

# STAR WARS

ROLEPLAYING GAME

## The Storm's Edge

A *Star Wars Roleplaying Game* Adventure

By Dan Kaufman



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On the desolate planet of Tatooine, hope comes in many forms. One of these is the tree keeper Momaw Nadon. While not as critical as secret Death Star plans or as inspiring as the legend of a farm boy who became a Jedi Knight, rumors of secret groves of bafforr trees give delight to the children of Tatooine and hope to the adults.

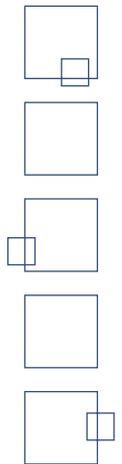
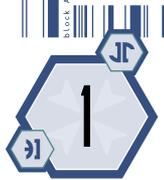
*The Storm's Edge* is a short adventure for the *Star Wars Roleplaying Game* designed for four 6th-level heroes. It is also suitable for larger parties of lower-level heroes. For larger 6th-level groups, add three thug 4s for each extra hero to the sail barge battle (see Scene 2).

*The Storm's Edge* is written for the Rebellion era, but you can run it in any era with a little work. In The Rise of the Empire era, Momaw (see Background) may be just beginning to cultivate his bafforr grove, with local gangsters plotting for his valuable land. In the time of New Jedi Order, set the start of the adventure in Mos Entha or even the remote Eidolon Base. Specific details about how the different eras affect Tatooine can be found in the *Secrets of Tatooine* campaign pack.

This adventure is suitable for any mix of heroes, but having several ranks in a few skills makes the adventure much easier. The Pilot skill makes the adventure more manageable during the eventual maneuvering of the sail barge (see Scene 2), and Gather Information is useful for the cantina encounter in Scene 1. While the Gamemaster (GM) shouldn't discourage nonlethal solutions to this adventure, the scenario does lend itself primarily to combat-oriented classes such as soldier and Jedi guardian.

### Background

Since their creation, the two suns of the Tatoo system have mercilessly scorched the life from their three satellites. The two gas giants, Ohann and Adriana, have never been able to sustain life. On Tatooine, the third planet, life clings to



the rocky mass with all the strength of a drowning man clutching a life preserver.

On Tatooine few things grow if left to their own accord. Time and again, brave farmers (some say foolish) have attempted to bring life to this barren place. All have failed. The sandstorms and the native Tusken Raiders put a quick end to such efforts.

One story of life winning against Tatooine's harsh environment persists, however. According to whispers in the cantinas of Mos Eisley, the Ithorian Momaw Nadon keeps a bafforr grove—a group of semi-sentient trees—somewhere outside the city. Kept in low profile, the grove has yet to draw the attention of either the Imperials or Tatooine's numerous gang lords. Until now.

## Getting the Heroes Involved

This adventure works best if the heroes are part of the Rebel Alliance. The Rebellion can pay profit-minded heroes, but the scenario works better if the heroes undertake the mission just for the sake of doing good.

In the time of *The Rise of the Empire*, the heroes could work for the Jedi Council or even serve as agents under the command of Chancellor Palpatine's Senate.

## Preparation

The GM should be familiar with rules concerning heat, thirst, and drowning, all found in the *Star Wars Roleplaying Game* core rulebook on page 217.

- ☉ **Heat:** During the day, Tatooine is considered uncomfortably hot. At midday, under its twin suns, heat conditions are considered extreme. Natives either learn to seek shelter at midday, or they die.
- ☉ **Momaw Nadon:** While not necessary for the adventure, the Ithorian's background and stats can be found in *The Secrets of Tatooine*.
- ☉ **Landspeeder vs Sail Barge:** The GM should be familiar with the rules of vehicle combat, found in the *Star Wars Roleplaying Game* core rulebook (page 161).
- ☉ **Gravel Storms:** During the climax of this adventure, characters are subjected to one of Tatooine's deadly gravel storms. While sandstorms are much more common, gravel storms are much more dangerous. When heroes are caught in the storm's edge, all Listen, Search, and Spot checks suffer a -4 penalty. The range increment of energy weapons is halved, and missile weapons are at a -4 penalty. Pilot checks are made at a -2 penalty. Characters suffer 1d6 Vitality Points each round they are exposed.

When caught in the full storm, things get much worse. Listen, Search, and Spot checks suffer a -8 penalty. Energy Weapons prove useless beyond 3 meters, and missile weapon attacks are impossible. Pilot checks are made at a -6 penalty. Characters caught out in the gravel lose 1d8 Vitality Points per round and suffer the effects of suffocation and drowning due to the amount of material in the air. Mouth coverings such as scarves prevent the characters from suffocating for a number of rounds equal to ten times their Constitution score. A mouth filter doubles this time.

☉ **Krayt Dragon:** A huge Tatooine predator stalks the sail barge in the final scene. This mighty beast usually hunts herds of banthas, but in here it chooses to complicate the characters' lives instead. Its statistics can be found at the end of the adventure. Krayt dragons have a rich history, which is further detailed in *The Secrets of Tatooine*.

## Prologue: Seeding the Adventure

You may read aloud or paraphrase the boxed information in this section for players. This background represents what heroes might hear from the members of the Rebel Alliance who send them after Momaw and rumors they pick up in a local cantina.

In times of rebellion, a flimsy excuse is all an oppressor needs to carry out the most heinous acts. Imperial forces recently used such transparent reasoning for the arrest—some call it the kidnapping—of Momaw Nadon, a Tatooine folk legend.

Momaw is rumored to hold the location of a secret grove of bafforr trees and other exotic plant life. He eventually hopes to introduce the species to the arid wastelands near Mos Eisley.

Members of the local Imperial garrison recently stumbled upon Nadon's grove. Not sure of what they'd found, they radioed their commander, Ingah Muloha. Taking matters into her own hands, Muloha contacted a local Imperial sympathizer, a Gamorrean gangster named Centa Sonhan, and set off in pursuit of Nadon. She had one of her subordinates create false criminal charges against Nadon to justify his apprehension.

Hearing rumors of Imperials searching for him, Nadon fled Mos Eisley and, in a foolish act of heroism, headed to his grove to protect the trees. On the way there he was captured by Muloha, Centa Sonhan, and the rest of the gangsters. Local communications seem to indicate that the gangsters plan to meet other Imperial forces at the grove. If the Rebellion is going to act in Nadon's defense, it is running out of time.

Although the secret grove is small and unlikely to generate any real wealth for the Empire, they see it as subversive. It seems that any attempt to change the quality of life that doesn't come from Imperial sources is, in the eyes of the Empire, inappropriate. Keeping Momaw out of the Empire's clutches is important to keep up local morale and to build faith in the Rebellion among the civilian populace.

## Scene 1: The Watering Hole

The Rebel Alliance or another benefactor will provide the heroes with the short-term use of enough landspeeders to get them to the sail barge. Use the SoroSuub XP-34 statistics in the *Star Wars Roleplaying Game* rulebook, page 166.

The GM is also free to set up any encounters leading up to the characters walking into the cantina and the bar encounter itself. It would certainly allow characters with noncombat skills such as Bluff, Diplomacy, and Intimidate to have a moment in the sun before the shooting starts. In

addition, characters with the Gather Information skill could get more details (such as the approximate number of Sonhan's crew or the fact he owns a sail barge), with a successful skill check (DC 20).

Otherwise, summarize the encounter by reading the following.

You spend a day in Mos Eisley gathering clues and trying to find the current location of the gangster Sonhan. You finally get some results in a seedy cantina.

You meet a Devaronian information broker named Ladira with known Rebel sympathies. The informant gives you the coordinates of Sonhan's last communication, the far edge of the Jundland Wastes.

As soon as she finishes relaying the information, Ladira gets up to leave. "Don't waste anymore time here," she says, "go find Momwar."

Unknown to the heroes and other Rebels, Ladira is a double agent. She provides the heroes with accurate information to cover her own trail and to appear loyal; however, she has betrayed the heroes to the Empire. Ladira doesn't want her cover blown, so she won't hang around for the stormtroopers to show up. If you want the heroes to have a chance at figuring out what's going on, give them a Sense Motive check, opposed by Ladira's Bluff check. Ladira's motives and other activities can provide the characters with further adventures.

**Ladira, Scoundrel 4;** See page 274 of the core rulebook.

Two rounds after Ladira leaves, four stormtroopers march down the street to the cantina. Their intentions are clear, and characters succeeding at a Spot check (DC 10) notice that the stormtroopers are headed toward the group. If the heroes stay, the stormtroopers attempt to arrest them. However, the characters should have time to flee in their landspeeders before the stormtroopers can get a clear line of fire.

**Stormtroopers (4);** See page 277 of the core rulebook.

The stormtroopers know only that Ladira was meeting other Rebels in the cantina; they don't know the specifics of the heroes' mission.

## Scene 2: Plenty of Sunlight

With the coordinates, the heroes can make their way from Mos Eisley across the Jundland Wastes.

Around you, the rock and sand swirls, and the twin suns beat down mercilessly, earning the Jundland Wastes their deadly reputation. On the horizon, far to the west, the sky has become a dark black maelstrom.

It's obvious a vehicle breakdown could prove fatal out here, as the desert is alive with countless predators and the nefarious sand dwellers, the Tusken Raiders.

Then, up ahead, a huge sail barge cruises into view. Since few people are foolish enough to cross these inhospitable plains, it has to be the gangster Centa Sonhan and with him, Nadon.

The barge is travelling at cruising speed.

**Craft:** Ubrikkian Luxury Sail Barge; **Class:** Ground (Speeder); **Cost:** 285,000 (new), 150,000 (used); **Size:** Colossal (30 meters); **Crew:** Normal +2 (2 pilots, 2 engi-

neers, 1 officer); **Passengers:** 500; **Cargo Capacity:** 2,000 metric tons; **Speed:** 35 meters (max. speed 100 km/h); **Altitude:** up to 3 meters; **Defense:** 8 (-8 size, -6 armor); **Hull Points:** 80; **DR:** 10. **Weapons:** Heavy blaster cannon; **Fire Arc:** All; **Attack Bonus:** -2 (-8 size, -6 fire control); **Damage:** 4d8; **Range:** 50m.

It is indeed the sail barge owned by Centa. Aboard, locked in a small stateroom, is Nadon. To get to him, though, the heroes must get by Centa's mercenaries.

### The Approach

First the heroes must find a way to board the sail barge. A successful Computer Use skill check (DC 10) lets them locate the barge's communication channel, and they could try to bluff their way closer. Any Bluff attempts, opposed by a Sense Motive check from one of the thugs, incur a -10 penalty due to the guards' trained wariness. At the first sign of trouble, the barge opens fire with its deck gun.

The heroes could try to close without Bluff attempts. In that case, the GM should use the vehicle combat rules. The characters could try to damage or destroy the barge from a distance, but this is risky. Not only will the heroes have a difficult time damaging the barge, but the attacks could also endanger Nadon.

### Boarding the Barge

Once the landspeeders have closed with the sides of the barge, its deck gun becomes useless. Unless the heroes have successfully bluffed their way onto the barge, the gangsters fire at the heroes with hand-held weapons. The lip of the upper deck provides them with one-half cover. (See the On the Deck section for the guards' statistics.)

Jumping onto the sides of the barge and climbing to the deck requires a successful Jump check (DC 12). (The character starts at 1.5m height from the speeder, jumps approximately 1m to reach the barge (DC 14), and suffers a -4 circumstance penalty for jumping onto a moving object.) The jump must be followed immediately by a successful Climb check (DC 10) to grab hold. Failing the Jump check means the hero falls. Failing the Climb check by 5 or more means the hero falls as well. Otherwise, a hero who fails simply slides to the bottom lip of the barge and must make another check the next round to stop the descent.

Starting the next round, the hero can use Climb checks (DC 10) to scale the side of the barge. The side is 10 meters tall.

### The Bad Guys

All villains' statistics can be found in the Allies and Opponents section of the *Star Wars Roleplaying Game* core rulebook. Specific page numbers appear in each encounter. Most are low- (1st-column statistics) or medium- (2nd-column) level villains.

### Encounters on the Barge

Centra's barge is very similar to Jabba's luxury barge from *Return of the Jedi*, the *Khetanna*. The upper deck is open and protected by a gunner and five guards. The second level houses the cockpit, and crew and servants quarters. The cramped bottom level contains a few small cells, a storage





hands of the heroes, Sonhan's troops have no plans to plunge their ship into a gravel storm and may not even know about the dragon (if all the thugs on deck are incapacitated).

If the heroes have already escaped in their landspeeders, obviously some adjustments are needed. Because speeders are quite a bit faster than the barge, they can easily avoid both the dragon and the edge of the storm.

## Cue End Credits

After a few seconds of rough travel across the edge of the gravel storm, the barge emerges free and clear. The storm dissipates soon after.

If the characters succeed in freeing Nadon, he thanks them and insists on being allowed to return to his grove. He intends to make sure the Imperials don't find his precious trees.

Centan Sonhan's sail barge is incredibly valuable. If the heroes manage to capture it intact, they'll be recognized by Imperial operatives in any of Tatooine's major towns. Selling the barge will provoke Imperial interference, as will continuing to use it. If the group tries to profit from the barge, it should lead to trouble, and further adventure, against the forces of the Empire. Turning the barge over to the Rebel Alliance is probably the group's best option. The Rebels give the heroes a handsome reward and quickly offer them more missions.

The local Imperial commander, Lieutenant Harburik, assumes his men in the sail barge were lost in the gravel storm and is none the wiser. Since no details had been delivered to him and the Rebels are making his job harder each day, he soon forgets about Nadon. Nadon's criminal record is wiped clean soon after, thanks to Rebel spies in Mos Eisley.

**Krayt Dragon:** desert predator 8; IM -2 (-2 Dex); Def 8 (+8 natural, -8 size, -2 Dex); Spd 15m; VP/WP 150/320; Atk +17 melee (2d8+15, claw) or +12 melee (4d6+15, bite); SV Fort +21, Ref +4, Will +1; SZ C; Str 44, Dex 6, Con 40, Int 1, Wis 8, Cha 14; Challenge Code G.

**Skills:** Intimidate +13, Survival +14

**Feats:** Power Attack, Track

## About the Author

Frequently mistaken for Bruce Willis' 'husky' older brother, Daniel Kaufman has been playing DUNGEON & DRAGONS® since the late seventies and helped playtest the new edition of the game. He has published numerous trading card game articles in *TOPDECK® magazine*, and a *Star Wars* adventure, *Snow Job*, in *Star Wars Gamer* issue 2.

He currently provides game support for Wizards of the Coast, including D&D®, *Star Wars*, and MAGIC THE GATHERING.® He is also working on a new D&D supplement.

Daniel recently found his kindergarten girlfriend after 28 years. She said she lost his number.

