STAR WARS

ROLEPLAYING GAME

The Gem of Alderaan

Episode VIII of *Star Wars:* Dawn of Defiance

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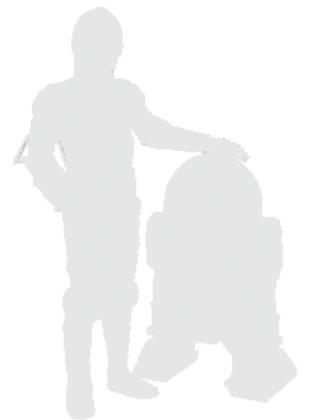
CREDITS

The Gem of Alderaan is the eighth adventure in the **Dawn of Defiance** campaign, which will take heroes from 1st level all the way through 20th level in a continuous storyline designed to give players and Gamemasters a complete *Star Wars Roleplaying Game* Saga Edition experience. This adventure begins the third act of the campaign, which consists of three adventures: *The Gem of Alderaan*, *Sword of the Empire*, and *Jaws of the Sarlacc*.

About six months have passed since the last adventure. Over the course of this adventure, the heroes will infiltrate a high society gala, play high-stakes games of sabacc, and fight alongside Imperial stormtroopers to defend against hijackers bent on capturing a train full of dignitaries. The heroes should start *The Gem of Alderaan* at 15th level and reach 17th level by the conclusion. With some modifications, this adventure can also be used as a stand-alone scenario or as part of your existing campaign.
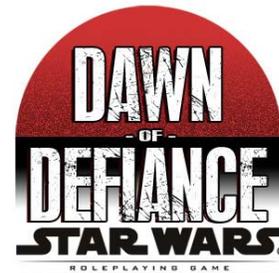
What is Dawn of Defiance?

Dawn of Defiance is the name given to a series of 10 linked adventures that Gamemasters can use to create an entire campaign for their players. Set in the months after the events of *Revenge of the Sith*, the adventures in the **Dawn of Defiance** campaign are designed to provide players and GMs with the iconic *Star Wars Roleplaying Game* experience, set against the backdrop of the tyranny of the Galactic Empire. The **Dawn of Defiance** campaign takes the heroes all the way from 1st level up to 20th level and features an ongoing storyline that progresses over the course of the campaign. Each adventure can also be played individually and should provide the heroes with ample challenges to gain two levels per adventure. Gamemasters should feel free to use the **Dawn of Defiance** adventures either as an entire campaign or as fillers for their own home campaigns.

If you are a Gamemaster wishing to run the campaign, read the GM's Primer, which summarizes the overall plot of the campaign and the events of each adventure. The GM's Primer is available at the *Star Wars Roleplaying Game* Web site (www.wizards.com/starwars). The site also features other articles related to the **Dawn of Defiance** campaign, including the official campaign standards and an FAQ.

Warning! If you will be playing in a Dawn of Defiance campaign or in a campaign using its adventures, *read no further.*

Campaign Update

Six months pass from the end of *A Reckoning of Wraiths* to the beginning of the final story arc of the **Dawn of Defiance** campaign. During this time, Bail Organa keeps the heroes safe from scrutiny while they continue to search for Master Denia. Following the destruction of the *Resurgence*, both Master Denia and Inquisitor Draco vanished without a trace and have not been seen or heard from since.

Bail Organa walks a fine line in the Imperial Senate. Admiral Varth—whose true allegiance was revealed at the end of the last adventure—knows that Organa has been engaging in seditious actions, but he cannot bring the Senator to trial without revealing the existence of the Sarlacc Project, which he is loath to do.

Meanwhile, the heroes are now considered enemies of the Empire. They have death marks on their heads, and only Senator Organa's protection keeps them from being captured or killed by bounty hunters and Imperial agents. The need to keep a low profile complicates their task of finding Denia and the prototype Super Star Destroyer.

If desired, you can use this gap to run your own adventures as the heroes follow leads and avoid the authorities, helping the PCs achieve 15th level before starting *The Gem of Alderaan*. The heroes might learn about their death marks the hard way after encountering determined bounty hunters. They might fight their way out of trouble, alter their wanted postings to include faulty information (such as "Last seen on Bespin"), or get their postings moved down the priority list (perhaps by faking the appearance of an even more notorious criminal). They might accomplish this by slicing into computer systems, planting rumors, or gaining the assistance of a crime lord or corrupt law enforcement officer.

Summary

After months of searching, Bail Organa finally learns that the Empire has taken Jedi Master Denia to the planet Prakith in the Deep Core, a fortress world that serves as the base of operations for the Inquisitorius. It is virtually impossible to travel to Praxis without Imperial security clearance, and the background check necessary to obtain clearance would reveal that the heroes have death marks on their heads.

However, Senator Organa has discovered that Lady Alya Aldrete—an Alderaanian heiress known for her decadent behavior—has access to security clearances, using them so smugglers in her employ can ferry forbidden goods to and from the heavily secured Deep Core worlds. To have a chance to speak with her, the heroes must attend the maiden voyage of the *Gem of Alderaan*, a luxury repulsortrain that is a part of her family's collection of resorts, casinos, and passenger liners.

When the PCs arrive at the launch station, stormtroopers line the perimeter as Imperial officers mill about with the Alderaanian nobles. The maiden voyage will last several hours, during which time the heroes must make a good impression through a series of social encounters: playing sabacc in the casino, rubbing shoulders with nobles at a fancy dinner, holding intelligent conversation in the lounge, and even engaging in recreation in the onboard nightclub.

Eventually, the heroes gain the notice of Lady Aldrete's personal assistant, a Twi'lek named Notru'denn, who summons them to her private traincar. He reveals that his employer's appearance as a self-centered noble is just a cover for her clandestine activities. In truth, Lady Aldrete uses her Deep Core smugglers as spies, creating an information network that spans the galaxy. If the heroes convince Notru'denn of their sincerity, he offers to arrange an audience with Lady Aldrete as soon as she returns.

Moments later, the repulsortrain lurches and alarms sound. Trandoshan mercenaries hijack the train, hold the passengers hostage in the control car, and will release them only if Senator Organa surrenders. (They saw Organa on the guest list and think that the Senator is on board.) The heroes fight the first group of mercenaries in a dark nightclub, using their wits to overcome their relative lack of weapons. Pushing into the casino car, they find an Imperial dignitary and his stormtroopers fighting more mercenaries and a heavily armed war droid. Working with their unlikely allies, the heroes storm the dining car (filled with hostages) to rescue the last large cluster of guests onboard.

When the heroes move forward through the observation car, they are attacked by the mercenaries' starfighters, which seem intent on destroying the car. The heroes uncouple the trailing cars to protect the civilians on board, then fight the starfighters, outgunned by their powerful weapons.

When the heroes finally reach the control car, they find the Trandoshan mercenary commander using Lady Aldrete as a human shield. He drags her up to the roof, where the final showdown takes place as the out-of-control repulsortrain speeds hundreds of meters above a snow-covered mountain range. After the heroes defeat the Trandoshan and rescue Lady Aldrete, Captain Sirona Okeefe's transport swoops down to scoop them up as the train careens into the mountains below. They blast their way past the mercenary transport and return to Senator Organa to negotiate with Lady Aldrete, moving one step closer to saving Master Denia and stopping the Sarlacc Project.

Opening Crawl

If you wish to have an opening crawl before the adventure, consider using the boxed text below.

STAR WARS: DAWN OF DEFIANCE

Episode VIII

THE GEM OF ALDERAAN

After months of searching, the heroes finally learn that Jedi Master Denia is being held captive on a fortress world in the Deep Core. It will be impossible to reach her in time without codes to allow safe passage.

A celebrity heiress has such codes, and the heroes must seek her aid while hiding in plain sight from the forces of the Empire . . .

Part 1: Deadline

Six months pass before Bail Organa learns of Jedi Master Denia's whereabouts, so the heroes have plenty of time to rest and recuperate after their last adventure. They should have opportunities to repair, upgrade, or replace their equipment during this time, but their status as wanted criminals will make it impossible to purchase restricted items through legitimate channels.

Once the heroes are ready and any side adventures are completed, Bail Organa summons them to his private retreat. When they arrive, read or paraphrase the following:

> Senator Organa calls you into his office and waits for the door to close. "It has taken some time, but I believe I have found Master Denia's whereabouts."
>
> He activates a holoprojector, creating the hovering image of a planet. "This is Prakith, a fortress world in the Deep Core. The Inquisitorius uses it as a base of operations, and my sources indicate that Inquisitor Draco brought Master Denia here after the destruction of the *Resurgence*. If the past is any indication, Draco will try to break her—it is only a matter of time."
>
> The image zooms out, showing Prakith as one world in a tight cluster of countless stars. "The Deep Core is almost impossible to travel without recent astrogational data, and only ships with proper clearance can download it. Worse, the Empire heavily patrols these spacelanes, and only ships with the proper clearance codes are allowed to pass.
>
> "Unfortunately, getting this clearance requires an extensive background check by Imperial Intelligence. In your case—well, let's just say a death mark would catch their attention. But even with no marks on your record, it could take months. And that is time that Master Denia just doesn't have."

At this point, give the heroes a chance to ask a few questions. Use the following as guidelines for Senator Organa's responses:

- **How much time do we have?**
  "My sources intercepted a transmission from Draco's superiors. From what they could decode, it appears that the Inquisitorius is growing impatient with Master Denia's resistance to interrogation. Draco is almost certainly escalating to more brutal techniques, and it is only a matter of time before he breaks her—or kills her in the attempt. She is strong, but she probably has days, not weeks."

- **Why are the codes so important?**
  "Due to its astrography, the Deep Core has a very limited number of viable hyperspace routes in and out, and a ship's captain can't even download the necessary astrogational charts without proper clearance. Since the routes are so limited in number, the Empire can easily patrol them."

- **Can we try to plot a new hyperspace route that the Empire doesn't know about?**
  "Plotting new hyperspace routes is a very dangerous and long process, taking weeks or months even under the best of circumstances. In the Deep Core, with so many stars clustered so closely together, the process would be even slower, and the chances of a catastrophic failure are much, much higher."

- **Could we hire a transport that already has these codes?**
  "Possibly, but seats fill up quickly, so it would take weeks or months to get there this way. Even if we chartered a private transport, it would take some time to find one willing to risk carrying high-profile fugitives into or out of the Deep Core. "

- **Is there anyone who could give us the codes?**
  "Yes. I have found one good lead . . ." (Continue with the boxed text below.)

After any questions have been answered, continue by reading or paraphrasing the following:

> "Fortunately, I believe I have found someone who already has this Deep Core clearance." The holoprojector brings up the image of a stunning young woman wearing a luxurious but revealing gown. "This is Lady Alya Aldrete, heiress to the Aldrete family empire of luxury hotels, casinos, passenger liners, and other playgrounds for the idle rich. Alya herself uses her family name and fortune to pursue a life of decadence and excess, making herself into a celebrity and icon while the gossip media watches her every move. This is a problem for us because I need you to meet her.
>
> *(continued on next page)*

"I have reason to believe that, among her other contacts, she has a cadre of personal smugglers who ferry illegal spice, stolen artwork, and other illicit luxuries. Every indication is that she has access to several clearance codes that would provide authorization for travel in the Deep Core. If Master Denia is to have any hope of rescue, we need to talk Lady Aldrete into helping us.

"Her love of media attention will make this very difficult. We can't have you being recorded speaking with her, or you'll attract scrutiny—and it wouldn't take an investigative reporter long to discover your status as wanted criminals.

"But we do have a unique opportunity to get close to her without being surrounded by holorecorders. The *Gem of Alderaan*, a luxury repulsortrain owned by her family, is going to be launched on its maiden voyage tomorrow night. Alya is holding an invitation-only launch party, which will give you a chance to speak with her without attracting undue attention. As a senator, my office is routinely sent invitations to such events as a matter of courtesy. I'm giving you the invitations so you can appear on my behalf, disguised as advisors and aides for my senate office.

"The gala is certain to have a significant Imperial presence. You will have to go in with little more than the clothes on your backs, and you will not have much time to build a respectable cover story to ensure that security does not hassle you.

"Once on board, you can expect Lady Aldrete to be surrounded by a gaggle of hangers-on at any given moment. Our topic absolutely cannot be brought up in front of witnesses, and she's unlikely to grant an audience to total strangers. Instead, you must somehow attract her interest so she will extend an invitation to you, and the best way to do that is by befriending or impressing as many high-profile guests as possible. Get them talking about you, and eventually she will seek you out.

"Let me put it another way: You have 24 hours to prepare your background and learn about the guests well enough to blend in with nobles, politicians, celebrities, and Imperials in close quarters on a luxury repulsortrain, all the while making a good impression and attracting the attention of a flighty celebrity heiress so that you can ask her, in private, to provide proper codes for illegally infiltrating the Deep Core. Any questions?"

Give the heroes a final opportunity to ask follow-up questions, using the following guidelines to determine Senator Organa's response.

- **Why us? Why not you or some other agent?**
  "A senator being seen meeting privately with a 'celebutante' would make for scandalous headlines, drawing unwanted attention. New faces generating a lot of buzz among high-profile guests should be more than enough to get her attention."

- **What should we do to set up our false identities?**
  "Whatever aliases you pick for yourselves, my office can create basic matching identification that shows you to be senior aides in my senate office, living in an on-site dormitory. This will pass casual inspection but not a check of electronic records. It would be best if you could fabricate a bit of history and plant records that make you seem legitimate."

- **How do we learn about the guests?**
  "The launch of the *Gem of Alderaan* is a major event, so you can find press releases and news items about those in attendance. Start by searching local computer networks and news feeds. Since the event is happening just over a day from now, many guests have already arrived, so you might be able to pick up names by asking around, particularly in the lounges of upscale hotels in Aldera."

- **What will security be like?**
  "Expect security to be very tight. Other than very simple, common devices—comlinks, credit chips, datapads, recorders, and the like—don't expect to be able to bring any significant tools or equipment. It will be very difficult to smuggle all but the smallest and simplest of weapons on board."

Once the heroes are ready, Senator Organa sends them on their way with the invitations, their new identification cards, and 10,000 credits for new clothes, bribes, tips, or other expenses. He strongly recommends that the heroes save as much as possible for the launch itself, spending and tipping generously to reinforce their image. (If possible, the heroes should also bring their own money to supplement this amount.)

The heroes now have about 24 hours before the launch, which they can spend in any way they wish. Two tasks that will make their job much easier are finding out details about the guest list—particularly high-profile guests—and preparing a solid, inspection-worthy background for their assumed identities.

The heroes can address these tasks in whatever order they prefer, and they can even be undertaken simultaneously. Resolve actions on an hour-by-hour basis, starting at 6:00 P.M. The time required for each skill is listed in its description below.

The Guest List

Although the guest list for this invitation-only gala isn't a secret, it isn't publicized, either. Finding the necessary details requires a little legwork.

Primary Challenge: Six different channels can provide information about the guest list, but no one approach supplies the entire list. Out of the six, the heroes must successfully complete four to get the entire guest list. They do not have to be done in order, and the heroes can split up and attempt multiple channels simultaneously if they wish.

Inform the heroes of these six choices, using as much or as little detail as you prefer. Allow them to improvise alternatives if they can provide a reasonable explanation for how it might apply.

Gather Information (DC 15, 1d6 hours, 50 credits): The hero can ask around, finding taxi drivers, club patrons, and hotel visitors who have spotted notable out-of-town guests that have been seen in the area.

Use Computer (DC 15, 1 hour): A search of computer networks can uncover press conferences, articles, and other pieces that identify individuals attending the gala.

Persuasion (DC 15, 1d6 hours, 500 credits): A brief search turns up a nighttime desk clerk who is short on cash, and the hero can bribe him to provide a list of attendees staying at his hotel.

Deception (DC 15, 1 hour): Pretending to be a hurried or confused attendee unable to locate a group of friends, the hero can fast-talk a concierge into revealing other passengers.

Perception (DC 20, 1d6 hours): The hero can stake out the hotel district with a pair of electrobinoculars to try to identify notables and their entourages.

Stealth (DC 20, 1 hour): Only possible between 12:00 A.M. and 6:00 A.M. The hero can sneak into restricted areas of the repulsortrain station to find unsecured passenger information.

If the heroes do not succeed in getting the entire list, they can still learn some useful information:

1 success: The heroes learn the total number of attendees (107) and the identity of one major guest. Choose the guest randomly from the "Who's Who" sidebar on page 7.

2 successes: As above, but with the identity of two major guests.

3 successes: As above, but with the identity of three major guests.

Auxiliary Challenge: If the heroes know the identity of one or more major guests, they can attempt to learn specific details about a particular guest's interests, likes, and dislikes. (This makes later social interaction somewhat easier.) There are three different ways to learn this information for each guest:

Basic Search (1d6 hours): Searching public data sources is the simplest approach. This requires a successful DC 15 Gather Information check and a successful DC 15 Use Computer check.

Greed and Lies (1d6 hours): Appealing to the least common denominator—or telling someone what they want to hear—can influence those close to the guests to talk about what they know. This approach requires a successful DC 15 Deception check and a successful DC 15 Persuasion check.

Surveillance (1d6 hours): Tail your target to profile his or her actions and interests, using your skills to blend in with the crowd and avoid detection. This approach requires a successful DC 15 Perception check and a successful DC 15 Stealth check.

If any skill check fails by 5 or more, that guest's security detail becomes aware that someone is paying too much attention to their charge. The resulting lockdown makes it impossible to make any further attempts to learn about that guest.

Special: Some skills can substitute for those outlined above or provide completely different alternatives to gain the needed information.

Use the Force: The *mind trick* power allows the hero to substitute a Use the Force check for any Deception or Persuasion check. The *farseeing* power allows the hero to substitute a Use the Force check for any Gather Information or Perception check. Treat this section as a single encounter for the purposes of using a Force power multiple times.

Use Computer: If a character wants to undertake some serious slicing, he or she can attempt to gain administrator access to the Aldrete corporate computer system. The system has Will Defense 20 and a starting attitude of hostile (–10 penalty to Use Computer checks). If the hero fails any Use Computer check by 5 or more, he draws the attention of an administrator. All further Use Computer checks during this encounter must beat the appropriate DC or the administrator's opposed Use Computer check result (+20 skill modifier), whichever is higher.

If the hero improves the computer's attitude to helpful, he can search for a complete guest list, including a basic dossier on each passenger. This is a search for secret information, requiring 8 hours and a DC 30 Use Computer check, but add a +5 equipment bonus due to the hero's current access level.

If successful, the hero downloads the complete guest list (see Primary Challenge) and enough information to count as one success for each major guest (see Auxiliary Challenge). For example, if attempting the Basic Search option, the hero would need either a successful Gather Information check or a successful Use Computer check, not both.

Development: Once the heroes have exhausted all leads, run out of time, or given up, move on to the next part of the adventure. Learning details about a major guest gives the heroes a +2 bonus to all Deception, Persuasion, and Perception checks involving that guest in Part 2: Getting to Know You**.**

Ad Hoc XP Award: If the heroes gain access to the entire guest list, grant them experience points as if they had defeated a CL 13 opponent.

For each major guest about whom they learn specific details, grant them experience points as if they had defeated another CL 11 opponent.

Making a Name for Yourself

In addition to learning about the guests at the launch gala, the heroes need to build a plausible cover that allows them to fit in. While the IDs and invitations provided by Senator Organa are a good start, no records exist to match the new identities.

Primary Challenge: To create, edit, or delete publicly available government records, the heroes must gain authorized access to a government database so that they can insert their information into official records. The computer system in question—operated by a local public safety office—has Intelligence 14 (+2 equipment bonus to friendly and helpful users), Will Defense 17, and a starting attitude of unfriendly.

To be treated as an authorized user and gain the ability to alter public records, the heroes must improve the computer's attitude to friendly. As with any attempt to improve access to a computer system, a failure by 5 or more worsens the computer's attitude by one step and draws the attention of a low-level administrator (opposes all skill checks with Use Computer +10).

The heroes can make this task simpler if they choose a good target for their efforts, using either or both of the skills below. Each check can be attempted only once.

Gather Information (DC 20, 1d6 hours, 50 credits for HoloNet access): A determined search of isolated computer networks finds a more advanced but publicly accessible system. It has Intelligence 16 (+3 equipment bonus), Will Defense 18, and a starting attitude of indifferent rather than unfriendly.

Knowledge (technology) (DC 20): Familiarity with similar security systems can provide insight on the verification protocols, potentially providing a back door to easy access. If the check is successful, the computer's attitude is automatically improved by one step.

Primary Challenge: Once the heroes gain access, they must provide records for their new identities, either by fabricating them or by linking each hero's identity with another person's name and history.

Identity Theft: A hero can find a good candidate for a "borrowed" identity by making a DC 20 Gather Information check (1d6 hours, 50 credits).

Identity Fabrication: A hero can create a complete identity—including tax records, employment history, educational background, and so forth—by making a DC 20 Knowledge (bureaucracy) check (4 hours) to correctly complete all necessary records.

Primary Challenge: Once the proper records have been created or appropriated for the heroes' identities, each hero must prepare a disguise—dress, mannerisms, and perhaps stage makeup and prosthetics. If done properly, each disguise fits the hero's fabricated or borrowed background and "sells" the persona.

Creating a disguise requires 10 minutes and a DC 20 Deception check. If the heroes have the time for trial and error, they can retry as many times as they wish. They can also take 20 on these skill checks (requiring 3 hours, 20 minutes). Up to two characters can assist on a single attempt, but each hero must make the Deception check for his or her own disguise. Unless the hero already has an appropriately wealthy wardrobe (unlikely for anyone other than a noble or officer), crafting the disguise costs 1,000 credits for each hero.

Development: Even without completing these steps, the basic identification and invitations provided by Senator Organa are sufficient to get any given hero on board the *Gem of Alderaan*. However, having incomplete backgrounds or "thin" identities can cause some difficulties during the social encounters in Part 2: Getting to Know You.

Ad Hoc XP Award: For each hero who acquires a complete identity, including appropriate records and a matching disguise, the heroes gain experience as if they had defeated a CL 17 opponent.

Other Preparations

In addition to the more important tasks outlined in the following sections, the heroes must take care of several mundane preparations before appearing at the launch gala for the *Gem of Alderaan*.

Who's Who

When researching the guest list, the heroes can learn about several major guests who are attending the maiden voyage of the *Gem of Alderaan*.

Major Guests
The heroes learn the name, occupation, and physical description of any major guest they have identified. Other details (personality, interests, and pursuits) become available if the heroes successfully research an individual guest.

Morrax Nabin: Imperial governor. Old Human male, graying hair, brown eyes, mustache. Thoughtful, shy, and brilliant, he enjoys playing simultaneous games of holochess with different colleagues (including, at times, the Emperor), relaying moves through short messages over a period of weeks or months. He is always accompanied by an elite stormtrooper bodyguard detail.

Lynaa: Fashion designer. Middle-aged Twi'lek female, blue skin, brown eyes. Gregarious, flamboyant, and eccentric, she regularly does charity work for wildlife conservation groups. She is never without her purebred voorpak, Taezii, a tiny fluffy animal that fits in the pockets of Lynaa's robes.

Dien Suub: SoroSuub executive. Old Sullustan male, brown eyes, tan skin, plump build. Friendly, pragmatic, and driven, he reads the entire front section of the *Brentaal Trade News* every morning over breakfast.

Zalar Rishek: Scion of the House of Rishek. Adult Human male, blond hair, gray eyes. Arrogant, spoiled, and overbearing, he races customized airspeeders, swoops, and star yachts when he's not busy chasing romantic prospects.

Cednah Faenel: Alderaanian noblewoman. Venerable Human female, silver hair, hazel eyes. Quiet, gracious, and generous, her lifetime love of dance led her to donate millions to renovate the Grand Theater in Belleau-a-Lir. Her family's lands include the Faenel Vineyard, home to an exquisite Alderaanian brandy.

Ardia Terrsyn: Actress. Adult Human female, long braided black hair, dark skin, green eyes. Inquisitive, insightful, and savvy, she acquired a taste for sabacc after studying it for a role in a holodrama about a Hutt crime family.

Minor Guests
There are over one hundred guests on board, far too many to list and describe. Use the following names and descriptions to fill in other characters as needed during the adventure. *Khyyynett* (middle-age male Wookiee, musician), *Prof. Wachs Tauph* (old male Bothan, university chancellor), *Dyni Endarsin* (young adult female Zeltron, artist), *Dr. Hakaen Bousch* (old male Mon Calamari, physician), *Dr. Stae-Fahnti Koelbayr* (middle-age male Human, commentator), *Tavid Ahkoeri* (old male Human, gambler), *Capt. Z'paul Diin* (old male Duros, explorer), *Brial Sullor* (adult female Human, novelist), *Anjeru Valett* (middle-age male Human, attorney), *Ruf-Asti-Viarffli* (old male Cerean, president of Dohnia free colony), *Mahg-Raet Duumont* (old female Herglic, financier), and *Fia Nazhena* (adult female Cathar, heiress).

Sleep

Because of the high pace of the work, treat the heroes as if they are undertaking a forced march if they work for more than eight hours. For every additional hour worked without getting eight hours of sleep, a character must make a DC 10 Endurance check (+2 per hour after the first). If this check fails, the character moves –1 persistent step on the condition track, and this persistent condition can be removed only by sleeping uninterrupted for eight hours.

Shopping

If the heroes need to purchase ordinary, unrestricted equipment costing less than 5,000 credits, one character must spend one hour doing so. Anything more expensive requires 1d6 hours.

If the heroes need to purchase licensed equipment such as weapons, they must have the appropriate licenses on hand (either legitimate or fabricated) because there is not enough time to acquire the licenses through normal channels. Forging a license requires 1 hour, and the DC of the Deception check is determined by the legality of the item to be purchased. (See Table 8–2: Restricted Objects, page 119 of the *Saga Edition* core rulebook.)

Contraband

The heroes might wish to spend time figuring a way to smuggle equipment or weapons onto the *Gem of Alderaan*. If a character asks about security or carrying restricted items on board, have her make a Knowledge (bureaucracy) or Knowledge (technology) check.

DC	Result
10	Other than communications devices, computers/storage devices, and recording units, very few items are authorized to be carried on board by non-Imperial personnel. It is a relatively short trip, so guests are not expected to bring overnight luggage.
15	Security at the event will probably include passing through a sophisticated weapons scanner as well as a check of the passenger's identification and invitation. If a passenger's identification is not supported by electronic records, that passenger will attract greater scrutiny.
20	Contraband can be smuggled past security, either by planting it on authorized personnel who bypass the scanners or by disguising it as part of a legitimate device. (Ordinary concealment is useless against a weapons scanner.) In either case, the smuggled item must be very small, meaning that larger items must be carefully disassembled into smaller parts.

If a hero wants to attempt to smuggle contraband on board, use the following guidelines to adjudicate the attempt.

Object Size: The difficulty of smuggling an item on board is largely determined by its size. Weapon size is two steps greater than object size; for example, a Small blaster pistol is a Diminutive object. (A deactivated lightsaber is one additional step smaller.) Armor is the same size as its wearer. The size of other items is determined by weight: Fine, up to 0.9 kg; Diminutive, 1.0 to 1.9 kg; Tiny, 2.0 to 4.9 kg; Small, 5.0 to 49 kg; Medium, 50 to 499 kg.

Disassembling Items: An item of up to Medium size can be disassembled into concealable, Fine-sized components. Doing so requires one hour, a tool kit, and a Mechanics check (DC 15, plus 5 for each size above Diminutive).

On a failure, you can try again, but failing the Mechanics check by 5 or more results in the item being damaged and unusable until repaired.

Reassembly requires another hour, a tool kit, and a check against the same DC, with the same consequences for a failed check.

Lightsabers, due to their unique construction, are handled somewhat differently. Anyone capable of building a lightsaber (see the sidebar on page 40 of the *Saga Edition* core rulebook) can substitute a Use the Force check for any Mechanics check listed above, and such a character does not need a tool kit to disassemble or reassemble the lightsaber.

Disguising Items: Any item to be smuggled through security must be disguised as part of one or more innocuous devices, such as comlinks or datapads. The total weight of all such devices must be at least twice as much as the weight of the hidden items. If the disguised item is Diminutive or greater size, it must first be disassembled into Fine-sized components (see above).

Disguising the item is a difficult deception, requiring one hour and a Deception check at a –5 penalty. If the disguised item's original size is greater than Fine, you take an additional –5 penalty on this check for every additional step in size. (The pieces aren't larger, but having to hide multiple pieces requires greater skill to avoid arousing suspicion.) The result of the skill check sets the Perception DC of anyone attempting to detect the disguised item.

Planting Items: Items can be planted on (and lifted from) Imperial personnel to avoid the usual security screening by using the Pick Pocket application of the Stealth skill. This requires a Stealth check opposed by the target's Perception check, and the target gains a +5 bonus. If successful, you plant or lift the item without being detected. If you fail, you are unable to plant or lift the item, but you can try again. However, if you fail by 5 or more, the target catches you in the act.

Only items of Fine size can be planted or lifted. Larger items can be disassembled (see above), but doing so creates multiple components that must be planted or lifted individually. A disassembled item has a number of components equal to twice its weight in kilograms (round down).

Moving On

When the heroes finish their preparations, or when they run out of time, move on to Part 2: Getting to Know You.

Part 2: Getting to Know You

The launch gala for the *Gem of Alderaan* has arrived, and the heroes find themselves walking the red carpet with celebrities, politicians, philanthropists, famed artists, and brilliant scholars.

When the heroes arrive, read or paraphrase the following:

> The launch gala takes place in what looks like a luxurious banquet hall. You see chandeliers hand-carved by artisans on Naboo, floors and columns carved from exquisite Chandrilan sun marble, and an atrium leading to a priceless Mon Calamari water sculpture, held aloft by miniature repulsor fields and flowing like an waterfall that feeds itself, subtly evolving and shifting in its perpetual motion.
>
> But this isn't a resort, a hotel, or a banquet hall. It's a repuslortrain station—one unlike any in the galaxy—and the elite from dozens of worlds have gathered to see the maiden voyage of the *Gem of Alderaan*.

The heroes are in line, approaching the security checkpoint. If a PC wants to engage a fellow guest in conversation, use one of the minor guests from the Who's Who sidebar on page 7. Give the heroes a chance to try out their new identities, but in a matter of minutes, they will have to break off the conversation to deal with security.

Reception

Before making it into the reception itself, the heroes must contend with security. If all heroes have complete identities (as described in Making a Name for Yourself, page 6) and they aren't attempting to smuggle contraband, the security checkpoint is uneventful. If this is not the case, there might be some complications.

Security Screening

The security checkpoint is run by one supervisor (Will 18, Perception +10; treat as an Imperial Officer, page 280 of the *Saga Edition* core rulebook) and four security screeners (Will 10, Perception +6; treat as Rebel Troopers, page 280 of the *Saga Edition* core rulebook). Two screeners operate a stationary weapons scanner (+2 circumstance bonus to Perception checks, ignore all cover and concealment in scanning area), making it impossible to conceal items using the Stealth skill.

If the heroes have complete identities, they receive routine attention from the screeners. The two weapons screeners take 10 on their skill checks, meaning that items can be smuggled past the checkpoint with a DC 18 Deception check or planted on a screener for later retrieval with a DC 21 Stealth check (see Contraband, page 8). If such an attempt fails, all heroes are subject to an intensive screening (see below).

If any hero does not have a complete identity, the supervisor takes an interest in that hero's screening. In this case, a disguised item can pass screening with a DC 22 Deception check or be planted with a DC 25 Stealth check. If such an attempt fails, all heroes are subject to an intensive screening (see below).

Intensive Screening: Any indication of a major security breach (such as a screener detecting a weapon) will result in intensive screening of all heroes. Each screener takes 20 on his Perception check, so getting a disguised item past security requires a DC 28 Deception check. Planting an item is very difficult due to the close attention, but the screeners can't take 20 on a passive check, and staying close enough for a lengthy

frisking provides ample opportunity for a drop. Doing so requires a DC 31 Stealth check.

Development: Because of their personal invitations and IDs linking them to the office of Senator Organa, the heroes are virtually guaranteed to be allowed on board after the screeners confiscate any contraband they find. The real challenge is to avoid making a scene in front of the other guests.

First Impressions

Once they join the gala, the heroes need to make a good first impression by being witty, charming, and pleasant. Failing that, they must at least avoid a faux pas by staying quiet without appearing standoffish.

Primary Challenge: The most important objective in this scene is to make a good first impression with the guests as a whole. The starting group attitude of the guests is indifferent, or unfriendly if the heroes were subject to intensive screening. (See the Life of the Party sidebar on page 9.)

Over the course of the reception, each hero must attempt two social interactions with other guests. In addition, the group as a whole must attempt two additional interactions, which can be undertaken by any of the heroes. The different interactions available are described as an auxiliary challenge, below.

The result of the reception is determined by the number of social interactions that have an unpleasant outcome (for example, saying something embarrassing, accidentally insulting someone, or perhaps trying too hard).

If the heroes have 0 to 2 unpleasant interactions, the reception is a smashing success. The heroes make a positive and lasting impression on the entire group, improving group attitude by one step (from indifferent to friendly, for example).

If the heroes have 3 to 5 unpleasant interactions, the reactions are mixed and, on balance, largely neutral. Group attitude does not improve or worsen as a result.

If the heroes have 6 or more unpleasant interactions, the reception is a disaster. The other guests come to the conclusion that the heroes are unrefined, uncouth, and ill-mannered, and they are subject to icy stares and derisive laughter from all in attendance. Group attitude worsens by one step (from indifferent to unfriendly, for example).

Auxiliary Challenge: A hero can attempt any of these social interactions by making the listed skill check:

Witty Banter (DC 15 Persuasion check): The hero engages one or more guests in conversation on any number of topics. A failure results in the hero making an off-putting or ill-mannered remark.

Attentive Listener (DC 15 Perception check): Careful observation and active listening help the hero pick up on important details and appear sympathetic and understanding. A failure results in the hero losing focus and completely misunderstanding the speaker's point.

Innuendo (DC 15 Gather Information check): The hero engages in a more subtle type of conversation, one in which what is left unsaid is most important. A failure means that the hero misinterpreted another guest's meaning or accidentally implied something embarrassing.

Blend In (DC 20 Stealth check): The hero tries to blend in to the crowd to avoid drawing attention. A failure means that other guests notice the hero's shyness, perhaps mistaking it for aloofness.

Bragging Rights (DC 15 Deception check, +2 per check after the first): The hero spins an impressive tale that is light on facts. However, exaggerations can stand out if they are used too often.

In addition to the interactions described above, a hero can attempt one or more of the following skills in conjunction with a social interaction.

Noncombat Encounters

Here are a few suggestions for handling this section of the adventure and its focus on social, nonviolent encounters.

Assigning Skill Checks: Instead of telling the players their options right away, let them describe what they want to do in real-world terms. Use their descriptions to decide which option is closest to their intent, calling for the appropriate skill checks.

If your players have trouble coming up with an approach to these sorts of encounters, particularly at the beginning, be ready to list each option along with its associated skill check, but don't tell the players the specific DCs right away. As the adventure progresses, though, you should find the players adapting to these encounters, perhaps even suggesting the use of skills that aren't listed.

Alternative Skills: Each noncombat encounter lists several skills that can be used to gain the desired outcome, but this list is not necessarily exhaustive or exclusive. If a player suggests another relevant skill that might be useful in the situation and provides a reasonable explanation of how to apply it, give that player the benefit of the doubt and let him make the attempt.

Most improvised skill checks should have a DC equal to the highest listed for any other skill on that encounter, adding +2 to the DC for each previous attempt. If the player describes the skill's use particularly well or poorly, apply other modifiers as you see fit.

If the skill check succeeds, the hero gains a +2 bonus to the next skill check made for that encounter. If the skill check fails, that skill cannot be used for the remainder of the encounter by any of the heroes.

Adjudicating: A player should describe his intended approach in as much detail as possible, giving you an idea how well the actions fit the needs of the encounter. If a player provides a particularly clever idea or comes up with something especially appropriate to say to a GM character, don't hesitate to give that player a small bonus (usually +2) on his skill check. More importantly, announce that you are doing so, to encourage the players to do more of the same.

On the other hand, if a player suggests something particularly inappropriate, you are fully justified in imposing a small penalty (again, usually –2) to the skill check. Don't use this option too often, however, because you don't want the players to feel like they're being punished for not approaching things the way you would. You're usually better off encouraging good ideas than punishing bad ones. (Besides, even if the *player* has a bad idea, the *character* might know better—which is what skill modifiers represent.)

Finally, don't force players to go too far out of their comfort zones to earn these bonuses. Some players prefer to narrate their actions ("I'll talk to the Senator about the Outer Rim trade bill") while others like to get into character and act things out ("Senator, have you formed an opinion on this Outer Rim trade bill?"). Both approaches are perfectly acceptable for the purposes of the adventure, so unless your game has already-established rules for in-character vs. out-of-character speech, give the players room to handle these social encounters in the manner they find most comfortable.

Another Round (DC 15 Endurance check, +2 per check after the first): The hero gravitates toward the drinks at the open bar, interacting with guests who have loosened up a bit. On a success, the hero adds a +2 bonus to the next social interaction. On a failure, the hero has too much to drink. The hero gains no bonus and moves −2 persistent steps down the condition track (automatically ends after this encounter).

Trivia (DC 15 Knowledge [galactic lore] check): The hero puts years of HoloNet watching to good use, recalling relevant and interesting facts and anecdotes during conversation. On a success, the hero adds a +2 bonus to the next attempt at witty banter (Persuasion check). On a failure, the trivia comes across as an awkward attempt to change the subject, imposing a −2 penalty to the next Persuasion check for witty banter.

Informed Opinion (DC 20 Knowledge [any but galactic lore]): The hero applies expert knowledge to a discussion, either elevating the discourse or, in the case of bragging, making it more believable. On a success, the hero gains a +2 bonus to the next attempt at witty banter (Perception check) or bragging rights (Deception check). On a failure, the hero says something that is obviously wrong, making others doubt his expertise. In this case, none of the heroes can attempt to provide an informed opinion with that specific Knowledge skill for the remainder of the encounter.

What I Meant to Say . . . (DC 20 Deception check): Immediately after failing a social interaction, the hero can attempt to recover with some fast talking. On a success, the last failure is nullified; on a failure, this counts as an additional failed social interaction.

Development: The result of this reception sets the tone for the remainder of the social encounters on the *Gem of Alderaan*. If the heroes made a good impression, they will find it substantially easier to gain the attention and approval of major guests (and, by extension, Lady Aldrete).

Ad Hoc XP Award: If the heroes successfully improve the attitude of the guests by one step, the heroes gain experience as if they had each defeated a CL 13 opponent.

All Aboard

As the reception draws to a close, Lady Aldrete appears to welcome the guests and invite everyone on board the *Gem of Alderaan*. Read or paraphrase the following:

> After a short introduction by the emcee, Lady Aldrete walks out on stage wearing a revealing, low-cut dress that you wouldn't expect to see on a noblewoman. She makes her way to the lectern, leaning against it with one hand while holding a snifter of Alderaanian brandy in the other.
>
> "Okay, everyone," she says, slightly slurring her words, "I know a lot of you. And a lot of you are here because you know my grandpa. And a few are here for the free drinks." She giggles loudly, prompting some forced laughter from the assembled guests.
>
> "Either way, thanks for coming to our launch, and you'll be the first to see all the great stuff Grandpa put in. And there are bars in every repulsorcar and a nightclub on the back of the train—those were my ideas! And I got bouncers and everything to keep the worst riffraff outta my club—and to keep the best riffraff in!"
>
> She winks, raises her glass, and takes a drink of brandy before wandering away from the lectern, drawing applause from the fawning masses. While the guests file onto the massive repulsortrain, Lady Aldrete is hurried on board by her staff, bypassing everyone else in line.

Once on board, give the heroes a little time to explore. The repulsortrain is much shorter than it would be during regular service because this is an invitation-only maiden voyage, only a few hours long. From front to back, the *Gem of Alderaan* includes:

- A control car, where the crew control the operation of the repulsortrain. For safety reasons, this area is sealed off from passengers.

- A lounge car, featuring all-around windows that provide a breathtaking panoramic view. The lounge is broken down into semiprivate areas for small gatherings, and available amenities include an extensive library, a fine selection of spirits, and even atmospheric bubbles for guests to adjust the environment to match their comforts (and to keep t'bac and spice odors away from others).

- A dining car, seating dozens in a split-level dining area that includes smaller, two-person tables for couples, four- to six-person tables for small groups, and a single large banquet table for large gatherings. Underneath the upper level are the kitchens, fully automated with state-of-the-art luxury autochefs and taking up far less room than such a stunning gourmet kitchen would normally require. The top level also includes a bar and another Mon Calamari water sculpture, this fountain somewhat smaller and less ornate than the one at the reception.

- A casino car that includes four sabacc tables, three Savareen whist dealers, two jubilee wheel tables, and two large banks of credit game machines on the trailing balcony. In addition, the casino has a stage for various entertainment, two bars (one on each level), and a heavily armored, secure cashier's area dominating one side of the car.

- A car dedicated to Lady Aldrete's personal nightclub, Decadence. It is kept dark except for pulsing strobe lights and dim table lamps, and the dance floor noticeably vibrates from the pounding, relentless beat of high-tempo music. The lower level has a bar, several booths, the dance floor, a main stage, and two smaller dance stages with a floor-to-ceiling bronzium pole. The upper level has small tables, booths, a bar, a single sabacc table, and a small manager's suite that overlooks the dance floor. Unlike the other cars, this one has a bouncer at the entrance who turns away anyone not deemed important (or attractive) enough to come inside. (See Entanglements, page 14.)

Traveling in Style

Give the heroes some time to explore the train as a whole before starting the different social encounters outlined below. They can be undertaken in any order. The players can announce what sorts of things they want to look for, or you can reveal each encounter when the heroes are in a position to observe them.

These encounters are meant to be approached one at a time by the entire group. However, the heroes can split up, each handling a different encounter that is particularly suited to their individual strengths. This is not advised, but in this case it is best to run each encounter simultaneously, with each player taking a turn for each attempted action. If separate encounters are handled sequentially, several players will be left out for long stretches at a time. If one hero finishes one

encounter before the others, that hero can join another encounter already in progress unless otherwise specified.

Critical Challenge: To gain the notice of Lady Aldrete, the heroes must fulfill the following criteria at the end of all encounters in Traveling in Style:

- Group attitude of the guests must be helpful.
- At least one major guest must be helpful.
- The number of major guests who are helpful or friendly must be greater than the number of major guests who are indifferent or unfriendly.
- No major guests can be hostile.

Development: When the heroes have drawn sufficient positive attention from the other guests, you can move on to Private Invitation (page 15), but you should continue these social encounters at least until the heroes have advanced to 16th level. Unless the players are growing antsy from the lack of combat encounters, there is no reason that you can't have the heroes participate in all of the social encounters below.

A Friendly Game of Sabacc

In the casino, a lively game of sabacc has started between several attendees, including three major guests. Each round of gambling—representing a series of several hands of sabacc—requires a stake of 2,000 credits (but see below), and the outcome is determined by opposed Wisdom checks made by all players. Heroes who have the Gambler talent (page 46, *Saga Edition* core rulebook) add +2 to this roll per instance of the talent.

Depending on how they play, the losers of each round might have to give some or all of their stakes to the winner, as shown in this summary of the basic gambling rules (page 47, *Saga Edition* core rulebook):

- Lose by 0 to 4 points: Break even, keep entire stake.
- Lose by 5 to 9 points: Give half of stake to winner.
- Lose by 10 points or more: Give entire stake to winner.

A hero with less than 2,000 credits can still play, taking a –2 penalty to the Wisdom check (it is easy to be pushed out by high bets) and giving the entire stake to the winner on any loss.

In addition, a hero might do several things during the game to affect the outcome. These are outlined below.

Bluffing: Make a Deception check; if it equals or exceeds the Will Defense of all GM characters, you get a +2 bonus to your next Wisdom check. If the check is unsuccessful, you take a –2 penalty to your next Wisdom check. In addition, you give away a "tell" that makes it easier for other players to realize when you're bluffing; as a result, for each previous failure, you take a –5 penalty to future Deception checks.

Body Language: You can try to pick up on the unconscious body language of your opponents, "tells" that indicate the strength of their hand. Make a Perception check; if it equals or exceeds the Will Defense of all GM characters, you get a +2 bonus to your next Wisdom check. If the check is unsuccessful, you take a –2 penalty to your next Wisdom check.

Chatterbox: You can attempt to distract your opponents by engaging in casual conversation. Make a Persuasion check; if it equals or exceeds the Will Defense of all GM characters, you get a +2 bonus to your next Wisdom check. Because it's hard to keep the conversation light and engaging for very long, you take a –5 penalty to your Persuasion check for each previous attempt. If the check is unsuccessful, no heroes can use this option for the rest of the encounter.

Cheating: Make a Deception check in place of your Wisdom check to determine your success during the game. However, each GM character makes a Perception check to notice your actions; if the Perception check beats your Deception check result, you are ejected from the game, forfeiting your entire stake. In addition, the group attitude of the guests drops by one level (for example, from indifferent to unfriendly).

Alternatively, you can attempt to cheat using sleight of hand (Stealth). This is resolved as above, but you take a –5 penalty to your skill check.

Collusion: On any given round, a player can attempt to aid an ally instead of trying to win. Make a DC 10 Wisdom check; if successful, you grant a +2 bonus to a single ally's next Wisdom check. When determining the outcome of that round of play, treat your Wisdom check as 10 or your actual result, whichever is less.

Steady Hands: Make a DC 15 Endurance check. On a success, your steady hands and nerves allow you to retain a high level of focus during the round, granting a +2 bonus to your next Wisdom check. Add +5 to the DC for each previous attempt. If you fail, fatigue sets in, and you can't use this option for the rest of the encounter.

Wild Cards: Make a DC 15 Knowledge (galactic lore) check. On a success, you call for an obscure variant of sabacc when it's your turn to deal, something that most players haven't played. You gain a +2 bonus to your next Wisdom check. Add +5 to the DC for each previous attempt. If you fail, you have exhausted your knowledge of sabacc variants and can't use this option for the rest of the encounter.

Players: The opponents during this encounter are described below, along with their gamble modifier (Wisdom modifier plus any bonuses from the Gambler talent), Will Defense, Perception modifier, bankroll, and effective Challenge Level. If an opponent loses his or her entire bankroll, the players gain experience for defeating an opponent of that Challenge Level.

- *Ardia Terrsyn, actress (major guest)*—gamble +3, Will Defense 19, Perception +9, 5,000 credits, CL 16.
- *Dien Suub, SoroSuub executive (major guest)*—gamble +2, Will Defense 20, Perception +10, 6,000 credits, CL 15.
- *Zalar Rishek, scion of the House of Rishek (major guest)*—gamble +1, Will Defense 15, Perception +13, 4,000 credits, CL 14.
- *Tavid Ahkoeri*—gamble +1, Will Defense 14, Perception +9, 3,000 credits, CL —.
- *Anjeru Valett*—gamble +0, Will Defense 15, Perception +5, 2,000 credits, CL —.
- *Dyni Endarsin*—gamble +0, Will Defense 15, Perception +5, 2,000 credits, CL —.

Primary Challenge: If the heroes defeat all the minor guests (Tavid Ahkoeri, Anjeru Valett, and Dyni Endarsin), they impress the other attendees, improving the group attitude of the guests by one step.

If the heroes defeat a major guest, they can either improve the attitude of that major guest by one step or improve the group attitude of the guests by one step.

Regardless of how well the heroes perform during this encounter, the group attitude of the guests cannot have a net improvement of more than one step. For example, if the heroes were caught cheating (one step worse) but they beat three major guests (each worth one step of improvement), the net effect is one step of improvement.

Development: The effects are cumulative with those of other social encounters, and the heroes can keep any credits won during the game. The heroes are not expected to defeat all opponents in this encounter, nor is it necessary.

Ad Hoc XP Award: The heroes receive experience for each opponent they defeat, as described under "Players," above. If the heroes defeat all three minor guests, they gain experience as if they had defeated a CL 14 opponent.

Armchairs and Holochess

A warm and cozy spot in the lounge is an ideal place for a stimulating intellectual discussion with the galaxy's elite. Morrax Nabin, Imperial governor (major guest), sits by the holochess board, hoping someone will join him for a casual game. Until then, he is enjoying some Alderaanian brandy with Dien Suub, SoroSuub executive (major guest); Cednah Faenel, Alderaanian noblewoman (major guest); and several others—Professor Wachs Tauph, Dr. Stae-Fahnti Koelbayr, and Mahg-Raet Duumont—as they discuss financial markets, history, politics, and any other topic that arises.

Primary Challenge: All heroes present must participate in the conversation, or at least try to blend in. Participation is optional for a hero playing holochess (see below). During each round of discussion, each hero picks a conversational topic from the list below.

Medicine: Make a DC 15 Knowledge (life sciences) or DC 20 Treat Injury check. If successful, you recount recent developments in biotech, cybernetics, surgical techniques, pharmaceuticals, or epidemiology.

Politics: Make a DC 15 Knowledge (social sciences) or DC 15 Knowledge (bureaucracy) check. If successful, you make several relevant points on recent political debates and controversies.

Technology: Make a DC 15 Knowledge (technology) or DC 20 Mechanics check. If successful, you discuss the implications of recent breakthroughs in engineering, manufacturing, and architecture.

Trade: Make a DC 20 Pilot or DC 20 Use Computer check. If successful, you use knowledge of hyperlanes and astrogational challenges to make several insightful comments about issues in interstellar trade.

Ummm . . . What He Said: Make a DC 20 Deception or DC 20 Stealth check. If successful, you avoid drawing attention to your breathtaking lack of knowledge about academia, skillfully redirecting questions toward another in the conversation.

The objective is for the heroes to contribute something meaningful to the conversation as many times as possible out of 8 rounds of conversation. If the heroes make three or more embarrassing, uneducated, or amateurish remarks (signified by a failed skill check) in total, they prompt chuckles and condescending remarks from the other guests ("Well, I suppose *someone* has to attend those universities on the Outer Rim"), effectively ending this challenge.

Primary Challenge: Only one hero can play against Governor Nabin in a game of holochess. The objective is to be successful at least four times with various strategies, outlined below, resulting in the hero checkmating the governor. However, if the hero hasn't done so after six attempts, the governor's superior experience in the game allows him to defeat the hero by attrition after a protracted struggle.

Lightning Round: Make a DC 25 Initiative check. On a success, you plan out several contingencies while waiting for Nabin's move. You take your turn after only a second's pause, leaving the governor flat-footed (and a little intimidated) because of your quick response; add a +2 bonus to the skill check to execute a strategy this round. On a failure, however, your haste leads you to make a terrible oversight, making this round's strategy automatically unsuccessful.

Relentless Assault: Make a DC 25 Knowledge (tactics) check. On a success, you execute a classic set-piece attack, keeping your opponent on the retreat as he is knocked back on his heels.

Misdirect and Reveal: Make a DC 20 Deception check. On a success, you draw your opponent's attention to an intricate feint, but your moves open up a completely unexpected avenue of attack.

Spoiler: Make a DC 20 Perception check. Instead of seizing the offensive, you try to anticipate Nabin's next move, playing solely to spoil his attacks and frustrate him into making a mistake that leaves him exposed elsewhere.

If the hero is also participating in the conversation (see above), resolve the outcome of one strategy during each round of discussion.

Development: Successful participation in the conversation improves either group attitude, Dien Suub's attitude, or Cednah Faenel's attitude by one step. If the heroes do so without a single failure, all three improve by one step.

Defeating Governor Nabin improves either guest attitude or the governor's attitude by one step. A perfect game (no failures) improves both by one step.

Group attitude cannot improve by more than one step during a single encounter.

Ad Hoc XP Award: If the heroes have at least four successes in the conversation, they earn experience as if they had defeated a CL 11 opponent. Double this award if they manage six or more successes. If Governor Nabin is defeated in the game of holochess, the heroes earn experience as if they had defeated a CL 16 opponent.

Fine Tastes

A multicourse dinner is served that evening in the dining car, and the heroes—as representatives of Senator Organa—are asked to sit at the banquet table. The meal is exquisite:

- It starts with a cocktail hour with Coruscant blush wine, Corellian spiced ale, and Duros ale (or Reythan berry juice and Barnaban mistwater for those who prefer something nonalcoholic), with stuffed Plavonian starfish and raw rockfish twists for hors d'oeuvres.
- For soup, there is a choice between hillindor fowl and Ukian torbull tail, with Neonan red cheese and Alderaanian flatbread on the side.
- The salad is cut from fresh greens from Ithor, with a Coruscant red wine vinaigrette.
- For a palate cleanser, Ithorian starfruit blended in a light creme liqueur.
- For the main course, there is a choice of roast Alderaanian gorak served in malla petals or broiled Nerf tenderloin, with a side of Ghoba rice pilaf and Verdian vine beans. It is served with a glass of Corellian merlot.
- Finally, for dessert, there is a choice of a Forrolow berry parfait, Corellian air cake, or Barnaban mist-pudding.

Each course is delivered by four red-uniformed BD-3000 droids—luxury droids with a statuesque and sleek feminine sculpt, seen as a status symbol among the richest of the social elite.

Most guests visit the dining car at some point, but meal service is staggered to accommodate all aboard. When the heroes dine, some other guests at the main table include Morrax Nabin, Imperial governor (major guest); Lynaa, famed fashion designer (major guest); Cednah Faenel, Alderaanian noblewoman (major guest); Capt. Z'paul Diin, Dr. Hakaen Bousch, and Ruf-Asti-Viarffli.

Primary Challenge: The challenge for the heroes is to make civilized conversation while enjoying the finest foods from across the galaxy—and without looking like they just fell off a spice freighter from Tatooine. To make a good impression, the heroes need to participate meaningfully in the conversation as many times as possible, up to a maximum of six.

Three unsuccessful attempts to participate—whether unsophisticated ("Yummy!") or uninformed ("Of *course* nerf come from Bespin!")—result in the heroes' opinions not being taken seriously for the remainder of the meal, effectively ending the challenge.

The heroes can attempt any of the following approaches:

Light Conversation: Make a DC 10 Persuasion check. On a success, you engage your dining partners in casual conversation unrelated to the meal but charming nonetheless. Empty banter grows tiresome, however, so add +5 to the DC for each previous attempt by any of the heroes.

Oenology: Make a DC 20 Knowledge (galactic lore) check. On a success, you make insightful observations about the wine, remarking on its vintage and character. You gain a +2 bonus to your check if you have any talents from the Lineage talent tree (page 44, *Saga Edition* core rulebook). A failure makes this option unavailable to you for the rest of the encounter.

The Nose Knows: Make a DC 20 Perception check. On a success, your palate identifies subtleties and nuance in an item that others might miss. You gain a +2 bonus to your next Deception, Knowledge (galactic lore), Knowledge (life sciences), Knowledge (social sciences), or Survival check. On a failure, you have saturated your senses for the moment, making this approach unavailable for the rest of the encounter.

Secret Ingredients: Make a DC 15 Knowledge (life sciences) or DC 20 Survival check. On a success, your experience with foods—improvised or otherwise—on countless worlds allows you to identify and comment on some of the herbs, spices, and other ingredients in a given dish.

Exotic Dishes: Make a DC 15 Knowledge (social sciences) check. On a success, you recall something about the planet and culture of origin for a particular dish, perhaps commenting on the chef's reinterpretation of the traditional version.

No, Seriously, I'm a Chef: Make a DC 15 Deception check. On a success, you make up some detail about a dish that sounds plausible, at least for the duration of the meal. Repeated fabrications eventually push the boundaries of believability, so add +5 to the DC for each previous attempt by any of the heroes. On a failure, the other guests become incredulous at your "facts," making this option unavailable to any hero for the rest of the encounter.

FoodNet Addict: Make a DC 20 Use Computer check. On a success, all that time spent browsing the HoloNet pays off, and you recall reading or watching something about a given dish. A failure makes this option unavailable to you for the rest of the encounter.

Taking a Peek: If you have the *farseeing* power, make a DC 20 Use the Force check. On a success, you glimpse some detail about a dish's origin, perhaps a brief vision about how it was prepared. On a failure, you cannot use *farseeing* in this manner for the rest of the encounter.

Development: If the heroes make fewer than three blunders during their conversation over dinner, improve the group attitude of the guests and the individual attitude of all major guests by one step. If the heroes failed to do so but still had at least one success for each hero before accumulating three failures, the heroes can improve either group attitude or the attitude of a single major guest by one step.

Ad Hoc XP Award: If the heroes make four or more insightful comments, they earn experience points as if they had defeated a CL 13 opponent. Double the experience award if they have six successes.

Entanglements

Club Decadence: Nothing could better embody the excess, debauchery, and hedonism that gave Lady Aldrete her fame. Cloaked in darkness and illuminated only by multicolored strobe lights, holoprojectors, and table lamps, the entire car pulses with a pounding beat. The younger guests (and the young at heart) come here to dance, carouse, and flirt—not necessarily in that order. Some notable guests present when the heroes arrive include Ardia Terrsyn, actress (major guest); Lynaa, famed fashion designer (major guest); Zalar Rishek, scion of the House of Rishek (major guest); Khyyynett, Brial Sullor, and Fia Nazhena.

The bouncer at the door refuses entry to the heroes ("You're not on the list") unless the guests have a group attitude of friendly or better, or at least one major guest has an attitude of friendly or better. However, the bouncer can be bribed (200 credits) with a DC 20 Persuasion check. Offering ten times this amount grants a +5 bonus to the skill check.

Primary Challenge: The heroes need to make a memorable impression on these guests, being eye-catching, entertaining, and captivating even as they try not to look like they're trying too hard. The heroes want to accumulate as many successes as possible, to a maximum of six. A little humiliation goes a long way, though: If the heroes accumulate a total of three failed activities over the encounter, their efforts begin to draw ridicule and scorn, effectively ending the challenge. (Heroes who want to participate in the auxiliary challenge, below, cannot participate in the primary challenge.)

Several activities can be used to attract admiration and envy:

Served! Make a DC 10 Acrobatics check. If successful, your dance moves impress the crowd, outshining the competition. On a failure, you are outperformed by a rival, effectively closing off this approach. Because you need to show off new moves, add +5 to the DC for each previous attempt. Heroes can use the aid another action to cooperate on this check if all involved are trained in Acrobatics.

Pickup Artist: Make a DC 15 Persuasion check. If successful, you attract the attention of a romantic prospect, making you the center of attention. On a failure, you are shot down in a particularly visible way, preventing further attempts. It's difficult to attract multiple prospects in rapid succession, so add 5 to the DC for each previous attempt.

Club Mix: You hit the audio booth and take a turn at mixing some tunes. Make a DC 20 Use Computer check or DC 20 Perception check. If successful, you mix a creative mash-up of different songs, drawing rousing approval from the crowd. On a failure, your attempt is halting, uneven, and embarrassing, preventing any future attempts.

Break It Up! A scuffle breaks out near you between Zalar Rishek (major guest) and Khyyynett, with their respective entourages looking on. Make a DC 20 Initiative check. If successful, you pull the two apart before any serious harm is done. If you fail, the scuffle escalates into a brawl before you can intervene. Heroes can use the aid another action to cooperate on this check if all involved are trained in Initiative.

In addition, there are a few options that can be used to make the above activities a little easier:

Stay Hydrated: Make a DC 15 Treat Injury check. If successful, you grant a +2 bonus to the next Acrobatics check made by you or another hero (your choice). On a failure, you administer too much water at once, inducing nausea and moving the subject –1 persistent step down the condition track until the end of the encounter.

Pace Yourself: Make a DC 15 Endurance check. If successful, you gain a +2 bonus to your next Acrobatics check. On a failure, you try to last through one song too many, exhausting yourself and moving –1 persistent step down the condition track until the end of the encounter.

Stage Dive: Make a DC 15 Jump check. If successful, you gain a +2 bonus to your next Acrobatics check. On a failure, you try to leap from a little too high, slightly injuring yourself and moving –1 persistent step down the condition track until the end of the encounter.

Sweet Nothings: Make a DC 15 Deception check. If successful, you practice the delicate art of saying something poetic and romantic, granting a +2 bonus to your next Persuasion check (pickup artist). On a failure, you say something you really shouldn't have, imposing a –5 penalty to your next Persuasion check.

Auxiliary Challenge: Though lumguzzling is mostly associated with Corellian spacers' dives, the drinking contest has gained popularity (and notoriety) on the club scene and among idle rich who are "slumming."

In this challenge, one or more heroes go head to head with a rowdy bunch of drinkers, among them Lynaa (who, despite being twice the age of most in attendance, is quite gifted at the game). Whoever remains standing is the winner. If the heroes last through 4 rounds without falling unconscious, they outlast the competition. On each round of drinking, make a DC 20 Endurance check.

- On a success, you suffer no ill effects from the pitcher of lum.
- If you fail by 1 to 9 points, you're still standing, but you move −1 persistent step down the condition track.
- If you fail by 10 or more points, you fall unconscious and fail the challenge.

If multiple heroes participate and last 4 rounds, all receive full credit for beating the opposition, but the players can continue the contest for additional rounds for the sake of bragging rights.

Though lum is a strong alcoholic beverage, its chemical structure breaks down exponentially faster as its concentration increases in an individual's bloodstream, making it impossible to overdose on the drink. Because of this, the persistent condition caused by lumguzzling is automatically removed if the hero rests for 10 minutes after the end of the encounter.

Development: If the heroes complete the primary challenge, they improve either group attitude or Ardia Terrsyn's attitude by one step. If they broke up a fight, they also improve Zalar Rishek's attitude by one step. If at least one hero completes the auxiliary challenge, he or she improves either group attitude or Lynaa's attitude by one step. Group attitude cannot improve by more than one step in a single encounter.

Ad Hoc XP Award: If the heroes have at least four successes in drawing attention, award experience as if they had defeated a CL 12 opponent. Double the experience if they earn six or more successes.

For each hero who successfully participates in the primary challenge or who wins the lumguzzling contest, award experience as if they had defeated a CL 12 opponent.

Private Invitation

Once the heroes satisfy the criteria for completing Traveling in Style, they are approached by Notru'denn, an old male Twi'lek who works as Lady Aldrete's personal assistant. He says that Lady Aldrete is interested in meeting the heroes, and he invites them to her office on the top floor of the nightclub. Once there, read or paraphrase the following:

> Lady Aldrete's office, featuring a desk, couch, and a small end table, seems remarkably plain for someone of her station. Her office has one other door, and a large window—actually a one-way mirror overlooking the dance floor—dominates the wall behind the desk.
>
> Notru'denn invites you to have a seat on the couch. Once the office door closes, he leans against the desk and folds his arms. "Before we go any further, I'd like to know who you really are and why you've gone to such lengths to get Lady Aldrete's attention."

Give the heroes a chance to explain the situation, but Notru'denn already knows that they are wanted by the Empire and working for Senator Organa. If they don't come clean, read the following:

> "Let me rephrase that. My sources indicate that your identification and records did not exist yesterday morning. I had our slicers compare our personnel 'backup' of the database to be sure. It took me a bit to make the connection, but we know that Senator Organa is hiding fugitives from the Empire, and despite cosmetic differences in appearance, you match their descriptions quite well.
>
> "So," he smiles, "let's return to my earlier question. Why do you want to meet Lady Aldrete so badly? What do you need from her?"

Notru'denn continues questioning the heroes until he is convinced that he has most of the facts. If the heroes claim to need anything other than the Deep Core clearance codes, Notru'denn shoots down the claim by pointing out a much easier way of getting it. Use the following phrases as a guideline for his responses:

- "Oh, you could find that in one afternoon on Nar Shaddaa."
- "Wouldn't the Bothan SpyNet be able to provide that information with a lot less fuss?"
- "I'm sure an Imperial Senator—even one who seems not to like the Empire—could pull strings to make that happen without asking for our help."

If the heroes mention the Deep Core clearance codes, Notru'denn realizes that they are serious. His whole tone changes, becoming less bemused and more concerned. Read or paraphrase the following:

> "You've leveled with me, so I'll do the same. Lady Aldrete is not who she seems to be. All this," he gestures, indicating the nightclub, the repulsortrain, and even her life in general, "is just an act.
>
> "Lady Aldrete controls an information network that stretches from Alderaan to Empress Teta. Her smugglers double as observers and spies, particularly in the Deep Core. Even the Bothan SpyNet can't match her infiltration of that region. One effect of the Emperor's pro-Human policies is that it's much easier to notice when Bothan spies show up.
>
> "Lady Aldrete maintains the image of a spoiled heiress because it keeps the Empire away. The gossip media constantly reports on where she's clubbing, who she's dating, and where she's vacationing, so why assign an Imperial Intelligence agent to do the same?
>
> "Now, since it seems we have a common enemy in the Empire, I'm sure Lady Aldrete will be open to providing what you need." He keys a button on the desk, opening a comm channel. "Milady, everything checks out. Join us in your office when you're able."
>
> "Very good, I'll be there shortly," she replies, with a businesslike tone to her voice that seems out of place.

Notru'denn offers the heroes a drink while they wait. Allow some casual conversation, but if the PCs press for more details, he suggests that they wait for Lady Aldrete so that she can speak for herself.

Critical Challenge: Notru'denn must learn why the heroes want the Deep Core clearance codes, so his questions keep returning to that point until the truth comes out. Once it does, he and Lady Aldrete are willing to work with the heroes, at least long enough to hear further details.

Development: Moments after the conclusion of this scene, Part 3: The Uninvited begins, and the heroes find themselves trying to save the passengers and Lady Aldrete from a band of ruthless mercenaries.

Part 3: The Uninvited

After their heroes have had some time for some casual conversation with Notru'denn and any necessary recuperation, read or paraphrase the following:

> The repulsortrain suddenly shakes, and a distant rumbling can be heard over the din of the music in the club. A moment of silence, then another deep rumbling, this one much closer. Something is terribly wrong.
>
> Notru'denn turns to the terminal built into the desk. "We've been boarded, multiple points of entry. There's a transport flying ahead of the control car, it looks—"
>
> He is interrupted by a voice over the intercom. The speaker hisses with a deep Trandoshan accent: "Organa! We know you're aboard—surrender and the rest of the passengers can go free."
>
> The voice cuts off suddenly, replaced by static. Notru'denn checks one control panel, then another, then another. "All internal communications and data connections are dead. And if our boarder thinks Senator Organa is on board, he'll probably be very, very angry when he can't find him."

Use the following skill checks to determine what the heroes know about their situation:

DC   Knowledge (technology) or Mechanics

15 The couplers that join each repulsorcar to the next include a bundle of communications and data connections. If all external feeds are out, these probably have been cut manually.

20 Repulsortrains normally have emergency brakes that activate automatically if the connection to another car is lost. Since the *Gem of Alderaan* isn't slowing, the boarders must be overriding the safety mechanism from the control car.

25 The high-energy ionization from train's repulsor rail connection makes normal communication very difficult, so repulsortrains normally feed all incoming and outgoing calls through a subspace radio. With internal communications cut and the control car in the hands of the boarders, it might be impossible to call for help.

Notru'denn doesn't have much equipment available for the heroes, but he gives them two sporting blaster pistols hidden in the desk.

> "Here, take these. I saw multiple entry points before the sensors cut out, so they'll be here any moment. Go see what you can do to help. If that thug can't find Senator Organa, he might start hurting other passengers, or he might take Lady Aldrete hostage instead.
>
> "I'll stay here and see if I can rig something to send a distress signal. Go, hurry!"

Boarded!

A moment later, Trandoshan mercenaries burst through the main entrance to the club. See "Alone in the Dark" (page 19) for information on running the encounter.

Primary Challenge: The heroes must overcome the Trandoshan mercenaries to escape from the Decadence nightclub and move into the next repulsorcar.

Development: This is the heroes' best opportunity to acquire weapons and equipment for use in the remainder of the adventure. In addition to the weapons and gear carried by the mercenaries, the heroes can find a fire extinguisher, a medical kit, and other assorted tools in each of the two bars.

Notru'denn insists on staying behind to try to jury-rig some means of communication. If one of the heroes feels qualified for the job, the Twi'lek points out that while he is handy with technology, he's a lot less capable with a blaster.

If a hero still wants to help, let her make a DC 20 Knowledge (technology) check. On a success, the hero remembers that the repulsortrain is suspended from a highly charged unirail, and any physical collision with it will cause the release of a large ionic burst. The burst would be visible on sensors, attracting the attention of the authorities. (This is what Notru'denn eventually thinks of, using a fire extinguisher to rig an improvised projectile launcher.)

All In

Having escaped from the nightclub, the heroes encounter a heavily armed group of mercenaries and a war droid attempting to break into the fortified cashier's area in the casino car. See "Unlikely Allies" (page 22) for information on running the encounter.

Primary Challenge: The heroes must move through the casino to enter the dining car, which is almost impossible unless they incapacitate the mercenaries and war droid in the casino.

Auxiliary Challenge: To gain the continuing assistance of Governor Nabin's stormtrooper detail, the heroes must ensure that they and the governor survive the battle. After the casino car is secured, the stormtroopers suggest to the governor that they must help the heroes retake the repulsortrain. (The stormtroopers believe that the heroes are agents of the Empire, since they are listed on the staff of a member of the Imperial Senate.)

Governor Nabin, however, is shaken by the attack, and his initial reaction is to insist that his bodyguards stay by his side. The heroes can attempt to talk him into letting the stormtroopers fight the mercenaries, but it requires carefully phrased arguments.

If the heroes can make at least four convincing points, the governor is unwilling to part with the stormtroopers themselves, but he orders them to provide the heroes with most of their gear: 4 blaster rifles, 4 stun grenades, and 4 utility belts (each including 1 medpac). The stormtroopers keep their sidearms (heavy blaster pistols), although if asked, they are willing to give a hero a pistol instead of a rifle.

If the heroes can make at least six convincing points, the governor instead releases the stormtroopers to the temporary command of the heroes. They follow any orders given by the heroes that don't obviously conflict with their duty to the Empire (such as intentionally harming the governor or other guests).

However, time is short, and the governor wants to retreat as soon as possible. If the heroes have not convinced him after making eight attempts, he is unwilling to discuss the matter further, and he and his stormtroopers retreat to the Decadence nightclub.

The heroes might use any of the following skills to convince the governor:

Deception (DC 20): The heroes can claim that with the stormtroopers' help, the task will be easy, so the governor will have his bodyguards back in just a few minutes. This argument is difficult to make because if the task sounds too easy, the governor asks why the heroes need help to begin with. This argument can be attempted only once.

Knowledge (Tactics) (DC 15): The best way to get through to the governor is by describing a sound stratagem or plan that provides excellent chances of success but that cannot succeed without the help of the stormtroopers. A failed check means the heroes describe an implausible plan that further convinces the governor that the stormtroopers should stay by his side.

Perception (DC 20): By watching the governor's body language and his reactions to different arguments, a hero can try to read something specific about his fears and craft an argument that sets them to rest. A success grants the hero +2 to the next Deception, Knowledge (tactics), or Persuasion check. A failure means the hero completely misreads the governor's concerns, instead imposing a −2 penalty to that hero's next skill check and making this skill unavailable for the rest of the negotiations with the governor.

Persuasion (DC 15): This is the most straightforward approach, emphasizing the advantages and downplaying the disadvantages of letting the stormtroopers leave his side. However, a poorly stated argument hardens the governor's position, and any attempt to intimidate or frighten him automatically fails.

Treat Injury (DC 15): Quick use of a medical kit to treat his minor injuries—and to administer a mild sedative—makes the governor feel a lot less anxious. If the heroes perform the task sloppily, though, the pain reminds him of why he doesn't want to be separated from his bodyguards. This skill can be attempted only once.

Use the Force (DC 20): The use of *mind trick* can make almost any argument seem more plausible. A failure, however, shakes the governor's confidence by allowing him to hear the overly simple suggestion ("You have nothing to fear"). Treat this challenge as a standalone encounter for the purpose of using *mind trick* multiple times.

Ad Hoc XP Award: If the heroes prevent the civilians in the cashier's area from being harmed (most likely by disabling the war droid before it demolishes the walls), they gain experience as if they had defeated a CL 16 opponent.

If the heroes convince the governor to provide his stormtroopers' equipment, they gain experience as if they had defeated a CL 12 opponent. Double this experience award if the governor releases the stormtroopers to the heroes' command.

Development: Because the heroes are allegedly representatives of an Imperial senator, the stormtroopers make every effort to protect and aid the heroes unless the governor specifically orders them to do otherwise. If the stormtroopers survive this encounter, they continue to aid the heroes in subsequent encounters.

The war droid has two E-web repeating blasters built into weapon mounts on its shoulders. If the war droid is disabled rather than destroyed (that is, if the attack that reduces it to 0 hit points deals less damage than the droid's damage threshold), the E-webs remain intact and potentially usable. Each can be recovered (along with a small auxiliary power generator built into the war droid) with a DC 25 Mechanics check and one minute of work. Because the E-webs must be used with an improvised weapon mount, they cannot be braced to reduce the penalty from autofire. It requires two full-round actions to prepare an improvised firing position for an E-web.

Breakout

By the time the heroes reach the next car, the mercenaries have heard the sounds of battle, and they know that trouble is coming. See "In the Line of Fire" (page 27) for information on running the encounter.

Primary Challenge: The heroes must overcome the mercenaries and get through the dining car.

Primary Challenge: The heroes want to minimize the number of passenger casualties in the dining car. The mercenaries won't go out of their way to harm hostages, but they will use the passengers for cover.

Ad Hoc XP Award: If all passengers in the dining car survive, award the heroes experience as if they had defeated a CL 12 opponent.

Development: Lady Aldrete is not among the hostages. If any passengers survive, they tell the heroes that she was taken toward the front of the train by the mercenary commander.

Shortly after the end of the encounter, Notru'denn arrives and tells the heroes that he believes he got a distress call through to a friendly starship. He's not sure how long it might take for the ship to intercept the repulsortrain.

As long as any passengers survive, one of them is Dr. Hakaen Bousch. He has four FastFlesh medpacs (page 54, *Threats of the Galaxy*) and a surgery kit, and he can provide first aid or critical care to the heroes. He has Treat Injury +18 (including the +5 equipment bonus from the FastFlesh medpacs), and he takes 10 on his skill check. This heals character level + 13 hit points with first aid or character level + 8 hit points with critical care (see the Old Wounds sidebar). Up to two characters can use the aid another action to assist him (each healing an additional 2 hit points with a DC 10 Treat Injury check), but any assisting characters must be trained in Treat Injury if performing critical care.

In theory, Dr. Bousch could perform surgery as well, but the next encounter begins only a few minutes later.

Old Wounds

The following is a new use of the Treat Injury skill, which will come in handy after so many consecutive combat encounters without an opportunity for significant rest.

Critical Care (Trained Only; requires a medpac and surgery kit): You can attempt to use multiple medpacs on a creature in a 24-hour period. This requires one minute, and it expends the contents of one medpac. If you succeed on a DC 20 Treat Injury check, the creature regains a number of hit points equal to its character level, plus 1 hit point for every point by which your check result exceeds the DC. You take a −5 penalty to your Treat Injury check for every previous attempt at critical care in the last 24 hours, even if that attempt was unsuccessful.

If you fail on the Treat Injury check, the creature overdoses on the medicines in the medpac, causing it to take damage equal to its damage threshold. If this would reduce the creature to 0 hit points, it dies unless it can spend a Force Point to save itself.

You can attempt to perform critical care on yourself, but you take a −5 penalty on your Treat Injury check.

Death from Above

Before the heroes move beyond the dining car, read or paraphrase the following:

> You hear a loud whining overhead—the scream of ship engines.

If the heroes make a DC 15 Perception check, read or paraphrase the following:

> The sound is coming from a pair of starfighters flying very close by, no more than a few dozen meters away.

If the Perception check was successful, allow the heroes to make a follow-up DC 20 Knowledge (technology) check or DC 20 Pilot check. If they succeed, read or paraphrase the following:

> You recognize the engine noise—CloakShape fighters. They were old even at the start of the Clone Wars, and they definitely are not used by any local security forces on Alderaan.

Regardless of whether the heroes identified the source of the noise, the fighters continue to attack. Read or paraphrase the following:

> A moment later, you hear the thunder of laser cannons firing. The repulsortrain lurches violently as the overhead lights flicker out, and from the next car, you hear the sounds of shattering glass, twisting metal, and a continuous, deafening roar.

A quick glance toward the next repulsorcar (the lounge car) shows the extent of the damage: The car has been all but destroyed, its roof and windows completely blown away. At the far end of the car, staying low and against the wall to avoid the winds, a heavily armored team of mercenaries waits, weapons aimed at the door of the dining car.

If any stormtroopers or passengers are present, they tell the heroes that the damage to the lounge car puts the trailing repulsorcars in jeopardy. If the lounge car were to break apart, the debris, high winds, and sudden loss of power probably would cause the rear half of the train to derail and plunge to the ground over 100 meters below. To prevent that from happening, the heroes must manually uncouple the dining car from the lounge car, triggering each repulsorcar's internal emergency brakes. (If no stormtroopers or passengers are present, call for a DC 15 Knowledge [technology] check or Mechanics check to see if the heroes can reach this conclusion independently.)

If the stormtroopers are still alive, they cannot leave the governor behind, so they must remain on the trailing repulsorcars to protect the civilians there in case any mercenaries are hiding in the rear half of the train. The stormtroopers provide whatever aid they can (such as shooting at the mercenaries at the far end of the lounge car) until the heroes uncouple the dining car.

After the heroes have at least a moment to take advantage of the healing offered by Dr. Hakaen Bousch, they can move on. See "Gemcutting" (page 31) for information on running the encounter.

Critical Challenge: The heroes must release the couplers to avoid a catastrophic failure, potentially killing all passengers in the trailing repulsorcars. If they fail to do so safely, triggering an ionic discharge from the unirail, the rear cars still separate, but everyone on board those cars suffers serious injuries in the process.

Primary Challenge: After uncoupling, the heroes must deal with the CloakShape fighters, which now have line of sight to them. To move on, they must also defeat or avoid the mercenaries guarding the exit.

Development: Eventually, the heroes move into the control car. If the CloakShape fighters survive, they will appear again after the heroes are picked up by the *Banshee*.

Desperate Rescue

Once the heroes reach the control car, they face the mercenary commander who masterminded the attack and must prevent him from escaping with Lady Aldrete as his hostage. See "End of the Line" (page 35) for information on running the encounter.

Critical Challenge: The heroes and Lady Aldrete must escape from the *Gem of Alderaan* before it crashes (10 rounds after its fuel line is disrupted). The most likely means of escape is on board the *Banshee*, Sirona Okeefe's ship.

Primary Challenge: The heroes should defeat the mercenary commander and all remaining enemy starships, or at least force them to retreat. If the heroes are unable to do so, their opponents fight the *Banshee* for 5 rounds and then disengage automatically to escape from approaching Alderaanian security forces.

Development: Sirona Okeefe flies the *Banshee* back to Senator Organa's private retreat, giving the heroes ample time to talk to Lady Aldrete about their predicament.

Ad Hoc XP Award: If the heroes rescue Lady Aldrete and she has at least 20 hit points remaining, they receive experience as if they had defeated a CL 13 opponent. If she has fewer hit points but is still conscious, they instead get half this much experience.

Concluding the Adventure

Incredibly grateful for the heroes' bravery, Lady Aldrete happily agrees to help them in any way she can. Her "attention-seeking heiress" persona falls away to reveal her true self: intelligent, serious, and determined.

After discussing the situation in detail, she hands over the Deep Core security clearance, along with instructions on how to download the latest astrogational data for the journey to Prakith. Lady Aldrete also offers to provide the heroes with a set of false transponder codes for their ship and a pirated HoloNet transceiver that can send encrypted messages over the Empire's instantaneous communication network. (Both of these can be delivered and installed by the next day.)

Finally, Lady Aldrete has additional information about Inquisitor Draco and Master Denia. According to her spies, Draco's personal starship—a modified Sienar armored star courier, similar to Darth Maul's Sith Infiltrator—landed on Prakith at the newly built Citadel Inquisitorius months ago and has remained there ever since. If the intercepted messages can be trusted, Draco has Master Denia captive in the citadel.

Lady Aldrete has no new information about the prototype Super Star Destroyer or Admiral Varth, but there is no indication that anyone else has taken over the Sarlacc Project. It is almost certain that Varth is still working closely with Inquisitor Draco.

With that, Lady Aldrete leaves the heroes, but she promises to stay in touch on the HoloNet transceiver to provide information as it becomes available. The story continues in **Dawn of Defiance** Episode IX: *Sword of the Empire*, the next adventure in the campaign.

Ad Hoc XP Award: For completing their mission and securing the aid of Lady Aldrete, award the heroes experience as if they had defeated a CL 16 opponent.

Alone in the Dark
Challenge Level 16

Setup

The heroes begin in Lady Aldrete's office, and the Trandoshan mercenaries and berserkers begin in the intercar area (marked "Boarding Party"). At least two dozen guests are in the club, cowering under tables or behind bars.

Read-Aloud Text

The doors connecting to the casino car fly open to reveal four Trandoshans, probably mercenaries. Two wield carbines, and the other two have a pair of wicked vibroblades. Even silhouetted against the open doorway, they are difficult to see because of the flashing strobe lights in the club.

DC 20 Perception Check:

Surveying the room, you notice that each bar has an emergency kit against the wall, including a fire extinguisher, medical kit, and other assorted tools.

DC 25 Perception Check:

You can see the audio booth operator is hiding behind his console. He is looking up at Lady Aldrete's office, and he makes eye contact with you.

The operator can understand simple signals, such as turning the strobe lights on or off, turning the music up or down, or raising the house lights (normal illumination). Sending a signal requires line of sight and a swift action.

Trandoshan Mercenary

This Trandoshan is lightly armored and wearing a helmet. He carries his blaster carbine at the ready, and a sidearm hangs from his utility belt.

Trandoshan Mercenary (2)   CL 12*
Medium Trandoshan nonheroic 6/soldier 8
Dark Side 4
Init +14; **Senses** darkvision, low-light vision; Perception +9
Languages Basic, Dosh

Defenses Ref 24 (flat-footed 22), Fort 21, Will 18; +1 natural, +2 armor, Dodge
hp 87; **Threshold** 21

Speed 6 squares; Running Attack
Melee vibroblade +14 (2d6+6)
Ranged blaster carbine +15 (3d8+6) or
    blaster carbine +10 (5d8+6) with Burst Fire or
    blaster carbine +10 (3d8+6) with autofire
Base Atk +12; **Grp** +14
Atk Options autofire, Burst Fire, Charging Fire, Point Blank Shot, Precise Shot

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Abilities Str 14, Dex 14, Con 13, Int 8, Wis 10, Cha 9
Special Qualities limb regeneration
Talents Armored Defense, Cover Fire, Improved Armored Defense, Weapon Specialization (rifles)
Feats Armor Proficiency (light), Burst Fire, Charging Fire, Dodge, Point Blank Shot, Precise Shot, Running Attack, Toughness, Weapon Focus (rifles), Weapon Proficiency (advanced melee weapons, heavy weapons, pistols, rifles, simple)
Skills Initiative +14
Possessions combat jumpsuit with helmet package, blaster carbine, heavy blaster pistol, vibroblade, utility belt with medpac
Includes +2 CL due to the heroes' lack of weapons.

Trandoshan Mercenary Tactics

The mercenaries don't want to get caught in the open or in melee, so they use Running Attack to dart from cover to cover. If they need to advance a great distance, they use Charging Fire to close with a target. They prefer to use Burst Fire, but if they miss twice in a row, they switch to single shots. They avoid autofire unless they are reduced to 30 hit points or fewer; they don't want to risk hurting any potentially valuable hostages.

Trandoshan Berserker

This wild-eyed Trandoshan carries little more than the two wicked vibroblades he wields.

Trandoshan Berserker (2)   **CL 12***
Medium Trandoshan soldier 7/elite trooper 3
Force 2; **Dark Side** 10
Init +13; **Senses** darkvision; Perception +11
Languages Basic, Dosh

Defenses Ref 21** (flat-footed 17**), Fort 25, Will 20; +1 natural
hp 112; **DR** 1; **Threshold** 25

Speed 6 squares
Melee vibroblade +17** (2d6+17, devastating 5) or
Melee vibroblade +15** (2d6+17, devastating 5) and
    vibroblade +15** (2d6+17) or
Ranged by weapon +13
Base Atk +10; **Grp** +14
Atk Options Flurry, Power Attack Stunning Strike
Special Actions delay damage

Abilities Str 18, Dex 16, Con 14, Int 8, Wis 12, Cha 10
Special Qualities limb regeneration
Talents Devastating Attack (advanced melee weapons), Greater Weapon Focus (advanced melee weapons), Greater Weapon Specialization (advanced melee weapons), Melee Smash, Stunning Strike, Weapon Specialization (advanced melee weapons)
Feats Armor Proficiency (light, medium), Dual Weapon Mastery I, Dual Weapon Mastery II, Flurry, Martial Arts I, Power Attack, Toughness, Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Initiative +13, Perception +11
Possessions 2 vibroblades, utility belt
* Includes +2 CL due to the heroes' lack of weapons.
** Includes adjustments from use of the Flurry feat (Knights of the Old Republic Campaign Guide, page 33) and 5 points in Power Attack.

Flurry—A Trandoshan berserker can make a flurry of attacks with his vibroblades. He takes a –5 penalty to his Reflex Defense, but he gains a +2 bonus to his melee attack rolls. The bonus to attack rolls and the penalty to Reflex Defense apply until the start of his next turn. (These adjustments are included above.)

Trandoshan Berserker Tactics
The berserkers follow one simple rule: Charge the nearest enemy, then stay in melee and make as many attacks as possible. The berserkers fight to the death.

Conclusion
The heroes can gather up any weapons and equipment they want from the bodies of the mercenaries, and they might take a moment to check the bars and audio booth for other usable gear. After that, they should hurry toward the casino car.

Features of the Area

The Decadence nightclub has several unique obstacles.

Light and Sound: The pulsing strobe lights and pounding music are so distracting that they grant concealment to everyone in the club, even against low-light vision and darkvision.

If the house lights are turned on all at once, the sudden change temporarily blinds everyone in the club. This blindness ends at the start of the character's turn.

Audio Booth: Panels in the booth control all light and sound in the club. Adjusting the light or sound requires a switch action. The booth itself is slightly elevated above the dance floor, granting cover against any targets on the bottom floor.

Stairs: These count as difficult terrain. The upper level is 3 meters above the dance floor.

Stage: Moving onto or off of the stage requires 1 extra square of movement.

Tables, Chairs, and Booths: These count as low objects, granting cover to anyone within or behind them. Chairs are Small objects, tables are Medium objects, and booths are Large objects.

Bar: This counts as a low object, granting cover to anyone within or behind the bar. Additionally, the bar is stocked with an emergency kit (described under Read-Aloud Text) and a wide variety of alcoholic beverages, including some strong enough to be flammable. You can fashion a makeshift firebomb (2d6 fire, 1-square burst) with a DC 15 Mechanics check and a full-round action, but each bar has enough for only three such firebombs.

Alone in the Dark Encounter Map

BOARDING PARTY

BAR

SABACC TABLE

TO FRONT OF TRAIN

DANCER STAGE

DANCER STAGE

STAGE

AUDIO BOOTH

LADY ALDRETE'S SUITE

BAR

1 SQUARE = 1.5 METERS

Unlikely Allies
Challenge Level 17

Setup

When the heroes first open the doors to this car, they have line of sight only to the Trandoshan Raider (labeled R on the encounter map). Do not place the war droid (WD), Trandoshan captain (C), or boarding party (BP) until the heroes have line of sight to them.

Read-Aloud Text

You hear thundering heavy weapons fire coming from the far side of the car, but you can't see the source. To your right, you see a lone Trandoshan attempting to break open a credit game machine.

DC 15 Perception Check:

The heavy weapons fire is coming from a repeating blaster of some sort, probably an E-web or its equivalent.

DC 20 Perception Check:

There are actually two E-webs firing simultaneously, but they sound like they are very close together.

When the heroes have line of sight to the rest of the casino, add the following:

A massive war droid is assaulting the armored cashier's box on the left side of the car, and its heavy weapons seem to be slowly breaking through. Someone inside is firing back, but they are certainly doomed unless the droid is stopped. On the far side of the car, a Trandoshan carrying a rifle stands at the top of the stairs, barking orders.

DC 20 Perception Check:

A large holoprojector is suspended directly over the war droid. A well-placed attack could sever the support cables, pinning the droid beneath.

Trandoshan Raider

This Trandoshan, wearing a holstered pistol, is completely occupied with dismantling a credit game machine to get to the bounty of credit chips inside. He is kneeling next to an open backpack, and you can see tools and at least two thermal detonators inside.

Trandoshan Raider   CL 13
Medium Trandoshan scoundrel 7/gunslinger 6
Force 2; **Dark Side** 6
Init +19; **Senses** darkvision; Perception +13
Languages Basic, Binary, Dosh

Defenses Ref 31 (flat-footed 28), Fort 25, Will 27; +1 natural
hp 105; **Threshold** 25

Speed 6 squares
Melee unarmed +12 (1d4+7)
Ranged heavy blaster pistol +15 (4d8+9/×3) with Rapid Shot or
Ranged heavy blaster pistol +12/+12 (4d8+9/×3) with Rapid Shot and Double Attack or
Ranged thermal detonator +14 (8d6+6, 4-square burst)
Base Atk +11; **Grp** +14
Atk Options Dastardly Strike, Deceptive Shot, Point Blank Shot, Precise Shot, Sneak Attack +3d6, Sniper
Special Actions Quick Draw

Abilities Str 13, Dex 16, Con 14, Int 13, Wis 14, Cha 8
Special Qualities limb regeneration
Talents Dastardly Strike, Deceptive Shot, Multiattack Proficiency (pistols), Sneak Attack (3), Trigger Work
Feats Double Attack, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Skill Focus (Initiative), Sniper, Toughness, Triple Crit (heavy blaster pistol), Weapon Focus (pistols), Weapon Focus (pistols, simple weapons)
Skills Deception +10, Initiative +19, Mechanics +12, Perception +13, Use Computer +12
Possessions heavy blaster pistol, backpack (contains 4 thermal detonators, datapad, security kit, and tool kit), utility belt with medpac

Trandoshan Raider Tactics

The raider is automatically surprised when the heroes arrive due to his position and the deafening sound of repeating blaster fire. On his first turn, he draws his pistol (swift action), stands up (move action), and shoots at the closest target, always using Rapid Shot. After that, he moves to the nearest cover and continues attacking. He prefers Double Attack, but if he misses at least half his attacks on the first two rounds, he switches to using Deceptive Shot (which, if successful, triggers the effects of Dastardly Strike and Sneak Attack +3d6). Supremely confident of his own skills, he fights to the death.

Trandoshan Captain

This Trandoshan, wearing what seems to be a mercenary officer's uniform, carries a heavy blaster rifle with a mounted vibrobayonet.

Trandoshan Officer   CL 13

Medium noble 7/officer 6
Force 3; **Dark Side** 4
Init +11; **Senses** darkvision; Perception +12
Languages Basic, Binary, Dosh, Neimoidian, Shyriiwook

Defenses Ref 26 (flat-footed 26), Fort 25, Will 28; natural +1, command cover +3
hp 105; **Threshold** 25

Speed 6 squares
Melee vibrobayonet +12 (2d6+8) or
Ranged heavy blaster rifle +11 (3d10+6) or
    heavy blaster rifle +12 (4d10+6) with Careful Shot and Deadeye or
    heavy blaster rifle +9 (4d10+6) with Rapid Shot
Base Atk +11; **Grp** +12
Atk Options Careful Shot, Deadeye, Point Blank Shot, Precise Shot, Rapid Shot
Special Actions Assault Tactics, Bolster Ally, Born Leader, Deployment Tactics, Inspire Confidence, Ignite Fervor, One for the Team, share talent (Bolster Ally, Inspire Confidence, Inspire Fervor)

Abilities Str 13, Dex 10, Con 14, Int 13, Wis 12, Cha 16
Special Qualities limb regeneration
Talents Assault Tactics, Bolster Ally, Born Leader, Deployment Tactics, Inspire Confidence, Ignite Fervor, One for the Team
Feats Careful Shot, Deadeye, Linguist, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Knowledge [tactics]), Toughness, Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Deception +14, Initiative +11, Knowledge (tactics) +17, Perception +12, Persuasion +14, Treat Injury +12, Use Computer +12
Possessions heavy blaster rifle with vibrobayonet, utility belt, encrypted comlink

Trandoshan Officer Tactics

The officer continues focusing on the cashier's area until he detects the heroes. Due to the distance and the deafening sound from the war droid's repeating blasters, he does not notice the heroes until they are in line of sight for 2 rounds, they move adjacent to the jubilee wheel tables, or they attack either the war droid or the officer.

Once this occurs, he uses Born Leader (swift action) and then aims at whichever hero seems most heavily armed. On his next turn, he makes an attack, using Ignite Fervor to grant a bonus to the boarding party if he hits, and then aiming again. If he is reduced to 50 or fewer hit points, he moves to get adjacent to the nearest ally so that he can take advantage of command cover +3, using One for the Team to protect himself from further damage as long as possible.

He prefers to make aimed attacks (using Careful Shot and Deadeye), but when forced to move he uses Rapid Shot.

War Droid

This massive war droid is layered in heavy armor, and it mounts an E-web repeating blaster and an ion rifle on each shoulder.

SD-6 "Hulk" Infantry Droid   CL 15

Large droid (4th-degree) soldier 7/elite trooper 7
Force 2
Init +11; **Senses** Perception +7
Languages Basic (understand only), Binary

Defenses Ref 29 (flat-footed 28), Fort 36, Will 24; armor +4
hp 118; **DR** 3; **Threshold** 46
Immune droid traits

Speed 8 squares (walking)
Melee claw +12 (1d8+15) and
    claw +12 (1d8+15) or
Ranged E-web repeating blaster +12 (5d12+9/×3, devastating 5) with Burst Fire or
Ranged E-web repeating blaster +8 (5d12+9/×3, devastating 5) with Burst Fire and
    E-web repeating blaster +8 (5d12+9/×3, devastating 5) with Burst Fire or
Ranged E-web repeating blaster +8 (3d12+9/×3, devastating 5) with autofire and
    E-web repeating blaster +8 (3d12+9/×3, devastating 5) with autofire or
Ranged ion rifle +12 (5d8+7) with Burst Fire or
Ranged ion rifle +2 (5d8+7) with Burst Fire and
    ion rifle +2 (5d8+7) with Burst Fire or
Ranged ion rifle +2 (3d8+7) with autofire and
    ion rifle +2 (3d8+7) with autofire
Base Atk +14; **Grp** +27
Atk Options Burst Fire, Point Blank Shot, Precise Shot
Special Actions delay damage

Abilities Str 26, Dex 8, Con —, Int 8, Wis 10, Cha 8
Talents Armored Defense, Controlled Burst, Devastating Attack (heavy weapons), Improved Armored Defense, Multiattack Proficiency (3 × heavy weapons), Weapon Specialization (heavy weapons)
Feats Armor Proficiency (light, medium), Burst Fire, Improved Damage Threshold, Martial Arts I, Point Blank Shot, Precise Shot, Triple Crit (heavy weapons), Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Initiative +11
Systems walking locomotion, basic processor, 2 claw appendages, 4 tool mounts (2 stabilized weapon mounts), integrated comlink, locked access
Possessions 2 E-web repeating blasters, 2 ion rifles, duranium plating (+8 armor)

War Droid Tactics

The war droid follows its orders with single-minded tenacity. It lacks a heuristic processor, so it is unable to reason independently. It continues to attack the walls of the cashier's area until it breaks through on round 5, creating a 2-square-wide breach. On round 6, it begins attacking everyone inside. After destroying the elite stormtrooper detail, it kills all civilians inside unless the Trandoshan officer orders it to stop.

The Trandoshan captain orders the war droid to start attacking the heroes instead if it is reduced to fewer than 50 hit points.

Trandoshan Boarding Party

A small team of four lightly armored Trandoshans carrying blaster carbines stays close together.

Trandoshan Boarding Party   **CL 12**
Large Trandoshan squad nonheroic 6/soldier 8
Dark Side 4
Init +14; **Senses** darkvision, low-light vision; Perception +9
Languages Basic, Dosh

Defenses Ref 23 (flat-footed 21), Fort 21, Will 18; +1 natural, +2 armor, Dodge
hp 174; **Threshold** 31
Vulnerable area attacks (+2 damage dice)

Speed 6 squares; Running Attack
Melee vibroblade +18 (2d6+6, affects all adjacent squares)
Ranged blaster carbine +19 (3d8+6, 1-square splash) or
Ranged blaster carbine +14 (5d8+6, 1-square splash) with Burst Fire or
Ranged blaster carbine +14 (3d8+6, 2×2 area plus 1-square splash) with autofire
Base Atk +12; **Grp** +19
Atk Options autofire, Burst Fire, Charging Fire, Point Blank Shot, Precise Shot

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Abilities Str 14, Dex 14, Con 13, Int 8, Wis 10, Cha 9
Special Qualities limb regeneration
Talents Armored Defense, Cover Fire, Improved Armored Defense, Weapon Specialization (rifles)
Feats Armor Proficiency (light), Burst Fire, Charging Fire, Dodge, Point Blank Shot, Precise Shot, Running Attack, Toughness, Weapon Focus (rifles), Weapon Proficiency (advanced melee weapons, heavy weapons, pistols, rifles, simple)
Skills Initiative +14
Possessions combat jumpsuit with helmet package, blaster carbine, heavy blaster pistol, vibroblade, utility belt with medpac

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Squad Traits—The melee attack of a squad is an area attack that affects all squares within reach. The ranged attacks of a squad are considered to have a 1-square splash. (Allies can be excluded from these area attacks.) Area attacks deal an extra 2 dice of damage against a squad. A squad cannot be grabbed or grappled.

Squads

Squads are collections of lower-CL characters that work together as a single character on the battlefield, much like swarms of creatures (see page 130 of *Threats of the Galaxy*). A squad represents a small number of characters (usually three or four) of the same type that come together into a single unit. They occupy the same space and have only one turn's worth of actions. The squad is an abstract concept that allows the Gamemaster to populate an encounter with low-level troopers and still maintain the speed and ease of combat they need.

For complete rules for squads and other large units, see Chapter 7 of the *Clone Wars Campaign Guide*.

Boarding Party Tactics

The boarding party begins the encounter out of line of sight, guarding the door out of the cashier's area to prevent anyone from escaping. After the Trandoshan captain sees the heroes, he orders the boarding party to move into line of sight and open fire.

Elite Stormtrooper Detail

This detail of four highly trained stormtroopers stays in formation, each covering a different direction against attack.

Elite Stormtrooper Detail   **CL 8**
Large Human squad nonheroic 9/soldier 1/elite trooper 2
Dark Side 2
Init +12; **Senses** low-light vision; Perception +13
Languages Basic

Defenses Ref 19 (flat-footed 17), Fort 19, Will 13; +6 armor
hp 82; **DR** 1; **Threshold** 24

Speed 6 squares
Melee unarmed +15 (1d6+3, targets all adjacent squares)
Ranged blaster rifle +15 (3d8+1, 1-square splash) or
Ranged blaster rifle +13 (5d8+1, 1-square splash) with Burst Fire or
Ranged blaster rifle +13 (3d8+1, 2×2 area plus 1-square splash) with autofire
Ranged frag grenade +14 (4d6+1, 2-square burst plus 1-square splash)
Base Atk +9; **Grp** +16
Atk Options autofire (blaster rifle), Burst Fire, Point Blank Shot
Special Actions delay damage, harm's way

Abilities Str 15, Dex 12, Con 10, Int 12, Wis 10, Cha 8
Talents Controlled Burst, Harm's Way
Feats Armor Proficiency (light), Burst Fire, Martial Arts I, Point Blank Shot, Weapon Focus (rifles), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Endurance +11, Initiative +12, Perception +13
Possessions stormtrooper armor (+6 armor, +2 equipment), blaster rifle, frag grenade, utility belt with medpac

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Squad Traits—The melee attack of a squad is an area attack that affects all squares within reach. The ranged attacks of a squad are considered to have a 1-square splash. (Allies can be excluded from these area attacks.) Area attacks deal an extra 2 dice of damage against a squad. A squad cannot be grabbed or grappled.

Elite Stormtrooper Detail Tactics

The stormtroopers (marked "ST") make every effort to protect the Imperial governor (marked "G"), the heroes, and themselves, in that order. From the small windows in the cashier's area, they focus their attacks on the war droid, using Burst Fire to try to deal as much damage as possible. When the boarding party comes into line of sight, they switch targets (they are much more effective against another squad).

The stormtroopers try to stay adjacent to the governor, using Harm's Way to protect him from attacks. If they are separated from the governor, they use the same tactic to try to protect the heroes.

Conclusion

Once the mercenaries are eliminated, the heroes might have found a new ally in the stormtrooper detail. See "All In" (page 16) to determine if the stormtroopers join the heroes.

Features of the Area

The entire casino is decked in garish colors and flashing lights, intended to keep customers distracted and excited.

Cashier Area: The cashier's area has metal walls (DR 10, 150 hit points per square, threshold 35, Break DC 40). The small windows provide improved cover to anyone standing inside and attacking a target on the outside.

Its single door has the same statistics, and it features an ultrahigh security lock (DR 20, 150 hit points, threshold 35, Break DC 40).

Stage Holoprojector: Directly in front of the cashier's area, an enormous multi-image holoprojector is suspended from the ceiling of the repulsorcar, meant for use with performances on the stage against the other wall. If the cables suspending the holoprojector are severed (Reflex 25, DR 5, 5 hit points), the machinery will collapse to the floor. This causes an area attack (1d20+10) against all targets in the 4-square-by-2-square area in front of the cashier's area, dealing 12d6 damage on a hit and half damage on a miss.

Additionally, any character in the area of attack must succeed on a DC 20 Strength check or DC 15 Acrobatics check as a full-round action to free himself. Until doing so, the character loses his Dexterity bonus to Reflex Defense and can take only free actions and swift actions.

Tables and Chairs: These count as low objects, granting cover to anyone within or behind their square. Chairs are Small objects, sabacc and Savareen whist tables are Medium objects, and jubilee wheel tables are Large objects.

Credit Game Machines: These are Medium objects, built of sturdy metal (DR 10, 50 hit points, threshold 30, Break DC 35) and secured by a high-security lock (DR 10, 120 hit points, threshold 30, Break DC 35). Each contains 2d10 ×100 credits.

Bar: This counts as a low object, granting cover to anyone within or behind the bar. Additionally, the bar is stocked with an emergency kit (including a fire extinguisher, a medical kit, and other assorted tools) and a wide variety of alcoholic beverages, including some strong enough to be flammable. You can fashion a makeshift firebomb (2d6 fire, 1-square burst) with a DC 15 Mechanics check and a full-round action, but each bar has enough for only three such firebombs.

Windows: The windows are made of duraplex 10 centimeters thick (10 hit points). If destroyed, the car is exposed to the incredibly strong winds from outside the repulsortrain. Make an area attack (1d20+15) against the Fortitude Defense of all targets in a 6-square cone (origin on the leading edge of the window and adjacent to the wall). On a hit, the target takes 4d6 damage and is knocked prone. On a miss, the target takes half damage and is not knocked prone.

After the initial burst, any character moving or standing within this area must make a DC 15 Strength check. (If prone, the character can substitute a DC 15 Climb check.) If successful, the character can act normally. On a failure, the character falls prone and is pushed away from the leading edge of the window, moving 1 square plus an additional square for every 5 points by which the character failed the Strength check. If this results in hitting a larger object, the character takes 1d6 damage. Large characters gain a +5 bonus on this Strength check.

Any character in the area of effect takes a –5 penalty on ranged attacks (–10 penalty for thrown weapons); a thrown weapon cannot be used to attack an upwind target.

Stairs: These count as difficult terrain. The upper level is 3 meters above the casino floor.

Unlikely Allies Encounter Map

TO FRONT OF TRAIN

1 SQUARE = 1.5 METERS

BAR

C

BP

CASHIER

ST

WD

G

STAGE

SABACC

JUBILEE WHEEL

SAVAREEN WHIST

CREDIT GAME MACHINES

BAR

R
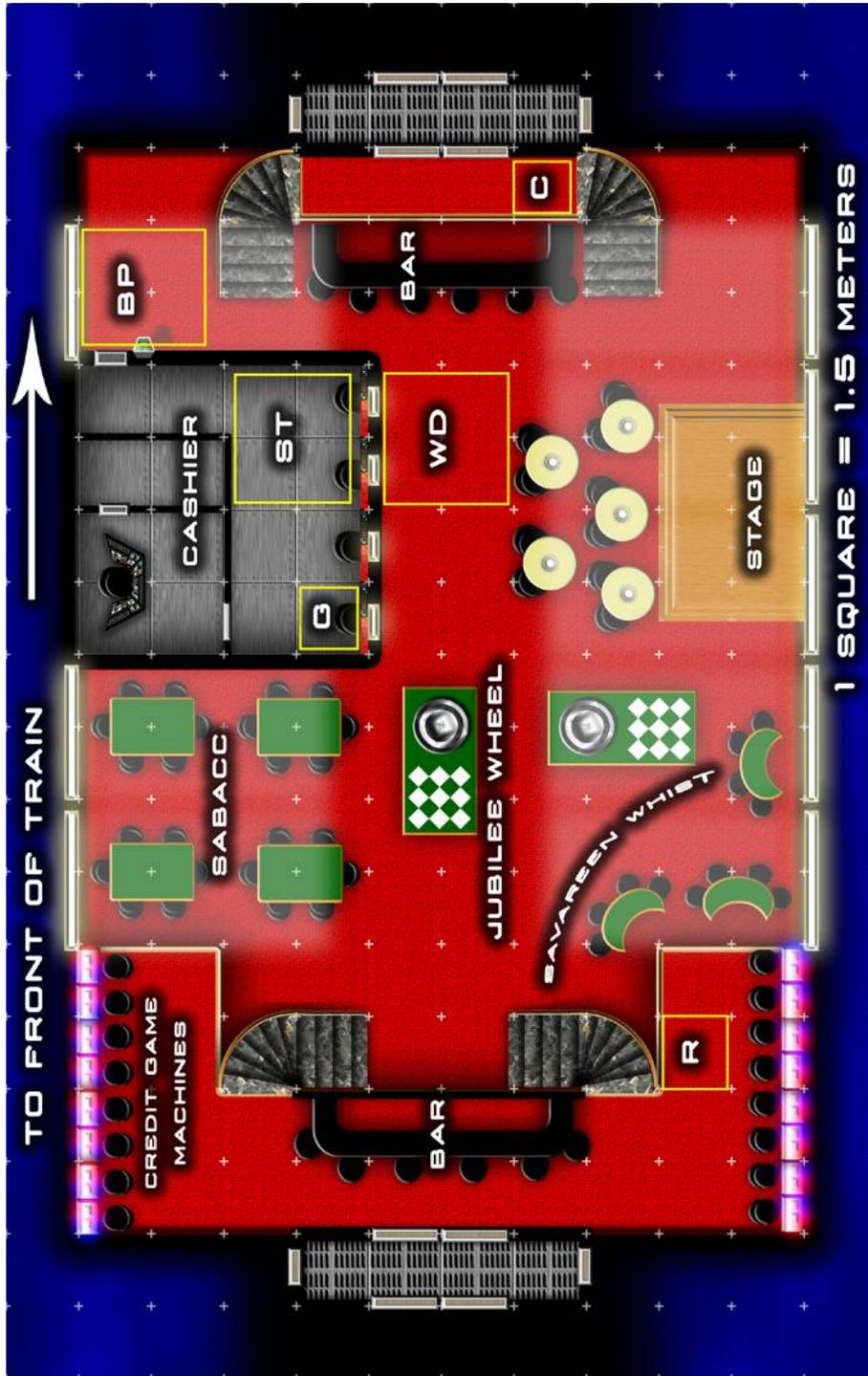
In the Line of Fire
Challenge Level 17

Setup

The mercenaries are not surprised, and they are ready to attack as soon as the heroes open the door. Two highly trained veterans—an elite mercenary (A) and a dark side marauder (B)—stand nearby to block movement on the upper level. In the rear, the unit's sergeant (S) stays behind cover on one side while another boarding party (BP) guards the other. In the lower dining area, about two dozen hostages sit on the floor.

When first looking through the window on the train car door, the heroes cannot see the two veterans (A and B), so do not place them until the door opens.

Read-Aloud Text

A peek through the window shows that the mercenaries are fortified and ready to fight. You see another unit of mercenaries guarding the far left wall, and there is a single heavily armed Trandoshan behind a table on the opposite side. Perhaps twenty hostages sit on the ground in the lower dining area, directly between the mercenaries.

DC 20 Perception Check or DC 15 Knowledge (tactics) Check:

If the windows were destroyed, the high winds would injure anyone near the opening. The mercenaries could be affected, but the hostages, being in a lower, shielded dining area, would be protected.

When the heroes open the door, reveal the veterans (A and B) and read the following:

You couldn't see them before, but there are two more mercenaries—one with a carbine, one with a vibro-ax—guarding the flanks. As the door opens, you see them move to attack.

Trandoshan Sergeant

Heavily armed and heavily armored, this scarred Trandoshan totes a heavy blaster rifle with dozens of notches in its stock.

Trandoshan Sergeant   CL 12
Medium Trandoshan soldier 7/elite trooper 5
Force 3; **Dark Side** 8
Init +13; **Senses** darkvision, low-light vision, Perception +9
Languages Basic, Dosh

Defenses Ref 32 (flat-footed 30), Fort 33, Will 23; +5 armor, +1 natural
hp 143; **DR** 2; **Threshold** 38

Speed 4 squares
Melee unarmed +15 (1d6+9)
Ranged heavy blaster rifle +15 (3d10+8) or
   heavy blaster rifle +13 (3d10+8) with autofire or
   heavy blaster rifle +13 (5d10+8) with Burst Fire or
   heavy blaster rifle +12/+12 (3d10+8) with Double Attack or
   heavy blaster rifle +10/+10 (3d10+8) with Double Attack and autofire or
   heavy blaster rifle +10/+10 (5d10+8) with Double Attack and Burst Fire
Base Atk +12; **Grp** +15
Atk Options autofire, Burst Fire, Devastating Attack (heavy weapons), Point Blank Shot
Special Actions delay damage, Tough as Nails

Abilities Str 16, Dex 14, Con 16, Int 10, Wis 12, Cha 10
Special Qualities limb regeneration
Talents Armored Defense, Controlled Burst, Cover Fire, Devastating Attack (heavy weapons), Harm's Way, Improved Armored Defense, Multiattack Proficiency (rifles), Weapon Specialization (rifles)
Feats Armor Proficiency (light, medium, heavy), Burst Fire, Double Attack, Improved Damage Threshold, Martial Arts I, Point Blank Shot, Toughness, Weapon Focus (rifles), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)
Skills Endurance +14, Initiative +13, Knowledge (tactics) +11
Possessions heavy battle armor with helmet package (+10 armor), heavy blaster rifle, heavy blaster pistol, utility belt with medpac

Trandoshan Sergeant Tactics

On the sergeant's first turn, he uses Double Attack, with autofire if two or more heroes are adjacent to one another, or Burst Fire otherwise. After the first round, he moves adjacent to the boarding party and uses a swift action to use Harm's Way to protect the squad. In addition, they will now benefit from Cover Fire whenever the sergeant attacks. If the boarding party is destroyed, he will jump down into the lower dining area, using the hostages as cover.

Trandoshan Elite Mercenary

This mercenary is more heavily armored than most you've seen, but he still carries the standard-issue carbine.

Trandoshan Elite Mercenary   CL 12
Medium Trandoshan nonheroic 3/soldier 5/elite trooper 6
Force 1; **Dark Side** 8
Init +14; **Senses** darkvision; Perception +7
Languages Basic, Dosh

Defenses Ref 31 (flat-footed 28), Fort 29, Will 21; +1 natural, +4 armor
hp 116; **DR** 3; **Threshold** 29

Speed 4 squares; Running Attack
Melee unarmed +15 (1d6+7)
Ranged blaster carbine +15 (3d8+7) with autofire or
     blaster carbine +15 (5d8+7) with Burst Fire
Base Atk +13; **Grp** +15
Atk Options autofire, brace, Burst Fire, Point Blank Shot
Special Actions delay damage

Abilities Str 14, Dex 14, Con 14, Int 8, Wis 10, Cha 9
Special Qualities limb regeneration
Talents Armored Defense, Greater Weapon Focus (rifles), Greater Weapon Specialization (rifles), Improved Armored Defense, Controlled Burst, Weapon Specialization (rifles)
Feats Armor Proficiency (light, medium), Burst Fire, Martial Arts I, Point Blank Shot, Running Attack, Toughness, Weapon Focus (rifles), Weapon Proficiency (heavy weapons, pistols, rifles, simple)
Skills Initiative +14
Possessions battle armor, blaster carbine, heavy blaster pistol, knife, utility belt with medpac

Trandoshan Elite Mercenary Tactics

When the heroes first open the door, the elite mercenary uses autofire if two or more heroes are adjacent to one another, or Burst Fire if not. He tries to keep his distance from the heroes, eventually dropping into the lower dining area to use the stairs for total cover, with Running Attack allowing him to pop out, attack, and duck behind cover again in a single turn.

Trandoshan Marauder

Though he looks much like the vibroblade-wielding berserkers you encountered earlier, there is a palpable air of malevolence about this mercenary, and his eyes burn a fiery yellow.

Trandoshan Marauder   CL 12
Medium Trandoshan soldier 7/elite trooper 5
Force 3; **Dark Side** 12
Init +14; **Senses** darkvision; Perception +12
Languages Basic, Dosh

Defenses Ref 23* (flat-footed 19*), Fort 27, Will 22; +1 natural
hp 131; **DR** 2; **Threshold** 27

Speed 6 squares
Melee vibro-ax +18* (2d10+24, devastating 5) or
     vibro-ax +22* (2d10+30, devastating 5) with Powerful Charge
Ranged by weapon +15
Base Atk +12; **Grp** +16
Atk Options Flurry, Power Attack, Powerful Charge, Stunning Strike
Special Actions delay damage
Force Powers Known (Use the Force +11): *dark rage*, *negate energy*

Abilities Str 18, Dex 16, Con 14, Int 8, Wis 12, Cha 10
Special Qualities limb regeneration
Talents Devastating Attack (advanced melee weapons), Greater Weapon Focus (advanced melee weapons), Greater Weapon Specialization (advanced melee weapons), Melee Smash, Stunning Strike, Weapon Specialization (advanced melee weapons)
Feats Armor Proficiency (light, medium), Force Sensitivity, Force Training, Flurry, Martial Arts I, Power Attack, Powerful Charge, Toughness, Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Initiative +14, Use the Force +11
Possessions vibro-ax, vibroblade, vibrodagger, lightsaber, utility belt with medpac
* Includes adjustments from use of the Flurry feat (Knights of the Old Republic Campaign Guide, page 33) and 6 points in Power Attack.

Flurry—The Trandoshan marauder can make a flurry of attacks with his vibroblades. He takes a –5 penalty to his Reflex Defense, but he gains a +2 bonus to his melee attack rolls. The bonus to attack rolls and the penalty to Reflex Defense apply until the start of his next turn. (These adjustments are included above.)

Trandoshan Marauder Tactics

When the heroes first open the door, the marauder holds his turn until the other mercenaries have had a chance to use autofire against any heroes packed in close quarters. He then uses a swift action to activate *dark rage*, spending a Force Point so that its benefits will last until the end of the encounter. If possible, he uses Powerful Charge against the nearest enemy; if not, he moves into melee and attacks. He is willing to take attacks of opportunity in order to make a charge attack, and he will try to do so every round if possible.

Trandoshan Boarding Party

Trandoshan Boarding Party   CL 12
Large Trandoshan squad nonheroic 6/soldier 8
Dark Side 4
Init +14; **Senses** darkvision, low-light vision; Perception +9
Languages Basic, Dosh

Defenses Ref 23 (flat-footed 21), Fort 21, Will 18; +1 natural, +2 armor,
    Dodge
hp 174; **Threshold** 31
Vulnerable area attacks (+2 damage dice)

Speed 6 squares; Running Attack
Melee vibroblade +18 (2d6+6, affects all adjacent squares)
Ranged blaster carbine +19 (3d8+6, 1-square splash) or
    blaster carbine +14 (5d8+6, 1-square splash) with Burst Fire or
    blaster carbine +14 (3d8+6, 2×2 area plus 1-square splash) with
    autofire
Base Atk +12; **Grp** +19
Atk Options autofire, Burst Fire, Charging Fire, Point Blank Shot, Precise
    Shot

Abilities Str 14, Dex 14, Con 13, Int 8, Wis 10, Cha 9
Special Qualities limb regeneration
Talents Armored Defense, Cover Fire, Improved Armored Defense,
    Weapon Specialization (rifles)
Feats Armor Proficiency (light), Burst Fire, Charging Fire, Dodge, Point
    Blank Shot, Precise Shot, Running Attack, Toughness, Weapon Focus
    (rifles), Weapon Proficiency (advanced melee weapons, heavy
    weapons, pistols, rifles, simple)
Skills Initiative +14
Possessions combat jumpsuit with helmet package, blaster carbine,
    heavy blaster pistol, vibroblade, utility belt with medpac

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Squad Traits—The melee attack of a squad is an area attack that affects
    all squares within reach. The ranged attacks of a squad are considered
    to have a 1-square splash. (Allies can be excluded from these area
    attacks.) Area attacks deal an extra 2 dice of damage against a squad.
    A squad cannot be grabbed or grappled.

Trandoshan Boarding Party Tactics
The boarding party stays near tables whenever possible to gain cover,
and they otherwise concentrate their fire on the most heavily armed
heroes. They keep their distance from the heroes if at all possible.

Conclusion
If the hostages survive, one of them—Dr. Hakaen Bousch—can attempt to
treat the heroes' injuries before they move on to the next car. See page
17 for details.

Features of the Area

The kitchen is decorated with exquisite marble floors, and several
dining tables line the windows on the upper level.

Lower Dining Area: The lower dining area is 3 meters below
the upper level. Due to its position, it is shielded from the effects
of broken windows (see below).

Hostages: The hostages are in the lower dining area in the
indicated space. Hostages are treated as low objects for purposes
of movement and attacks. If a target is missed by an attack that
would have hit if not for the cover bonus provided by the
hostages, that attack instead strikes a hostage.

Hostages have Reflex Defense 10, 2 hit points, and threshold
10. Any hostage knocked unconscious or killed ceases to provide
cover, but that square becomes difficult terrain.

Kitchen: Located under the upper level walkway, the kitchen
is fully automated. Its fire suppression system activates if any
fire is detected in the lower dining area (or if the smoke
detectors are hit with an energy attack, Reflex Defense 20),
creating a cloud that provides total concealment and spreads 1
square in every direction for 10 rounds. The cloud dissipates
immediately if a window is broken.

Tables and Chairs: These count as low objects, granting
cover to anyone within or behind them. Chairs are Small objects,
most tables are Medium objects, and the banquet table is a
Large object.

Fountain: The fountain counts as difficult terrain. If a broken
window is upwind, the fountain's water sprays 6 squares
downwind, creating a cloud of total concealment for 5 rounds.
All squares in the spray become difficult terrain.

Bar: This counts as a low object, granting cover to anyone
within or behind the bar. Additionally, the bar is stocked with an
emergency kit (including a fire extinguisher, a medical kit, and
assorted tools) and a wide variety of alcoholic beverages,
including some strong enough to be flammable. You can fashion
a makeshift firebomb (2d6 fire, 1-square burst) with a DC 15
Mechanics check and a full-round action, but the bar has
enough for only three such firebombs.

Windows: The windows are made of duraplex, 10
centimeters thick (10 hit points). If destroyed, the car is exposed
to the incredibly strong winds from outside the repulsortrain.
Make an area attack (1d20+15) against the Fortitude Defense of
all targets in a 6-square cone (origin on the leading edge of the
window and adjacent to the wall). On a hit, the target takes 4d6
damage and is knocked prone. On a miss, the target takes half
damage and is not knocked prone.

After the initial burst, any character moving or standing
within this area must make a DC 15 Strength check. (If prone,
the character can substitute a DC 15 Climb check.) If successful,
the character can act normally. On a failure, the character falls
prone and is pushed away from the leading edge of the window,
moving 1 square plus an additional square for every 5 points by
which the character failed the Strength check. If this results in
hitting a larger object, the character takes 1d6 damage. Large
characters gain a +5 bonus on this Strength check.

Any character in the area of effect takes a –5 penalty to
ranged attacks (–10 penalty for thrown weapons); a thrown
weapon cannot be used to attack an upwind target.

Stairs: These count as difficult terrain. The upper level is 3
meters above the lower dining area.

In the Line of Fire Encounter Map

TO FRONT OF TRAIN

FOUNTAIN

KITCHENS (UNDERNEATH)

HOSTAGES

BAR

BP

S

B

A

1 SQUARE = 1.5 METERS
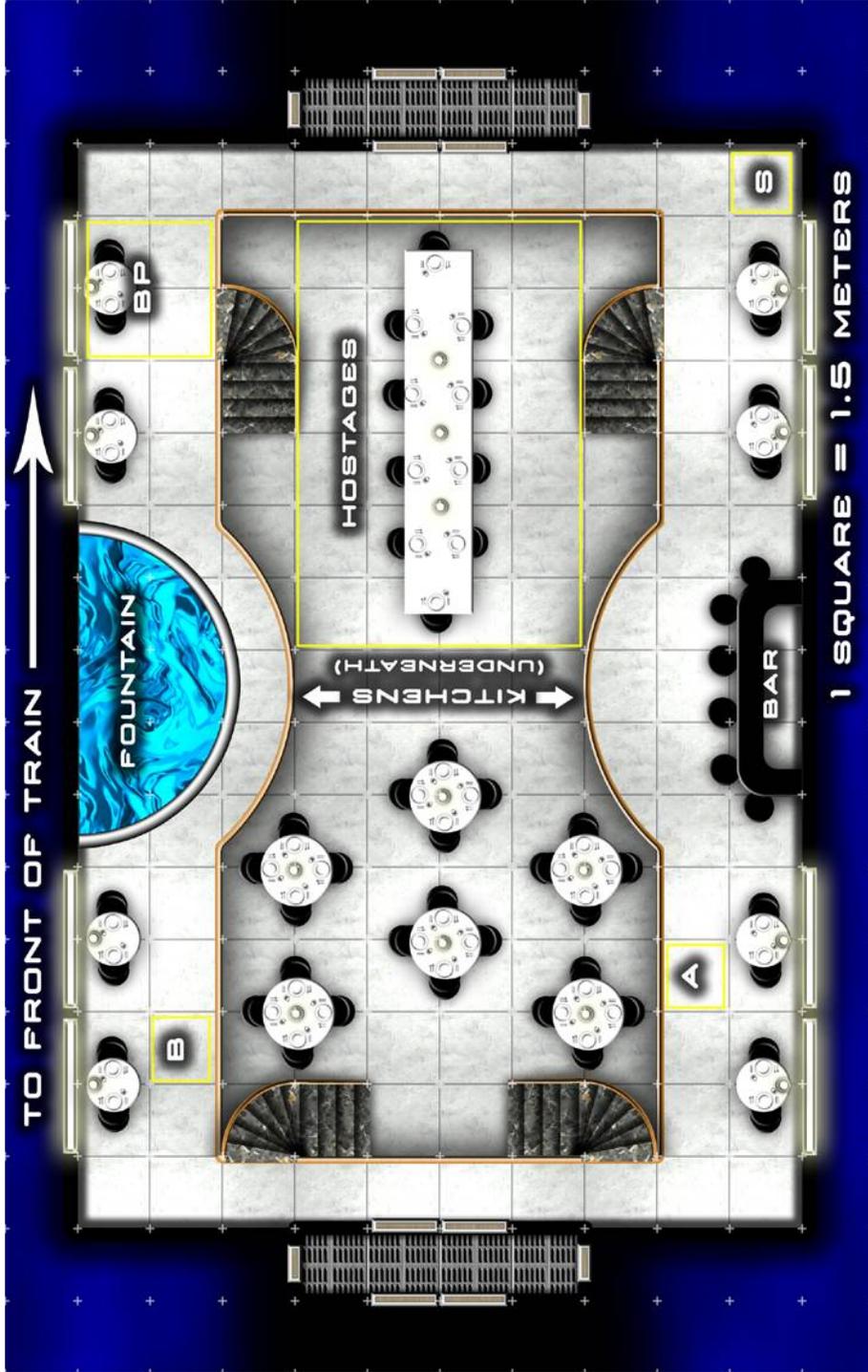
Gemcutting
Challenge Level 18

Setup

The heroes begin at the rear entrance, and there is an elite mercenary team at the far end of the car (marked EM). The red squares indicate conduit hazards (see below)—do not mark these on the map until they detonate or the players detect them.

Once the heroes uncouple the dining car, they must deal with two CloakShape fighters, but the ships are too distant to appear on the map.

Read-Aloud Text

> The lounge car is devastated—its carpeting, seating, walls, and windows have been completely blown away. Fires rage on the left and right side of the car, and the twisted metal flooring is ripped open in places. A heavily armored mercenary team waits against the far wall, kneeling and sheltered from the high winds.

DC 25 Perception check:

> Some of the holes in the metal flooring have exposed power conduits.

If the Perception check is successful, call for a DC 20 Mechanics check or a DC 15 Knowledge (technology) check:

> The power conduits, if live, are potentially very dangerous, perhaps even explosive.

Releasing the Couplers

> The devastated lounge car is connected to the dining car at six coupling points. Each groans and twists, moments away from failing and releasing a massive ionic discharge from the unirail overhead.

Hazard   CL 12

One of the challenges of this encounter is to safely uncouple the trailing cars from the severely damaged lounge car, protecting the civilians onboard from the potential of a catastrophic failure. Uncoupling the training cars from the lounge car requires a little finesse or a lot of brute strength, but failing to do so correctly can cause a massive ion discharge from the repulsor rail. The car is coupled at six separate attachment points, and the heroes can make only a single attempt on each coupler. There are several different ways to approach each one, and each attempt requires a full-round action:

Acrobatics (DC 20): Contort your body to squeeze underneath a twisted floor plate, tripping the emergency release on a coupler concealed within. Coupler #1 only.

Climb (DC 20): Brave the high winds to reach a coupler's emergency release on the outside of the repulsorcar. Coupler #2 only.

Knowledge (technology) (DC 15): Using your knowledge of similar devices, examine an unlabeled coupler to determine which release lever is the correct one. Coupler #3 only.

Mechanics (DC 15): Cut through fused joints to release the locking mechanisms. Requires tool kit; couplers #4 and #5 only.

Strength (DC 10): Use brute force and smart leverage to pry apart the twisted metal. Characters can use the aid another action on this check, granting a +2 bonus with a successful DC 10 Strength check. This option can be used on any coupler.

Use the Force (DC 20): Use *move object* or *Force grip* to pry the broken pieces apart. Characters can use the aid another action on this check, granting a +2 bonus with a successful DC 10 Strength check. This option can be used on any coupler.

Couplers #4, #5, and #6 can be separated from the intercar area, but couplers #1, #2, and #3 can be released only from inside the lounge car (exposing the heroes to fire from the elite mercenary team).

If the heroes make no attempt at all for 1 full round, the repulsorcar groans under the stress as more support members buckle and break; one coupler, determined randomly, automatically fails.

Once a total of four are safely uncoupled, the trailing repulsorcars separate without incident and the passengers are safe. If all six are attempted without achieving four successes, the uncoupling releases a massive ionic discharge. Make an attack roll (1d20+15) against all characters and objects within 4 squares of the rear of the repulsorcar, ignoring cover. On a hit, the target takes 1d10×2 ion damage for every coupler that was not released correctly, up to 6d10×2 ion damage. On a miss, the target takes half damage.

The passengers in the trailing cars survive a faulty separation, but many are injured by the turbulence and the secondary effects of the ionic discharge.

Trandoshan Elite Mercenary Team

> This team of heavily armored Trandoshan mercenaries has weapons drawn and ready.

Trandoshan Elite Mercenary Team   CL 14
Large Trandoshan squad nonheroic 3/soldier 5/elite trooper 6
Force 1; **Dark Side** 8
Init +14; **Senses** darkvision; Perception +7
Languages Basic, Dosh

Defenses Ref 30 (flat-footed 27), Fort 29, Will 21; +1 natural, +4 armor
hp 232; **DR** 3; **Threshold** 39

Speed 4 squares; Running Attack
Melee unarmed +19 (1d6+7, affects all adjacent squares)
Ranged blaster carbine +19 (3d8+7, 2×2 squares plus 1-square splash) with autofire or
blaster carbine +19 (5d8+7, 1-square splash) with Burst Fire
Base Atk +13; **Grp** +15

Atk Options autofire, brace, Burst Fire, Point Blank Shot
Special Actions delay damage

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Abilities Str 14, Dex 14, Con 14, Int 8, Wis 10, Cha 9
Special Qualities limb regeneration
Talents Armored Defense, Greater Weapon Focus (rifles), Greater Weapon Specialization (rifles), Improved Armored Defense, Controlled Burst, Weapon Specialization (rifles)
Feats Armor Proficiency (light, medium), Burst Fire, Martial Arts I, Point Blank Shot, Running Attack, Toughness, Weapon Focus (rifles), Weapon Proficiency (heavy weapons, pistols, rifles, simple)
Skills Initiative +14
Possessions battle armor, blaster carbine, heavy blaster pistol, knife, utility belt with medpac

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Squad Traits—The melee attack of a squad is an area attack that affects all squares within reach. The ranged attacks of a squad are considered to have a 1-square splash. (Allies can be excluded from these area attacks.) Area attacks deal an extra 2 dice of damage against a squad. A squad cannot be grabbed or grappled.

Trandoshan Elite Mercenary Team Tactics

Unless they have a good reason to move, the Trandoshans almost certainly stay in their starting location, kneeling to avoid being knocked over by the high winds. They fire on the first hero they see, preferring to attack groups of two or more adjacent heroes to get the most out of their splash damage. They use Burst Fire initially, but if they miss on at least two out of their first three attacks, they switch to single shots. They have strict orders to keep the heroes from entering the control car, and they fight to the death.

Conduit Hazards

> A loose floor panel shifts and exposes a live power conduit. It ruptures and explodes in a massive fireball.

Hazard   CL 12

Several power conduits have overloaded, ready to rupture and spew ionized plasma if disturbed. If a character enters one of the red-bordered squares on the map, make an attack roll (1d20+15) against the Reflex Defense of every character and object within 2 squares. If the attack succeeds, that target takes 5d6 damage and catches fire (see Fire in the Features of the Area sidebar). If the attack misses, that target takes half damage and does not catch fire. This is considered an area attack.

   Conduit hazards can potentially cause other conduits to explode, setting off a chain reaction. See "Detonating," below.

   Detection: As a full-round action, a character can attempt to detect a conduit hazard with a DC 15 Knowledge (technology) check, a DC 15 Mechanics check, or a DC 15 Perception check. A successful check detects the closest hidden conduit hazard in line of sight.

   If not actively searching, a character can detect a conduit hazard as a reaction immediately before entering a hazard square by making a successful DC 20 Perception check.

   Disarming: A conduit can be safely disarmed as a full-round action by making a DC 20 Mechanics check. This can be attempted multiple times, but a failure by 5 or more causes the conduit hazard to detonate.

   Detonating: Conduit hazards can be intentionally detonated by dealing sufficient damage to them. They have Reflex Defense 15, 10 hit points, and damage reduction 10. If destroyed, they detonate as described above.

CloakShape Fighters

> This archaic starfighter has broad, wide wings and a bulbous canopy.

CloakShape Fighters, Modified (2)   CL 12
Gargantuan starfighter
Init +10; **Senses** Perception +12

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Defenses Ref 15 (flat-footed 12), Fort 27; armor +7, Vehicular Combat
hp 140; **DR** 10; **Threshold** 47

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Speed fly 16 squares (max. velocity 950 km/h), fly 4 squares (starship scale)
Ranged laser cannons +14 (see below) or
Ranged medium concussion missiles +14 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +10; **Grp** +42
Atk Options autofire (laser cannons), fire-link (medium concussion missiles)

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Abilities Str 44, Dex 17, Con —, Int 14
Skills Initiative +10, Mechanics +13, Perception +12, Pilot +10, Use Computer +13

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Crew 1 plus astromech droid (ace); **Passengers** none
Cargo 40 kg; **Consumables** 1 day; **Carried Craft** none
Payload 16 medium concussion missiles
Hyperdrive ×3, 10-jump memory (astromech droid)
Availability Restricted; **Cost** 84,300 (including maneuvering jets and hyperdrive sled

Laser cannons (pilot)
Atk +14 (+9 autofire), **Dmg** 4d10×2

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Medium concussion missiles (pilot)
Atk +14, **Dmg** 7d10×2 (8d10×2 fire-linked), 4-square splash

CloakShape Fighter Tactics

Due to the speed of the repulsortrain, the CloakShape fighters can attack only by making an attack run, giving them the following statistics: **Defenses** Reflex 13 (flat-footed 10), **Atk** +16 (+11 autofire). They attack from about 12 squares away, behind and slightly above the repulsorcar, and dangerously close to the unirail. (See Features of the Area sidebar.)

   The fighters prefer to attack with their lasers in autofire mode, but they are unable to make a strafe attack because of the repulsortrain's speed. As with any area attack, a target with cover takes no damage if an autofire attack does not hit its Reflex Defense. If all targets have cover from the fighters, the ships instead use concussion missiles, attacking a point 2 to 3 squares beyond their intended targets; this avoids the cover entirely and subjects the targets to the missiles' 4-square splash. (The fighters will not do this if the splash would hit the mercenaries on the far side of the car.)

Capturing a CloakShape

Particularly creative (or foolhardy) heroes might try to capture one of the fighters. A character can jump onto the canopy of a CloakShape fighter with a DC 50 Jump check (virtually impossible without the use of the Force power *surge*). Removing the canopy using the emergency release handle requires a standard action. On the pilot's turn, he will

attempt to shake the hero off the fighter instead of making an attack; make a Pilot check opposed by the hero's Acrobatics or Climb check. If the pilot wins the opposed check, the hero falls about 100 meters to the ground below.

The Trandoshan pilot has **Defenses** Reflex 16 (including a +5 cover bonus from the cockpit), **hp** 49, **Threshold** 10, and **Ranged** blaster pistol +10 (3d6). If moved at least −2 steps on the condition track or reduced to 15 or fewer hit points, the pilot will eject on his next turn if able. Once the pilot is defeated (by ejection or otherwise), the hero can take control of the fighter before it crashes. If this occurs, the other fighter will completely ignore the heroes on the repulsortrain to focus on the captured fighter.

Conclusion

The encounter ends when the heroes make it through the doors at the front of the car, leading to the repulsortrain's control car, or when all opponents are eliminated. If the CloakShape fighters are left intact, they will return to harass the heroes on the rooftop of the control car (see the "End of the Line" encounter).

Features of the Area

The severe damage to this repulsorcar has created extremely dangerous conditions, described below.

Fire: A character that enters a fire square immediately catches fire. Make an attack roll (1d20+5) against the target's Fortitude Defense. If the attack succeeds, the target takes 1d6 fire damage; if the attack misses, the target takes half damage. Continue on that character's turn each round until the flames are put out (a full-round action).

Fire squares block line of sight but not line of effect.

Smoke: If a character enters or begins its turn in a smoke square, make an attack roll (1d20+5) against the target's Fortitude Defense. If the attack succeeds, the target takes 1d6 damage and moves −1 step down the condition track. If the attack fails, the target takes half damage and does not move down the condition track.

Smoke is an atmospheric hazard that grants concealment to characters within it.

Broken Floor: The floor is so warped and damaged that all squares count as difficult terrain. Floor squares with visibly missing plating can also be traversed, but many such squares are also conduit hazards.

Debris: Any square with visibly missing floor plating has large pieces of debris within, ranging from Tiny to Medium size. These can potentially be thrown or hurled with *move object* (but see "Strong Winds," below).

Raised Walkway: The raised walkway is 1.3 meters tall (approximately chest height on an average adult Human). It provides cover against attacks originating from the opposite side, and a character can crouch behind it (moving at half speed) to gain improved cover or total cover. Moving onto or off of the walkway costs 1 square of movement.

The raised walkway is smoother than the floor, so its squares count as difficult terrain only when at least half of a square is missing entirely (such as in front of the rear doors).

Stairs: The stairs are badly burned but still intact. Stairs count as difficult terrain.

Strong Winds: Any character moving or standing in this area must make a DC 15 Strength check. (If prone, the character can substitute a DC 15 Climb check.) If successful, the character can act normally. On a failure, the character falls prone and is pushed toward the rear of the train, moving 1 square plus an additional square for every 5 points by which the character failed the Strength check. If this results in hitting a larger object, the character takes 1d6 damage. Large characters gain a +5 bonus on this Strength check.

Any character in this area takes a −5 penalty to ranged attacks (−10 penalty for thrown weapons). A thrown object that strikes a downwind target deals an additional 4d6 damage due to the force of the wind; a thrown weapon cannot be used to attack an upwind target.

Charged Unirail: The repulsortrain is suspended from a highly charged unirail, which hangs about 9 meters above the floor of the repulsorcar. The rail is all but impervious to energy weapons, but objects colliding with the unirail can cause the release of an ionic discharge. Triggering this with a thrown object requires a hit against Reflex Defense 5, dealing 1d10×2 ion damage in a 4-square burst. For every 3 points by which the roll beats the Reflex Defense, increase the ion damage by one die, up to a maximum of 6d10×2.

When a burst is triggered, make an attack roll (1d20+15) against all characters and objects in the burst area. On a hit, the target takes full damage; on a miss, the target takes half damage.

The CloakShape fighters can be caught in such a discharge, but they are far enough away that it would count as medium range (−5 range penalty) in addition to the −10 penalty for the strong winds (see above).
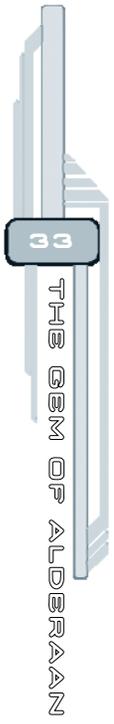
Gemcutting Encounter Map

THE GEM OF ALDERAAN

TO FRONT OF TRAIN

STAIRS

EM

STAIRS

1 SQUARE = 1.5 METERS

End of the Line
Challenge Level 18

Setup

The Trandoshan mercenary commander (M) is near the cockpit of the control car, and in one arm he holds a bound and helpless Lady Aldrete. The heroes do not have line of sight to him at the beginning of the encounter, so do not place him until he is visible.

Read-Aloud Text

> The control car is filled with loud machinery, groaning and hissing in protest. You are on a catwalk that encircles the car's interior, suspended above the lower engine compartment. More machinery and large tanks dominate the middle of the room, from the floor up to the ceiling. Steam erupts intermittently from machinery below, and caution lights flash from almost every machine you can see.

DC 15 Mechanics check, DC 20 Pilot check, or DC 15 Knowledge (technology) check:

> These engines are running far beyond their safe limits. Emergency shutdown controls appear to have been disabled. The large machinery in the center of the room is the fuel injection system, and the tanks around it hold fuel in a smaller reservoir during the mixing process. The primary fuel lines are suspended over the left and right sides of the catwalk.

If the previous check was successful, call for a DC 20 Perception check:

> The primary fuel lines appear to have been tampered with, probably to create a trap. If the fuel lines are cut, the engines won't last long on the amount held in the reservoir tank. The repulsortrain will derail if the engines lose power suddenly, causing it to plunge to the ground over a hundred meters below.

Trandoshan Mercenary Commander

> This Trandoshan carries a blaster rifle, poised and ready to shoot. Lady Aldrete is bound and gagged at his feet.

Trandoshan Mercenary Commander   CL 16*
Medium Trandoshan scout 7/bounty hunter 8
Destiny 1; **Force** 6; **Dark Side** 9
Init +15; **Senses** darkvision, Keen Shot; Perception +14 (can reroll)
Languages Basic, Dosh, Huttese

Defenses Ref 36 (flat-footed 30), Fort 30, Will 26; natural +1
hp 155; **Threshold** 30

Speed 6 squares
Melee unarmed +15 (1d10+9) or
Ranged blaster rifle +17 (3d8+7) or

blaster rifle +19 (4d8+7) while aiming or
Ranged stun grenade +16 (4d6+7 stun, 2-square burst)
Base Atk +13; **Grp** +16
Atk Options Dastardly Strike, Hunter's Mark, Keen Shot
Special Actions familiar foe +4, Hidden Movement, hostage, Hunter's Target +8, Total Concealment

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Abilities Str 14, Dex 16, Con 16, Int 12, Wis 14, Cha 8
Special Qualities limb regeneration
Talents Acute Senses, Dastardly Strike, Hidden Movement, Hunter's Mark, Hunter's Target, Improved Stealth, Keen Shot, Total Concealment
Feats Careful Shot, Deadeye, Martial Arts I, Martial Arts II, Martial Arts III, Point Blank Shot, Precise Shot, Shake It Off, Sniper, Toughness, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +15, Initiative +15, Mechanics +13, Perception +14 (can reroll), Stealth +15 (can reroll), Survival +14
Possessions blaster rifle (double trigger**, folded stock), utility belt with medpac, bandolier (2 stun grenades, 2 power packs), encrypted comlink

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Hostage—Lady Aldrete is bound, helpless, and unable to speak, and the commander can use her as a shield. As a move action, he can hold her in front of him in a way that grants cover (+5 cover bonus to Reflex Defense) against attackers he is aware of. Any attack that misses the commander by an amount less than or equal to the cover bonus instead strikes Lady Aldrete. (A character who aims or has the Sniper feat ignores this cover.) Using a hostage as a shield is clumsy and leaves only one free hand, imposing a –5 penalty to all Strength- and Dexterity-based checks. As a free action, the commander can drop her into any adjacent square (but not over the guardrail, such on the catwalk).

*Includes adjustment for terrain advantage and availability of a hostage.
**Increases bonus from Careful Shot from +1 to +2 (included above).*

Trandoshan Mercenary Commander Tactics

The mercenary commander uses Stealth extensively, moving as necessary to keep cover between him and the heroes. However, he does not venture more than 6 squares from the top hatch, and he will not come within 4 squares of the fuel line until after it detonates.

    Round 1: On the first round, he holds his action until a hero is in line of sight. He then makes an aimed attack against that hero, using Hunter's Mark, Careful Shot, and Deadeye. (If the hero's Perception check doesn't equal his Stealth check, Dastardly Strike applies as well.)

    Round 2: If the heroes haven't already done so, he shoots the fuel line to trigger a detonation and then uses Stealth to move unseen to a new sniping position; otherwise, he aims and shoots again.

    Round 3: If no hero is adjacent, he aims and attacks again (holding his action if no heroes are visible). Otherwise, he attacks an adjacent hero and uses the withdraw action, moving toward his starting position.

    Round 4: He returns to his starting position and picks up Lady Aldrete, using her as a shield (until a hero manages to pull her away).

Round 5 and 6: He climbs a ladder to the roof using one hand, still carrying Lady Aldrete as a shield.

Round 7: He moves to the extraction area with a Climb check, still using Lady Aldrete as a shield.

Round 8: He attaches Lady Aldrete to the tow cable (full-round action), no longer using her as a shield.

Round 9: He attaches himself to the tow cable (move action) and detaches the tow cable from the control car (move action).

Round 10: He aims and shoots at the nearest hero on the roof, before the boarding ramp closes.

Round 11 or 12: The engines lose power, dragging down any transports still connected to the doomed repulsortrain.

The mercenary commander knows that time is running out, so if he is not in the extraction area by round 8, he drops Lady Aldrete and does nothing but move there, attach himself, and release the tow cable from its anchor.

Fuel Lines

A thick hose overhead suddenly bursts, spraying fuel into the air before being ignited by a spark. A massive explosion erupts.

Hazard   CL 13

The mercenary commander has rigged the fuel line to detonate if any character moves into a catwalk square beneath it. If the line detonates, make an area attack roll (1d20+13) against the Reflex Defense of all characters in a 4-square burst (measured from the closest point in the fuel line to a given character). On a hit, the target takes 8d6 damage, or half damage on a miss. Characters adjacent to the doors or on the lower level have cover against this attack (+5 cover bonus to Reflex Defense, no damage on miss).

The fuel line can also be detonated with a well-placed attack (Reflex Defense 20, DR 5, 10 hit points), which the mercenary commander does if none of the characters have triggered a detonation by his second turn.

Disarming: A character can disarm this hazard from the lower engine compartment by making a DC 20 Mechanics check as a full-round action. If successful, fuel is shunted out of the main line, preventing an explosion. On a failure by 1 to 4 points, the character can try again. On a failure by 5 or more, the fuel line detonates immediately.

Whether the fuel line is disarmed or detonated, the engines run out of fuel 10 rounds later. The shunted fuel line cannot be reactivated while the engines are in operation, and all control systems have been disabled.

Citadel Cruiser

A transport flies just ahead of and above the control car, anchored to the repulsortrain by a heavy tow cable. It flies cautiously, trying to avoid the charged unirail.

Citadel Cruiser (modified)   CL 12
Colossal* space transport
Init +3; **Senses** Perception +12

Defenses Ref 15 (flat-footed 14), Fort 26; armor +14, Vehicular Combat
hp 156; **DR** 15; **SR** 40; **Threshold** 76

Speed fly 12 squares (max. velocity 830 km/h), fly 3 squares (starship scale)
Ranged quad laser cannons +11 (see below) and
   2 double ion cannons +11 (see below) and
   medium concussion missiles +13 (see below) or
Ranged quad laser cannons +11 (see below) and
   2 double ion cannons +11 (see below) and
   tractor beam +13 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +36
Atk Options autofire (laser cannons)

Abilities Str 42, Dex 12, Con —, Int 12
Skills Initiative +3, Mechanics +12, Perception +12, Pilot +3, Use Computer +12

Crew 3 (ace); **Passengers** 24
Cargo 25 tons; **Consumables** 6 months; **Carried Craft** 2 starfighters
Payload 12 medium concussion missiles
Hyperdrive ×2, navicomputer
Availability Licensed; **Cost** 346,000
* This ship is treated as a Gargantuan starfighter for the purposes of being targeted by capital ship weapons, dogfighting, and using starship maneuvers.

Quad laser cannons (gunner)
Atk +11 (+6 autofire), **Dmg** 6d10×2

Double Ion cannons (gunner)
Atk +11, **Dmg** 6d10×2 ion

Medium concussion missiles (pilot)
Atk +13, **Dmg** 8d10×2, 4-square splash

Tractor beam (pilot)
Atk +13, **Dmg** — (grapple +36)

Citadel Cruiser Tactics

Until the mercenary commander is on board, the citadel cruiser won't risk firing its larger weapons at heroes on the roof of the control car. While anchored to the car, the cruiser loses its Dexterity bonus to Reflex Defense, and its pilot cannot use Vehicular Combat to avoid damage.

When the control car's engines fail (10 rounds after the fuel line ruptures), the citadel cruiser can't fly with the extra weight if it is still anchored to the repulsortrain, and it crashes into the mountains below 2 rounds later. If the *Banshee* is also anchored to the control car, the two transports can barely handle the weight and remain in flight.

If both transports are freed from the repulsortrain, the citadel cruiser attempts to shoot down the *Banshee* for 5 rounds, then disengage to avoid interception by Alderaanian security forces.

The Banshee

A familiar *Baudo*-class star yacht zooms into view—it's Sirona Okeefe's ship, the *Banshee*!

The *Banshee*   CL 6
Colossal* space transport
Init −3; **Senses** Perception +5

Defense Ref 13 (flat-footed 11), Fort 22; +11 armor
hp 60; **DR** 15; **SR** 15; **Threshold** 72

Speed fly 12 squares (max. velocity 1,200 km/h), fly 5 squares (starship scale)
Ranged double light laser cannons +2 and 2 quad laser cannons +2
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +4; **Grp** +32

Abilities Str 34, Dex 14, Con —, Int 14
Skills Initiative –3, Mechanics +5, Perception +5, Pilot –3, Use Computer +5

Crew 2 (unique); **Passengers** 8
Cargo 35 tons; **Consumables** 1 month; **Carried Craft** none
Hyperdrive ×2 (backup ×7), navicomputer
Availability Licensed; **Cost** 400,000 (250,000 used)
* This ship is treated as a Gargantuan starfighter for the purposes of being targeted by capital ship weapons, dogfighting, and using starship maneuvers.

Double light laser cannons (pilot or copilot)
Atk +2, **Dmg** 3d10×2

Quad laser cannons (gunner)
Atk +2, **Dmg** 4d10×2

Banshee Tactics

The *Banshee* appears on round 8, attaching a second tow cable to the extraction area. Sirona Okeefe appears as the boarding ramp descends, ready to use a grappling spike launcher to cast secondary lines to heroes in need. She does not detach from the *Gem of Alderaan* until all surviving heroes are on board. The *Banshee* will crash 2 rounds after the engines fail if it is attached to the repulsortrain by itself.

Once everyone is on board, Okeefe heads to the cockpit (or to a quad laser turret, if another character has already taken over piloting duties) and tries to escape from the mercenaries' citadel cruiser unless instructed otherwise.

Conclusion

Lady Aldrete (nonheroic 9/noble 5) is helpless and unable to defend herself. She has **Force** 1, **Defenses** Reflex 10 (while helpless), **hp** 40, **Threshold** 15. If she is subject to damage that would kill her, she spends her single Force Point to fall unconscious instead.

A character can attempt to pull Lady Aldrete out of the mercenary commander's hands using the disarm action unarmed. This provokes an attack of opportunity from the commander unless the character has the Martial Arts I, Pin, or Trip feats.

If Lady Aldrete is dropped on the roof, read the following:

> Lady Aldrete is helpless as she falls onto the roof of the control car. The fierce winds immediately begin dragging her toward the edge. You can tell that you probably have only one chance to catch her.

A hero can save Lady Aldrete from falling by using the grab action or *move object*. A hero can try to catch her by using the cable and grappling hook on his utility belt; make a ranged attack against Reflex Defense 10, taking range penalties as a thrown weapon with an additional –10 penalty due to the high wind and improvised nature of the attempt. If any of these attempts succeed, Lady Aldrete is no longer in danger of falling over the side (unless she is dropped again). If no character reaches her, she falls over the side in the following round on the same initiative count that she was dropped.

Escape the *Gem of Alderaan*: The repulsortrain is doomed, and the only way to escape is on the *Banshee*. Sirona Okeefe stands on the boarding ramp while her droid, RX-13 ("Crash"), maneuvers to position the ramp adjacent over the extraction area (the yellow-bordered area on the map). The boarding ramp counts as difficult terrain, requiring 2 squares of movement to get on board.

If any heroes are more than 3 squares away, Okeefe uses a grappling spike launcher to cast a line to an adjacent square. Using a line allows a character to move at full speed toward the *Banshee* without penalty. Okeefe casts the first line to the most distant hero, and in each subsequent round, she adds another line to the next most distant hero until all have access to a grappling line.

End of the Line Encounter Map 1:
Repulsor Train Control Car

LADDERS

LADDERS

M

TOP HATCH

MAIN FUEL LINE

LADDERS

1 SQUARE = 1.5 METERS

End of the Line Encounter Map 2:
Control Car Rooftop

TOP HATCH

EXTRACTION AREA

1 SQUARE = 1.5 METERS

THE GEM OF ALDERAAN

Event Name: _____ Event Code: _____
(This number was given to the senior GM when the event was sanctioned.)

Adventure Title: The Gem of Alderaan (Dawn of Defiance, Part 8)   Session Number: _____
(For administrative use only.)

Date of Play: ☐☐/☐☐/☐☐   Start Time: ☐☐:☐☐   Give hour in military time standard (p.m. hours
Month Day Year   Hour Minute   = hour +12). Don't record the exact minute the
                                                     adventure played. Instead list the closest 30-
                                                     minute interval the game was scheduled to start
                                                     at (30 or 00).

A legal RPGA table has no less than four players, and no more than six players.

GAMEMASTER

DM Name: _____

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Player Name	RPGA Number
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6	☐☐☐☐☐☐☐☐☐☐

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S E S S I O N   T R A C K I N G

Event Name: _____ Event Code: _____
(This number was given to the senior GM when the event was sanctioned).

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