team-members are shouting, the engines begin to shudder, and you realize your hands are clenched so tightly that they’ve lost feeling. Ahead of you, the viewport shows a massive asteroid breaking towards you, and...

The ship deftly adjusts its pitch and drops down to narrowly dodge it! Accelerating, you shoot out of the asteroid ring, safely away from danger! Rear scanners show dozens of asteroids still racing out and away from the planet; but on this side of the ring, nothing seems to be targeting you.

Catching your breath, you stare down at the peaceful green planet below. Scanning again, at a much closer distance, you confirm some kind of large power source centered in the equatorial region. It appears to be the only sign of civilization.

The party can safely navigate the ship toward the power source and an intact landing pad, where they’ll discover the source of their orbital attack, as well as clues to finally locating Ambassador Lara Byss. The GM can skip to the “Another Happy Landing” section, ahead.

A Crash Landing

But if the PCs instead fail the challenge, their ship will suffer catastrophic impacts that send them crash-landing to the planet’s surface. If this happens, the GM can read the following to set the scene:

As your ship jukes and weaves past careening hunks of rock, your team-members are shouting, the engines begin to shudder, and you realize your hands are clenched so tightly that they’ve lost feeling. Ahead of you, the viewport shows a massive asteroid breaking towards you, and...

It PLOWS into your port side! Instrument panels fry as you hear the sickening sound of the hull beginning to buckle. The ship’s engines stutter, and then shut down completely, along with all power!

Strapping yourself in, you reel as the ship – caught in the planet’s gravity well – begins a free-fall spin into the upper atmosphere!

Pounding controls and re-routing emergency systems, you manage to get maneuvering thrusters back online and grit your teeth as the ship rights itself, but trails a fiery wake as it rockets towards the surface.

Collision warning sirens blare as you realize you won’t get main engine power back in time. Your only hope is to guide the ship into a controlled crash.

Sensors are back up and registering a large power source near the equatorial region – some sign of civilization, you hope. Maybe you can guide the doomed ship in that direction...

Guiding a plummeting ship into a controlled crash landing is no picnic, and the pilot of the craft will need to immediately make a Piloting check at hard difficulty (❖❖❖❖❖) with a setback die, representing the damaged controls, to land without injury to the party.

If successful, the ship makes an extremely rough landing in the jungle of the planet, but its occupants walk away with only a few narrative bumps and bruises. If the pilot fails the check, the crash landing is more crash and less landing; and each character in the ship immediately suffers one critical injury!
Another Happy Landing

The party will arrive on the surface of the uncharted planet one way or another; either calmly disembarking from a still intact ship safely on a landing pad, or crawling from the wreckage of a crashed vessel several kilometers from that landing pad.

That landing pad is part of an abandoned Confederacy of Independent Systems ("Separatist") facility from the era of the Clone Wars, used to research an unusual planetary defense weapon, which the PCs will soon learn, both they and the Dauntless inadvertently stumbled onto.

Safe Arrival

If the party's ship survives the asteroids, they're free to land safely on the planet. The GM should give the team time to make any sensor sweeps or long range scans they'd like. Success on a simple (-) Computers or Perception check will detail what their orbital scans hinted at before:

- The planet is almost entirely covered in dense, swampy jungle.
- The only point of potential civilization is an unusually strong power signature coming from a region near the planet's equator.
- A closer inspection of that region will reveal some type of abandoned facility (the source of the power signature) which has roughly a dozen metal and duracrete structures comprising a rudimentary "compound".

If the party succeeded in the orbital asteroid encounter, the GM should move to the "Safe Arrival" section, below. They'll be able to explore the ruins of the Separatist compound and piece together a recent ambush by natives that are holding the ambassador hostage.

If the party failed and crashed into the planet's surface, the GM should move to the "Jungle Trek" section, below. The team will have to make their way to the Separatist facility through several kilometers of thick jungle, which may led to a dangerous encounter with some native wildlife.

- The abandoned facility also has what appears to be the only serviceable landing platform for a ship.
- The whole of the facility is clearly in heavy disrepair, the jungle having overtaken almost all of it.
- Scans also reveal several recent heat signatures coming from several small craft recently crash-landed near the outskirts and interior of the facility (based on their size and profiles, likely escape pods from the Dauntless).

The team should have little option but to land at the facility and explore. While they're free to attempt to find a natural landing site, the GM should stress the extreme jungle overgrowth covering the surface, and that it would likely take many hours to find a suitable alternate landing site. (The presence of escape pods from the Dauntless should prod the PCs to a strong desire to land and explore the facility.)
When the PCs are ready to land at the facility, the GM can read the following to set the scene for the party:

As you approach the facility, you spy at least a dozen buildings clearly overgrown with vines and trees – the jungle has been slowly taking this place back.

But the most prominent feature, still untouched by the wilderness surrounding it, is a massive “antenna” unlike anything you’ve seen before; a sheer metal spike almost 300 meters tall and crowned with a thick metal ball, it juts up from the largest building located at the center of the compound. Scans show that building to be the origin of the power source you detected earlier.

A fly-over also clearly shows you the tiny silhouettes of Imperial Escape Pods recently crashed through the surrounding trees. At this height, you don’t see any people – but with the dense canopy cover, it’s hard to tell.

At the far end of the compound is a serviceable landing pad, barely visible through thick green tendrils of vine webbing out over its surface.

Any life-scans of the area won’t be able to pinpoint any survivors from the escape pods – there’s just too much plant and animal life on this world. But if the PCs express reservations about landing, the GM should stress that the party doesn’t notice any immediate threat in the facility.

After the party has landed, the GM can skip to the “A Dangerous Relic” section, further on.

**Jungle Trek**

If the party failed the orbital encounter and were forced to crash-land their ship, they’ll have to make a lengthy hike through the sweltering jungle to reach the facility and its power source – the only real clue they have to follow on this uncharted world. The GM can read the following to set the scene for the crash-landing:

The intense heat building up in the cabin subsides, and for a brief moment you are surrounded by clear blue skies with lush green jungle canopies beneath you – until your sheep careens straight towards them.

With no open clearings or landing sites within view, you guide the ship into a gliding angle and slam into the high canopies! Thick branches snap and shatter as your craft hurtles through the thick jungle, finally coming to a screeching halt as the torn-apart hull shears up tons of undergrowth and muddy earth.

Hull plating still steaming, you pop the escape hatch and groggly crawl out of the wrecked ship into ankle-deep water and ground-up turf that seems to cover the jungle floor. The humidity is sweltering, and you hear the unmistakable sounds of insects and other jungle wildlife teeming in the distance.

Staring back at your wrecked craft, you pause to rub sore muscles and consider your next move.

The PCs should escape their craft unscathed, unless the pilot failed his previous Piloting check ( ), in which case each PC will suffer one critical injury in the crash.

Any crashed ship should be quite a wreck, with major damage to all systems. Success on a simple (-) Mechanics, Piloting, or Knowledge (Education) check will reveal that with this level of damage, it would take a dedicated crew a few days to get the ship back up to flight-status, in a dry dock. Here, in the jungle – assuming the party had the right tools – it might take them a week or more to get the ship fit enough to limp back into hyperspace. Bottom line, they’re going nowhere for the time being.

But all is not lost. The GM should remind the party about the power source they scanned from high orbit and directed their crashing ship towards. At most, they’re probably a few kilometers from that area. Additionally, their wrecked ship does have some usefulness:

- The ship’s holonet distress beacon (designed to survive such a crash) is functional, and can be activated. Once the signal reaches the nearest Republic Outpost, though, it will take at least a few days for a rescue ship to arrive. (And will that ship fall into the same snare that grounded the PCs?)

- The ship’s sensors can be temporarily jury-rigged back into operation, to allow the PCs to get a more permanent fix on that large power source. This requires an average ( ) Mechanics or Computers check.
  - With a successful check, the party can narrow down the general location and distance of this power source, and downgrade the difficulty of the Survival check needed to navigate through the jungle by 1.
  - A failed check will leave the sensor system inoperative, and the party will have to rely on their memories and tracking skills, as well as the normal Survival check difficulty.

- Each party member’s personal gear and equipment should be salvageable from the ship, along with the ship’s food and water consumables.
The PCs are welcome to spend Destiny Points to have other useful items be available/salvageable from the wreckage (such as a General Purpose Scanner, in case the check to reactivate the ship’s sensors fails), per the GM’s approval.

Making their way through the thick jungle toward the power source will require an average (3, 6, 6) Survival check with a setback die, due to the unfamiliar and alien nature of the jungle – as well as the unplanned landing site. Success on the check will take the party safely to the periphery of the Separatist Facility after roughly 4 hours of arduous trekking through the thick jungle (the GM can skip the encounter with the Nexu, below).

But if the Survival check fails, the team will become slightly lost on their journey, and have a chance encounter with a predator that has caught the team’s scent, and has begun hunting them: a wild Nexu.

- The Nexu will attempt to attack from hiding, and the GM can provide opposed Perception checks from the PCs to notice the creature before it strikes.
- The creature’s goal is to take one of the PCs to unconsciousness, then drag it off into the jungle to make its next meal. It will focus on one PC, primarily (the one it feels is likely the easiest target), but will turn its rage to the character who has damaged it most substantially, as the fight continues.
- If the Nexu suffers 15 or more Wounds, it will disengage and retreat into the jungle to lick its wounds, the party having been too much for it to handle.

**WILD NEXU (RIVAL)**

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<tr>
<th>Brawn 3</th>
<th>Cunning 3</th>
<th>Presence 1</th>
</tr>
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<tbody>
<tr>
<td>Agility 4</td>
<td>Intellect 1</td>
<td>Willpower 1</td>
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**Skills:** Athletics 3 (3, 6, 6), Brawl 1 (5, 5, 5), Cool 2 (3, 6, 6), Stealth 2 (6, 6, 6), Vigilance 3 (6, 6, 6)

**Soak:** 3

**Wound Threshold:** 20

**Strain Threshold:** – (Suffers wounds instead)

**Fierce Pounce:** If the Nexu uses the Aim maneuver, it also gains Knockdown on its next attack, in addition to the normal Aiming benefits.

**Equipment:** Claws (Brawl [4, 4, 4]); Damage: 5; Critical: 4; Range: Engaged, Bite (Brawl [5, 5, 5]); Damage: 7; Critical: 3; Range: Engaged; Ensnare 1, Pierce 1), Tail Whip (Brawl [5, 5, 5]); Damage: 4; Critical: 4; Range: Engaged

Once the Nexu has been defeated or driven off, the party should be able to arrive at the facility without further incident. The GM can move on to the “A Dangerous Relic” section, below, after reading the following to the party to set the scene:

After hours of tromping through the swampy jungle, you are weary, hot, sticky with sweat, and soaked in mud, but eventually spot your destination. You appear to be approaching the outskirts of some kind of abandoned facility. In the distance, you spy at least a dozen buildings clearly overgrown with vines and trees, and it’s clear that the jungle has been slowly taking this place back.

But the most prominent feature, still untouched by the wilderness surrounding it, is a massive “antenna” unlike anything you’ve seen before; a sheer metal spike almost 300 meters tall and crowned with a thick metal ball, it juts up from the largest building located at the center of the compound. Though they are far away, you also see the tiny silhouettes of Imperial Escape Pods recently crashed through the surrounding trees. It’s growing dark, and at this distance, you don’t see any people – but with the dense overgrowth and the setting sun, it’s hard to tell.

It should be made clear that the “antenna” is the massive power source they’ve been registering, whether the party has a personal scanning device, or if they managed to jury-rig their downed ship’s sensor system for a reading before striking out into the jungle.

**A Dangerous Relic**

The PCs have stumbled upon an abandoned Separatist outpost from the era of the Clone Wars. The Confederacy of Independent Systems’ droid armies established this remote station to research a devastatingly effective planetary defense weapon that utilizes the unique combination of the geothermal energy available on this world and the high-iron content of the orbiting asteroid ring.
What the Separatists did not plan on was native resistance. The primitive natives of this remote world ambushed and sabotaged the compound, driving off the interlopers and destroying those who remained. Before the Confederacy could return to reclaim their research, the Clone Wars ended, but the automated experimental defense system remained active.

The “antenna” the PCs have spotted is actually a magnetic beam designed to shoot the asteroids in the planet’s ring out of orbit at incredibly high velocities. Coupled with an automated targeting computer, the system is a devastatingly effective (and nearly undetectable) defensive weapon that ensnared both the PCs and the crew of the Dauntless, not to mention dozens of other exploratory vessels, scouting ships, and trade convoys over the past three decades.

The natives have taken the “falling ships” as signs of favor stemming from devotion to their dark shamanistic beliefs, eagerly plundering the downed vessels and capturing any survivors to sacrifice to their dark idols. As the party will soon discover, this very fate awaited the Imperial Remnant survivors of the Dauntless, and has put the missing Ambassador in grave peril.

Once the PCs have arrived at the outskirts of the facility (either by landing safely on its landing pad, or by trekking through the jungle to it), they’ll begin to encounter several clues as to what’s happened, and they’ll need to tease out the mystery of what has occurred, here. After arrival, the GM can read the following to set the scene:

*Weapons drawn, you creep into the facility compound, the buzzing of insects and wildlife almost muted in this strange place. The buildings and equipment look fairly modern – maybe 30 or 40 years old in design – but based on the rate the jungle has overtaken it, it’s been abandoned at least that long.*

*Stepping lightly, you almost stumble over the metallic corpse of a fallen droid, vines and shrubs having grown to twist around its battered and rusted frame. Clearing them away, you find the heavily damaged form of an old B1 Battle Droid, manufactured by Baktoid Combat Automata. Stenciled in a military style onto its chassis the clear symbol of the Confederacy of Independent Systems – the Separatists of the Clone Wars!*

*Glancing about, you see the same symbol on the sides of buildings and old machinery. Your eyes now adjusted, you suddenly see similar telltale “bulges” in the undergrowth and see dozens of destroyed droids littered about the area.*

It should be made clear to the PCs that scores of battle droids were destroyed here, a very long time ago. If any party member wishes to examine the droid chassis for
clues as to their demise; success on a simple (-) Mechanics, Knowledge (Education), or Knowledge (Warfare) check will
reveal the following:

- Most of the droids appear to have been taken out by
  primitive arrows. In fact, one or two old arrows can be
  pried free from the decaying metal of the droids' chassis. They are wooden-shafted, bound in what looks like animal sinew, and tipped with razor-sharp obsidian heads.
- Some of the droids also appear to have been destroyed
  as a result of blunt-force trauma: heads shorn off, huge
  holes rent into chest cavities, and the like.
- There is zero evidence for any damage due to "modern"
  weaponry; no blaster scoring, scorch marks, or shrapnel.
  Whatever decimated this legion of droids did so entirely
  with primitive weaponry.

The fact that this is clearly an old Separatist facility
should pique the interest of the Sector Ranger PCs, whose
personal communiques hinted that Ambassador Lara Byss
had downloaded an old Republic monitoring analysis from
the Clone Wars. Such a comprehensive monitoring report
could have contained the location of such a far-flung
Separatist facility, and perhaps explain what the Dauntless
was doing out here (assuming they took the data from
Ambassador Byss). The GM may want to take an aside and
privately remind the Sector Ranger PCs of this fact.

The Fate of the Remnant

Some of the party members are likely to focus in on the
recently-landed Imperial escape pods they spied from a
distance. A few of them crashed in the outskirts of the
facility, and the party is welcome to examine them. One
of the pods crashed close to the center of the facility (and
the power source "antenna"), and when the PCs reach it,
they'll have a survivor to contend with. But the other
pods should tell the party the same story. The GM can
read the following if the party closes to investigate one of
the pods around the facility exterior:

It's definitely an Imperial escape pod, still smoking
from where it landed. You clearly see that the pod
was launched from the Dauntless, based on the hull
markings, but there's no sign of activity around it. As
you creep closer, you notice a white-armored body lying near the pod exit.

It's a Storm Trooper, quite dead, his laminate armor
punctured by over half a dozen arrows tipped with
razor-sharp obsidian. Based on the state of the body,
you guess that he was killed less than half a day ago,
and likely by ambush - the safety for his rifle is still
on.

This trooper also has an unusual ornament; a deep red
bandana that has been tied around his elbow. Not a
field dressing, it appears more like a squad insignia or
battalion symbol.

The party is free to circle the facility and examine all the
downed escape pods; each will reveal the same
information. If they wish to take the time to check the
onboard flight computer, each pod will reveal that it was
launched a little over 10 standard hours ago, after an All-
Hands Abandon Ship announcement from the Dauntless
command center.

More Storm Trooper bodies will surround the remaining
pods, all in the same state: killed in ambush fashion by
primitive arrows. All of the troopers also wear the same
stark red bandana, sometimes tied around a forearm, or
an elbow, or worn around the neck. Clearly, this is a team
or squad insignia.

The Survivor

As the team advances to the center of the compound,
they'll come across wrecked and collapsed buildings, more
destroyed droid forces, and a few more Imperial escape
pods from the Dauntless – all in the same state as the
others they've found. If they take time to explore any of
the compound buildings, they'll discover equipment
storage bunkers, a small barracks, and a heavily damaged
machine shop – but all of the buildings are corroded and
plundered. Any equipment of value appears to have been
dragged off or smashed into pieces, and the jungle's slow
overtaking of the compound has wrecked building
foundations and walls as aggressive plant-life has won the
battle against duracrete.

The most stable building is at the center of the facility, a
squat bunker that houses the massive "antenna" structure,
the large power source the PCs have been tracking. It's
here that the team will finally learn the details of their
predicament, and come face-to-face with an Imperial
Remnant survivor. When the team is ready to explore the
center of the compound, the GM can read the following
to set the scene:

The center of the compound is still fairly untouched
by the encroaching jungle, and is dominated by a
squat bunker that has the massive "antenna" rising
from the center of it. Even at a distance of 50
meters, you can hear the telltale "hum" of power
conduits – very large ones – coming from the
building. Dozens more ancient battle droid chassis
litter the area, along with the much fresher bodies of
at least ten of the "red bandana" Storm Troopers, all
clutching their blaster rifles.

Their corpses appear to have fallen in battle, arrayed around another Imperial escape pod which landed just a few meters from the central building’s walls. And sitting up against the pod’s hatch, helmet off and on the ground next to him, is a lone Storm Trooper – still alive, it seems.

Warily holding a blaster pistol in a shaking hand, his other arm weakly tries to staunch a wound on his side, and you can clearly see that he’s sitting in a growing pool of his own blood. His complexion is extremely pale, and his eyes struggle to focus as he shakes his head, vaguely pointing the pistol in your direction.

"I'm w...w...warning... you!" he shouts, shakily, "S-stay back!"

Exchanging looks with your comrades, you seriously doubt this trooper could hit a bantha at point-blank range, in his current state. But maybe he has some answers.

The surviving Remnant Storm Trooper is quite close to death, with a near-mortal wound on his left side that has left him unable to walk. He’s delirious, delusional, and reeling from the attack on his men. Both physically and psychologically damaged, the PCs will need to talk him down if they wish to gain any information from him.

This will require a successful influence check, and any skill the party can justify may be used, at varying difficulties.

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<th>Skill</th>
<th>Difficulty</th>
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<td>Coercion</td>
<td>☧ ☧ ☧</td>
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<td>Charm</td>
<td>☧ ☧</td>
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<td>Deception</td>
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<td>Leadership</td>
<td>☧ ☧ ☧ ☧ ☧</td>
</tr>
<tr>
<td>Negotiation</td>
<td>☧ ☧ ☧</td>
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Due to his addled mental state, all checks suffer a setback die ☧, and the trained soldier will respond best to Leadership and worst to Coercion. Any PC proffering visible medical help (such as brandishing a stimpack) will receive an automatic boost die ☧ on their check.

- With a successful check, the trooper will drop his weapon, and allow the party to approach.
- With a failed check, he will refuse to allow the party to get any closer and begin firing wildly in their direction.

- The trooper is immobilized (cannot perform maneuvers) and is limited to a attacks with a

- **Ranged (Light) pool, using a basic blaster pistol** (Dam 6, Range Med, Crit 3).
  - A single successful hit (to either Wound or Strain Threshold) will incapacitate the trooper.
  - In the worst case scenario, a ☧ on a failed PC check will send the trooper into a delusional rage. He’ll scream, “NO! YOU’RE NOT TAKING ME ALIVE!” and will then turn his weapon on himself, dying instantly.

Hopefully, the party will convince the trooper that they are no threat, and offer to help him. Even if they are forced to incapacitate him, it may be possible to save his life. When treating him (or examining his incapacitated or dead form), the GM should advise the party that the trooper was wounded with an arrow to the side. He foolishly pulled it out, and it rapidly accelerated his bleeding. He’s anemic with a rapidly developing infection. Stabilizing the trooper’s injuries can be accomplished with an average (☻ ☧) Medicine check, or the application of a single stimpack.

Once stabilized, the trooper will still be quite addled, but out of the danger of dying. Fading in and out of consciousness, he will submit to the party’s questions, but answer with cryptic half-statements and pained responses.

He’s an attractive human, in his late 20s, an unlike the other trooper bodes the team has encountered he’s lacking the now-familiar “red bandana” the others wear. The answers to common questions, presented below, can guide the GM’s responses.

- **Who are you? Are you from the Dauntless? (Or any other form of questioning about his identification.)**
  “LC-966... Sergeant... ISB Dauntless... Serial number B257449Y41-I...” (Aside from identifying his rank, designation, serial number, and ship of service, his Imperial Conditioning won’t reveal any other personal details about himself. This is one of the few “ingrained” responses he’ll provide, mostly due to his training.)

- **Where is the Kolrani Ambassador? Where is Lara Byss? Did you kidnap her? Did she come with you willingly?**
  “Lara... Lara... they took her... she came down with us, and they came... and took her... she was screaming...” (With a shaking finger, he points to the jungle north of the compound.)

- **Who are “they”? What happened here? Were you attacked?**
  “They... came out of the jungle. Like ghosts... like shadows... we... we didn’t see them. They roared and charged. They... killed EVERYONE...” (He begins to snivel and his eyes grow blank with a bad memory, and he visibly winces.)

- **What was the Dauntless doing here? Why did you come to this system?**
Cracking the lock on the external terminal box requires a daunting (★★★★★) Skulduggery or Mechanics check. With success, the party can open the terminal casing, and shut down the force shield.

The team also has a less sophisticated way to shut down the force shield, but success will also cut off all power to the terminals behind it, as well as the entire defense system. With success on a simple (-) Mechanics, Skulduggery, or combat check with an energy weapon, they can blast apart the terminal, creating a power feedback loop that will shut down the entire system. This will turn everything off, but the PCs won’t be able to access the interior terminals for more detailed information.

If the team can crack the shield, and access the bank of computer terminals, they’ll have direct access to the facility records and logs, and be able to piece together the details of the facility, and what has likely happened since its abandonment. The records and logs reveal the following information:

• According to the dated logs, this facility went online one year before the end of the Clone Wars. Created by a research arm of the Confederacy of Independent systems, the Separatists build an experimental planetary defense system that utilized a high-powered magnetic beam and an advanced targeting computer to hurl asteroids out of the planet’s ring at incoming ships. The unique iron content of the asteroids and the abundance of geothermal energy on this world made this practical.

• A few weeks before the facility was abandoned, Separatist logs note “resistance” from local natives, who began sending raiding parties to attack the compound. No scouting sorties to discover the natives’ base of operations ever returned, and eventually, the natives began attacking in force, decimating whole squads of droids.

• A few short months before the end of the Clone Wars, Separatist leadership within the facility ordered a full evacuation, to return later with fresh troops. They left behind a few squads of droids to watch over the facility, and left the now fully automated defense system active.

• Eager to hide their research from the galaxy at large, the automated system was set to attack any ship entering orbit that did not broadcast a friendly IFF transponder code to the planet’s surface.

"Weapons... secret... research. Had... to find it... old research... to use against the Rebels.. We didn't know. We didn't know. Oh, maker... we didn't know!"

• What do these red bandanas mean? (Or, why aren't you wearing a red bandana?)

(The trooper sits straighter with a proud look on his pained features.) "We're RED SQUAD! We're the best... of... the best..." (He will not divulge where his bandana has gone – but he clearly has great pride in it.)

This is about all the trooper can provide, before slipping into unconsciousness. It's up to the party whether they wish to restrain him, but without long-term medical care, he'll remain unconscious for at least the next day.

The Power Source

The squat, central building in the facility is not only the power source the party has been tracking, but the cause of their orbital attack. The central building is still in good repair, but the door has been wrenched off, and anything of removable value has been plundered or smashed to pieces (much like the other buildings in the compound).

But in the center of the bunker is a huge control terminal and set of equipment protected by a still-functional force-shield. Left active by the Separatists who fled this facility decades ago, it has prevented any damage to the weapon mechanism. The party will have the option to disable the shield, or the entire power supply (shutting down the shield and the defense system). The GM can read the following to set the scene for the players:

Stepping past the ruined doors of the main bunker – which appear to have been ripped out of their moorings – you enter what is, or was, clearly some kind of technical research facility. Engineering and computer lab stations are smashed to pieces around the periphery walls, and a thick rime of mold and windswept foliage covers the floor – all except for a central hub protected by some kind of visible energy shield.

Behind it are banks of computer and technical terminals and a set of massive power conduits that rise from the floor, sinking deeply down and likely drawing continuous power from geothermal energy. They feed directly into the base of the large, antennalike structure you saw rising from the top of the building outside.

All the control terminals, save one, appear to be behind the energy barrier, which is somehow still operational. The lone exterior terminal is bolted to the wall and housed in an inches-thick steel box with a sophisticated locking mechanism. You can see several blunt-trauma and slicing marks on the casing, probably made by the primitives who plundered the building, but no damage appears to have been done to it.
If they party was able to crack the lock and access the
functional terminals, they have the option to turn the
defense system off, entirely, or leave it running. (This
might be a point of contention for the party – especially
if they've sent a distress signal.) If the party shut down
the entire system with a feedback loop, then the defensive
weapon is offline, regardless.

At the very least, the party should now understand what
this facility is, and the nature of the trap that attacked
them in orbit. It’s clear that the Imperial Remnant
discovered this place and was attempting to capitalize on
the research – only to fall victim to the very weapons
system they were trying to claim.

**Following the Trail of the Ambassador**

Based on the fevered ramblings of the surviving Storm Trooper (assuming he was alive and conscious to provide them), the party should become extremely concerned that some kind of native population has kidnapped the Ambassador. A careful search of the recent combat area in the compound and the surrounding grounds can pick up fresh tracks and evidence of a struggle – as well as the direction the natives left from with the Ambassador.

Piecing these clues together quickly will require a successful average ( ) Survival check or hard ( ) Perception check, with a possible setback die □. If the party failed the orbital encounter and crashed their ship, they've arrived at the facility at dusk, and the rapidly decreasing light will add a setback die to their checks to locate tracks and clues.

Success will allow the team to pick up the trail in a matter of minutes, able to reach the Ambassador within an hour’s travel from the compound. Failing this check will require the team to working together for at least a few hours to discover the trail, arriving at the Ambassador’s location much later. (The subsequent encounter, “The Pit of the Ancient One,” may occur in very dark environmental conditions, as a result.)

As the team discovers the trail out of the compound, the GM can read the following to set the scene:

*Crouched low, you begin to spot heavy footfalls in
the turf, broken twigs and vines, and telltale markings
that begin to reveal the story of the recent attack...*

*Several bipedal creatures arrived from the north, at
least a dozen of them. They attacked quickly and
savagely. Most of the Storm Troopers were taken
down by arrows, while others seemed to contend with
a racing charge by a pair of large beings who quickly
ended them with heavy strikes – probably from clubs.
The Imperials barely had time to react, but some did
get off blaster fire – though you find no traces of
native blood or bodies.*

After the troopers were taken down, you see evidence
of a struggle. Discarded lengths of cut vines seem to
indicate that the natives bound someone, and then
carried them off – as a set of dragging heels
indicates. Their direction? North... where the
attackers came from. The trail is fairly clear, and
you’re certain you can follow it.

If the team wasn’t able to reason with the trooper, or they
killed him, then the GM may allow the players to uncover
these clues on their own – but without the trooper’s
guidance, it should take the group a few hours,
automatically resulting as if they'd failed the check.

When the team is ready to proceed after the missing
Ambassador, the GM can move onto the “Village of
Mystery” section, below.

**Village of Mystery**

The grisly scene at the Separatist compound should
provide the team with all the clues they need to trek
north into the jungle, in search of the natives who’ve
taken Ambassador Lara Byss. The trail leading north from
the compound will take the PCs to one of the primary
villages of the native population after about an hour’s
travel on foot.

**Using a Ship... Bad Idea**

If the party has access to their ship (having succeeded in
the orbital encounter, previously), they may wish to use it
to fly to the village or to scout for its location. The GM
should discourage this for a few very important reasons.
- The “trail” left by the recent raiding party should
  require “eyes on the ground” to read it and follow it,
and the native village it leads to is heavily obscured by tree canopies – so much so that the original Separatist patrols couldn’t locate it.

- Additionally, even if the party discovered the village via a fly-over, there would likely be no place to safely land a large spacecraft without alerting the natives, and if they’re holding Lara Byss hostage, this could have lethal implications.

If a party with a ship persists in using it to travel to the village, however, the GM can allow this with a series of appropriate checks. Computers or Perception checks to locate the village could be made at hard (10) difficulty with a setback die to reflect the jungle cover. But mere attempt to do this should automatically alert the natives (as it’s hard to mask the blaring engines of a starship at low altitude), significantly altering the upcoming “The Pit of the Ancient One” encounter. In this case, the natives would be ready and prepared for intruders, likely with increased numbers (an extra Minion group and/or an extra Hunter Rival).

Arrival at the Village

Hopefully, the players will arrive at the end of the “trail” on foot. This will require an hour’s trek through dense jungle, but the GM should impress upon the players that the further they travel, the clearer the path becomes. They should be able to see several smaller trails also leading into the one their one, which grows more worn and a very clear footpath the further they go.

Eventually, the party will arrive at the outskirts of the native village – which they will find unexpectedly deserted. As they will soon discover, the native population has gathered further north at The Pit of the Ancient One, where their dark shamanistic priestess is preparing to sacrifice their prisoner to the dark entity therein. The following can be read by the GM to describe the scene at the village:

Stepping softly through the undergrowth, you begin to smell the smoke of cooking fires, which lead you to a primitive village well hidden under the canopies. Dozens of huts, both large and small, have been constructed on the ground and in the trees – and appear to have been constructed with a mixture of both native and modern materials.

Starship hatches have been lashed with vine to leather hut walls, to create “doors”; half-blasted apart engine fuselages have been sunk into the ground as fire pits; electrical and hydraulic cabling have been strung between trees to provide roping for bridges, or to hang strips of drying meat off of; and bits of flight uniforms and droid parts hang as decoration from windows and between boughs.

As your eyes adjust, you see the wreckage of at least half a dozen different ships that have been hauled into the village, torn apart for useful bits and pieces. It seems the Separatist trap has done its work, crashing numerous ships that have entered this system over the last three decades, and the natives seem to have made extreme use of the remains.

But as your wary eyes scan the village for signs of life and movement – you find nothing. Not a soul is to be found sitting beside a fire, or walking between huts. Despite the active fires, the village looks deserted...

Suddenly, you hear a sharp, high scream in the distance, north of the village. It sounds... HUMAN!

The ceremony of sacrifice has begun, and a terrified Lara Byss is screaming in fear. This should prompt the PCs to rush to her aid, but they may be wary moving through the village. The GM should ease the players’ fears and confirm that the village appears completely deserted.

The Pit of the Ancient One

The local natives are a band of long-displaced Nelvaanians, led by a twisted priestess and shaman (who is a powerful Dark Side Force User). Over the decades, she’s convinced her people that the “falling ships” and their bounty are signs that the dark forces she directs them to worship are being appeased. As such, they’ve made regular sacrifices of any crash survivors to “The Ancient One” – an old and terrible creature the dark shaman has enthralled through dark use of The Force.

The PCs will come upon the sacrificial ceremony just as it’s starting. As they make their way to the other side of the village, the GM can describe the scene as follows:

Cresting a rise at the northern edge of the village, you look down into a swamp-filled depression stretching below you. Muddy turf is covered in sickly brown plant life, separated by pools of a bubbling brownish-orange muck seeping up from the swampy ground.

More crashed ship parts and salvaged cargo litter the area, some of it stacked and gathered; you even spy a capital ship turbolaser shorn from its emplacement, half buried, and massive thruster engine. But
surrounding the swamp pit at the far edges, looking down, are seventy or eight natives; unusual humanoids with canine features, thick gray fur covering their bodies and blue geometric patterns painted across their torsos and arms. Women, children, and elders watch with silent interest down at a scene of growing concern.

Over a dozen native warriors stand vigil inside the swampy pit, close to a female native dressed in ceremonial fetishes and painted with red markings. Chanting in a low, sonorous voice, she raises a wicked obsidian dagger and advances down a ramshackle "plank" constructed from deck plating, and extending out over one of the larger bubbling pools.

There, lashed to a pole, is the unmistakable form of the Kolrani Ambassador, Lara Byss.

The presence of the Dark Side of the Force is very strong in this place, and it should give the two Jedi PCs very strong feelings of fear and unease as they approach the pit. The GM can direct the following to the Force-Sensitive PCs in the party:

As you come into sight of the swampy pit and the strangely dressed female native, a strong sense of fear and unease washes over you. You feel... cold.

A gnawing pain starts to grow in your stomach, and you recognize a strong unnatural presence of the Dark Side of the Force. It's centered on this woman, and this place...

The party may want to recognize the native species, and success on an average (♦️ ♦️) Knowledge (Xenology) or Knowledge (Outer Rim) check will identify the natives as Nelvaanians. Each additional ♦️ or ♦️ on the check can reveal an additional detail, as noted below:

- This remote world in Wild Space, that the PCs are on, is half a galaxy away from the planet Nelvaan.
- The Nelvaanian are (on Nelvaan, at least), a traditionally primitive people with a deep spiritual lifestyle and shamanistic beliefs.
- The Nelvaanian people have a strong history as warrior-hunters, known for their skill with a bow, spear, and massive war-clubs.

The GM should also allow a PC to spend a Destiny Point to identify the species as Nelvaanian, or to "understand" enough of the primitive Nelvaanian language to do basic communication or understand what is being said by the Nelvaanians.

Stopping the Sacrifice

Yet unknown to the party is the presence of "The Ancient One", a sarlacc who nests underneath the swampy pit. Its toothy maw hides beneath the muck of the swamp, and it uses its tentacles to drag prey into its mouth. It has been corrupted by the dark shaman’s influence over the past few decades, and grown fat and dependent on regular sacrifices from the Nelvaanians (often using their own people, when crash survivors weren’t available). If the PCs don’t act quickly, Ambassador Byss will soon become its next meal.

The time of day is also very important, and the PCs may have to contend with low-light or extreme darkness, depending on their success in prior encounters and checks. The subsequent encounter occurs at the end of the day (in full light), unless:

- The party failed the orbital encounter and was forced to crash-land their ship. This added several hours of jungle trekking to their journey, and brings them to the village just when night has fallen. All characters in the encounter will gain 1 from concealment.
- The party failed the Survival or Perception check at the Separatist Compound to quickly locate the native’s trail out of the facility. This added several hours of analysis to their task, and brings them to the village just when night has fallen. All characters in the encounter will gain 2 from concealment.
- If the party failed both the orbital encounter, crash-landing their ship, and the check to locate the trail out of the Separatist Compound, then they’ll arrive in the village in the dead of night. All characters in the encounter will gain 3 from concealment.

Concealment

- Dim lighting in the area, due to the time of night the PCs arrive, may add 1 or 2 to any Ranged (Light), Ranged (Heavy), Gunnery, or Perception checks made against targets in concealment.

Additionally, when the PCs arrive at the edge of the "Pit of the Ancient One", the GM should call for a Group Stealth Check at an opposed difficulty (♦️♦️♦️) from each party member to ensure they are not spotted by the assembled Nelvaanian natives – assuming they wish to remain undetected. The GM should remember that, ironically, if the party is in concealment, due to the aforementioned failed encounters/check, this should add a corresponding number of 3 to the Stealth check.

With a successful check Group Stealth Check, the team will remain undetected until they take violent action that gets them noticed. A failed check will result in the party...
immediately being noticed by the natives, who will rush to attack the interlopers!

**Group Skill Checks**

- When the party makes checks as a whole, the GM may call for a single check combining the highest relevant skill rank and characteristic in the party.
- For the Stealth check (if using the pre-generated PCs), the group Stealth check would be ◆◆◆◆◆ (using Dash/Jessa’s Agility of 2 and Jessa’s Stealth rank of 2).

**Morality – Dash Orson**

*If Dash’s morality triggered at the start of the adventure, his struggle with recklessness may make things very interesting for the party:*

Seeing the Ambassador in clear danger, feeling the sickening presence of the Dark Side, and trusting his gut – Dash’s emotional weakness of recklessness should be brought forward by the GM, encouraging Dash to immediately ignite his lightsaber and rush into the fray.

This action will obviously negate any successful Stealth check (and potential surprise round of actions) the party may have, but his enthusiasm will grant Dash (and Dash, alone) a boost die ■ on both his initiative check for the encounter, and his first combat check during the encounter.

This encounter is designed to be extremely difficult, lengthy, and will involve an environmental foe (the sarlacc) that can likely only be defeated through clever skill use of terrain in the encounter or specialized weaponry – if it needs to be defeated; it is an immobile foe, after all. This encounter should push the Knight-Level PCs to their breaking point, and be an exciting cinematic set-piece. The following are the details of the encounter area:

- If the party succeeded on their Stealth check to move into the area, they should be granted a free round of Actions prior to the start of normal initiative, as they can catch the natives by surprise. (Depending on the party’s choices and narration prior to the scene, they may or may not have weapons at the ready.)
- The PCs will enter the scene from the edge of the village, to an area partially concealed by gathered ship parts and junk (marked PC on the map), and from that position are at long range from the Nemesis Nelvaanian Dark Shaman (marked NS on the map) and the restrained Ambassador Lara Byss (marked L on the map).
- Five groups of 3 Minion Nelvaanian Villagers (marked NV on the map) are scattered around the pit area, eagerly watching the impending sacrifice.
- Three Rival Nelvaanian Hunters (marked NH on the map) stand apart, throughout the pit, also awaiting the sacrifice.
- If combat breaks out, the scores of supplemental villagers (not present on the map) viewing the ceremony from the periphery will flee in terror, heading to the safety of the jungle.
- The Dark Shaman’s first action will be to “summon” the sarlacc beneath the area; ideally, by using her dagger to slice a wound onto the forearm of Lara Byss. The trickling blood falling into the bubbling pool will be “tasted” by “The Ancient One”, who will then rise to consume the sacrifice.
  - After blood (of any kind, from any character being wounded) first touches the ground, the sarlacc’s tentacles will emerge at the end of that round.
  - The appearance of the tentacles will result in a trembling of the earth, and their ghastly sight will immediately prompt an average (◆◆◆) fear check from all PCs!
  - Several scenarios may cause the sarlacc to “fully emerge” in the encounter, radically changing the pace and hazards (as detailed in the ”Rise of the Ancient One” section, below). This will prompt another fear check, this time at hard (◆◆◆◆) difficulty, for the PCs.
  - Detailed rules for the sarlacc are below, in the “Rise of the Ancient One” section.
- After “summoning” the sarlacc, the Dark Shaman priestess will focus all of her Dark Side hatred and power upon the PCs, typically engaging with the foe who has caused her the most difficulty (“putting down” a powerful foe will raise her honor in the eyes of her people). She is a major threat with Adversary 3, and an extremely powerful foe. The GM should make sure to review her extensive Force abilities before the encounter begins.
  - She will make frequent use of Enhance to leap about the battlefield as a Maneuver, getting into proper range to use Unleash and Bind.
  - When in trouble, she will have the forethought to use Protect on herself.
  - In her position, she cannot suffer interlopers, and will not retreat. She will fight to the death.
- The Minion Villagers will stay at range, if possible, utilizing their bows to harass the nearest PC to their group. If a Minion Villager group is reduced to 1 member, he will flee from the encounter in fear.
- The Rival Hunters are more serious threats to be reckoned with. Hand-picked enforcers of the Dark Shaman, they will violently engage the PCs one-on-one,
relying on their war clubs. They will focus their efforts on the largest threat to their priestess, but while they enjoy their position, they are not fanatics. They will flee the combat encounter if brought to within 5 points of their Wound Threshold.

- There is also a semi-functional turbo laser (marked BT on the map) and a serviceable, still fueled, thruster engine (marked ENG on the map). Either one can be rigged to reactivate with a hard, upgraded (★★★★) Mechanics check as an Action. “Reactivating” either piece of equipment can provide a one-time-use combat effect:
  - Turbolaser: once reactivated, it can be manually aimed and fired with a Gunnery check as a ranged attack (Dam 50, Range Long, Breach 2 Limited Ammo 1).
  - Thruster Engine: once reactivated, it can be manually aimed and ignited, firing off and striking a target. This is treated as a ranged attack made with a Mechanics or Piloting check (Dam 40, Range Long, Limited Ammo 1).

- One of the gathered cargo containers is filled with fuel and explodes, damaging every nearby foe!
- A foe is hurled into a waiting tentacle of the sarlacc.
- The character stumbles and falls into one of the bubbling pools.
- One of the sarlacc tentacles is accidentally damaged, and the enraged beast “fully emerges” early.

When the Dark Shaman priestess and the Nelvaanian Hunters have all been defeated, any remaining forces will flee the encounter, and the party can leave with Ambassador Byss without hindrance.

**Rise of the Ancient One**

The key feature of this encounter is “The Ancient One”, a mature sarlacc that the Dark Shaman priestess has twisted through the Dark Side of the Force. The two share an innate connection, and it will respond to her emotional state, rushing to defend her if she is direly threatened.

Unlike a normal sarlacc, “The Ancient One” remains entirely submerged under the swamp – only “fully emerging” to expose its circular tooth-filled mouth when it becomes enraged. Additionally, its entrenched habitat and physical deformations (resulting from being steeped in the Dark Side for so long, and gorging on such a frequent diet) have increased the size of its primary tentacles to abnormal lengths.

After the first drop of blood hits the ground (from any character), the sarlacc will release its 6 tentacles.

- **When the tentacles emerge, the PCs must make an immediate average (★★) fear check.**
- Each tentacle can emerge from any of the bubbling pools on the map, and can strike any character within Short Range of it. Aside from the damage it can initially deal with a hit, a tentacle has the potential to Ensnare its victims, subsequently allowing the sarlacc to spend an action to draw a victim closer to its mouth.
  - An Ensnared character can succeed on a hard (★★★★) Athletics check on his turn to break free of the tentacle.
  - Any damage to the tentacle that exceeds its Soak will also cause the sarlacc to drop whatever that tentacle is holding.
- The sarlacc – still linked to the Dark Shaman – will not seek out any native to attack (though it will grab and consume any foolish enough to blunder into its grasp).
- Each tentacle has Soak 5, Wound Threshold 7. (A tentacle that exceeds its Wound Threshold is destroyed, turned into a ragged mass of meat, or simply cut off.) Damage to a tentacle does not affect the sarlacc’s primary Wound Threshold noted in its stat block.
- As a maneuver, the sarlacc may move any of its tentacles (not Ensnaring a foe) from one bubbling pool to another.

**Fear Checks**

When making a fear check, the character can decide whether to use Cool or Discipline, with various effects, depending on the results:

- ![Cool](cooler) ➔ The character adds to any check he makes during the encounter.
- ![Discipline](disciplined) ➔ The character suffers Strain equal to the number of ![Cool](cooler). If the check generates ![Discipline](disciplined) or more, the character can instead be staggered for his first turn (unable to take any actions).
- ![Emotion](emotion) ➔ The character is so frightened, all checks he makes have their difficulty upgraded by 1 until the end of the encounter.
- ![Multiple](multiple) ➔ The character avoids any fear effects, except those triggered by ![Discipline](disciplined).
- ![Gain](gain) ➔ Gain on your next check in the encounter. Spend multiple ![Gain](gain) to grant to other character’s next checks.
- ![Cancel](cancel) ➔ Cancels all penalties from fear checks for the rest of the encounter – no matter the source.

Several factors will cause the sarlacc to become enraged and “fully emerge”, pulling its entire bulk to the surface, exposing its mouth (and also exposing its body for damage). It will erupt from the center of the map,
engulfing any terrain there, and encompass an area that is Short Range in diameter. The sarlacc will “fully emerge” if the Dark Shaman priestess is killed, or if 4 or more of its tentacles have been destroyed. Once the full sarlacc has emerged:

- The PCs must make an immediate hard ( }// ) fear check.
- The sarlacc will continue to attack with its remaining tentacles, as before; but the enraged beast will attack any living character (except the Dark Shaman, if she’s still alive), meaning the Nelvaanians are no longer safe.
- If the body of the sarlacc is brought within 10 points of its Wound Threshold, or suffers a massive single hit (of at least 20 points of damage past its Soak), it will retreat under the swamp, and bother the PCs no more.

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**NELVAANIAN DARK SHAMAN (NEMESIS)**

- **Brawn 3**
- **Cunning 3**
- **Presence 3**
- **Agility 3**
- **Intellect 3**
- **Willpower 4**

**Skills:** Cool 2  /// , Discipline 3  /// , Leadership 2  /// , Vigilance 1 /// , Melee 2 ///

**Adversary 3:** Upgrade incoming attacks by 3
**Soak: 4**
**Defense:**  0
**Wound Threshold:**  17
**Strain Threshold:**  16
**Force Rating:**  3, Dark Side Force-User

- **Enhance (Control 3, Range 1):** (Maneuver) can roll with Athletics, spending or to add or to the results; can instead spend to perform a Force Leap horizontally or vertically to any location in Medium Range

- **Protect/Unleash (Range 1, Strength 1):** (Action) generate and make a Discipline check to:
  - Absorb 4 + energy damage from next attack (Spend to protect against 1 more damage)
  - Make ranged attack (Damage: 4 + ; Critical: 4; Range: Short) (Spend to increase range by 1; spend to add +1 damage)

- **Bind (Range 1):** (Action) spend  to immobilize target within Short Range (target cannot perform Maneuvers) until the end of your next turn and inflict 1 Wound per spent on the check (ignoring Soak) (Spend to increase range to Medium)

**Equipment:** Ceremonial Obsidian Dagger (Melee [ ] ; Damage: 3; Critical: 3; Range: Engaged; Pierce 2, Vicious 1)

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**THE ANCIENT ONE**, **MATURE SARLAAC (RIVAL)**

- **Brawn 5**
- **Cunning 2**
- **Presence 1**
- **Agility 1**
- **Intellect 1**
- **Willpower 1**

**Skills:** Brawl 2  /// , Perception 2 ///

**Soak: 8**
**Defense:**  0
**Wound Threshold:**  50
**Strain Threshold:** – (Suffers wounds instead)

**Multi-Attack:** Can attack with all 6 tentacles as a single Action.

**Tether Prey:** Can take an Action to pull one ensnared foe one range band closer to its beak.

**Attacks:** 6 Tentacles (Brawl [ ] ; Damage: 5; Critical: 4; Range: Short; Disorient 1, Ensnare 1), Beak (Brawl [ ] ; Damage: 10; Critical: 2; Range: Engaged; Pierce 5; Vicious 2)

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**NELVAANIAN HUNTER (RIVAL)**

- **Brawn 3**
- **Cunning 3**
- **Presence 2**
- **Agility 3**
- **Intellect 2**
- **Willpower 2**

**Skills:** Melee 2 /// , Ranged (Light) 2 /// , Vigilance 1 ///

**Adversary 1:** Upgrade incoming attack by 1
**Soak: 5**
**Defense:**  0
**Wound Threshold:**  15
**Strain Threshold:** – (Suffers wounds instead)

**Equipment:** Native Bow with Obsidian Arrows (Ranged [Light] [ ] ; Damage: 5; Critical: 3; Range: Medium; Pierce 1), Obsidian Tipped War Club (Melee [ ] ; Damage: 5; Critical: 3; Range: Engaged; Disorient 2; Knockdown)

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**NELVAANIAN VILLAGERS (3 MINIONS)**

- **Brawn 2**
- **Cunning 2**
- **Presence 2**
- **Agility 2**
- **Intellect 2**
- **Willpower 2**

**Skills:** (for group of 3; downgrade by 1 for each dead minion) Melee /// , Ranged (Light) ///

**Soak: 2**
**Defense:**  0
**Wound Threshold:**  15 (5 each) (Crit deals 5 wounds)
**Strain Threshold:** – (Suffers wounds instead)

**Equipment:** Native Bow with Obsidian Arrows (Ranged [Light] /// ; Damage: 5; Critical: 3; Range: Medium; Pierce 1), Obsidian Dagger (Melee /// ; Damage: 3; Critical: 3; Range: Engaged; Pierce 2, Vicious 1)

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44
**Ghosts of the Truth**

When the Dark Shaman priestess and her disciples have been defeated or driven off, the team can leave with the rescued Ambassador Lara Byss. She’s in a sorry state, very banged up and bruised, with numerous small injuries. She’ll be intensely grateful to the PCs, and the GM should make strong note of her injuries, reading the following to set the scene:

> Ambassador Lara Byss looks quite worse for wear, and limps as you escort her back to the facility. You notice that she has numerous injuries, but few look recent. In fact, you quietly notice that a large gash on her arm has already been field dressed – clearly before the natives took her. It’s been bandaged with a bright red bandana.

This should immediately cast doubt for the PCs – if they recalled the “missing” red bandana from the surviving Storm Trooper at the Separatist Facility.

**Getting to the Real Truth**

If the PCs ask Lara Byss about the events that led to her capture, she will spin a wild story about searching the Alderaan Graveyard for clues to a plot against the Kolrani Commonwealth; only to be captured by the Imperial Remnant, and held as a prisoner for ransom. When their capital ship was attacked in orbit, she’ll claim she was forced to an escape pod by Storm Troopers, who were all killed by the natives after landing.

However, if the PCs press her about the Red Bandana used to (very clearly and carefully) field dress her wound; mention that one of the troopers survived; or bring up the
Ambassador’s data mining the location of this facility before “disappearing” (as noted in the Sector Rangers’ personal communiques) – then her façade will quickly fade. Likewise, if she returns to find the Storm Trooper at the facility still alive, she’ll rush to him in a passionate embrace – dropping all pretenses.

She’ll grow enraged at the PCs and admit to her love of an Imperial (the surviving trooper, her “secret admirer”) who arranged to escort her into their custody in exchange for the Separatist weapons intelligence she stole from the New Republic. Passionately, she’ll decry the New Republic, and proclaim her loyalty to the “true rulers” of the galaxy.

Once discovered, she (and possibly the remaining trooper, if he survived) will fill in gaps for the PCs, who will finally understand the whole story:
- It seems that the Imperial Remnant has had their eyes on Lara Byss for years, noting her strong pro-Imperial leanings. When they assigned a seasoned trooper to reach out to her, neither of them expected to fall in love with each other.
- Working together, they hatched a plan to deal a crippling blow to the New Republic and aid the Imperial Remnant at the same time.
- Using her position in the negotiations, Lara Byss gained access to New Republic archives to look for new and experimental weapons technology (to further the original mission of the Dauntless) and came across GAR Recon detailing a powerful planetary defense system on this former Separatist outpost.
- An Imperial “kidnapping” was then orchestrated, not only to cast doubt on the New Republic in the eyes of Kolran, but to safely deliver the data cache to Imperial Remnant forces.

The ambassador and her paramour (if he lives) will verbally protest, but allow themselves to be taken under arrest – frankly, there’s little they can do, otherwise. Lara’s actions will certainly strip her of her position in the Kolrani Commonwealth and lead to her incarceration for treason.

**The End…**

If the party is still in possession of a functional ship (meaning they survived the orbital encounter with the Separatist Defense System), then it’s a simple matter to load up their prisoners and depart.

But if they party was forced to crash-land their ship, they may have to wait a few days for rescue. Their ship’s holonet distress beacon can be activated to request a rescue, and with the Separatist Defense System turned off, any rescue ships should be able to land without difficulty.

When the party leaves the planet, the GM can read the following to wrap up the adventure for the PCs:

> Wincing under heavy binder cuffs, Lara Byss sneers at you as she’s led onto the ship, to ultimately face the consequences of her actions. Tossing her head back with a snarl, she shouts towards you.

> “You fools! You’re making a huge mistake! I did what was right – for Kolran and for the galaxy! Do you honestly think a government like that can ever be anything but dangerous? The system failed before – it will do so again! Mark my words! Do you really think so many different kinds of people can work together?!”

> Her voice is drowned out as she’s dragged away. You pause for a moment to consider her words, as you stare at your strange comrades. Beginning this journey with different goals and little trust, you find yourself staring at new friends; battle-tested and trusted to do what is right. And you don’t doubt the answer to her question.

...Or is it?

The Ghosts of Memory adventure doesn’t have to end, here. The mission is over – but many interesting questions may remain for the party, and this adventure is intended to provide many seeds for the GM and players to grow new adventures:
- The party may be very curious about the native, primitive Nelvaanian population of this far-flung world. How did they arrive, here? And when? What force relocated them – and have the PCs inadvertently disrupted some larger plan? Was the Dark Side shamanistic priestess leading these natives someone who came to her dark power on her own, or was she trained by a more sinister agent?
- The prototype Separatist Defense System is a shockingly powerful tool, and many worlds in the galaxy would fit the conditions make use of such a system. Could it be modified to be effective on other worlds – or on a capital ship or space station? Could it be a major asset to the New Republic? Or is it a dangerous weapon that needs to be hidden from the galaxy?
- Was Lara Byss acting alone, using her powerful position to orchestrate this plot? Or are there other pro-Imperials lurking in the Kolrani government, intent on sabotaging the New Republic?
Terp,

My friend, you’ve served our world most of your life. You’ve seen the rise of our system, and you know what’s at stake, here. Many at home feel that joining with the New Republic is the best solution for our future. Others do not. Lara Byss’ disappearance doesn’t bode well. If the New Republic’s enemies are striking at us as a result of these talks, it may be best to withdraw. In fact, shrewd as you are, I know you’ve probably been asking yourself why we haven’t already. Because, there is more to this than we’ve told the New Republic, Terp, and tipping our hand could impact our stake in the negotiations.

The truth, and the reason we haven’t already withdrawn from these talks, is that we don’t know WHY Lara Byss was even at the Hope of Memory station. Her trip wasn’t documented, and she filed no travel plans with the Commonwealth. An undocumented trip halfway across the galaxy, during the midst of the negotiations? That is very troublesome to us, Terp. Find her – or find out what happened to her.

The New Republic has also come running to our aid, it seems. And can you blame them? Work with these Sector Rangers and Jedi as best you can – they’re powerful tools. If you feel you can trust them, then do so, but realize that many in the Commonwealth Council do not. I trust you, Lad. Just show us the good judgment you’re famous for. You and Pounder are one of the best teams we have. Don’t let us down.

Chancellor Gorin R’tas
Magistrate of Kolran

Pounder,

Since you were commissioned, you’ve protected your charge and our system with an impeccable record. You know what’s at stake, here. Many at home feel that joining with the New Republic is the best solution for our future. Others do not. Lara Byss’ disappearance doesn’t bode well. If the New Republic’s enemies are striking at us as a result of these talks, it may be best to withdraw. With that analytical droid brain of yours, you’ve probably been asking yourself why we haven’t already. Because, there is more to this than we’ve told the New Republic, and tipping our hand could impact our stake in the negotiations.

The truth, and the reason we haven’t already withdrawn from these talks, is that we don’t know WHY Lara Byss was even at the Hope of Memory station. Her trip wasn’t documented, and she filed no travel plans with the Commonwealth. An undocumented trip halfway across the galaxy, during the midst of the negotiations? That is very troublesome to us, Pounder. Find her – or find out what happened to her.

The New Republic has also come running to our aid, it seems. And can you blame them? Work with these Sector Rangers and Jedi as best you can – they’re powerful tools. As far as trusting them... follow Terp’s lead, and protect him at all costs. You always have. I have a bad feeling about this, Pounder, but you and Terp are one of the best teams we have. Don’t let us down.

Chancellor Gorin R’tas
Magistrate of Kolran
MISSION BRIEFING
Sector Ranger Command Secure HoloNet Channel 3342-6Y32
ATTN: Lieutenant Nien Tevv

Nien,

The Sector Rangers have served galactic justice for centuries – never forget your duty to the galaxy. I know you’ve been briefed, but I cannot stress how important this mission is. We’re enforcing the law – but we’re also playing politics. I don’t like it, but the future of the New Republic could be at stake. Your mission objective is to find the Kolrani Ambassador at all costs.

Also, try to ensure the Kolrani representatives remain happy – their assessment of us could make or break the talks to bring Kolran into the New Republic. Finally, keep an eye on these “Jedi”. I do not like how they’ve inserted themselves into what should be a law enforcement matter. I’m not sure if I trust them. Show them courtesy, they are technically our allies; but this is our investigation, not theirs.

There is one more thing – could be nothing – but our spooks in HoloNet Surveillance noted something unusual. Since the negotiations began, the Kolrani delegation has had full access to the New Republic data archives (a foolish show of trust, in my opinion). Three weeks ago, Ambassador Lara Byss accessed and downloaded an incredibly large file: some kind of comprehensive monitoring analysis from the Clone Wars. That data is so old, our analysts have no idea what she could have wanted it for; and it’s certainly not a security risk, so we’ve not mentioned it to the Kolrani Commonwealth.

I trust you and your partner to handle this mission with the integrity and duty shown by all Sector Rangers. Good luck and good hunting.

Capt. Jorus Raal
Ranger General, 7th Division

MISSION BRIEFING
Sector Ranger Command Secure HoloNet Channel 9154-J446
ATTN: Lieutenant Jessa Darkspin

Jessa,

The Sector Rangers have served galactic justice for centuries – never forget your duty to the galaxy. I know you’ve been briefed, but I cannot stress how important this mission is. We’re enforcing the law – but we’re also playing politics. I don’t like it, but the future of the New Republic could be at stake. Your mission objective is to find the Kolrani Ambassador at all costs.

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I trust you and your partner to handle this mission with the integrity and duty shown by all Sector Rangers. Good luck and good hunting.

Capt. Jorus Raal
Ranger General, 7th Division
Ashla,

I don’t have to tell you, Ashla, how important this mission is. Many in the Senate still don’t trust the New Jedi Order to serve as adequate peace-keepers and protectors of the galaxy. The discovery of this missing Ambassador is essential to bringing the Kolran System into the New Republic. Work well with the other team members assigned to this mission. Showing them that the Jedi are willing and able to cooperate with other agencies and governments means just as much as finding the Ambassador.

But there’s more, Ashla, which I have not shared with the Senate – they would not understand. My recent meditations have revealed a disturbing vision; a darkness, which we must combat. I do not know if it is directly related to the Kolrani Ambassador or her disappearance – but I do know that the Force is directly guiding you and Dash down the path of finding this Ambassador, and combating this darkness. I wish I had more details to give you. We must trust in the Force.

I know you and Dash will handle this mission as you have all your others: with integrity and determination. The Council feels you are soon to take The Trials, Ashla. This mission is perhaps the last step on your road to becoming a Jedi Knight. We have faith in you; make sure you keep your faith in the Force. (And keep an eye on Dash. Be sure his eyes stay on the bigger picture.)

May the Force Be With You,
Master Luke Skywalker

Dash,

I don’t have to tell you, Dash, how important this mission is. Many in the Senate still don’t trust the New Jedi Order to serve as adequate peace-keepers and protectors of the galaxy. The discovery of this missing Ambassador is essential to bringing the Kolran System into the New Republic. Work well with the other team members assigned to this mission. Showing them that the Jedi are willing and able to cooperate with other agencies and governments means just as much as finding the Ambassador.

But there’s more, Dash, which I have not shared with the Senate – they would not understand. My recent meditations have revealed a disturbing vision; a darkness, which we must combat. I do not know if it is directly related to the Kolrani Ambassador or her disappearance – but I do know that the Force is directly guiding you and Ashla down the path of finding this Ambassador, and combating this darkness. I wish I had more details to give you. We must trust in the Force.

I know you and Ashla will handle this mission as you have all your others: with integrity and determination. The Council feels you are soon to take The Trials, Dash. This mission is perhaps the last step on your road to becoming a Jedi Knight. We have faith in you; make sure you keep your faith in the Force. (And keep an eye on Ashla. Be sure her feet stay on the ground.)

May the Force Be With You,
Master Luke Skywalker
Terp Corral

“I call this Aggressive Negotiation...”

After a newly discovered hyperspace route suddenly thrust the small settlement of Kolran into the role of a sector trading hub, the Corral trading clan quickly became one of the most influential and politically powerful families in the hastily formed Kolran Commonwealth. As Kolran continued to amass vast wealth and power, the government began to appoint and rely on specialized “Negotiators”; men and women with keen minds and a strong dedication to Kolran who served as ambassadors, trade brokers, constables, and public servants. Terp’s family connections earned him a Negotiator appointment at 16 years of age, but his skill and continued success in the position earned him the title of Senior Negotiator (one of only three) by the age of 21. Terp’s record is impeccable and his reputation is that of a man who tackles dangerous negotiations and impossible situations with ease. He continues to make his family proud, and will stop at nothing to see the continued success of his beloved home world.

Lt. Jessa Darkspin

“Without the Law, everything falls apart.”

The sixth generation of her family to serve in the Sector Rangers, Jessa followed her older brother, Resh, to the Academy on Mesbaran at age 18. She excelled immediately at stealth operations, reconnaissance, and long-range combat tactics; but the Academy turned out to be very difficult for Resh, who consistently failed exams and ranked poorly. Resenting his “kid sister’s” success, he conspired with a local gang to “arrange” a violent demonstration in a nearby city slum, which he would lead the cadets to quell and earn the respect of his superiors. The “Mesbaran Riots”, as they are now known, spiraled out of control that they claimed the lives of 152 civilians and 12 officers. Guilt stricken, Resh came clean to his sister, and she promptly arrested him. He is currently serving 3 life sentences in prison, and Jessa graduated with honors. Her distinguished 7 year career has seen multiple commendations, service across numerous sectors, and a promotion to Lieutenant. She still writes to her brother every week.

P9-DR (“Pounder”)

“What he said. And I’m the ‘Aggressive’.”

The Negotiators of Kolran would long be dead without the constant vigilance of the Negotiator Protectors; highly specialized and deadly bodyguards paired with every Negotiator. When a young Terp Corral was appointed Negotiator at 16 years of age, no seasoned Protector was willing to partner with him, forcing the Kolran Commonwealth to commission a specialized droid to serve as an interim Negotiator Protector. But during their first assignment, P9-DR (or “Pounder” as his friends have learned to call him) performed beyond all expectations, saving Terp’s life and helping take down a ring of smugglers. After the success of the mission, the Commonwealth offered to provide Terp with a “proper” Protector, but he refused, and he and Pounder have been partners ever since. Terp has refused to allow his friend to be memory wiped, and Pounder has developed quite the quirky personality, but this hasn’t diminished his fanatical devotion to his partner.

Lt. Nien Tevv

“Break the Law, and I make YOU fall apart.”

Perhaps one of the last people expected to become a Sector Ranger, Nien Tevv came from a family of smugglers on Sullust. As a teenager, he was arrested for slicing into the local police net to sell patrol routes to the underworld; but his arresting officer, impressed with his ability, took pity on him and gave him a choice of the Magistrate’s Court or the Sector Ranger Academy. Nien reluctantly took the deal, but unexpectedly found a home in the Sector Rangers, becoming proud to use his mind and his skills for something greater. After graduation, his sordid past immediately tagged him for deep cover operations, and he spent the next 8 years as one of the most successful undercover agents and saboteurs in Sector Ranger history. Eventually, his work led to the public takedown of a devastating spice ring in the mid-rim – but his involvement became public, meaning his undercover career was over. Commended and promoted, Nien has spent the last 2 years proudly and publicly wearing the uniform.
Ashla Te

"Contemplate the Force, as it will guide you."

Remembering nothing of her early childhood, Ashla Te was recovered as the sole survivor of a transport crash on the planet, Rishi, at age 4. Taken in and raised by H'Kig monks on Rishi, Ashla spent the next 15 years as the only Twi'lek at the monastery, continually struggling with the H'Kig philosophy of anti-technology and pacifism. While she flourished with meditative techniques, she would consistently have impending visions and dreams, usually of danger, which would prompt her to take action (sometimes violent, but always deserved) against those who threatened the community. She also frequently left the monastery to seek out traveling spacers, traders, and other “non-enlightened” people for education and stories of the galaxy at large. Six years ago, she awoke from a fevered dream, packed her meager belongings without a word, and waited with purpose at the doors of the monastery. Before the sun set, a shuttle had landed and she met Jedi Master Luke Skywalker, who was searching for Force Sensitives for his New Jedi Order. Her training as a Jedi has been rewarding in ways she never imagined, and she’s developed a preternatural gift with the Force.

Dash Orson

"Don’t think… FEEL…"

Dash Orson is a proud Corellian who was raised to favor fast speeders and dangerous situations. The child of Rebel Alliance fighters, Dash was discovered by Kyle Katarn at age 15, and was brought into the New Jedi Order, where he’s spent the last 6 years learning the ways of the Force and – more intriguing to Dash – the lightsaber. Though he’s quickly becoming a very gifted Jedi, the Corellian still has a strong sense of identity. That, coupled with his brash personality and reliance on instinct over forethought, has given him a reputation as a bit of a hot-head and reckless problem solver. But while his instructors continue to chide him for his lack of planning and contemplation, they recognize and praise him for his unusually strong connection to the Living Force. Dash has also become one of the most advanced (and feared) lightsaber duelists in the Praxeum, already taking on the instruction of younger students, despite his own student status. More than most in the Praxeum halls, Dash has championed the ideal that the Jedi Order should retake its former position as the peace-keepers and protectors of the Republic, and he’s continually fascinated by the image of the Jedi Order of old.