



ESCAPE FROM MOS SHUUTA

You are about to embark upon an exciting journey through the *Star Wars* universe, living by your wits and your skill with a blaster, one step ahead of the Empire and the worst examples of the criminal element. *Escape from Mos Shuuta* is an adventure which has been converted for the SW5e roleplaying system.

GAME MASTER ONLY!

Only the GM should read the rest of this book; it contains secrets and surprises for the course of the adventure and reading ahead can spoil the fun!

As you play through this adventure, you will see blocks of text like this:

The text in this block is intended to be read aloud to the hero players by the GM. It normally describes the scene or the characters, and it might include an important clue or hint!

Each of these blocks of read-aloud text will have instructions for when to read it aloud. Often, it should be read as soon as the scene begins - as the heroes step into the Cantina, or when the crime-lord's thugs catch sight of them. Other times it will be in response to PC action, such as when they open a door or if they succeed at an ability check.

SIDEBARS

There may be sidebars like this one. These sidebars contain supplementary information and asides to assist the GM in running the scene. Sometimes these sidebars discuss game concepts. Other times they provide advice.

THE PLAYER CHARACTERS

This adventure is designed for four level 1 characters, but can be adjusted for parties of a different size. The players will need to create their characters or choose from among the pre-generated characters prior to starting the adventure. The player characters have all worked for Teemo the Hutt in the past, but are now in trouble with him and need to escape. If the players are using pre-generated characters, their included backstories explain what jobs they used to do for Teemo, and why they're trying to escape. If the players have created their own characters, work with them to determine these details for their characters so that they can fit into the adventure.

WELCOME TO MOS SHUUTA

This adventure takes place in Mos Shuuta, a small city on the desert world of Tatooine. Mos Shuuta is situated on the top of a tall, rocky bluff, with nothing but endless desert in every direction around it. As the story begins, the PCs are attempting to escape the servants of the ruler of Mos Shuuta, Teemo the Hutt. Each of the PCs is in trouble with Teemo the Hutt for one reason or another. The only way to get off the planet and escape Teemo the Hutt is to steal a ship and fly to safety. Fortunately, they'll get a chance to do exactly that, by stealing a ship called the *Krayt Fang* from a Trandoshan named Trex.

Hopefully, the PCs won't attempt to climb down the rocky cliff or otherwise leave Mos Shuuta without stealing a ship. If they try, explain that the cliff is very sheer and the only entrance or exit that isn't the spaceport is very heavily guarded.

THE MAP

The adventure map is broken into several sections. The map includes the stony bluff of Mos Shuuta, the Mos Shuuta Cantina, the Command Center, and the *Krayt Fang* in its landing bay.



The Mos Shuuta map is reproduced here for your convenience. The PCs are expected to start in the cantina (page 3), then visit the junk shop (page 5), spaceport control (page 7), and landing bay Aurek (page 11). The other locations in Mos Shuuta are briefly described on page 15.

THE ADVENTURE STRUCTURE

The adventure is presented as a series of Encounters. The encounters are numbered and presented in the order that the PCs are expected to proceed.

In between encounters, the GM may have to improvise the transitions. These transitions can be as simple as "You all walk from the cantina to the junk shop," or as complex as small sub-encounters in their own right. They're also a great opportunity to mix in some of the color and variety of *Star Wars*.

THE ADVENTURE BEGINS

Once all the hero players have their character sheets, it's time to begin the game.

ARRANGING THE PLAY AREA

The available dice should be placed somewhere within easy reach of all players. The Map of Mos Shuuta can also be placed in between all players (with its street side showing), so everyone can easily see where the action is taking place. The players should keep their character tokens near their character sheets. They may wish to use them to represent their characters on the game map later during a fight scene! It would also be helpful for each player to have a pencil or pen and some scratch paper to take notes.

RAISING THE CURTAIN

When everyone is ready to begin, read the following opening crawl aloud to the hero players. (And if you have a *Star Wars* soundtrack available, go ahead and crank that up, too!)

ESCAPE FROM MOS SHUUTA

It is a period of unrest and opportunity in the galaxy. The Galactic Empire struggles to maintain control in the midst of civil war. Meanwhile, scoundrels and smugglers, explorers and expatriates, and fringers of all types scramble for a living on the edges of galactic civilization. It is a hard life, but these renegades have more freedom and opportunity than any citizen of the Core Worlds.

On the desert world of TATOOINE, a few such renegades have run afoul of a local crime boss, TEEMO THE HUTT. Trapped in the tiny spaceport of Mos Shuuta, the renegades have no choice but to steal a starship and flee Teemo's forces. Fortunately, a suitable starship has recently docked at the landing bay: a freighter called the KRAYT FANG, captained by a Trandoshan slaver named Trex. As they flee through the suns-baked streets, the renegades duck into the local cantina to hide from their pursuers....

AFTER READING THE OPENING CRAWL...

Each hero now suffers 2 damage to represent his or her exhaustion from running through the desert heat of Tatooine. Instruct each hero player to subtract 2 hitpoints in the appropriate place on his or her character sheet. If a character ever suffers more damage than his or her hitpoint total, the character collapses unconscious. The PCs will have opportunities to recover hitpoints in the future.

The adventure has now begun! Proceed to Encounter 1 and use the included map found on page 4 to show the interior of the cantina.

ENCOUNTER 1: ON THE RUN

In this encounter, the PCs rush into the cantina moments ahead of Teemo the Hutt's Gamorrean goons. They have an opportunity to hide themselves before the goons arrive.

As the PCs enter the cantina, read or paraphrase the following aloud:

You step down a short flight of stairs into the cantina's shadowy common room, the cool air a blessed relief from the scorching heat of Tatooine. The Devaronian bartender pauses in his chores to stare at you, his devilish features intimidating. On a stage against the far wall, a Twi'lek woman dances to recorded music. Private booths line the walls, and the cantina floor is scattered with tables and chairs. A few patrons turn in their seats to stare at you. The only other exits you see from the room are what looks to be a storage closet in one corner and a doorway behind the Twi'lek dancer. The arched roof above you is supported by thick, heavy struts. You only have a few moments to find a hiding place before Teemo's thugs arrive. What do you do?

Each PC has one chance to hide himself or herself before the goons come in the front door. Doing so is an ability check, and each PC should make one ability check to determine whether or not the attempt to hide is successful.

If a PC simply tries to hide in a booth, or under a table, or in the shadows of the cantina, then the ability check is a DC 10 Dexterity (Stealth) check. But there are other things the PCs may try, such as:

- Convince the Twi'lek dancing girl to let the PC backstage: DC 10 Charisma (Intimidation) or Charisma (Persuasion)
- Stepping into the storage closet and jamming the lock: DC 10 Dexterity (Sleight of Hand) or Intelligence (Technology)
- Climbing up into the support struts where the extra booze is stored: DC 10 Strength (Athletics)
- Getting behind the bar and pretending to be a bartender: DC 10 Charisma (Deception)
- Sitting down at the bar as if nothing was wrong, because only a madman would do that: DC 10 Charisma (Performance)

Once each hero player makes his or her choice, that player should roll a d20 and add the appropriate modifier. (Each hero player will do this one at a time, in any order.)

AFTER EACH HERO PLAYER HAS ROLLED...

If all of the PCs hide successfully, read the following aloud:

Moments after you hide yourselves, a small troupe of pig-like Gamorreans carrying heavy, bone-breaking clubs steps through the door - Teemo's enforcers! They blink their beady little eyes in the gloom, peering about them. Seeing nothing of interest, they grunt and whine in their primitive language and turn to go. You know they'll keep looking for you until you take them out. With their backs turned, this is the perfect moment to strike!

If any of the PCs fail, read the following aloud:

Moments after you hide yourselves, a small troupe of pig-like Gamorreans carrying heavy, bone-breaking clubs steps through the door - Teemo's enforcers! They blink their beady little eyes in the gloom, peering about - and then one lets loose a piercing shriek! You are spotted! Things are about to get violent.

Continue to Encounter 2.

ENCOUNTER 2: A GANG OF GAMORREANS

In this encounter, a fight breaks out between the PCs and a group of Gamorreans in the employ of Teemo the Hutt. If the PCs were all successful in their attempts to hide during Encounter 1, then the PCs have an advantage over the Gamorreans - the Gamorreans are surprised at the start of the encounter.

There are as many Gamorreans as there are PCs. The Gamorreans are clustered by the door. The PCs should note where they are on the cantina map, based on their actions during Encounter 1.

Noncombatants, like the bartender, the dancing girl, and the other patrons, don't do anything important during the battle. They run for cover and generally keep out of the way; there's no need to track their activities.





GAMORREAN THUG

Medium humanoid (gamorrean), chaotic dark

Armor Class 12 (combat suit)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	8 (-1)

Senses passive Perception 10

Languages Gamorrese, Galactic Basic (understands but can't speak it)

Challenge 1/8 (25 XP)

ACTIONS

Vibromace. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) kinetic damage.

THE BATTLE CONTINUES UNTIL ONE TEAM OR ANOTHER IS VICTORIOUS.

If the PCs win:

The Gamorreans are defeated! The silence that follows is broken by slow, unamused applause. The Devaronian bartender approaches and laughs a brittle little laugh. "I guess you're folks who need to get off the planet in a hurry. The good news for you is that I happen to know that there's a freighter in Landing Bay Aurek right now. The bad news is that its captain, Trex, is an associate of the Hutt's and won't just let you on. The other bad news is that the reason I know it's still in the landing bay is that it has a broken hypermatter reactor igniter and won't be flying anywhere until it gets a new one installed. I bet Vorn over at the junk shop has one." Then he points at the door. "Now get out of my cantina."

If the Gamorreans win:

A Gamorrean cudgel swings for your head, and then...blackness! You awaken sometime later with a groan to find the Devaronian bartender standing over you holding a now-empty medpac. From the aches and bruises all over your body, you estimate that the Gamorreans kicked you in the ribs until they got bored, then wandered off. "Teemo must not want you dead, but it's still not healthy to stay in Mos Shuuta," says the bartender. "The good news for you is that I happen to know that there's a freighter in Landing Bay Aurek right now. The bad news is that its captain, Trex, is an associate of the Hutt's and won't just let you on. The other bad news is that the reason I know it's still in the landing bay is that it has a broken hypermatter reactor igniter and won't be flying anywhere until it gets a new one installed. I bet Vorn over at the junk shop has one." Then he points at the door. "Now get out of my cantina."

ENCOUNTER 3: THE JUNK SHOP

In this encounter, the PCs must deal with an irritable junk shop owner named Vorn to secure a needed starship component - the hypermatter reactor igniter (HMRI). They can't simply purchase the item, as Vorn has already promised it to someone else. The PCs will have to convince the shopkeeper to part with it somehow. PCs may use their various social skills to talk Vorn into letting them have the item, or can simply steal it by stealth or by force.

When the PCs arrive at the junk shop, read or paraphrase the following aloud:

The junk shop is immediately obvious by the scrapyard adjoining the low pourstone building. As you step inside, you see a hunched old human male lurking behind a low counter covered with disassembled droid and machine parts. The man glances up at you, then turns to a garbage can-shaped R5 droid standing at his side. He kicks the droid and shrieks "You're supposed to tell me when I have customers, you bucket of bolts! Go outside and finish stripping that speeder bike wreck." The droid trundles off with a surly "boooop" and the man turns to you. "Welcome, customers! As you can see," he points at the racks and shelves and enormous buckets full of scrap metal and parts, "I have anything you could want...for the right price."

The characters may now talk to Vorn, ask him questions, and generally try to convince him to part with his HMRI. The GM plays the role of Vorn and responds to their questions and statements as Vorn would. Vorn is reluctant to sell the starship part because he's already agreed to sell it to Trex (the Trandoshan captain of the freighter the PCs are hoping to steal) for 500 credits. He won't be talked into parting with it for less than that. Some of the questions the PCs may ask, or strategies they may try, are noted below, along with Vorn's response.

VORN TEL-OVIS, SHOP OWNER

Medium humanoid (human), neutral balanced

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Skills Insight +2, Perception +2, Persuasion +2

Senses passive Perception 12

Languages Galactic Basic

Challenge 0 (10 XP)

ACTIONS

Hold-Out. Ranged Weapon Attack: +2 to hit, range 30/120 ft., one target. Hit: 2 (1d4) damage.

CAN WE BUY A HYPERMATTER REACTOR IGNITER FROM YOU?

"No. I only have one, and it's already promised to Captain Trex of the *Krayt Fang*."

CAN YOU TELL US MORE ABOUT CAPTAIN TREX OF THE KRAYT FANG?

"Trex is a Trandoshan bounty hunter who stops over in Mos Shuuta a few times a year. His ship, the *Krayt Fang*, is a beat-up old YT-1300 light freighter. A fine ship, if you can keep her running."

CAN WE PAY YOU MORE THAN TREX IS OFFERING TO BUY THE PART?

Vorn is happy to sell the part for more than Trex is offering, since he always wants to make more money. If the PCs choose this option, they'll have to choose one PC to make a DC 20 Charisma (Persuasion) check. If they succeed, they negotiate a good price, and Vorn asks only 600 credits. If they fail, Vorn gouges them on the price, and asks 750 credits.

WE REPRESENT TREX. HE SENT US TO BUY THE PART FROM YOU.

Lying to Vorn is certainly possible. If the PCs choose this option, they'll have to choose one PC to make an opposed Charisma (Deception) check vs. Vorn's Wisdom (Insight) check.

WOULDN'T YOU RATHER SELL THE PART TO US THAN TREX, BECAUSE WE'RE SO LIKEABLE AND HE'S A BAD MAN?

Buttering up Vorn isn't very effective, but it's worth a try. If the PCs choose this option, they'll have to choose one PC to make a DC 15 Charisma (Persuasion) check. However, because Vorn is generally ill-natured, the attempt will suffer disadvantage.

SELL/GIVE US THE PART OR WE WILL HURT YOU.

Intimidating Vorn can work, although he's more likely to agree to sell the piece than he is to just give it over. If the PCs choose this option, they'll have to choose one PC to make a DC 15 Charisma (Intimidation) check.

HOW DO WE KNOW THE PART IS EVEN ANY GOOD? YOU'D BETTER SHOW IT TO US.

This is clever, and Vorn will show them the part. This makes any attempt to steal it later much easier, since the PCs know what they're looking for and where it's kept.

YOU WERE PRETTY MEAN TO THAT DROID.

"That droid is a lazy good-for-nothing. It hates me almost as much as I hate it. But we're stuck with each other."

ADVANTAGE AND DISADVANTAGE

Advantage and disadvantage reflect circumstantial modifiers to the chances of success or failure of a task. In combat, characters gain advantage on attack rolls against targets they are hidden from and disadvantage on attack rolls against targets hidden from them. There are many, many additional reasons why advantage or disadvantage may be added to an ability check, and this is a good time to learn more about it.

Characters may gain advantage for any of the following:

- Offering Vorn a chance to make more money.
- Distracting Vorn so he cannot focus on the negotiation (or the theft).
- Joining in on badmouthing droids.

In short, any circumstantial benefit that applies on a check may offer advantage to the active character.

Characters may suffer disadvantage from any of the following:

- Being a droid or sticking up for droids.
- Offering Vorn less money.
- Insulting Vorn.

In short, any circumstantial hindrance that applies on any check may inflict disadvantage on the active character.

In all cases, the GM has final approval on whether a check has advantage or disadvantage.

Remember that if multiple situations affect a roll and each one grants advantage or imposes disadvantage on it, a character doesn't roll more than one additional d20. Moreover, if circumstances cause a roll to have both advantage and disadvantage, a character is considered to have neither of them, and they roll one d20. This is true even if multiple circumstances impose disadvantage and only one grants advantage or vice versa. In such a situation, a character has neither advantage nor disadvantage.

GETTING HELP FROM THE RS UNIT.

The RS unit, R5-K3, is afflicted with the bad attitude common to its model and hates its master Vorn Tel-Ovis. If the PCs go outside into the junkyard and talk to it, it will be happy to go inside, steal the HMRI, and bring it to them. All the PCs have to do is keep Vorn distracted (which can be as simple as engaging him in conversation, or creating a disturbance in the shop).

STEALING THE PART.

There are two basic strategies the PCs can use here: stealth and violence. If the PCs use stealth, then pilfering the item without Vorn noticing will require a Dexterity (Sleight of Hand) check vs. Vorn's passive Perception. If the PCs choose violence, then they must begin a combat encounter against Vorn. Vorn will not be expecting a fight, and he will have disadvantage on his initiative check. His droid simply flees from combat.

WHAT ELSE HAVE YOU GOT FOR SALE?

The PCs may wish to purchase something else from Vorn. He doesn't have any weapons or armor for sale, but the PCs may purchase medpacs or repair kits from him for 25 credits each. Vorn has only 4 medpacs and 3 repair kits on-hand.



ENCOUNTER 4: COMMAND & CONTROL

During this encounter, the PCs must gain access to the spaceport control facility and release the docking clamps holding the *Krayt Fang* in place. This will require them either sneaking, talking, or fighting their way past the guards outside, and then gaining access to the computers within. If the PCs are clumsy or trigger-happy, they may have another fight inside spaceport control.

Read or paraphrase the following aloud as the PCs approach spaceport control:

The spaceport control facility is a low, squat building clinging to the edge of the Mos Shuuta bluff. The front entrance stands open, but a pair of spaceport security droids stand at attention. If you're going to get off Tatooine, you need to disable the docking clamps holding the *Krayt Fang* in its landing bay, and you can only do that inside spaceport control. You'll have to either get past those droids somehow, or find another way in.

The two droids will deny the PCs access to the building, but won't attack unless the PCs try to go in anyway or attack the droids. The PCs have three basic choices for how to proceed.

WE'VE GOT IT!

When the PCs have the hypermatter reactor igniter, it is time for them to proceed to spaceport control and disable the docking clamps holding the *Krayt Fang* in place. Proceed to Encounter 4.

TALK THEIR WAY PAST THE GUARDS.

To do this, the PCs will have to come up with some sort or reason for the guards to let them through, then pass a DC 10 Charisma (Deception) or Charisma (Intimidation) check. If the story the PCs come up with sounds plausible, reward them with advantage on the check. If it's very unlikely, give them disadvantage. If the PCs fail, the droids tell them to move along. The PCs can try another way in or try a new story. Each time they try a new story to convince the droids, the DC of the check increases by 5 as the droids' suspicion programming is activated.

FIND ANOTHER ENTRANCE AND SNEAK IN.

There's a side entrance the PCs can find if they go looking, and no one will stop them if they walk up to it. The door is locked, but the PCs can open it by using Dexterity (Sleight of Hand) (to trigger the physical locking mechanism) or Intelligence (Technology) (to fake a valid access code). This check has a DC of 15. If the PCs fail, they must find another way in. If they succeed, they find themselves in a small conference room off the main chamber.

FIGHT!

The PCs can simply attack the guards and fight their way in. If they do this, however, the guards inside the facility will also be on high alert and they will likely have to fight inside as well. The guards are not expecting a fight; they have disadvantage on their initiative checks.



SPACEPORT SECURITY DROID

Medium droid (class IV), lawful balanced

Armor Class 14 (armor plating)

Hit Points 7 (2d8 - 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	9 (-1)	13 (+1)	10 (+0)	7 (-2)

Damage Vulnerabilities ion

Damage Resistances necrotic, poison, psychic

Condition Immunities poisoned, disease

Senses darkvision 60 ft., passive Perception 10

Languages Galactic Basic, Binary

Challenge 1/4 (50 XP)

Battle Droid Swarm. When an ally of the security droid hits a hostile creature that it can see with a weapon attack, the security droid can use its reaction to make one weapon attack, with disadvantage, against that creature.

Circuitry. The droid has disadvantage on saving throws against effects that would deal ion or lightning damage.

ACTIONS

Blaster Rifle. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 6 (1d8 + 2) energy damage.

Stock Strike. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) kinetic damage.

ONCE INSIDE

When they get inside, the PCs find themselves in a tasteful antechamber, with several seats for visitors and a few sickly-looking potted plants. The spaceport control proper is down either of two short corridors. When the PCs venture down a corridor, read or paraphrase the following aloud:

You step through the doorway into a large chamber, crowded with computer equipment and centered around a large holo display showing a plot of the local aerospace. Standing in front of the display with her arms folded behind her back is a human woman. She appears to be in charge and, as you watch, she speaks into a headset in a formal, commanding tone: "Imperial shuttle Lambda-11258, this is Overseer Brynn with spaceport control. You are cleared for landing. Welcome to Mos Shuuta." A half dozen technicians of different species work at consoles and two security droids stand near the doorway. Your attention is pulled to the floor-to-ceiling transparisteel windows against the far wall, looking out over the desert of Tatooine, where an Imperial shuttle is coming in for a landing.

If the PCs have already fought their way through the droids outside, then the droids inside will immediately attack them and Overseer Brynn joins in - roll for initiative and begin combat. Otherwise, the PCs have similar options as before.

OVERSEER BRYNN

Medium humanoid (human), lawful balanced

Armor Class 14 (combat suit)

Hit Points 13 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	11 (+0)	11 (+0)	10 (+0)

Skills Insight +2, Perception +2

Senses passive Perception 12

Languages Galactic Basic, Huttese

Challenge 1/2 (100 XP)

Bad Feeling. When Brynn rolls for initiative, she can move up to her speed. This movement happens before the initiative order is determined.

ACTIONS

Multiaction. Brynn makes two blaster carbine attacks.

Blaster Carbine. *Ranged Weapon Attack:* +4 to hit, range 60/240 ft., one target. *Hit:* 5 (1d6 + 2) energy damage.

SPACEPORT CONTROL



CONVINCE OVERSEER BRYNN TO UNLOCK THE DOCKING CLAMPS

Overseer Brynn is a little more clever than the droids outside, but the PCs can still attempt to talk her into opening the clamps with a clever story and a Charisma (Deception), Charisma (Intimidation), or Charisma (Persuasion) check opposed by Brynn's Wisdom (Insight) check. If they fail, Overseer Brynn tells them to leave. If they don't, the droids attack. See "Fight!" above.

SLICE THE COMPUTER AND DO IT THEMSELVES

No one's paying attention to the PCs, so they can simply walk up to the closest computer console, gain illicit access, and release the docking clamps themselves. This is a DC 15 Intelligence (Technology) check. If they fail the check by 5 or more, a small alarm is triggered and Overseer Brynn asks them what they think they're doing. The PCs will have to think quickly to convince her that they're harmless and should be let go! See "Convince Overseer Brynn" above, but add disadvantage to any check. Or the PCs can just run away - no one pursues. If the PCs fail on the Intelligence (Technology) check, they will have to somehow force Overseer Brynn or one of the other spaceport technicians to disengage the clamps (see "Convince Overseer Brynn" above, and perhaps "Fight!" as well).

FIGHT!

Once both droids are defeated, Overseer Brynn surrenders and agrees to help the PCs. If Overseer Brynn is killed, then the PCs can release the docking clamps at the central command console without having to make an ability check.

Once the docking clamps have been disengaged, the PCs can leave. Proceed to the Interlude.

INTERLUDE: EXPERIENCE AND MILESTONES

Up until now, the adventure has been deliberately very linear to help teach the game and to ensure that the critical plot elements were put in place. But now the PCs have accomplished the majority of their goals and can steal the *Krayt Fang* and fly away at any time. They may wish to explore Mos Shuuta a bit first, or see what's up with the Imperial shuttle that just landed. They may wish to come up with some creative way to get Trex off his ship so it'll be easier to steal. Or they may wish to proceed directly to Landing Bay Aurek and secure their new ship, flying off into the double sunset.

But first, it's time to award the hero players some experience!

EXPERIENCE AWARDS

Experience points (XP) fuel level advancement for player characters and are most often the reward for completing combat encounters.

Each enemy has an XP value based on its challenge rating. When adventurers defeat one or more enemies - typically by killing, routing, or capturing them - they divide the total XP value of the enemies evenly among themselves.

However, you can also choose to do away with experience points entirely and control the rate of character advancement. This method of character advancement is sometimes known as milestone leveling. If you choose to use this method, the PCs will level up to level 2 once they reach the end of the *Escape from Mos Shuuta* adventure. It is recommended that you use this method if you are planning to run the follow-up adventure, *The Long Arm of the Hutt*.

NEXT STEPS

If the PCs want to explore the rest of Mos Shuuta before moving on, flip to the "Other Encounters in Mos Shuuta" section on page 15. If they spend a lot of time exploring and don't take any precautions against being discovered by their pursuers, then another troupe of Gamorreans or a squad of stormtroopers may catch up with them - refer to Encounter 2 or Encounter 5 for guidelines as to how to run those encounters.

- If the PCs want to investigate the arrival of an Imperial shuttle, then they will shortly find themselves confronted with a squad of stormtroopers looking for them! Proceed to Encounter 5.
- If the PCs want to move directly to the landing bay and leave the planet, then proceed to Encounter 5. They won't be able to escape Mos Shuuta without dealing with at least one stormtrooper patrol.
- If the PCs are unsure of how to proceed, the GM should encourage them to proceed to the spaceport and commence Encounter 5 as they run into a squad of stormtroopers on the way.

ENCOUNTER 5: IMPERIAL STORMTROOPERS

In this encounter, the PCs encounter a group of stormtroopers on the streets of Mos Shuuta and must fight them off or run away.

The stormtroopers answer to an Imperial officer who has arrived on the Lambda-class shuttle, Lieutenant Herkin. Herkin has some (not entirely legal) connections to Teemo the Hutt and has placed his stormtroopers at Teemo's disposal, so the stormtroopers are now also looking for the PCs. The stormtroopers break into three-man teams and spread out through Mos Shuuta, interviewing locals and looking around on the streets. When they catch up to the PCs, the stormtroopers immediately call for help from another nearby trooper team. When the PCs encounter the stormtroopers, read or paraphrase the following:

Suddenly, the crowds thronging the streets of the settlement part and you see a chilling sight: three soldiers in the white armor of the Empire's elite - stormtroopers! As you see them, you realize the lead trooper is pointing right at you. You hear his voice break through the crowd, sounding mechanical through his armor's speakers. "There they are," the stormtrooper says "Get them!" As you turn to escape, you see a second group of three stormtroopers approaching down a side street. This could get tricky.

There are two groups of stormtroopers. The groups have three stormtroopers each. The first group is 30 feet away. The second group is 100 feet away down a side street. (Use the Mos Shuuta streets map and place the tokens appropriately.) As soon as the PCs are spotted, roll for initiative.

ONLY IMPERIAL STORMTROOPERS ARE SO PRECISE

Warning! Squads of Imperial stormtroopers can be extremely dangerous to low level PCs. PCs who cavalierly attack stormtroopers expecting an easy fight may be quickly defeated. The GM is encouraged to point out that Imperial stormtroopers have a fearsome reputation and suggest that the PCs may wish to flee.



STORMTROOPER

Medium humanoid (human), lawful dark

Armor Class 15 (mesh armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	15 (+2)	9 (-1)	11 (+0)	10 (+0)

Senses darkvision 60 ft., passive Perception 10

Languages Galactic Basic

Challenge 1/4 (50 XP)

ACTIONS

Blaster Rifle. Ranged Weapon Attack: +4 to hit, range 100/400 ft., one target. Hit: 6 (1d8 + 2) energy damage.

Stock Strike. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) kinetic damage.

During battle with the stormtroopers, one group of stormtroopers seeks cover and shoots at the most threatening-looking PC. The other group of stormtroopers rushes forward to engage in melee. The stormtroopers fight to the death.

If the PCs run away, the stormtroopers pursue unless the PCs take steps to cut off pursuit. The PCs may duck down a side alley, or create a diversion, or create a barrier of some kind to discourage any pursuers. Stormtroopers can be very dangerous enemies, so the GM is encouraged to let the PCs get away if they have a moderately clever idea.

ENCOUNTER 6: ALL ABOARD

In this encounter, the PCs gain access to Landing Bay Aurek and the *Krayt Fang*, the starship docked there. They will have to contend with a particularly powerful and dangerous enemy, a Trandoshan named Trex, and his security droids.

As the PCs approach Landing Bay Aurek, read or paraphrase the following aloud:

A large pourstone hangar looms before you, an enormous letter aurek stenciled onto the building's side. As you approach, you can see through the open hangar doors to the cavernous interior, where a rusty-looking light freighter rests with its loading ramp deployed. All you have to do is get to that ship and you can leave Tatooine!

Two equally-rusty security droids stand outside the entrance. If you want that ship, first you'll have to get by them.

The droids will challenge any PCs that approach and refuse them entry to the loading bay. As at the spaceport command center, the PCs will have to find a way past the droids to get in. Currently, Trex is on board the *Krayt Fang* in the cockpit, going over some systems diagnostics. There are two security droids at the front door of the hangar and two more at the base of the loading ramp.

"WE HAVE A BOUNTY TO TURN IN"

Pretending to turn one of their number in for a bounty can get Trex to leave the *Krayt Fang* and come talk to the PCs, if the droids can be persuaded that they're telling the truth - Charisma (Deception) vs. Wisdom (Insight). If the "bounty" offered is a Wookiee, the attempt gains advantage; Trex always enjoys hunting Wookiees.

"WE'RE HERE TO INSTALL THE HYPERMATTER IGNITION REACTOR IGNITER."

The droids ask to see the HMRI, then let the PCs go right in to install it. Trex will come greet them as they board the starship, and they'll have to use Charisma (Deception) vs. his Wisdom (Insight) or a fight will start right there!

SPACEPORT SECURITY DROID

Medium droid (class IV), lawful balanced

Armor Class 14 (armor plating)

Hit Points 7 (2d8 - 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	9 (-1)	13 (+1)	10 (+0)	7 (-2)

Damage Vulnerabilities ion

Damage Resistances necrotic, poison, psychic

Condition Immunities poisoned, disease

Senses darkvision 60 ft., passive Perception 10

Languages Galactic Basic, Binary

Challenge 1/4 (50 XP)

Battle Droid Swarm. When an ally of the security droid hits a hostile creature that it can see with a weapon attack, the security droid can use its reaction to make one weapon attack, with disadvantage, against that creature.

Circuitry. The droid has disadvantage on saving throws against effects that would deal ion or lightning damage.

ACTIONS

Blaster Rifle. Ranged Weapon Attack: +4 to hit, range 100/400 ft., one target. Hit: 6 (1d8 + 2) energy damage.

Stock Strike. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1 (1d4 - 1) kinetic damage.

SNEAKING PAST.

There's a side entrance to the hangar, which is locked. Opening the lock is a DC 15 Dexterity (Sleight of Hand) or Intelligence (Technology) check. If the PCs fail on this check, one of the security droids from the entrance comes to see what they're doing. Once the lock is opened, there's no way to sneak past the droids at the foot of the loading ramp, but a Dexterity (Stealth) check opposed by the droids' passive Perception can let the PCs sneak up to the front door and close and lock it from the inside, so the first two security droids can't come to Trex's aid.

FIGHT!

As soon as a fight begins, the droids send out a distress call to the other two droids and Trex. Trex takes cover within his ship and shoots anyone who approaches the loading ramp. If the ship is boarded, Trex retreats deeper into the ship, blasting as he goes.

TREX, TRANDOSHAN SLAVER

Medium humanoid (trandoshan), neutral dark

Armor Class 15 (mesh armor)

Hit Points 30 (4d8 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	12 (+1)	11 (+0)	10 (+0)

Saving Throws Dex +5

Skills Insight +4, Intimidation +2, Perception +2, Piloting +3

Senses darkvision 60 ft., passive Perception 12

Languages Galactic Basic, Dosh, Huttese

Challenge CR 1 (200 XP)

Saving Face (1/Rest). When Trex misses with an attack roll or fails an ability check, he can gain a bonus to the roll equal to the number of allies he can see (maximum bonus of +5) to the roll.

ACTIONS

Multiattack. Trex makes two heavy pistol attacks.

Heavy Pistol. Ranged Weapon Attack: +4 to hit, range 40/160 ft., one target. Hit: 6 (1d8 + 2) energy damage.

REACTIONS

Regenerative. When Trex takes damage, he can use his reaction to expend a hit die to regain hitpoints if the damage would not reduce his hitpoints to 0.







ENCOUNTER 7: UP, UP, AND AWAY!

In this encounter, the PCs take their positions on board the *Krayt Fang* and fly to safety. Before they can break orbit and make the jump to light speed, however, they are attacked by enemy spacecraft!

As the PCs prepare to depart, each of them must choose a crew station. One PC must serve as pilot and take the pilot's chair in the cockpit. The other PCs can serve as coordinators, gunners, mechanics, operators, or technicians.

If the PCs delay, or can't decide what positions to take, the GM should inform them that a group of stormtroopers have just arrived in the hangar bay and are setting up what seems to be a very large gun pointed at the *Krayt Fang*. It's time to go!

THE HYPERMATTER REACTOR IGNITER

Astute PCs will remember that they are supposed to install the hypermatter reactor igniter (HMRI) before they leave. They probably don't have time to do so before they launch, but a deployed mechanic can do so by performing a DC 15 Intelligence (Technology) check as an action. Once the HMRI is installed, it takes a little while to boot up; the ship will be able to jump to light speed 6 rounds after the reactor is installed.

The HMRI is not needed to take off. If the PCs ask if they need the HMRI, allow them to make a DC 10 Intelligence (Lore) check to determine that the HMRI is only needed to jump to hyperspace, not to leave the planet's atmosphere.

Once the PCs are settled in position, they can launch the *Krayt Fang* and fly into the skies above Mos Shuuta. (This does not require an ability check - it's a trivial task.) Read or paraphrase the following aloud:

The *Krayt Fang* thrums around you as its engines power up, lifting through the hangar bay doors and into the bright sunlight of the Tatooine sky. Soon, Mos Shuuta vanishes behind you as you race out over the Dune Sea and climb towards outer space.

Suddenly, an alert klaxon blares! As you leave Tatooine's atmosphere, several spherical starfighters with distinctive hexagonal wing assemblies appear on the ship's scanners, screaming in on an intercept course - TIE fighters! The starfighters shoot past, laser cannons blazing, and sparks fly from a console in the cockpit - you've been hit! You're not clear of the planet's gravity well yet and can't jump to light speed without the hyperspace reactor igniter installed. You'll have to deal with these TIE fighters first.

The TIE fighters give the *Krayt Fang* a glancing blow and the *Krayt Fang* suffers 2 shield damage. A hero player should keep track of the *Krayt Fang*'s shield points and hull points on a sheet of scratch paper.

The TIE fighters are 1,000 feet from the *Krayt Fang*. There are four TIE fighters. The TIE fighters act in wings of two fighters each. The PCs will have to shoot down all the TIE fighters or survive until the hypermatter reactor is warmed up (about six rounds after the igniter is installed) and escape. Once they have done so, they have finished the adventure!

JUMP TO LIGHTSPEED

At the end of the round in which the HMRI comes online, the PCs automatically jump to lightspeed. The adventure is over!

THE KRAYT FANG, YT-1300F LIGHT FREIGHTER

Tier 1 Medium starship, freighter

Armor Class 12 (deflection)

Hit Points 45 (6d8)

Shield Points 45 (directional)

Shield Regeneration Rate 8

Speed 300 ft., turning 200 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Str +4, Dex +4

Skills Astrogation +2, Broadcast +2, Probe +2, Scan +3

Senses blindsight 1000 ft.

Evasive Maneuvers (2/Refit). When a deployed pilot rolls for initiative, they can immediately move the ship. This movement happens before the initiative order is determined. The amount the ship moves is determined by rolling an Evasive Maneuvers die, which is a d4, and multiplying it by 50 feet. The ship then gains that many feet that it can move or spend to turn.

Direct Controller. A deployed gunner can use their Dexterity modifier instead of the ship's Wisdom modifier for the attack rolls of the Laser Cannon.

ACTIONS

Laser Cannon. Ranged Weapon Attack: +3 to hit, range 1000/4000 ft., one target. Hit: 7 (1d10 + 2) energy damage.

Tractor Beam (1/Recharge). Each ship within a 1,000 foot limited firing arc must make a DC 11 Strength saving throw. On a failed save, a ship is tractored. As a bonus action, a player can move a tractored ship 100 feet in any direction. As an action, a pilot of a tractored ship can repeat the saving throw, ending the effect on a success. The saving throws are made with advantage if the target is larger than the YT-1300, and with disadvantage if smaller. If the YT-1300 is attempting to tractor a ship larger than it, fail or success, it can choose to gain the tractored condition and move itself instead. It can end the tractor beam at any time (no action required).

OTHER ADVENTURES IN MOS SHUUTA

If the PCs spend some time exploring Mos Shuuta, they may visit the following locations and meet the following characters (and find the following things) there...

LANDING BAY BESH & WAREHOUSE BESH

The second landing bay is where the Imperial shuttle lands. It is sure to be crawling with stormtroopers; see Encounter 5 for stat blocks and advice. Warehouse Besh is close to the landing bay and currently unoccupied. PCs may be able to hide in warehouse Besh to spy on the Imperials.

TIE/LN STARFIGHTER

Tier 1 Small starship, strike fighter

Armor Class 14 (lightweight)

Hit Points 18

Shield Points 0 (none)

Shield Regeneration Rate 0

Speed 400 ft., turning 100 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	11 (+0)	10 (+0)	14 (+2)	11 (+0)

Saving Throws Str +4, Dex +5

Skills Probe +2, Scan +4

Senses blindsight 1000 ft.

Flight Computer. The TIE/Ln Starfighter can take the Evade, Fly, or Regenerate Shield action as a bonus action on each of its turns.

ACTIONS

Twin Laser Cannon. Ranged Weapon Attack: +4 to hit, range 600/2400 ft., one target. Hit: 6 (1d8 + 2) energy damage.

BARRACKS

Two dozen of Teemo's Gamorrean guards dwell here. At any given time, six of them are malingering about. Should the PCs actually manage to fight or sneak inside, a careful search reveals 75cr worth of cash and a great deal of worthless garbage.

TEEMO'S PALACE

Teemo the Hutt's opulent palace is enormous and strikingly designed. It is guarded by more Gamorreans and security droids, and a large amount of servants, supplicants, and guests fill its many halls and galleries. Teemo himself is currently in residence and any attempt to reach the Hutt will certainly be thwarted by his many guards.

ELECTRO GATE

The only way off the rocky bluff of Mos Shuuta is the stone spur at its southwest corner. The spur is guarded by a normally-dormant electrogate and a group of four Gamorreans. The electrogate is currently switched on as the Gamorreans search for the PCs, and a small group of brown-robed Jawas has gathered outside the gate, insisting they be let in to trade with the settlement. Nothing can pass through the gate until it is disabled, a DC 20 Intelligence (Technology) check.

DEWBCK STABLES

A human woman so dark she seems burned black by the suns presides over the Dewback stables. Her name is Clarelle and she has a short temper and no patience for anyone who doesn't know how to ride a Dewback. Six of the giant lizards are in residence at the moment, and Clarelle will rent them out for 100cr per day each.

OFFWORLD TRADER'S

Just across the alley from Vorn's Junk Shop is the Offworld Trader's, marked by a rusty old stylized rocket ship. Bengara, the male Twi'lek proprietor, specializes in fine goods from offworld, including luxurious clothing, exotic art objects, and difficult-to-find foodstuffs and spices. In short, Offworld Trader's has anything one could want, but absolutely nothing useful, and always at too high a price.

WATER TOWER

The water tower is the tallest structure in Mos Shuuta. Climbing to the top of the tower (a DC 15 Strength (Athletics) check) would give any character an excellent view of the entire town.

SLAGWORKS

Three Gamorrean overseers (using the same stat blocks as Gamorrean thugs) oversee the wretches who labor in the slagworks. The slagworks consists of several mineshafts descending into the Mos Shuuta bluff as well as a smelting facility where the ore removed from the mines is converted into a useable state. In the guard house is a small box with 3 medpacs and a toolkit containing 2 repair kits. It looks like these items have been placed here so that the Gamorreans can tend to the needs of the workers and the machinery, but judging from the amount of dust on them, the guards have never even touched them. About two dozen workers of various species labor in the shafts or the smelting facility at any given time.

SHANTYTOWN

A riot of ramshackle tents, huts, and hovels clinging to outcroppings of rock, the shantytown represents the (completely unsafe) dwellings of Mos Shuuta's poor population. The various "islands" of the shantytown are connected to Mos Shuuta proper by rickety rope bridges with planks of rusting scrap metal. Any check on one of these bridges that fails by 5 or more may result in someone falling.

WAREHOUSE AUREK

A grotesquely fat Twi'lek male named Hotho Allaran oversees the droid market at warehouse Aurek. He is assisted by a timid protocol drord designated XL-77, or "Exel". Since Trex has a reputation for using droids in his bounty hunting work, Hotho is eager to meet with Trex and sell him some droids.

WRAPPING UP; REWARDS

As the PCs jump to hyperspace in their stolen starship, this adventure is over. But their adventures in the *Star Wars* galaxy are just beginning!

LOOT AND CREDITS

Often, adventures end in a payday. A bounty is turned in. A valuable cargo is delivered. A precious relic is stolen or recovered. Financial rewards are strong motivators, especially for characters living on the fringes of the *Star Wars* galaxy. But there are many other rewards that can be gained, and this adventure includes one of the most exciting: a new starship! Now that the PCs are in possession of their very own YT-1300 light freighter, they can go anywhere. They have a mobile base of operations and a powerful tool for smuggling, space battles, and other adventures.

Furthermore, after searching the *Krayt Fang* thoroughly, the PCs may find credits and valuable cargo. Some of this cargo can serve as adventure hooks, helping to guide the PCs from one adventure to the next. Some of the cargo may simply be useful equipment, or highly salable, and a source of additional wealth.

The PCs should find raw cash on the ship equal to 1,000 credits per PC.

EXPERIENCE AWARDS

Furthermore, it is customary to receive an award of experience points at the end of each session. The suggested experience award for this adventure is leveling up to level 2, if you are using the milestone leveling system described during the INTERLUDE section. Otherwise, suggested experience awards for specific enemies are listed in their stat blocks.

FURTHER ADVENTURES: ADVENTURE SEEDS

Having escaped from Teemo the Hutt's clutches on Mos Shuuta, the PCs have acquired a starship and can go anywhere in the galaxy! But when faced with a galaxy full of options, how do you choose where to go next? Adventure lurks everywhere, but sometimes the PCs need help finding it.

The *Krayt Fang* could be full of adventure! Each item or person the PCs find when they explore the ship could be the start of a new adventure. Maybe there's a prisoner in the holding cells with a bounty on his head - but another bounty hunter is still on his trail. Maybe a strange alien device is resting in the cargo hold. When it powers up mid-flight, it deposits the ship on an uncharted world! Even something as simple as a cargo hold full of a valuable but illicit substance will make the PCs think carefully about where to take it and how to sell it without running afoul of the authorities: an adventure in its own right. For that matter, if the ship suffered any damage then getting it repaired is likely a priority.

If Trex survived (or if he was left for dead in the spaceport: Trandoshans are notoriously hard to kill), he may come after the PCs for revenge! The PCs may wonder how he keeps finding them in every port of call and have to take their ship to a specialist to find the transponder he left there, broadcasting their location.

Teemo the Hutt may still be hunting the PCs, and a gunship full of bounty hunters could be hot on their tails. Finding the leader of the bounty hunters and convincing him to give up the contract may be difficult, but it's certainly better than being chased forever!

The PCs may wish to return to Mos Shuuta in the future. Perhaps they wish to settle their debts to Teemo, or to take revenge and take him down. Or maybe another job takes them to Mos Shuuta, but they must keep a low profile. In any case, if the group revisits Mos Shuuta the information in this booklet will be useful to the GM.

FURTHER ADVENTURES: THE STAR WARS GALAXY

The *Star Wars* galaxy is full of adventure. Whether your PCs are idealistic revolutionaries or scoundrels whose hearts of gold are well-tarnished, there's never a shortage of places to go, people to meet, or things to do.

A GALAXY TO EXPLORE

Hyperdrive was invented (or re-discovered, depending on whose version of the story one believes) about twenty-five thousand years ago, and, since that time, the history of the galaxy has been one of exploration and expansion. Major hyperspace routes cross the entire galactic disc, connecting thousands of worlds into one galactic civilization. From the remote desert world of Tatooine to the shining city-planet of Coruscant, from the Core Worlds where the Empire's grip is strong to the lawless Outer Rim, a human being could visit a new planet every day and never see them all.

But huge swathes of the galaxy still remain unexplored. Who knows what new treasures could be discovered at each new star? The relics of a long-dead civilization? A rare new crystal with healing properties? Rich deposits of valuable cortosis ore? Buried pirate treasure? Anything is possible!

A GALAXY AT WAR

The galaxy is currently caught in the grips of a civil war between the Empire and the Rebel Alliance. About 20 years ago, Chancellor Palpatine seized control of the Republic and transformed it into the Galactic Empire, an autocratic regime where the Senate, with its representatives from every civilized world, had sharply reduced power, the ancient mystic order of the Jedi Knights was persecuted and destroyed, and a pro-human agenda was enforced, with potentially dire consequences for the galaxy's aliens.

The Rebel Alliance, also called the Alliance to Restore the Republic, fights valiantly against the Empire. Militarily weaker, the Rebels must rely on secrecy and flexibility to keep themselves safe from the Imperial forces, and they are always seeking gifted smugglers, spies, and ne'er-do-wells to assist them in their struggle against the Empire. Recently, the Empire's mighty superweapon known as the Death Star was deployed to destroy the peaceful core world of Alderaan. Shortly thereafter, the Rebels won their first major victory against the Empire at the Battle of Yavin, where the Death Star was destroyed. The Rebel Alliance is currently enjoying a rise in confidence and sympathy, with many new recruits and even whole worlds throwing off the yoke of Imperial oppression.

For their part, the Empire makes frequent use of bounty hunters to track down and apprehend suspected Rebel agents. Their white-armored stormtroopers are a constant presence on many worlds, a reminder that despite its recent setback, the Empire remains the most powerful force in the galaxy.

FURTHER ADVENTURES: GM TIPS & ADVICE

The Game Master has the hardest job at the table, since he or she is trying to manage many characters at once and keep the session moving. It can also be the most rewarding job, as the GM has a unique role in the collaborative storytelling experience, one with great creative freedom and rewards. There are a few key pieces of advice that can make the GM's job easier and ensure a better game for everyone.

DON'T LET THE STORY STOP FOR A FAILED CHECK

One of the most common mistakes made by new GMs is to conceal too much information from the other players, or to make the assumption that the PCs will succeed at every task. If the villain of the story is hiding in a secret warehouse, but the PCs fail their checks to find the warehouse, then the story can grind to a halt. The simplest solution to this is just to not roll for checks that must be passed for the story to continue. Another answer is to have an alternative means of progressing the story. For example, the PCs fail to find the villain's warehouse, but he learns that they are searching for him and sends out his minions to attack the PCs. The PCs are still "punished" for their failure (they have a battle they could otherwise have avoided) but now they have another means to progress the story, by interrogating the villain's minions or tracking them back to their lair.



DELEGATE

The GM can have a lot to keep track of, especially during busy scenes like combat or a space battle. It's okay to delegate some of the responsibilities to another player at the table. For example, one player could keep track of initiative and call out the next initiative slot each time a player finishes his or her turn. It's also entirely reasonable to let the hero players keep track of their own experience points, money, and equipment. In extreme cases, an entire NPC or spaceship could be delegated to a hero player whose PC isn't involved in a given scene. This both makes the GM's job easier and keeps that hero player involved in the scene.

SAY "YES" AND "YES, BUT"

Roleplaying games are collaborative, improvisational storytelling experiences. It can be helpful to look at traditional improv theater for inspiration - specifically, the rule in improv of "say 'yes'!"" When someone invents a fact of the scene that enhances the story or moves the plot forward, and it could just as easily be true as not, saying "yes" is usually the right thing to do. Usually hero players are becoming inventive because they're looking for a way forward in the plot, so working with them to build or discover that way forward keeps the story moving.

Of course, that doesn't mean that everything should always go their way all the time. Perhaps the PCs have some illegal goods they wish to sell. The smuggler player may ask if he knows any contacts who might wish to buy the goods. The answer could be "Yes, but the last time you met he tried to kill you." Now the PCs have a way forward-a possible buyer-but also a complication, something to consider and deal with. Maybe they should use an intermediary or just make sure to bring their weapons in case a fight breaks out.

The dice system is very flexible and rewards this style of play in two ways. First of all, it's quite easy to allow a player's improvised idea for an action or plan to be determined by a dice roll. "Can I shoot the stormtroopers as I fall to the street?" "Yes, but the attack roll will receive disadvantage because you're falling and because you only have a moment to make the shot." Secondly, the dice lend themselves to improvisation very well. Successes and failures can be inspiration for new complications and unexpected boons as the story moves in new directions.

TREAT THE OTHER PLAYERS LIKE ALLIES

Remember that all the players at the table have the same goal: tell a fun story. It's okay to admit you don't have total mastery of the rules-the group can work together to resolve a rules dispute in the way that is the most fun and best for the story. It's okay to admit to being caught flat-footed by a decision the PCs make, and to ask for a break to plan out the next few scenes. And it's okay to throw the question to the table. What happens next? What's the best way to interpret that check result? The answer to the question "Does my character know anyone in this town?" can be "I don't know; does he?" Playing a roleplaying game is a collaborative project, and you're all on the same team.

Lastly, and most importantly: If everyone is having fun, you're doing it right!



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