



THE LONG ARM OF THE HUTT

The *Long Arm of the Hutt* is an adventure that has been converted for the SW5e roleplaying system. It is designed to follow the events of *Escape from Mos Shuuta*. The players should start this adventure at level 2.

After the events of *Escape From Mos Shuuta*, the Player Characters (PCs) have escaped from Teemo's palace on board the *Krayt Fang*, but the outstanding obligation they owe him is still far from paid. While their adventures take them to new worlds on which they face new enemies and meet new allies,

Teemo's influence reaches further still. It is only a matter of time before Teemo pulls the PCs back in and calls all debts due. Will they ever truly be able to crawl out from under his dark shadow?

If you are planning to act as Game Master, then read on to find out more. You should read through the entire adventure before beginning your first session. However, if you are planning to be a hero player in the adventure, please stop reading now in order to avoid spoiling any surprises.

BEGINNING A NEW SESSION

In general, a roleplaying game is played by the same group of people meeting several times, days, or even weeks apart. Each time the group gathers together in the same place to play the game for a few hours, this is called a "session." *Escape From Mos Shuuta* probably took your group one or two sessions. *The Long Arm of the Hutt*, on the other hand, might take three or even more sessions to complete.

You can think of sessions of a roleplaying game as episodes of an ongoing television show. At the beginning of each session, it can be helpful to recap what happened in the previous session, just as many television shows do. Sometimes a new session picks up the events of an adventure at the very moment the previous session left off (especially if it ended on a cliffhanger!). Other times, hours, days, or even longer can be assumed to have passed in game time.

ADVENTURE SUMMARY

The Long Arm of the Hutt follows directly after the *Escape From Mos Shuuta* adventure.

The story of how this motley crew assembled and came into possession of the freighter *Krayt Fang* forms the basis of *Escape From Mos Shuuta*. While all manner of events and mishaps may have occurred during that time, it is safe to say that at the end of that adventure (and so at the start of this one) the PCs are speeding from Tatooine in a newly acquired vessel having escaped Teemo...for the time being.

The Long Arm of the Hutt takes place in three parts:

ACT 1 - RUGGED ROAD TO THE RYLL MINES

As the PCs make for the planet Ryloth, they have time to recuperate and explore their newly acquired ship. Between data logs on the ship's computer and discussions with a captive on board, the PCs learn that Teemo is about to make some very aggressive moves toward controlling ryll mining operations on Ryloth.

In the meantime, Teemo is furious that the PCs managed to escape. He hires a band of bounty hunters to track down and capture the fugitives.

Once at Ryloth, the PCs are faced with an ambush by Teemo's bounty hunters, then tasked with liberating a Twi'lek mining community from Teemo's thugs.

ACT 2 - GEONOSIAN NEGOTIATIONS

Once the dust has settled and the injured have licked their wounds, the PCs are approached by a Bothan with some interesting news. Teemo is stockpiling equipment, which he plans to employ in a bid to wrest control of Tatooine's criminal underworld from his rivals. He has been dealing with a Geonosian faction in order to facilitate this. Teemo's dealings present a real threat, but shortcuts and hasty arrangements have left a window of opportunity that the PCs may be able to exploit in order to get to the Hutt.

This act mostly deals with intelligence gathering, as well as attempts to manipulate certain Geonosians into providing the PCs with assistance.

ACT 3 - RETURN TO MOS SHUUTA

Teemo's palace is heavily guarded and fortified, and if the PCs were to attack it head on, they would soon be disintegrated. However, Teemo is left vulnerable after the events of the previous acts. Armed with the knowledge they won from the Geonosians and the allies they made on Ryloth, the PCs may be able to sneak into the palace and lower its defenses. If all goes well, they may finally be able to rid the galaxy of Teemo the Hutt.



TEEMO'S FORCES

Teemo the Hutt is a resourceful and well-connected crime lord. While he lacks the power of rivals such as the notorious Jabba Desilijic Tiure, he nevertheless has a number of assets he can call upon to make life miserable for his enemies. Although Teemo has cells of agents in many places on Tatooine and nearby worlds on the Outer Rim, there are four groups that are particularly pertinent to this adventure.

PROPERTY DEVELOPMENT CREWS

In recent times Teemo has looked beyond Tatooine for investment opportunities. In particular, he has hopes that the nearby world of Ryloth may prove profitable. Teemo's agents on Ryloth have noted the size and makeup of several exploitable businesses and communities on the planet. These mobs are typical of the sort of operations a Hutt likes to manage discreetly; they utilize a mixture of hostile corporate takeovers and violent campaigns of harassment. The mobs are usually fronted by a small number of respectable and civilized businessmen, usually humans or Twi'leks, who can call on a crew of violent Gamorrean and Aqualish thugs when needed.

One of these crews is currently attempting to coerce a small ryll mining operation, a Twi'lek family business in the wastelands of Ryloth, to hand their assets and territory to Teemo. In the past few weeks they have tired of trying to reason with the owners of the mine and have begun a course of escalating violence and intimidation.

THE BOUNTY HUNTERS

No good Hutt does business without at least one posse of bounty hunters on the books. Teemo made regular use of the Trandoshan named Trex, but after the events of *Escape From Mos Shuuta*, Trex may well be dead.

This need not be a major setback, however, as plenty of bounty hunters pop up cantinas in the hardscrabble settlements of Tatooine. It does not take Teemo long to recruit a band and set them on the trail of the PCs. Unbeknownst to the PCs, Teemo is able to track their craft. What's more, if Trex is still alive, he is eager to reclaim his stolen freighter before delivering the thieves to Teemo – dead or alive.

THE GEONOSIAN CELL

The planet Geonosis lies relatively close to Tatooine. The Geonosians are an insectile race with a talent for technological innovation and industry. Teemo has made some inroads into impressing a small clade of Geonosians, bonding over a shared appreciation of gladiatorial combat. It is unusual for Geonosians to act out of concert with their neighbors, especially when outsiders try to influence matters, but Teemo has been uncharacteristically patient and subtle in building the trust of his insectile allies.

His efforts here are beginning to pay off, and he is expecting his Geonosian contacts to provide him with a valuable piece of military equipment. However, the alliance is still unsteady, and if the Geonosians were to be made aware of certain facts regarding Teemo's operation, they would quickly turn against him.

TEEMO'S PALACE STAFF

Like most Hutt's, Teemo enjoys the privilege of a large and varied entourage. Many of these are servants and entertainers who would sooner save their own skins than that of their vulgar and capricious master. However, some of them are fierce warriors with a strong, if misplaced, sense of loyalty. Gamorrean thugs, Nikto enforcers, human mercenaries, and even a Kubaz spy are all on Teemo's books, and do all they can to protect their master and livelihood.

ACT 1: RUGGED ROAD TO THE RYLL MINES

In this act the PCs make their way to Ryloth, encounter a band of bounty hunters, and liberate a spice mine from the attention of Teemo's so-called developers.

Read the following to the PCs:

The jump the *Krayt Fang* made to light speed has seen you to the edge of the Tatooine system without further problems. However, you must plot a course through hyperspace in order to reach a new destination. Despite the vessel's dilapidated condition, it seems to hold together and handles well. A whole galaxy is now yours to explore. Free from the grasp of Teemo the Hutt, you could kick back and relax a little, getting used to your new surroundings. You haven't had much time to get to know this ship, and it certainly could do with some alterations before you could comfortably call it home. A rank smell permeates the vessel, and several warning alert icons display on the navigational computer's VDU.

Suddenly, before you can even think of engaging the hyperdrive and leaving the Tatooine system, a loud klaxon begins to wail and the sound of a dozen snorting and growling voices can be heard echoing over the ship's PA system. The *Krayt Fang* begins to shudder and shake; clearly not all is well aboard the stolen freighter.

The PCs have to investigate a number of different phenomena before they can be fully in control of their new ship. A list of the problems appears below. Keep all of these in mind as you run through this section of the adventure. If the PCs do not address all of these issues, then they continue to affect the environment and may cause further consequences.

Issue One: Several Alert Icons – These are winking red icons displayed on the Navigational Computer's user interface. There are four of them. In order of priority, they are:

- A large flashing red script in the center of the screen – "Fuel Low".
- A small flashing icon in the shape of a crescent moon, or fang.
- An irritating and intermittent pop-up in Trandoshan script.
- A flashing red icon in the form of a simplified cage.

Issue Two: The Smell – In the excitement of their escape, the PCs failed to notice the rotten and rank odor that permeates the *Krayt Fang*, but now it is bearing ever more strongly upon their senses. Some of the PCs may find the stench distracting or even sickening.

Any PCs who are not immune to poison suffer disadvantage on all ability checks while the issue is unresolved. There is an exception to the rule, however, in that Wisdom (Perception) checks made to locate the source of the smell do not suffer disadvantage.

Issue Three: The Noise – A loud klaxon and the sound of deep grunting voices can be heard over the PA. The klaxon is an alert to the fact that the ship is low on fuel and is therefore keyed to the alert message on the navigational computer. The grunting is a Gamorrean Opera soundtrack that Trex likes to listen to during journeys. The resulting cacophony is disorienting.

Until the issue is resolved, any task that requires a measure of concentration becomes more difficult. Increase the DC for any Intelligence check by 5.

If one of the noises is turned off, then the penalty no longer applies, though the remaining noise is still irritating. Resourceful GMs may like to equip themselves with a soundtrack consisting of alarm bells and squealing pigs to help their players understand just how annoying the noise actually is.

Issue Four: An Unknown Vessel – The *Krayt Fang* contains secret compartments and contraband that the PCs come across as they explore the vessel.

- A pile of fresh Wookiee pelts stored in a hidden compartment beneath the floor of the main cargo hold.
- B'ura B'an, an aging Twi'lek prisoner held in a cage in the number three cargo hold.

RESOLVING ISSUES

Until the PCs resolve some or all of the aforementioned problems, they are not able to make much use of their new freighter. It is up to the PCs to take the lead in resolving such issues, though the GM should make it clear that unless they plot a course, the ship will not go anywhere. The GM should also have B'ura B'an make his presence known at some point in the journey.

Therefore, the following tasks must take place before the PCs can reach Ryloth:

- Use the navigational computer to plot a course to a nearby planet (of which Ryloth is the only convenient destination).
- Find B'ura B'an in the number three cargo hold.

The following are other tasks the PCs might complete to make their lives easier:

- Find bits of chitin in the number three hold.
- Investigate the source of the smell and find the Wookiee pelts in the main cargo hold.
- Work out that there is a transponder attached to the hull of the ship.
- Turn the klaxon off.
- Turn the music down or off.

USING THE NAVIGATIONAL COMPUTER

The PCs find the basic programs on the navigational computer easy enough to use and many of the issues to do with the freighter can be controlled or mitigated from the computer.

However, Trex has installed some Trandoshan software onto his system, which may make some of the issues more difficult to resolve.

PLOTTING A COURSE OR ADDRESSING THE ISSUE OF LOW FUEL

The PCs find it a simple task (no need for an ability check) to access the computer's primary interface, which deals with such things as the ship's diagnostics and headings. Read the following to any PC who tries to use the computer in this way.

It is apparent that the previous owner of the vessel has not been keeping the navigational computer up to date. The computer is capable of navigating just a couple of stable hyperroutes and has only six destinations programmed into it. These are Tatooine, Christophsis, Geonosis, RylOTH, Trandosha and Kashyyyk.

Of these destinations, only RylOTH is immediately viable as a port of call. It is well known that neither the oligarchs of Christophsis nor the Geonosians take kindly to uninvited guests, and that it would be a risky and expensive business to acquire fuel or credit from either world. Trandosha and Kashyyyk are also dangerous destinations at this time, besides which the ship is so low on fuel that such a journey might leave you stranded in hyperspace.

Compared to the Core Worlds, RylOTH is a poor and somewhat lawless planet. Compared to Tatooine, it's downright civilized. The ship could make the journey easily enough and with fuel to spare, and the planet is home to a number of hardscrabble spaceports at which cheap fuel should be easy enough to purchase.

When the PCs conclude that they should plot a course to RylOTH, one of them must make a DC 10 Intelligence (Astrogation) check using the *Krayt Fang*'s Astrogation modifier. Success means that their trip to RylOTH will be quick and uneventful. Failure means that the trip uses a non-optimal route and takes longer than it should; even if the PCs disable Teemo's tracker (see below), they will still be confronted with Thwheek's starfighter upon their arrival over RylOTH.

TURNING OFF THE KLAXON

The Klaxon is linked to the computer's fuel gauge, and a DC 10 Intelligence (Technology) check is required to turn it off. Remember that the noises and smell in the spaceship may make such checks much more difficult.

TURNING OFF THE "MUSIC"

The porcine squealing of Gamorrean Opera that blasts out of the PA is also controlled by the computer. A DC 15 Intelligence (Technology) check is required to locate the music player and turn it down or off.

PRESSING THE CRESCENT MOON/FANG ICON

If the red flashing icon in the shape of a crescent moon is pressed, a popup menu in Trandoshan script appears. If one of the PCs decides to see if the computer offers a translation to Basic, he is able to do so by passing a DC 10 Intelligence (Technology) check.

If the check is a success, read the following to the PCs:

The translated text reads: "Transponder operational. Receiving signal: Teemo, Mos Shuuta, Tatooine. Emitting coded response." A series of numbers then follows, to the effect that the response signal is being updated and emitted every five seconds.

What the PCs make of this is left up to them. The truth is that Trex has been allowing Teemo to keep a record of his location via a hyperspace transponder attached to the hull of the *Krayt Fang*. As a result, Teemo is able to determine the approximate location of the craft. If the PCs guess that they are being tracked and interrogate the navigational computer to find where the signal is being emitted from, they can determine the location of the transponder on a DC 20 Intelligence (Technology) check. It is located on the hull of the ship to the rear of the Laser Cannon Turret and is inaccessible while the ship is in flight.

If the PCs try to deal with the transponder once they have landed at RylOTH, they can locate and remove it on a successful DC 15 Intelligence (Technology) check. On a failed check, the transponder is still removed, but the PC inflicts 1d10 kinetic damage to the *Krayt Fang*'s hull during its removal.

It may seem that the PCs can do little about the signal until they land. However, oddly enough they can alter the rate at which the signal is emitted. While the signal cannot be switched off from the computer, it can be slowed to emitting once every hour on a DC 10 Intelligence (Technology) check.

If the PCs are able to slow the signal in this way before they enter hyperspace, then the bounty hunters Teemo dispatches after them are not able to catch up before they reach RylOTH. The GM should therefore skip the section titled "A Violent Interception" later in the adventure.

READING THE INTERMITTENT POPUP

This is also in Trandoshan script, so PCs who cannot read Trandoshan are not able to read it unless they have the computer translate it as described earlier.

If the Trandoshan is translated, read the following to the PCs:

The translated text reads: "Delivery notice: Cargo destined for client TEEMO still on board. Cargo type: WOOKIEE SKINS. Cargo location: MAIN CARGO BAY."

Again, what the PCs make of this is left up to them. The truth of the matter is that Teemo has begun a sideline of trading Wookiee pelts on the black market. Quality Wookiee pelts can fetch a high price among the more callously bohemian of the galaxy's sophisticates.

The message might also give the PCs a clue as to the source of the smell.

PRESSING THE CAGE ICON

This icon links to a simple program used by bounty hunters across the galaxy to remind them of the needs of their captives. It displays a note in various languages, including Rodian, Trandoshan, Gand, and others. A version in Basic is provided, so there is no need to translate the text.

"ATTENTION! ATTENTION! Captive militant B'URA B'AN still on board. RECOMMENDED RESPONSE: Return to Mos Shuuta and collect bounty immediately. LAST FED: 6 hours ago. LAST REFRESHED: 8 hours ago."

PCs can make a DC 15 Intelligence (Lore) check to see whether they recognize the name B'ura B'an. Twi'lek PCs have advantage on this check. On a success, read the following to the PCs:

The name B'ura B'an is familiar to you. When Aqualish thugs arrived on Ryloth and tried to muscle in on the planet's ryll mining operations, a group of Twi'leks organized a series of mines said to be run "for and by Twi'leks." Some critics said that the organization wasn't much better than the thugs it replaced, and that it sold uncut ryll illegally on the black market. However, many Twi'leks saw the organization as a sign of hope, undermining the efforts of those who sought to exploit Ryloth without thought for its inhabitants. B'ura B'an was among the most vocal of those in support of mines owned and run by Twi'leks.

B'ura B'an is currently held in a small portable cell in the number three hold.

INVESTIGATING THE SOURCE OF THE SMELL

A rank odor permeates the *Krayt Fang*. If the PCs explore the vessel in the hope of finding the source, they are able to tell without an ability check that it seems to emanate from somewhere in the main cargo hold.

In part, the smell is caused by Trex's eating habits. His diet mostly consists of raw hunks of flesh, and he is a messy eater. The seats around the holochess set are covered in gobblets of rotten meat and rancid fat. However, if the PCs pass a DC 15 Wisdom (Perception) check (give them advantage if they announce they are looking for Wookiee skins or secret compartments), they are able to track the worst stench to a section of the floor of the hold: a smuggling compartment that can be accessed via a section of decking that can be pulled from the floor.

There are six Wookiee pelts within the compartment. They have only been partially cured and give off a strong nauseating stench. The PCs can only rid themselves of the smell if they find some way of jettisoning the pelts (the navigational computer can facilitate in-flight jettisons from the freight loading chamber if the PCs think to use it and pass a DC 10 Intelligence (Technology) check).

FINDING AND FREEING B'URA B'AN

If the PCs head to the number three hold, they find B'ura B'an with no need to make an ability check. Read the following to the PCs:

This hold houses some of the equipment used by bounty hunters for the restraint and transportation of captives. Several sets of binders hang from the walls, and there are six small cylindrical cell units mounted on tracks for ease of transport. Five of these units are empty, though one contains the crouched and cramped form of a male Twi'lek. The captive appears old and frail, with pale blue skin and a single long, thin lekku coiling from the right side of his head. Where the left lekku would be is an ugly cauterized stump. At the sound of your approach he raises his head in alarm, but his expression becomes one of curiosity when he sees who you are.

If the PCs search the other tracked cells, they find that one of them contains several pieces of brown chitinous shell, one of which is marked with curious designs. An Intelligence (Investigation) check is necessary to determine the source of the shell. The amount of information garnered depends on the result of the check:

- DC 10: The pieces of chitin are from some sort of intelligent insectile species.
- DC 15: Insectile species sometimes shed their outer shell in order to grow and heal, so the bits of chitin do not necessarily suggest that the creature was killed.
- DC 20: Close inspection of the ridges and cracks in the chitin reveals fine red dust, probably from Geonosis.
- DC 25: The curious designs are clearly some sort of clan or ownership markings. If you keep the piece of chitin handy, you might be able to find someone who can identify its origin exactly.

This information may seem inconsequential for now. The facts are that two months ago Trex delivered a Geonosian prisoner called Sivor to Teemo. Having wrung him for information, Teemo forced Sivor to fight for his amusement in a secret gladiatorial bout. Sivor fought well, but when the Geonosian was weakened by his battles, Teemo allowed one of his henchmen, the Kubaz spy Thwheek, to step into the ring and brutally finish him off. Thwheek hates insectile species in general and Geonosians in particular, and he was eager for an opportunity to kill one.

Such a story would no doubt anger the Geonosians, whom the PCs are destined to meet in Act 2. Any evidence the PCs can gather pertaining to Teemo's mistreatment of Sivor could help them later on. As such, it would be foresighted of them to keep the marked piece of shell, but if they neglect to do so it won't greatly hinder them.

B'ura B'an is happy to see the PCs and asks if they would be willing to free him so that he can stretch his legs and use the ship's refresher. If asked about the status of the ship, he knows little, but he can suggest that the navigational computer could be used to stop the noise (if it is still sounding) and that Ryloth is within range and could be a source of affordable fuel. The Twi'lek has no idea what the pieces of shell in the other cell unit might be. If he is asked about his injuries, he claims that he was attacked by a Trandoshan bounty hunter who seared off his left lekku during the fight before placing him in the cell.

If asked about how he came to be the target of a bounty hunter, B'ura B'an gives the following account:

"Well, I'll try to keep my long story short. For some time now the rulers of Ryloth have been, in my opinion, remiss about who they allow in on the planet's Ryll mining industry, which you must understand is only barely legitimate in these days of Imperial dominance. For some time, bands of Aqualish thugs terrorized mining communities, forcing Twi'leks to work for scant reward and extorting all sorts of favors and resources from mines that might otherwise have prospered. I banded together with some associates in order to protect New Meen, our most profitable mine, from the thugs. For a while we held them off.

"Then they simply disappeared. We were relieved at first, but soon learned that they had been killed in the process of some underworld takeover. Shortly after that, bands of outsiders began to purchase land near the mines. They claimed they were developing it, though we could tell they were there merely to spy on us and make life difficult. A short while later, during a journey to Nabat, I was attacked by a band of rogues, including the Trandoshan who maimed and branded me before sealing me up in this cell."

If any PCs want to try to determine whether he is lying, they can make a DC 15 Wisdom (Insight) check. Twi'lek PCs have advantage on this check. On a success, read them the following:

The Twi'lek gestures sparsely with his remaining lekku during his speech. He seems to be open about what he is saying, but there is something he's not sharing.

B'ura B'an asks the PCs to tell him their story, and if they mention Teemo at all, he looks rueful and says the following:

"I have been giving a lot of thought to the Hutt's recently. To my knowledge, they have had little interest in ryll production before. They will distribute it, of course, but until now they haven't been linked to any of the operations to actually mine it. I wonder if, seeing as the Trandoshan who captured me worked for this Hutt you mention, that is set to change.

"I would greatly appreciate it if you could drop me off at the city of Nabat. I have friends there who would be willing to offer us a safe place. There are a number of good mechanics in the city, and we could see to it that your ship is repaired and refueled for your trouble."

B'ura B'an is also interested in the PCs' stories and is sympathetic regarding any grievances they have with Teemo. He encourages the PCs to get to know his friends on Ryloth, promising that if they help save the mine from Teemo's thugs, then they will be offered highly lucrative opportunities to smuggle ryll spice.

If any PCs mention to B'ura B'an that his organization has been accused of corrupt practices, he waves his remaining lekku sadly and thinks for a moment before speaking:

"We are a hastily formed and poorly prepared movement, with nothing much binding us other than our opposition to the harassment and exploitation of our people. Are there those among us who seek personal gain from the circumstances? I am afraid that it is probably so. I cannot speak for all of those who march under our banner, but I nevertheless believe the cause to be a righteous one.

Should the PCs pump B'ura B'an for more information, he can tell them all about Angu Drombb. See the section titled "The Story of Angu Drombb and the Developers" on page 13.

THE HYPERSPACE ROUTE TO RYLOTH

The route to Ryloth from Tatooine is fairly straightforward, even though Trex hasn't been diligent in keeping his navigational computer updated due to the work he has been carrying out for Teemo. As such, the journey through hyperspace takes little more than six hours and is entirely uneventful. The PCs can use this time to rest and recuperate, talk more with B'ura B'an, and explore the vessel. There isn't much on board the *Krayt Fang*, but if the PCs spend time investigating the vessel during their hyperspace journey, they find the following:

COCKPIT

This is where the pilot can interface with the navigational computer and take manual control if necessary.

NUMBER TWO HOLD

There are some broken droid parts and various empty crates in this hold, as well as a set of oily and poorly maintained tools. Trex used this area as an ad hoc workshop. If a PC examines the droid components and passes a DC 20 Intelligence (Investigation) check, he is able to tell that a character proficient with astrotech's implements could construct an operational astromech unit from the available parts, though it would be an arduous process. While the time, expertise, and equipment needed are not readily available to the PCs at the moment, this could form a future project, or the parts could be sold for as much as 2,000 credits.

Among the tools are a traumakit, a set of macrobinoculars, a respirator fit for a Trandoshan, two glow rods, and a mechanic's kit.

MAIN CARGO HOLD

The crates here are large but empty. A secret smuggling compartment is hidden under the decking and can be found as described earlier in the section titled "Investigating the Source of the Smell." The Dejarik set is good quality, with a challenging AI set up for solo games.

GALLEY

This small kitchen area is nicely appointed but in a terrible state. Hunks of raw meat have been stored and prepared here. Enough remains for two decent meals if the PCs feel like an exclusively carnivorous diet. There are also six ration packs in one of the drawers, suitable for nearly any organic being.

CREW QUARTERS

This area has been kept surprisingly tidy, though it does smell strongly of reptile. The shower and refresher are clean and operational. The three beds are practical, if a little uncomfortable. The wampa skin rug on the floor is in fine condition and could fetch a price of 250 credits to the right buyer. There is a glow rod and two power cells stashed under one of the beds. If the Game Master wants a particular place where the PCs can find the 1,000 credits promised at the end of *Escape From Mos Shuuta*, this area is ideal.

ENGINEERING

This section provides access to the ship's engines and fuel reserves. Aside from the low levels of fuel on board, all is functioning well here. A wristpad has been left in one corner of the hold. The hypermatter reactor igniter installed during *Escape From Mos Shuuta* is working perfectly, should the PCs choose to check.

NUMBER THREE HOLD

This area is described in the earlier section titled "Finding and Freeing B'ura B'an." There are seven sets of binders hanging from the walls.

A VIOLENT INTERCEPTION

As mentioned earlier, if the PCs reduced the rate by which the hyperspace transponder updates the signal it emits, then skip this part of the adventure and move on to the section titled "Arriving at Nabat."



However, if the PCs did nothing to alter the signal, then Teemo's bounty hunters are hot on their trail. Teemo's favorite operative, the Kubaz spy Thwheek, has piloted his own small craft directly to Rylloth and plans to ground the PCs' vessel by crippling it with laser fire before it docks at Nabat. Read the following to the PCs:

There is a flash of white light and the tone of the ship's engines drops several octaves as you emerge from hyperspace. Below you lies the dusty baked surface of Rylloth. As you work out the best way to descend to the Nabat spaceport, the slim silhouette of a starfighter bursts from hyperspace barely a kilometer from your position.

You've seen this craft before, as it regularly docked at Mos Shuuta. It belongs to a Kubaz who often runs errands for Teemo the Hutt. The craft banks around and begins to slow, cruising toward you on an attack vector.

The PCs are under attack! Begin a combat encounter and roll for initiative.

Thwheek's vessel is a G1-M4-C Dunelizard, a fast and maneuverable medium starfighter sometimes used by pirates, bounty hunters, and colonists throughout the Outer Rim. Thwheek's Dunelizard begins the encounter 800 feet from the PCs.

THWHEEK - KUBAZ SPY

Medium humanoid (kubaz), neutral dark

Armor Class 15 (mesh armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	14 (+2)	13 (+1)	9 (-1)

Saving Throws Dex +4

Skills Acrobatics +4, Perception +3, Piloting +4, Stealth +4, Survival +3

Senses darkvision 120 ft., passive Perception 13

Languages Galactic Basic, Kubazian

Challenge 2 (450 XP)

Cunning Action. On each of his turns, Thwheek can use a bonus action to take the Dash, Disengage, or Hide action.

Keen Smell. Thwheek has advantage on Wisdom (Perception) checks that rely on smell.

Sunlight Sensitivity. While in sunlight, Thwheek has disadvantage on attack rolls, as well as Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. Thwheek makes two weapon attacks.

Hold-Out. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 4 (1d4 + 2) energy damage.

Vibrodagger. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) kinetic damage.

THWHEELK'S CUSTOM G1-M4-C DUNELIZARD

Tier 2 Small starship, strike fighter

Armor Class 14 (lightweight)

Hull Points 32 (5d6)

Shield Points 37 (directional)

Shield Regeneration Rate 6

Speed 350 ft., turning 150 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	10 (+0)	12 (+1)	8 (-1)

Saving Throws Str +5, Dex +6

Skills Astrogation +2

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

ACTIONS

Multiattack. The Dunelizard makes two Double Laser Cannon attacks.

Double Laser Cannon. Ranged Weapon Attack: +4 to hit, range 800/3200 ft., one target. Hit: 7 (2d4 + 3) energy damage.

Concussion Missile Launcher (1/Day). The Dunelizard sprays a 150-foot-cube area within 2400 feet with shots. Each starship in the area must make a DC 10 Dexterity saving throw. If the starship is more than 600 feet from the Dunelizard, it has advantage on this saving throw. The target takes 9 (2d8) energy damage on a failed save, or half as much on a successful one. On a roll of 1, the missile launcher scores a critical hit against the target.

REACTIONS

Retro Thrusters (1/Recharge). When an attacker deals damage to the Dunelizard with a weapon, the Dunelizard can use its reaction to immediately move up to 50 feet in a direction of its choice, halving the damage it takes. The orientation of the ship does not change.

Thwheek is rather overconfident and begins his attack using his Multiattack action. The first time he is hit by the crew of the *Krayt Fang*, he changes tactics and uses the Dogfight action. If his vessel takes 5 or more hull damage, he'll drop down into Rylloth's atmosphere to escape and the PCs can either pursue and shoot him down or proceed to their destination.

IF THE PCs ARE VICTORIOUS:

Thwheek's Dunelizard crash-lands somewhere on Rylloth. It shouldn't be clear to the PCs whether or not he survived (he did), but he won't be any trouble for the foreseeable future.

IF THE KRAYT FANG IS SHOT DOWN:

If Thwheek is successful in his attack, the *Krayt Fang* falls out of the sky and crash-lands on Rylloth, not far from Nabat. Have the pilot make a DC 20 Intelligence (Piloting) check to make a soft landing. Each member of the crew must make a DC 20 Constitution saving throw, and may gain advantage on this save if the pilot made a soft landing. Failure means that PC suffers 2d10 kinetic damage in the crash. If a PC fails by 5 or more, that PC also suffers a level of exhaustion.

Obviously, having their vessel crashed and badly damaged gives the PCs a very strong incentive to help B'ura B'an and his friends – anything to get their ship fixed!

ARRIVING AT NABAT

As with many Ryllothan settlements, large portions of Nabat exist underground in order to protect its inhabitants from the harsh environment and wandering predatory lyleks.

The upper levels of Nabat are exposed to the elements and they consist of several landing pads, slum dwellings, and a cantina.

B'ura B'an offers to see to it that the *Krayt Fang* is safely docked and that any repairs needed are carried out and paid for by his contacts in Nabat. If the PCs wish to finally see to the removal of the hyperspace transponder, this is the perfect time to do so.



MEETING MILITANTS

B'ura B'an is eager to get the PCs away from the surface and into the tunnel complex below. He says that the *Krayt Fang* is safe for the time being, as he has sympathizers among the spaceport staff. If he is asked to request that the staff let the PCs know of any future arrivals from Tatooine, he agrees that it is a good idea and does so. However, he neglects to do this if left to his own devices. Read the following to the players:

B'ura B'an leads you from the surface deep under the ground, to a district of the city where individual residences are dug into the cavern walls. The narrow corridors are packed with various beings going about their business. Hundreds of Twi'leks throng the walkways and passages, but they are not the only citizens of Nabat. Swagging Aqualish shoulder their way past you while beeping droids scurry between shops and tunnel ways. Human traders hawk their wares from stalls set within niches to the side of the walls.

The PCs may wish to stop off at the shops and market stalls in order to purchase essential supplies. If so, B'ura B'an can find relevant merchants for them. However, Nabat is not a wealthy settlement and items worth more than 500 credits cannot be purchased here. Items from the Player's Handbook worth 500 credits or less can be found for their listed price.

B'ura B'an leads you away from the busier thoroughfares and knocks on a large metal door. Twi'leki code words are exchanged and after a moment you are shown into a spacious room filled with relaxing blue light and comfortable chairs. B'ura B'an turns to you and whispers, "This room is occupied by a cell of the organization dedicated to protecting the interests of common Twi'leks on Rylloth. We will be safe here."

The militant group consists of three Twi'leks and two Humans who come and go at various times. The leader of the group is Nyn Kablo, a soft-spoken female Twi'lek with buff-colored skin and an air of languid grace. She is always in residence, living in a small room to the side of the main area. She invites the PCs to rest in the room while she talks to B'ura B'an about his ordeal. The PCs are provided with food, drink, and medical attention should they need it. The PCs gain the benefits of a short rest.

After a hurried conversation between the two Twi'leks, Nyn approaches the PCs.

"We are deeply indebted to you for the rescue of our friend. While we have little we can offer you, B'ura B'an suggested that perhaps you would like to partake in a little business venture once we get our mining operations under control once more. He leads me to believe that you have some troubles with the same Hutt boss we suspect of being behind much of our present woes, is this so?"

Nyn listens sympathetically to the PCs if they wish to talk about Teemo, promising that her people are willing to help bring retribution to the Hutt once they settle matters on Rylloth. She continues:

"I would ask one more favor of you for now. Call it the price for the safe keeping and repair of your ship. The miners who worked alongside B'ura B'an in New Meen are coming under increasing pressure from the thugs who own the land nearby, be they part of this Hutt's meddling or not. Having B'ura returned to them as quickly as possible would boost morale and enable us to decide on further action. We could provide you with a speeder with space for B'ura and the rest of you. Rest here for the night, but if you could set off in the morning it would be of great assistance to us."

Should the PCs ask Nyn for a reward for their efforts, she politely refuses, claiming that the movement has little in the way of resources and will only be able to reward allies once they have regained control of their mining operations.

If the PCs persist in asking for additional credit or gear, they can wear her down. Depending on what sort of method they use, this is either a Charisma (Persuasion) check or a Charisma (Intimidation) check. If the PCs choose to use Intimidation, add 5 to the DCs listed below (Nyn likes to be flattered, but responds poorly to threats).

- DC 10: Nyn is willing to break open the cell's armory for the PCs, though she regrets that all they have are a bunch of various grenades. Each PC can take one fragmentation grenade or one stun grenade.
- DC 15: Nyn is also able to provide a set of worn but functional fiber armor.
- DC 20: As a special favor to her new friends, Nyn is able to provide a single blaster rifle in addition to anything else she gives them.

A MESSAGE FROM THE SPACEPORT

After negotiations with Nyn have concluded, the PCs are advised to rest for the night. However, if they asked someone at the spaceport to inform them of any further visitors from Tatooine, they receive a knock on the door some hours after sundown. Nyn approaches the door and opens it a crack, but anyone keeping an eye on her can see her speaking softly with an R2 astromech unit, who beeps and whoops at her in binary. She closes the door and approaches the PCs.

"Our friend there is from the spaceport. He came to tell us that two hours ago a craft arrived from Tatooine. He saw a human and a Gand disembark and negotiate with spaceport staff about the keep of the craft before he was called away to perform a scheduled maintenance job. I'm afraid that's all the information he was able to gather, but you may want to keep your eyes open."

IN THE MORNING

Once the PCs are awake and refreshed, Nyn leads them and B'ura B'an down a narrow service tunnel which takes them under and beyond the walls of the city. A land speeder has been parked there, its navigational computer programmed to take them straight to the ryll mines.

AMBUSH AT THE OLD LYLEK DEN

During this encounter, the PCs travel from the spaceport to the ryll mines and are ambushed by bounty hunters working for Teemo the Hutt. The ambush occurs at an old lylek den, which is detailed on the included map found on page 11.

The bounty hunter gang consists of one bounty hunter per PC. One of these bounty hunters is a Gand with a sniper rifle. Another of the bounty hunters may be Trex, depending on how the PCs dealt with him in *Escape From Mos Shuuta*. If the PCs evaded Trex without a fight in the earlier adventure, he is present. If they took him out of action and took great care to ensure he was dead, then his corpse is still cooling on Tatooine. If the PCs took Trex out of action but did not take care to ensure he was definitely dead, then Trex will have benefited from the regenerative properties that Trandoshans are famous for. In such circumstances he is present, but is already missing 10 hit points.

Any remaining bounty hunters are humans with heavy blaster pistols, as described in the Thug stat block.

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.

THUG

Medium humanoid, neutral dark

Armor Class 14 (fiber armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	10 (+0)	9 (-1)	12 (+1)

Skills Intimidation +3

Senses passive Perception 9

Languages Galactic Basic, Huttese

Challenge 1/4 (50 XP)

ACTIONS

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

Vibrobaton. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) kinetic damage.

GAND BOUNTY HUNTER

Medium humanoid (gand), neutral dark

Armor Class 15 (mesh armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	12 (+1)	14 (+2)	13 (+1)	9 (-1)

Saving Throws Wis +3

Skills Perception +5, Piloting +4, Stealth +4, Survival +3

Damage Resistances poison

Senses passive Perception 15

Languages Galactic Basic, Gand, Huttese

Challenge 1 (200 XP)

Keen Hearing and Sight. The bounty hunter has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Gand Resilience. The bounty hunter has advantage on saving throws against poison.

ACTIONS

Multiattack. The bounty hunter makes two weapon attacks.

Sniper Rifle. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 8 (1d12 + 2) energy damage.

Vibrodagger. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) kinetic damage.

OLD LYLEK DEN



PC TIPS: DANGER AHEAD!

The bounty hunters in this encounter are heavily armed and firing from fortified positions. This battle is likely to be the most difficult and dangerous fight for the PCs of the entire Act, especially if Trex is present. Depending on how comfortable the hero players are with the game, and particularly with combat, at this point it can be helpful to point a few things out to them.

Anyone not in cover is more likely to be hit, and if hit is likely to take more damage than anyone in cover. The PCs should be using the crashed speeder and rocks for cover. The bounty hunters are using heavy blaster pistols, which, while dangerous, are not particularly long ranged. If the PCs have managed to acquire blaster rifles with a long range, they can force the bounty hunters to leave cover and close the distance.

While the bounty hunters are taking cover behind rocks and debris, clever PCs could flank them and attack from a new angle, denying them their bonus from cover.

The bounty hunters have staked out on old lylek den, which they believe to be abandoned. They plan to shoot down the PCs' speeder before killing or capturing the PCs. The bounty hunters have figured out how best to exploit the cave system to make a highly effective fighting retreat if need be.

Read the following to the players:

You have been speeding above the surface of the Rylot badlands for a few hours, following the directions that should take you to the ryll mine. As you travel further from the spaceport, the terrain becomes increasingly hazardous, piles of loose rocks and jutting stone spurs litter the ground. To continue, you will either have to slow the speeder to a crawl or risk a collision.

If the PC driving the speeder decides to slow down, he is able to navigate the rocks without difficulty; if not, he should be called on to make two successive DC 15 Intelligence (Piloting) checks. Every time such a check is failed, the speeder hits an obstacle and all those on board suffer 1d4 kinetic damage due to the collision.

Once the PCs have navigated this obstacle, read them the following:

As you maneuver your way around the rocky outcrops and boulders, you notice that cliffs rise about you. A tall bluff of rough red stone stands to your right, surrounded by more piles of loose rubble.

The PCs have to pass the bluff in order to continue as the rising cliffs and piles of rubble prevent them from taking an alternative route. They may well suspect a trap, and a PC who announces that he is keeping a lookout and succeeds on a DC 20 Wisdom (Perception) check notices the following:

Something at the base of the rocky bluff catches your eye. A pile of loose rocks partially obscures a dark passageway, the entrance to a cave in the bluff. A large round insect-like head appears for a split second before quickly ducking back.

The PCs might want to stop at this point and approach on foot, which will effectively begin the combat encounter. If the PCs do not spot the Gand, or if they do but carry on regardless, read the following:

As you pass the bluff, there is a large crack and a flash of blinding light. The speeder slewed around, spinning in circles. Smoke pours out of a hole in the chassis and it takes all your strength and skill to prevent the craft from flipping over. The craft comes to a sudden and jolting stop, burying its nose in a meter of sandy ground.

Unless the PCs slowed down earlier, they should each make either a DC 15 Strength saving throw or DC 15 Dexterity saving throw (the player may choose which saving throw he or she wishes to make). Those who fail are flung from the crashing craft and suffer 1d10 kinetic damage. As the PCs pick themselves up from the crash, whoops and jeering cries can be heard coming from the entrance of a dark cave at the base of the nearby bluff, at medium range from the speeder.

The speeder looks worse than it actually is, and can be dug out of the ground and repaired sufficiently to complete the trip with a DC 10 Intelligence (Technology) check and about thirty minutes of work. (Passing this check by 5 or more can halve the amount of time necessary.)

Whether the PCs are forced down or leave the speeder to investigate the cave, they are hailed by the bounty hunters at this point. One of the human hunters raises his head and calls out the following warning:

"Halt! Stay where you are and drop your weapons! We are agents of the local Imperial authorities and you are suspected of ryll smuggling. I repeat: stay where you are and drop your weapons!"

This is a hastily formulated ruse on behalf of the bounty hunters. While agents of the Empire are not above brutality, they tend not to shoot down unidentified speeders on a hunch. The PCs are able to see the Gand among the group, and Trex too if he is present. None of the hunters wear Imperial uniforms. If the PCs ask if they recognize any of the hunters, they should be informed that they know who Trex is.

Presumably, the bounty hunters' ruse will not work, and everyone should roll for initiative. If the PCs didn't slow down earlier, the bounty hunters suffer disadvantage on their initiative checks.

There are plenty of rock piles in the vicinity that the PCs could take cover behind – not to mention the speeder itself. For their part, the hunters do their best to use rock piles or the cave for protection. Anyone who tries to take cover behind a rock pile or the speeder has half cover.

The hunters wish to take the PCs alive, if possible. If the PCs put up a fight, the hunters try to shoot them down with weapons set to stun. Only when one or more of the hunters is taken down do they begin to fight in earnest.

If the PCs scout around to the east side of the bluff, they may discover a way to turn the tables. There is another entrance to the cave. A rock fall has partially blocked it, but it is easy enough to clamber over, and if the PCs do so they are able to attack the hunters from behind.

If the PCs decide on a frontal assault, then the hunters beat a fighting retreat following the route indicated by the dotted line (see map on page 11). This may result in a nasty surprise for the hunters, as they might disturb a large bull lylek that has made its nest behind a jumble of fallen rocks in the southernmost cavern. This is left up to the GM, who may well prefer to have the bounty hunters fight to the last rather than introduce a dangerous beast into the mix. However, in order to bring the fight to a dramatic close, the GM should read the following to the players if they push the hunters back that far.

As you advance along the tunnel, you see the remaining bounty hunters scramble for cover behind a wall of rubble. For some reason, this cavern is stuffed with rocks, most of which have been piled into a great mound to the right hand wall. The hunters have a good position for themselves here, and they train their guns over the rocky parapet they have found for themselves, drawing a bead on you.

Suddenly there is a massive roaring snarl and a small avalanche as rocks tumble down from the top of the pile. A great beast appears, scuttling quickly forward on six tall limbs tipped with claws like spears. Two long thrashing tentacles are arranged about its champing foamflecked mandibles.

The lylek stays where it is for now, but if any character rolls a natural 1 on a ranged attack roll with a blaster, it spurs the creature to action. Read the following:

The sound of blaster fire agitates the lylek. Falling rocks patter harmlessly from the creature's shell as it bears down upon the hapless hunters below. One of the bounty hunters barely has time to scream before he is impaled upon the creature's sharp claws and drawn up to its slavering jaw. The lylek begins to retreat back to its nest, leaving a trail of spattered gore in its wake.

The PCs should know enough to leave the lylek well alone, but if they insist on pursuing, it is best to have B'ura B'an appear (having extricated himself safely from the speeder crash at this point) and shout "No, leave it be! The lylek won't trouble us while it has fresh meat to eat, but if you continue to harass it, it'll happily kill you too!"

If the PCs still persist in engaging the lylek, then use the stat block found in *Scum and Villainy 2.0*. As B'ura B'an suggests, the dead hunters provide it with a satisfying meal, so it isn't particularly motivated to kill the PCs. If they attack it, the lylek simply beats them into submission before digging itself back into the pile of rocks in order to feast upon its prize.

After the bounty hunters are either slain by the lylek or gunned down, the PCs have a chance to lick their wounds and consider their next move. If their speeder is still operational, it could be dug out of the sand, but even if it's not, the speeder used by the bounty hunters is parked nearby. Any PCs investigating the bounty hunters' speeder find two medpacs, a traumakit, and a repair kit on board, which they may well wish to make use of.

ARRIVING AT THE NEW MEEN MINES

Once the PCs have traveled about a mile from the ambush site, they get their first glimpse of New Meen.

Read the following to the players:

New Meen looks set to redefine the word "hardscrabble." The settlement is little more than a shanty town nestled into the base of the cliffs that tower above it. A great pile of soil and rock has been raised up by machines and piled around the south side of the settlement. A few of the buildings look to be permanent (if ramshackle) structures, though most of the residents seem to make their home in tents. You guide the speeder through its dirt track streets, weaving to avoid piles of detritus and vapor condensers. This place wouldn't even support a cantina. No one seems eager to greet you on arrival, though the frightened faces of Twi'leks peer out from behind the canvas flaps of their rude dwellings.

The residents of New Meen are cautious and suspicious of you at first. However, once B'ura B'an is spotted, the atmosphere changes quickly. "B'ura B'an! B'ura B'an is back!" and similar cries are raised throughout the town. Soon the residents of New Meen, twenty adult Twi'leks and a handful of their children, gather about the speeder. They gleefully hail the return of their leader (though some of them regard his maimed lekku with looks of pain and despair).

B'ura B'an explains to the residents about the help the PCs have provided to him, and the townsfolk are quick to hail them as heroes. The PCs are invited to shelter within one of the larger dwellings and are offered some basic rations by way of refreshment.

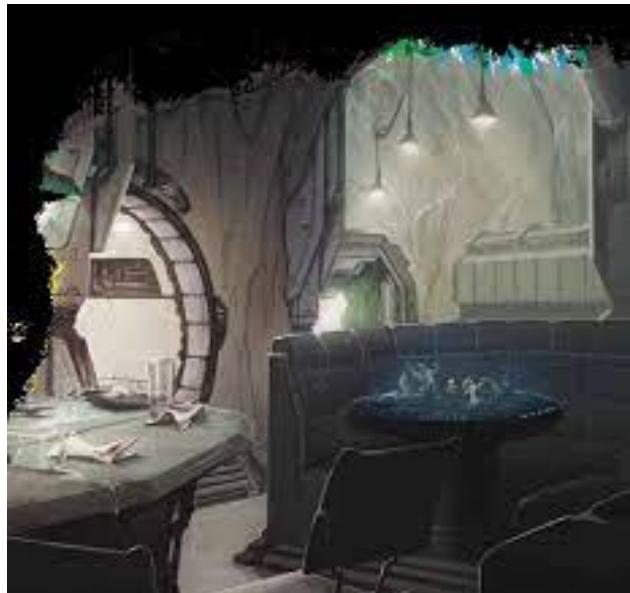
THE STORY OF ANGU DROMBB AND THE DEVELOPERS

After the commotion surrounding his arrival has died down, B'ura B'an asks, "So, how does the situation with the development stand?", at which the atmosphere becomes immediately more somber. The answer given is "bad," but if the PCs ask for more details, they are told the following.

- A few months ago, a human contractor named Angu Drombb purchased a tract of land from one of Rylot's Feudal Oligarchs claiming that he was going to build a desert oasis leisure complex there. It soon became something of an open secret among the RylOTHAN underworld that Drombb planned to do nothing of the sort and was merely attempting to muscle in on the ryll trade.
- No one seems to know who Drombb is; he seems to have no past. Despite this, he is throwing credits around. People suspect that he may be a front man for a wealthy individual who wishes to remain anonymous.
- At first, Drombb's presence was regarded as a blessing by the Twi'leks of New Meen, as his arrival coincided with the disappearance of a gang of Aqualish thugs who had been extorting credit and favor from ryll miners in the area.
- Within a short space of time, Drombb's men began to make life difficult for the residents of New Meen. The pile of dirt surrounding the town was placed there by the developers and a number of power supplies have been "accidentally" damaged in the process of erecting the mound. Several minor acts of arson and larceny are also laid at the feet of the developers.
- The Twi'leks have complained to the feudal oligarchs who sold the land, but they have clearly been bought by whoever backs Drombb. The PCs may be incensed enough at this point to seek retribution from Drombb and his thugs. If not, the fight comes to them anyway.

DROMBB'S PLAN

Drombb is currently managing a team of twelve thugs (most of whom are human, though a few are Aqualish). His goal is to make life so difficult for the Twi'leks of New Meen that they abandon or sell the settlement. Once this happens, Teemo will purchase the land for a bargain price and Drombb and his thugs will turn their talents to the distribution of ryll spice.



The miners of New Meen are still defiant in the face of Drombb's campaign of intimidation, but they are becoming worn down. They are also becoming increasingly scared of an escalation in the thugs' behavior; the thugs are becoming aggressive toward the miners and threats of violence have been made. In private, some of the miners have begun to talk about leaving New Meen, or making an offer of some sort to prospective buyers.

For his part, Drombb has been encouraging his minions to become ever more belligerent with the Twi'leks, promising bonuses and promotion to those who show "initiative" in solving the "obstacle" of New Meen.

Drombb and his thugs have no initial reason to treat the PCs badly, and will ignore them if they stay out of the way. However, sooner or later they learn that Teemo has placed a price on their heads.

WHAT FOLLOWS...

The PCs are about to be caught up in an attempt by a group of Drombb's thugs to further harass the occupants of New Meen. The adventure assumes that the PCs will act in a suitably heroic manner. This means they will beat back the thugs who arrive at New Meen in the section titled "Drunk and Disorderly" and then go on to confront Drombb and the remaining thugs in the section titled "Taking the Fight to Drombb." However, the GM should be ready to adapt the scenario for parties who seek a different solution or contain fewer than four PCs.

As mentioned, Drombb commands twelve thugs who operate in three minion groups of four. However, if the party consists of fewer than four PCs, this number is smaller.

- If there are three PCs in the party, Drombb commands nine thugs who operate in three groups of three.
- If there are two PCs in the party, Drombb commands six thugs who operate in three groups of two.

The thugs use the stat block found on page 10.

If the PCs do not decide to take the fight to Drombb as described below, but do fight any thugs who come to New Meen, then Drombb decides to gather all his men and attack New Meen, hoping to crush any resistance once and for all.

If the PCs do absolutely nothing to help the Twi'leks of New Meen, then they decide to abandon the mine. B'ura B'an will be highly disappointed that the PCs offered no effective help against their enemies, but still suggests that the PCs could help by escorting the Twi'leks as they make their journey back to Nabat. This could offer further opportunities to tangle with Drombb's thugs as they arrive to jeer at and otherwise harry the departing Twi'leks.

If the PCs still refuse to behave in a heroic fashion by this point, then some of the thugs can come to the realization that the PCs are wanted men (perhaps having received notice of the bounty that will be placed on their heads in the following Act). They will stop harassing the Twi'leks and turn their attention to the PCs, at first trying to coerce them into coming back to their cantina, then resorting to violence if that does not work.

DRUNK AND DISORDERLY

If the PCs decide to pay Drombb a visit, then this episode may be skipped. If, on the other hand, they avoid confrontation with the developers, then they are invited to stay the night at New Meen before making their way back to Nabat in the morning. However, they are awakened in the night by the sound of a revving vehicle engine and a loud crash.

A band of Drombb's developers (one minion group of thugs as described on page 14) have become rather drunk and have decided to take one of the tracked construction vehicles for a joyride. Read the following to the players.

As you stumble onto the street, you can see a scene of destruction. A large tracked vehicle has smashed into one of the dwellings on the outskirts of town. Fortunately, no one seems to have been hurt, but the house looks fit to collapse and a large vapor condenser has been ruined in the crash. The Twi'leks who live there are distraught, shouting about how they will manage without a place to stay or water to drink. The drivers of the vehicle do not seem to be concerned, however. There are four of them, three humans and an Aqualish. They wear blaster pistols on their hips and look mean enough to use them. One of the men spots the PCs and calls out "Hey! You there! We got a problem here! Are you the ones with that speeder? We just need to borrow it for a couple of minutes." The word "DROMBB" is emblazoned on the side of the crashed construction vehicle in large black letters.



The thugs want to take the speeder back to their settlement to fetch another construction vehicle so that they can cause even more destruction extricating the first vehicle from the ruin of the dwelling they drove into. The men are drunk and highly belligerent, and unless the PCs immediately hand over the speeder, they become even more aggressive, bellowing things like, "Just give us the kriffing speeder you 'lek-loving scum!" rather than engaging in any sort of discourse. The minute one of the PCs speaks out of turn or makes an aggressive move, the thugs draw pistols and fight.

Because it is night, characters without darkvision suffer the effects of darkness unless someone provides a light source.

Unless the PCs handed out spare weapons to the residents of New Meen, they do not take much part in the fight. If a Twi'lek thinks a thug isn't looking, however, he may attack with improvised weapons such as thrown pieces of rubble.

To represent this, whenever a PC scores a critical hit against one of the thugs, another thug is hit by a rock, taking 1d4 kinetic damage.

If the PCs did hand out spare weapons to the Twi'leks, they join in. Use the same stat block provided for the human and Aqualish Thugs to represent armed Twi'leks.

WHAT IF THE PCs LOSE?

Several brave Twi'leks step up to rescue them, and many of these Twi'leks are beaten badly before the thugs get bored and leave. The elders of New Meen seriously discuss selling out to Drombb and by sunrise the Twi'leks are abandoning the settlement. B'ura B'an, while highly disappointed that the PCs couldn't save New Meen from the predation of Drombb and his thugs, will suggest that if the PCs could help escort his people back to Nabat he would still look upon it as a significant favor.

TAKING THE FIGHT TO DROMBB

The Drombb land extends from just outside New Meen (where he has left the pile of dirt) to the settlement he has built for his men and vehicles about a mile to the south. There are currently nine humans and three Aqualish working for Drombb (after all, he isn't really building a leisure complex).

If the PCs announce that they are planning to confront Drombb, then some of the Twi'leks may be willing to join them. None of the Twi'lek miners are armed with any serious weaponry, so they are only willing to accompany the PCs if the PCs lend out spare weapons. Armed Twi'leks form a minion group of their own using the stat block for human and Aqualish Thugs given.

Such armed Twi'leks are rather zealous, eager to exact retribution on the thugs who have been making their lives so miserable, and as such they behave with rash aggression unless the PCs make efforts to calm them down.

The Drombb settlement consists of a parking bay for his fleet of five large, tracked construction vehicles. An ugly gray prefabricated apartment where he and his men live has been erected to one side of the vehicle parking bay. There is also a fairly nice cantina. This is there as a front for his real operation, though he and his men do like to use it to relax when they aren't sleeping or 'working.'

Drombb is little more than a thug himself, a heavy set and squat man with an angry red face and a shock of fluffy auburn hair. He tries to cultivate sophisticated airs and habitually wears an expensive suit, but he is naturally a vulgar man and finds the façade difficult to maintain.

If the PCs attempt to approach the settlement without taking precautions, they are spotted during their journey and a delegation of thugs will be sent to meet them and scare them off. They will approach the PCs and hail them by saying "I'd kriffing well turn back if I were you. You got no business being here!" The men are rude and aggressive, and even if the PCs try to negotiate politely, one of the Aqualish present will draw his pistol and fire off a shot.

Any gunfire alerts the rest of the thugs to the danger. They arm themselves and prepare to defend the settlement, shooting at the PCs from the doors of the cantina.

If they do take sensible precautions, then Drombb's men are too distracted by the delights of their cantina to notice anyone approaching their settlement, and the PCs are able to make it there without need for ability checks.

ANGU DROMBB

Medium humanoid (human), neutral dark

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 Athletics +2, Perception +2

Senses passive Perception 12

Languages Galactic Basic, Aqualish, Huttese

Challenge Challenge 1/2 (100 XP)

Bad Feeling. When Drombb rolls for initiative, he can move up to his speed. This movement happens before the initiative order is determined.

ACTIONS

Multiattack. Drombb 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

RUNNING NPCs

It's certainly possible to use the full, formal rules for each allied NPC, giving them individual initiative rolls and actions just like PCs. However, in most cases this is unnecessary and slows the game down needlessly. It's perfectly acceptable to play fast and loose with the rules if it helps the story maintain a favorable pace! Here are some ideas for how to handle groups of NPCs allied with the PCs:

- **Narrative approach** – Give each NPC or group of NPCs one story-related effect and resolve it on a strictly narrative level (without rolling any dice). For example, if the PCs bring a small group of Twi'lek militia with them on a raid, the Twi'lek militia can stage an attack to lure guards away, effectively eliminating one minion group of enemies and letting the PCs sneak in more easily. Or, if the PCs bring an NPC computer expert to slice into a valuable data terminal, he does precisely that so long as the PCs bring him to the terminal.
- **Abstracted combat** – At the end of each round, give each NPC a small but noticeable effect on the battle. For example, each NPC militia member could inflict one wound on an enemy NPC, and then have one NPC militia member eliminated by return fire. This allows the NPCs to have a mechanical impact on the fight without having to roll dice or spend much time thinking about it.
- **Delegated combat** – Assign each NPC or minion group of NPCs to one of the Hero Players. That Hero Player can make decisions and roll dice for the NPC or group as if it were his PC (this generally works best in a combat situation, with the GM regaining control once the blaster bolts stop flying). This doesn't reduce the amount of time taken or dice rolled, but it does split up the workload.

FIGHTING IN THE CANTINA

Drombb and any remaining thugs make their last stand from within the confines of their beloved cantina. They are all somewhat drunk and neither offer nor expect any quarter.

Drombb's thugs consist of nine humans and three Aqualish. They operate in three minion groups of four. Note that one of these minion groups may have been slain already in the earlier confrontation at New Meen.

Aside from the fact that it has no stage, the cantina is designed along similar lines to the one in Mos Shuuta, so the same map can be used if need be. Any of Drombb's thugs that the PCs have not yet killed at this point are in the cantina, in addition to Drombb himself.

SEEKING A NON-VIOLENT SOLUTION

Drombb and his thugs are not particularly reasonable. They are well paid by Teemo and have a natural propensity for violence. However, if the PCs attempt to seek a non-violent resolution to the conflict, they might make some headway depending on the tactics they use.

Charming the thugs – This simply does not work. Although the thugs might seem to go along with a truce, they will merely use the opportunity to lick their wounds, obtain better positions, and begin the fight once more.

Intimidating the thugs after a show of force – If the PCs attempt to coerce the thugs after having killed a few of them, they might succeed in convincing their opponents that they are outgunned. If the PCs try this, they can make a Charisma (Intimidation) check. If they succeed, the remaining thugs agree to surrender. The difficulty of the check depends on how many of the thugs have been slain by the PCs. 1-4 thugs – DC 20; 5-8 thugs – DC 15; 9 or more thugs – DC 10.

Bribing the thugs – The thugs are a fairly mercenary sort who may well decide to leave Teemo's employ if made a better offer. Unbeknownst to the PCs, each thug expects to make about 500 credits in the immediate future, after which continued work for Teemo is by no means certain. If the PCs offer them a similar sum, they may well end matters peacefully, or even work for the PCs. If the PCs offer between 400 and 500 credits, they may sway a thug if they pass a DC 10 Charisma (Persuasion) check. Thugs will not be swayed by less than 400 credits and Drombb can not be bribed for the sort of money the PCs have access to.

WHAT IF THE PCs LOSE?

If the PCs are defeated by Drombb, things are in danger of going off the rails. The PCs are bound hand and foot and prepared for transport to Tatooine, where Drombb will collect their bounty and rise greatly in Teemo's organization.

Before that can happen, however, the PCs are rescued by B'ura B'an and Ota (see Act 2), who sneak in, pick the lock on the storage closet they're stashed in, and then lead them out past a sleeping guard. Ota explains that he has a proposition for them and hints that they may be able to make up for their failures in New Meen. Proceed to Act 2.

LIBERATION OF NEW MEEN

Once Drombb and his men have been defeated, the victorious Twi'leks set about ransacking the settlement. If the PCs wish to acquire any loot for themselves, or search Drombb's office for clues, they have to move quickly. The cantina closet contains plenty of drink and ration packets, as well as a locked safe that can either be blasted open, unlocked with a key carried around Drombb's neck, or opened on a DC 20 Dexterity (Sleight of Hand) check. It contains 2,000 credits.

Drombb's office is in the prefabricated building. Paperwork and computer records can be accessed there pertaining to the purchase and running of the surrounding land and the operation to develop it.

Little of this information is of any use to the PCs, though if they look to see if any communications have been sent using Drombb's computer, they find his messages on a DC 20 Intelligence (Technology) check.

Drombb has been fairly diligent in wiping his past communications, but two messages to a recipient named "Thwheek" were sent within the last few days, and remain on the system. The messages say:

"Yes it's a risky business. I'm amazed Trex managed to get away with that droid technician Sivor without causing the whole thing to fall down on our heads. You never know with kriffing bugs, with their clades and castes and such. Annoy the one on top and you lose every other link in the chain. Start from scratch. I thought this whole deal was going to fall through when we lost the support of Duke Piddock, but Dimmock – he might be the bug for us."

And:

"Decapitated! Ha! Well, make sure he never gets to hear about that! I mean, don't get me wrong, the bugs are kriffing hypocrites on the issue if you ask me. They're more than happy to see dozens of drones squandered in their own games, but if he knew what happened with Sivor, it'd be all over for the deal. Hah, putting a techgeek in the ring against you! What a way to go."

What the PCs make of this is left to them. Thwheek is a Kubaz spy employed by Teemo to help coordinate some of the more shadowy aspects of his business – the PCs may have already encountered him above Rylloth. Drombb managed to strike up an unusual friendship with the Kubaz, and Thwheek has been uncharacteristically candid in telling Drombb about some of the deals he has been a party to between Teemo and the insectile inhabitants of Geonosis, including the role he played in the death of Sivor.

If the PCs do not think to search Drombb's office or look for information on his computer, or even if they do find the communication but don't know what to make of it, then it is no great loss.

For the time being, the PCs have succeeded. Teemo's plans to muscle in on the ryll mining trade have been put on ice with the defeat of Drombb, and some of his best bounty hunters have met their end in the lylek den. For now the PCs are safe, and celebrating Twi'leks are sure to want the PCs to join them in drinking Drombb's cantina dry.

At the end of Act 1, the PCs should level up to level 3.

ACT 2: GEONOSIAN NEGOTIATIONS

In this act, the PCs discover that Teemo is planning to undertake some shady dealing with a clandestine faction of Geonosians. They also find out that he has placed a significant price on their heads. The opportunity arises to travel to Geonosis and undermine Teemo's efforts to complete his dealings with Duke Dimmock. By the end of the episode, the PCs have learned of a cargo ship destined for Teemo's palace, and they could use the vessel to smuggle themselves past Teemo's guards and rid themselves of the troublesome Hutt.

This act may well prove a challenge to run as there is plenty of information for the GM and the PCs to manage. Most of the act takes place at a private party in which a number of different NPCs may interact with the PCs, each with his own agenda and secrets. It is necessary for the GM to have a firm grasp of what each of these NPCs knows and how to portray them in a dramatic fashion.

As for the PCs, they receive a good deal of information and have to decide how best to use it. While it is possible to fight their way through the few combat encounters in this act, they can make matters much easier for themselves if they win over NPCs through negotiation.

A BRIEF GUIDE TO THE GEONOSIANS

Geonosis is a mere parsec's travel from Tatooine, but the two planets have not had much to do with one another. The relative poverty of Tatooine and the relative isolationism of the Geonosians explains why, though Teemo the Hutt plans to change matters. In the days before the rise of the Galactic Empire, Geonosis was a hive of activity. The insectile inhabitants of the planet designed and engineered several innovative types of military equipment. Most notoriously, the Baktoid Combat Automata B1 Battle Droid was manufactured by the Geonosians and widely used by separatist forces during the Clone Wars. The use of such droids is now frowned upon and the fortunes of the Geonosians have waned somewhat, though they are still regarded as innovators in the field of military hardware.

Outsiders often find Geonosian society difficult to understand, let alone penetrate. Approximately 99 billion Geonosians live on the planet, crowded into great hives that tower high in the sky and extend deep into the ground. Each hive is governed by a ruling council, though the Geonosians also recognize an aristocratic caste of dukes and archdukes. Rumors of Geonosian queens also abound, though little is known of them. Most Geonosians belong to a worker caste, though many belong to a stronger and more aggressive soldier caste.

In recent years, the Geonosians have found themselves under the yoke of the Empire, though since the Battle of Yavin there have been reports of rebel activity on the planet and several minor insurrections against the Imperial authorities stationed there.

It is not typical of Geonosians to take an interest in the black market, or to deal with criminal syndicates... not under their present compromised circumstances, anyway. However, two Geonosian Dukes, competitive rivals named Piddock and Dimmock, have made a tentative outreach to representatives of the galaxy's foremost criminal organizations, willing to sell and smuggle Geonosian technology out from under the very noses of Imperial forces.



TEEMO'S DEALING WITH THE GEONOSIANS

Teemo has taken advantage of the Geonosians' offers, but has been audacious enough to persuade one of the dukes to provide him with information regarding the manufacture of combat droids. He first approached Duke Piddock, but relations between the two soured. In a fit of pique, Teemo had the duke's intermediary, a Geonosian technician named Sivor, killed in a secret bout held in the gladiatorial arena at his palace. As mentioned before, he allowed Thwheek the Kubaz to inflict the killing blow.

Teemo has since regretted this decision and has made tentative attempts at reconciling his position with the Geonosians. He realizes that Duke Piddock is a lost cause to him, but Duke Dimmock has recently expressed interest in dealing with the Hutt.

DUKE DIMMOCK'S CONFIDENCE

Duke Dimmock is highly suspicious of Teemo, but is willing to work with him for the time being. This situation could change if he were to be informed of certain matters.

During this adventure, the PCs have the chance to meet and talk with Duke Dimmock, and by the time they do so they may have picked up a number of pieces of information that would shake the Geonosian's enthusiasm to work with Teemo. There are five pieces of pertinent information:

- Teemo keeps a Kubaz spy on his books: The insectivorous Kubaz are well known to the Geonosians for their prejudiced attitude toward insectile species. The Kubaz, as a general rule, find it hard to recognize the rights of species they regard as food, and as such many insectile species regard the Kubaz with hostility.

- A piece of shell from a Geonosian was discovered in Trex's ship: The fate of Sivor is not known to the Geonosians, though rumors that Teemo may have done away with him have been circulating. If the PCs explain that bits of shell were found in the *Krayt Fang*, it helps corroborate such rumors.
- The Kubaz working for Teemo killed Sivor: Well done to the PCs if they work this one out from the messages sent from Drombb's computer. While they have no hard evidence for this, the rumor is a shocking one. The Geonosians would find the death of Sivor much harder to take if they knew he had been murdered by a Kubaz.
- Teemo collaborates with the Empire: The Geonosians are unhappy with their current status as subjects of the Empire. If Duke Dimmock discovers that Teemo assists the Empire in any significant fashion, he will not be pleased. PCs may have deduced this from their experiences in *Escape From Mos Shuuta*.
- Teemo plans to reverse engineer a B1 Battle Droid in order to produce his own: While Duke Dimmock is happy enough to sell some old droids off, he won't be pleased to discover that his customers are planning to manufacture their own.

Depending on how vigilant they were in the first act, the PCs may already know about issues 1, 2 and 3. There are further opportunities to find out about some of the issues listed during Act 2.

DUKE PIDDOCK'S PRIVATE PARTY

After the loss of his intermediary Sivor, Duke Piddock shelved his plans to tender services to the galaxy's criminals, but recently he has been entertaining the notion once again. He is hosting a private party in which he has invited representatives of some organizations he feels may be interested in doing business with him.

Of these representatives, only a few would be so reckless as to turn up in person. These are the sorts of people who have underlings of underlings of underlings to do such things for them. One such person is Ota, a Bothan spy of great repute. He is currently looking for the PCs, believing that his wish to find out about events at the party might be compatible with their wish to find out more about Teemo the Hutt.

A NEW DAY IN NEW MEEN

The Twi'leks of New Meen continue to celebrate the death or disposal of the developers who have been persecuting them. They plan to party for at least a week, and are happy to let the PCs stay as long as they wish. They have little to offer by way of reward, though they allow the PCs to make free use of their facilities (such as they are). The settlement can rustle up such items as medpacs and rations for the PCs to make use of. B'ura B'an is also extremely grateful for all the help they have provided and sends a message to Nyn in Nabat telling her all about the heroic actions of the PCs.

The journey back to Nabat, whenever the PCs choose to make it, is uneventful. B'ura B'an accompanies them once more, advising them to visit Nyn to debrief her before continuing on their way.

The old lylek den, should the PCs wish to stop there, is much as they left it.

RETURN TO NABAT

Read the following to the PCs as they reach Nabat.

The Nabat spaceport seems particularly busy today. As you guide the speeder through the city gates, you can see a great crowd milling about the landing pad. It seems that a number of craft, freighters of all sizes, have arrived today. Trolleys and droids bearing trade goods from worlds all around the Outer Rim push their way through the crowd. humans, Twi'leks, Bothans, Trandoshans, and Aqualish are among the myriad species negotiating deals with buyers and spaceport staff.

Thwheek has either arrived on Ryloth or recovered from his crash-landing while the PCs have been in New Meen. If the PCs declare that they are keeping an eye out for anything of interest, have them make a DC 20 Wisdom (Perception) check. Read the following if any of them succeed:

Your gaze is drawn to a tall cloaked figure standing beside one of the entrances to the lower levels of the city. The creature seems to be surveying your position through a pair of electrobinoculars. As you watch, he lowers his hands, and you can see that he is an alien with an elongated green-black snout in place of a mouth. The alien's eyes are hidden behind heavy dark goggles. He seems to be a typical member of the Kubaz species.

If the PCs make any sort of move in Thwheek's direction, he slips away into the tunnels beneath the spaceport. However, any PCs who reach the position in which they first saw him find that there are several discarded insect parts lying on the floor where Thwheek once stood. The Kubaz was snacking while he watched to see if the PCs returned to Nabat, and has left legs, shells, and wings littered on the ground.



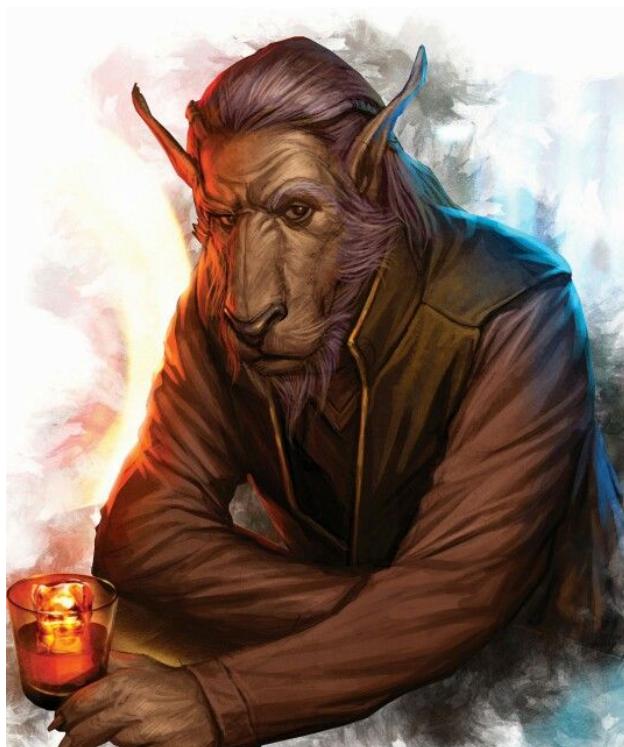
If any of the PCs asks if they know anything more about Kubaz, have them make an DC 15 Intelligence (Lore) check. Those that succeed can be told that the species are clannish mammals native to the planet Kubindi; their world was enveloped in Hutt Space during the last decades of the Republic and they are a relatively new sight on worlds such as Ryloth. If they pass the check by 5 or more, inform them that Kubaz eat insects and have poor relations with insectile species such as Geonosians.

REUNITING WITH NYN

Read the following to the PCs once they have arrived in Nabat:

B'ura B'an sees to it that the speeder is parked and then leads you back down to the room in the subterranean area of the city. Once again, whispered Twi'leki code words are exchanged and the door is opened. Nyn is clearly pleased to see you; she grins warmly and spreads her arms wide. "Thank you so much," she says. "Our friends in New Meen have much to thank you for. We must talk more about what happened, but first I have someone I want you to meet." She gestures toward one of the couches to the side of the room, occupied by a rather short and stout Bothan. He regards you with wide, intelligent eyes and nods a curt greeting. "This is Ota," says Nyn, "and he has some news that might be of concern to you."

Once the PCs have made their introductions, Nyn and B'ura B'an excuse themselves and go into another room, leaving the PCs to talk with Ota in private.



The Bothan clears his throat. "Nyn has told me a good deal about you, and I have a project underway that could make use of a group as resourceful as yourselves. However, before we get down to negotiations, I feel I ought to make you aware of this." The Bothan pulls out a small holographic projector and switches it on. "This communication is keyed to an encrypted frequency used by some of the bounty hunters who work the Outer Rim." He switches the projector on and it displays a series of scrolling images. You can make out the streets of Mos Shuuta, the *Krayt Fang*, your faces...

An accompanying text scrolls by, giving the following message in Gand, Rodian, Trandoshan, and Basic: "Wanted: 50,000 credits reward. If you have information, contact Teemo in Mos Shuuta, Tatooine."

Ota allows this news to sink in and gives the PCs any time they wish to discuss matters among themselves before continuing.

"If this situation continues, you could have very dangerous people hunting you ... people like Bossk, or even the Mandalorian.

"I have a proposition. The job I have in mind for you will bring you into contact with those who are currently engaged in a deal with Teemo. If you negotiate well with them, they could provide you with an opportunity to strike at the Hutt from the heart of his own palace. I won't lie to you, there is some risk, but you will have a better chance following my plans than you'll have once these bounty hunters catch up with you.

"I will, of course, also see to it that you are rewarded for killing or compromising Teemo the Hutt. He should have the credits on hand to pay his hunters, and I will make sure any such money passes on to you."

Ota waits for the PCs to express interest before continuing.

"I have been invited to a private function to be hosted by a Geonosian duke, Duke Piddock. I am not expected to turn up myself, of course, but the duke will expect a few guests to appear as representative of my interests. This duke recently planned to do some deals with Teemo, then changed his mind. As it happens, this duke has a rival, Duke Dimmock, who is due to deliver some goods to Teemo in a few days. If Dimmock knew what made Piddock change his mind, he might agree to help us.

"Is that understood? I realize it is a little complex. We are to find out from one Geonosian what caused him to turn from Teemo in order to convince another Geonosian currently working with Teemo to help us instead."

WHAT THE PCs KNOW ABOUT GEONOSIANS

Geonosis is a mere parsec from Tatooine, and the PCs have heard many stories about the strange and insular aliens who were their near neighbors not so long ago. Summarize the information given in the section titled "A Brief Guide to the Geonosians." If either the GM or the players are well versed in the background of Star Wars and the role the Geonosians played in the Clone Wars, then this is an apt time to show it off.

In addition, Ota has some information that he provides if the PCs ask him.

WHAT'S THIS PARTY ABOUT?

"Some Geonosians are fed up with the Empire choking off their trade. People like Piddock are reaching out to the black market, the Hutt Cartel, and others. This party is about making the contacts necessary to do that business."

WHAT DEALINGS DID TEEMO HAVE WITH DUKE PIDDOCK?

"I don't know the details. That might be good to find out."

WHAT REASON MIGHT PIDDOCK HAVE TO DISLIKE TEEMO?

"The only thing I can think of is that Teemo has recently taken to promoting the talents of a Kubaz spy he has in his entourage. The Geonosians might not like that."

WHY DON'T THE GEONOSIANS LIKE THE KUBAZ?

"Kubaz are an insectivorous species; they eat insects. The antagonism between them and all insectile species is well known. It's rather like the relationship between Trandoshans and Wookiees – they just don't get along."

WHO ELSE IS INVITED TO THE PARTY?

"I don't know. Anyone who's there will probably be like you – acting on behalf of someone else and eager to keep their employers' true identity, or their own, secret. I wouldn't bother prying into such things."

ARE YOU PART OF THE REBEL ALLIANCE?

"Of course not."

Ota tries to answer any other questions the PCs have. He expects and encourages them to be inquisitive. He can provide informed and intelligent speculations on most matters. However, aside from the issue of the Kubaz spy, he knows of nothing that would concern Duke Dimmock, so make sure you review the list given in the section titled "Duke Dimmock's Confidence" so that you don't give away any pertinent information.

If the PCs mention any thoughts they have about finding a piece of insectile chitin aboard the Krayt Fang, or the suspicious nature of the communications sent from Drombb's computer, Ota is interested. "Yes, this is the sort of thing that might well be of concern to the Geonosians; good for you for spotting it!"

BRINGING THE MEETING TO A CLOSE

Once the PCs have run out of questions for Ota, the Bothan takes his leave after offering these parting words.

"I need to make some more arrangements, but I will be back in the morning to see you taken to Geonosis. I encourage you to talk about it among yourselves. Come up with a detailed cover story of why you might be invited to a party held by a Geonosian duke. He thinks that I'm an arms dealer, so he'll expect you to want to buy weapons from him – that will do for the duke, but you'll need yet another cover story for the rest of the guests."

The GM should encourage the PCs to discuss matters among themselves, as there is a good deal of information to take in. Nyn and B'ura B'an are somewhat shocked to learn about the details of Ota's offer, though they do say that it sounds like a perfect opportunity to strike at the Hutt.

Use Nyn and B'ura B'an to help the PCs understand what they are expected to do. This is a complex plan, so for the sake of clarity, it is important for the GM and the players to get a good idea of the following:

- They will be attending a party held by Duke Piddock, where the duke will expect them to try to buy weapons from him.
- Their true reason to go to the party is to find out why Piddock ended his business with Teemo. They hope that if they know why that is, they can tell Teemo's new partner, Duke Dimmock, and Dimmock will also stop doing business with Teemo and help them instead.
- Should they fail to find out exactly why Piddock cut ties with Teemo, any information that makes Teemo look bad to a Geonosian can be helpful.
- There will be other people at the party who they can ask for more details about Piddock or Teemo, but it's best if these people don't find out too much about the PCs – so they'll need a cover story.

If the hero players aren't sure how to proceed, Nyn can suggest that they pose as traders hoping to establish a regular trade of rycrit stew to help feed Geonosis's teeming billions. She'll even offer to give the PCs a few barrels of the stuff to help with their credibility.

It may occur to the PCs that posing as arms dealers is easier if they have enough cash to actually buy weapons. If they don't fancy spending their own money in such a way, Nyn may cough politely and suggest that they buy a few Geonosian weapons for her militant cell. She offers them 3,000 credits to buy guns for her, hoping they can buy two or three new rifles.

In the morning, Ota reappears. Once more he sits down with the PCs and makes sure that they know what they are doing. He compliments them on their plans and encourages them to improve on any areas about which they are confused or naïve.

"I have finalized arrangements. The party is due to start in twelve hours, more than enough time for you to make a hyperspace trip from Rylloth to Geonosis. This communicator," the Bothan holds up a small electronic device, "provides the encrypted signal that will allow you through the Geonosian security cordon. Make your way to the landing pad of Gogum Hive, a small city to the north of the planet. The Geonosians there will look after your ship and escort you to the party.

"The next morning, you should fly to Trellik Hive, due west from Gogum Hive. This is the home of Duke Dimmock. Once you are there, use this communicator to contact me so we can plan our next move."

When the PCs board the *Krayt Fang* at the Nabat spaceport, they find that it has been fully repaired and refueled. The journey from Rylloth to Geonosis is uneventful, proceeding exactly as Ota describes. The Geonosians at Gogum Hive are expecting people such as the PCs to arrive for the party, and are happy to escort them to the venue. The only thing they stipulate is that offensive weapons are left on board the *Krayt Fang*. The PCs may take weapons with the hidden property to the party, but larger weapons will have to be left behind.

DUKE PIDDOCK'S PARTY

The duke's party is an exclusive affair. Ostensibly, he is showing off his new cantina, a lavish but somewhat cramped chamber dug out of the Geonosian rock, intended to draw off-world spacers and their business to the hive.

The doors to the bar are guarded by a pair of hulking soldier drones armed with Geonosian sonic rifles (see the section titled "Dealing with the Duke" for details of Geonosian weaponry).

You enter the cantina, the saloon style doors flanked by a pair of the biggest Geonosian soldiers you have ever seen. They heft the largest wide-bore blaster rifles that you have ever seen too, clearly of some improved Geonosian design. You imagine that Duke Piddock has employed the guards partly for intimidation, but also partly as sales pitch – their guns are very impressive. Inside, the décor is something of a surprise after the rough rocky walls of the hive at large. Clearly, someone has designed the cantina in order to appeal to a cosmopolitan clientele. From the cantina stage, an upbeat jazz band has been commissioned to provide some entertainment. The band consists of a lanky Bith on kloo horn, a hyperactive Rodian on mozz box, and a blue-skinned Twi'lek blowing a mean siren whistle. A pallid and exotically dressed Twi'lek girl with stunningly long lekku intones sultry vocals over the frenetic melodies.

A couple of Geonosian workers man the cantina bar, and a Roche J9 protocol droid is stationed nearby. An old Geonosian with a number of golden bangles and pieces of gilded armor stands close to the bar speaking to an elegantly dressed human woman. Not far from them is a table occupied by a young human man and woman, clinking their glasses and laughing. A Gand in dusty and tattered robes sits by himself in the corner of the room and a young Sullustan male sips his drink and watches the band, occasionally glancing over his shoulder at the final guest, a Toydarian who flutters nearby. Three small private rooms line the wall to your right, clearly set aside for guests who wish to talk without fear of eavesdroppers.

COVER STORIES

Many of the guests at the party are representatives of outlawed or criminal organizations, and as such they are not willing to talk frankly about their reasons for being at the party. Such guests have invented a cover story and they give this if asked why they are at the party. It would be considered a major breach of etiquette to suggest that such stories are lies and to pry further into the guests' real reasons for being there.

HELP! I DON'T KNOW ITS STATS!

From time to time, the PCs will do something that the GM does not expect. Sometimes, this will mean that the GM suddenly finds himself or herself in need of stats for a character not detailed. This is not a problem!

Experienced GMs can adapt existing stats or whip up suitable new ones very quickly and easily. Less experienced GMs can make do with a simple rule of thumb: any random character not otherwise detailed has 10s in every ability (an average score), 8 hitpoints, and a +2 modifier in any skill it makes sense he or she would be proficient in.

For the sake of the GM, the real reasons for the various guests' attendance are provided, in order to help him understand the motives and character of the various guests. However, most of the guests would sooner die (or kill) than give up their real identities. The exception to this is Anatta, who does not particularly mind letting people know that Jabba the Hutt is a regular client, and the Vio siblings, who have nothing to hide.

BREAKING THE ICE

Some guests are shy or distant, and won't be willing to divulge any information unless certain stipulations are met. The PCs may have to say the right things or pass ability checks before they open up.

For example, Mu Nanb may be able to tell the PCs that Teemo is happy to collude with the Empire, an important piece of information. But unless they convince him that they are hostile to the Empire (or sympathetic to the Alliance) and then go on to pass a DC 15 Charisma (Persuasion) check, he is far too cautious to share such gossip.

BREACHES OF ETIQUETTE

The guests at the party are expected to be fairly well behaved. The Geonosian standard of civilized behavior is not quite as sophisticated as it is elsewhere in the galaxy, so some degree of rudeness and heated debate is not likely to raise eyebrows.

However, if the PCs start making wild accusations, blowing their cover or the cover of other guests, threatening violence, and so on, they are asked to leave by Duke Piddock.

Such PCs may be able to rescue themselves by giving an apology and succeeding at a DC 15 Charisma (Persuasion) check. However, if they then cause another scene, they will have to make a DC 20 Charisma (Persuasion) check to remain in the cantina. They are not given a third chance.

PCs who are asked to leave but do not do so, find themselves escorted forcibly back to their sleeping quarters by a troop of soldier Geonosians.

SIVOR'S SHELL

The PCs may be in possession of Sivor's shell, found during Act 1. If so, they may elect to show it to someone at the party. Duke Piddock or BG-222 can positively identify it as belonging to Sivor. Piddock will be curious where the PCs acquired it, and may suspect them of having done violence to Sivor (although if the PCs tell the truth about it, he will take them at their word). Anatta can also identify Sivor's shell and tell the PCs about it and Sivor, but he will charge 60 credits for the story.

DUKE PIDDOCK

"Ah, I take it that you are the traders from Rylloth, is that so? Very good, I hope this evening will prove to be profitable for us both."

Appearance: A grand old Geonosian, he wears a shining breastplate and several golden bracelets around his wrists and ankles.

Position: Piddock tends to stand near the bar, though occasionally he takes a stately walk around the room to check on his guests. During the course of the evening, he spends ten minutes in one of the private snugs with Mu Nanb, then a little later with Vrixxtt, and a little later still with Maru Jakkar. Interrupting one of these meetings is a serious breach of etiquette.

Attitude: Regal and stiffly polite.

Breaking the ice: There is no real need to break the ice with Piddock, as he is expecting to make a deal with the PCs. However, if the PCs keep him talking for any length of time without making some sort of offer, he becomes frustrated. Talking with Piddock is covered in the section below titled "Dealing with the Duke."

BG-222

"Greetingzzz, master. How may Drone BeeGee-TooTooToo zzzervice the colony? You wish to be introduzzed to the larval Zzzulluzztan? Mu Nanb, who wishezz to vizzit coloniezzz throughout the galaxy. Bezzzt leave him be - he is enjoying the zzzonic vibrationzzz."

Appearance: A Roche J9 Worker Drone, BG-222 is a rather utilitarian design of droid with an off-white carapace and a large head topped with a multifaceted optical apparatus.

Position: The droid stands by the bar unless called. Vrixxtt often stalks over to the droid and commandeers it so that he can talk with another guest.

Attitude: Cheerful and over-enthusiastic protocol droid. Breaking the ice: The droid is instantly friendly. However, it does suffer from the infamous limitations of the model. BG-222 talks in a buzzing monotone, and translates language from an insect perspective (so "the Toydarian with the blue skin" would be become "the Toydarian with the blue carapace," "the human female" would become "the human queen," and so on).

Does he know Teemo?: No.

Does he know the other guests?: He is programmed to facilitate short and pertinent introductions. If asked, he cheerfully informs the PCs of the cover stories of the various guests.

MU NANB

"I'm pleased to meet you, but if you don't mind, I'm trying to enjoy the music. Perhaps we can talk once the band wraps up."

Appearance: A sharply dressed but humble young Sullustan.

Position: Mu Nanb does not mingle. He sits in front of the stage watching the band and sipping his drink.

Attitude: Shy, nervous, somewhat out of place. Mu Nanb does not speak unless spoken to and keeps to himself.

Cover story: Mu Nanb claims to be a tourist from Sullust who has always wished to see the rings of Geonosis. Having been here a week now, he has seen his fill and is keen to go home. A friend of a friend introduced him to Duke Piddock, and they bonded over a shared appreciation of jatz, hence his invitation to the party.

Why he is really here: He plans to ask Piddock for a weapons deal on behalf of the Rebel Alliance.

Breaking the ice: This is hard to do. Mu Nanb remains introverted, not speaking unless spoken to. He is determined to remain sober and does not accept drinks from the PCs. He answers questions put to him politely and curtly but does not volunteer any information that might be considered controversial. He does bitterly hate the Empire, and if subjects such as the Imperial persecution of Wookiees and Mon Calamari or the destruction of Alderaan by the Death Star are brought up, he looks suddenly and fiercely angry. If the PCs mention that they are opposed to the Empire or in support of the Alliance and then go on to pass a DC 15 Charisma (Persuasion) check, he relaxes somewhat.

Does he know Teemo?: If Mu Nanb is asked about Teemo, he claims to know nothing about him, but PCs may notice an angry look on his face if they pass an DC 15 Wisdom (Insight) check. If the PCs have broken the ice with Mu Nanb, he invites them to come and talk to him in one of the private snugs. Once there, he says that the Hutt is known to him by reputation. Apparently Mu Nanb had some friends who were performing a smuggling operation on Tatooine that "went against the best interests of the Empire." They were caught in the act and ended up shipped off to Kessel. Mu Nanb is sure that Teemo informed on his friends and that the Hutt is friendly with the Empire.

Does he know the other guests?: No.

VRIXX'TT

"So, what brings a mammal such as yourself to the hives of Geonosis?"

Appearance: A large Gand wearing traditional Gand garb.

Position: Vrixxtt keeps to himself, but is happy to speak to people (with the help of BG-222 if necessary).

Attitude: While Vrixxtt's expressionless face and inability to speak Basic makes him seem distant, he keenly observes proceedings and is friendly enough if approached.

Cover story: Vrixxtt claims to be a representative of an as yet informal organization dedicated to promoting the interests of insectile sentient species throughout the galaxy. Vrixxtt's cover story is not very convincing and he doesn't try very hard to maintain it.

Why he is really here: He plans to ask Piddock for a weapons deal on behalf of Gand bounty hunters.

Breaking the ice: Initially, Vrixxtt is not interested in the PCs. He is polite to them if they approach him, but makes no moves in their direction of his own accord. However, after half an hour or so, he begins to wonder who they are. If the PCs are keeping a look out, they notice the Gand consulting a wrist-mounted communicator on a DC 15 Wisdom (Perception) check. By doing this, Vrixxtt discovers that a handsome bounty is being offered for the PCs. Once he has realized this, he becomes much more interested in the PCs; he approaches them and begins to pry into their backgrounds, the reason why they are here, and so on.



Does he know Teemo?: Vrixxtt claims to know Teemo by name, but nothing more. He is interested as to why the PCs wish to know, though.

Would he be interested to know Teemo employs an insectivorous Kubaz?: Vrixxtt does not seem to care.

Does he know the other guests?: No.

MARU JAKKAR

"Such a fascinating society the Geonosians have made for themselves here. Have you managed to catch any of the ritual combats during your visit?"

Appearance: A slender human woman with coldly sophisticated airs. She wears a close fitting suit of black leather and accessorizes with a flowing, brightly colored headscarf worn in the fashion of wealthy Coreworlders.

Position: Maru spends most of her time talking with Duke Piddock, but occasionally mingles with the other guests.

Attitude: She is cordial and polite, but not particularly friendly.

Cover story: She says she has an interest in the culture and history of the Geonosians, and is here to buy some antiques from Duke Piddock.

Why she is really here: She is a frontwoman for a branch of the Black Sun syndicate.

Breaking the ice: Maru is not interested in warming up to the PCs, and breaking the ice with her is difficult. However, she is genuinely interested in alien culture, art, and other worlds. If the PCs manage to draw her out on these subjects and pass a DC 15 Charisma (Persuasion) check, she opens up. Alien PCs receive advantage on such checks, as she finds aliens fascinating. Unfortunately, she's a bigot and detests droids – droid PCs have disadvantage on any checks made to interact with her.

Does she know Teemo?: Unless the ice is broken, she merely cocks an eyebrow and mutters, "I'm not the sort to engage in gossip about the Hutts." However, if the ice is broken, she admits to having heard of Teemo. Read the PCs the following.

A worried expression crosses Maru's face. "Yes, I do know of him and I'm afraid he may be the cause of no small consternation if he's left to his own devices for much longer. I can't prove anything, you understand, but people in my network know about these things. There have been a series of strange thefts and unlikely prices paid for apparently worthless items at auction. They have all been traced back to Tatooine. The items stolen or bought all relate in some way to some designs of Baktoid Combat Automata, old B1 battle droids. Whoever is behind this might be planning on making his own."

Does she know the other guests?: If the ice is broken and Maru is asked about Vrixxtt, she explains that he is "a bounty hunter of some repute."

ANATTA

"Great party, eh? These bugs have learned a lot about entertaining us mammals since the Clone Wars. Good wine. Good jazz. I could almost believe I was home in a Mos Eisley cantina, eh?"

Appearance: A typically shifty member of the Toydarian species with light blue skin.

Position: Anatta flutters about, never staying in place for long.

Attitude: Friendly, if a little coarse and over-familiar.

Cover story: "I just love a good party, eh?"

Why he is really here: Anatta is a seller of information. He hopes to impress his most regular customer, Jabba the Hutt, with any gossip he picks up at the party.

Breaking the ice: No need; Anatta is by far the most open and gregarious of the guests. However, he does not provide any important gossip for free. See the section below titled "The Information Broker" for details of dealing with Anatta.

ORPA AND WEX VIO

"Did we see you guys come in on that freighter? Looks like a good ship you got there – little banged up and grotty, but a good ship. We fly a Nova Courier ourselves, the Lucky Guess."

Appearance: A young pair of humans from Corellia. Orpa wears her brown hair in a shaggy bob and dresses in a scuffed flight suit. Wex has a shock of brown hair and wears a buff tunic. They share a strong family resemblance (they are sister and brother).

Position: The two of them share a table near the bar.

Attitude: Friendly, hoping to do some business. Wex is a little drunk and in high spirits.

Cover story: None – they have nothing to hide.

Why they are really here: The siblings are "free traders" – smugglers. Orpa and Wex hope that if any of the other guests do a deal with Piddock, they can then go on to commission the pair to move the goods. They have a contract with Duke Dimmock to fly to Tatooine tomorrow – in fact, the PCs may be highjacking their ship later in Act 2.

Breaking the ice: There is no real need to break the ice, as Orpa and Wex are happy to talk to anyone who approaches them. However, they are there to do business, so if it becomes clear that the PCs aren't going to offer them a job, they would rather be left alone so as to talk to potential customers.

Do they know Teemo?: They know Teemo well enough. "We've worked for him in the past," they say. Despite this, they don't really know a lot about Teemo; they just moved some crates from Tatooine to Corellia for him a year ago. They don't even know what was inside. They are scheduled to make a delivery to him tomorrow, which they have enough discretion not to mention.



Do they know the other guests?: If asked about the other guests, Orpa says that they are just getting to know them. Wex laughs and says, "We do know the Toydarian, Anatta." He then lowers his voice and whispers, "Guess who he works for?" Orpa looks angry and tells her brother to be quiet, but he grins and silently mouths, "Jabba the Hutt" to the PCs. However, they won't be drawn into further details about the matter. If Wex is pushed for further information, he realizes his loose tongue may get him into trouble, and just says, "Oh look, forget about it, will you?"

Can they be hired?: "Sure, let's talk rates." If the PCs wish, they can simply hire the Vio siblings to smuggle them into Mos Shuuta tomorrow, which will actually allow them to skip right past the rest of Act 2 (there'll be no need to meet with Duke Dimmock or fight their way aboard the ship). Orpa asks for 1,000 credits each. Wex laughs and asks for 500 credits each. A DC 15 Charisma (Intimidation) or Charisma (Persuasion) check can talk them down to 250 credits each.

DEALING WITH THE DUKE

While he appears a gracious and welcoming host, Duke Piddock has thrown this party for the sole reason of making new business contacts. As such, while he is initially happy enough to gossip with the PCs about seemingly irrelevant matters, he might become frustrated with them. This happens if they continue to talk without making any kind of inquiries as to his wares or making some kind of purchase.

Keep track of the number of questions that the PCs ask Piddock. He will be happy to answer four questions, but once he has done so he asks, "So, what is it I can do for YOU?" in a rather pointed fashion.

After this, if the PCs do not talk to him about buying some kind of weapon or service, he answers one more question before announcing, "Excuse me, but I have to attend to my other guests." He then ends the conversation.

Provided that the PCs keep Piddock interested by occasionally mentioning the possibility of an arms deal, he continues to talk. If they clearly get on the subject of buying weapons, he motions them into one of the private rooms so that they can begin dealing in earnest.

WHAT PIDDOCK OFFERS

The weapons that the PCs could purchase from Piddock are as follows:

- Geonosian Light Pistol – 1,100 Credits
- Geonosian Blaster Carbine - 1,300 Credits
- Geonosian Blaster Rifle – 1,500 Credits

If the PCs try to haggle with Piddock, they should make a DC 15 Charisma (Persuasion) check. If they succeed, then he will agree to knock 10% off of the price, seeing as they are first time buyers.

The Geonosian weapons are enhanced items with a +1 bonus to attack and damage rolls. Otherwise, they are normal weapons of their type.

Piddock does not take money or hand over weapons in the bar, but instead he is happy to make a verbal agreement on the understanding that they meet one of his agents at their freighter a little while later, hand over the credits, and take delivery of the guns.

WHAT PIDDOCK HAS TO SAY ABOUT TEEMO

Unfortunately for the PCs, Piddock doesn't know much about Teemo. He can share the following information if the PCs ask:

- Piddock cut off dealings when he learned that Teemo employed a Kubaz spy. It was the final straw, but things hadn't been going too well for a while.
- Piddock suspected, but could never prove, that one of his technicians, Sivor, was abducted or killed by Teemo. Piddock considers this an annoyance, not a major crime – he is not sentimental about drone-caste Geonosians.
- If pressed (DC 20 Charisma (Persuasion) check), Piddock will reveal that Teemo was interested in battle droid parts, schematics, and complete units. Privately, Piddock suspects that the Hutt might have been interested in building his own battle droids.

THE INFORMATION BROKER

As mentioned above, Anatta is the most willing of the guests when it comes to striking up a conversation with the PCs. However, while he likes making small talk, the minute the PCs start to mention any sort of controversial subject, he adopts a more serious tone. "Why don't we just go sit in one of the private rooms for a moment, eh?" he says.

Once in a private area, Anatta becomes curt and businesslike. If asked a question, he either bluntly admits his ignorance or makes some sort of offer. If he doesn't receive his asking price, he says no more on the subject, and if the PCs continue to question him without payment, he becomes irritated and calls the meeting to a close.

DO YOU KNOW TEEMO?

"Sure, I'm from Tatooine. Everybody knows Teemo."

DOES TEEMO EMPLOY A KUBAZ?

"I might know something along those lines for 40 credits."

"Yes, Teemo has a Kubaz spy. He's called Thwheek."

WHAT IS TEEMO'S RELATIONSHIP WITH JABBA?

"That's some insider information, and it isn't free. 60 credits and you didn't hear it from me."

"Teemo's from a minor branch of Jabba's own clan. He's supposed to be a dutiful junior Hutt, doing what he's told and kicking his percentage up the chain. But word is he's ambitious. Maybe too ambitious, eh? Maybe if Jabba got some information that Teemo was going to move against him, he'd smack the upstart down. For the good of the clan."

WE FOUND SOME SHELL IN THE KRAYT FANG. ANY IDEAS?

"I might have an idea for 60 credits."

"The shell belonged to one of Trex's last jobs, a Geonosian called Sivor."

WHO IS SIVOR?

"20 credits."

"He was a worker drone here in the hive. Duke Piddock used him for running errands and as a droid technician."

WHAT HAPPENED TO SIVOR? DID THWHEEK KILL SIVOR?

"I can tell you that if you can give me 100 credits."

"Yes. Teemo saw to it that Sivor was killed in a highly exclusive gladiatorial bout; just him and his closest cronies were spectating. As the bout was finishing, Teemo allowed his Kubaz spy, Thwheek, to enter the ring and deliver the killing blow to Sivor. It had been a long held ambition of Thwheek's to kill a Geonosian."

Aside from this, Anatta knows nothing that might be of concern to Duke Dimmock. He sells the PCs other pieces of gossip as they wish; he is well informed about life in the area around Tatooine in general and his prices range from 20 to 100 credits, depending on how juicy he thinks the gossip is.

If he does not know something, Anatta simply admits it. He has a good reputation, and does not jeopardize it by making things up or indulging in wild speculation. He does not know much about his fellow guests, but if asked pertinent questions, he reveals the following:

- Yes, he works for Jabba (40 credits).
- He overheard Mu Nanb talk to Piddock about an absolutely huge weapons deal (100 credits).

- The Corellian siblings are fast and reliable smugglers (40 credits).
- Vrixx'tt is a bounty hunter (80 credits).
- Maru Jakkar is quiet about this, but she is a bigot. She has given a great deal of money to an organization that seeks to undermine the notion of rights for droids (60 credits).
- Duke Dimmock and Duke Piddock do not see eye to eye, though they both protest about the state of Geonosian subjugation under the Empire. This might be something over which the two of them would bond were they not rivals (80 credits).

Anatta cannot be bargained with in regards to his prices, no matter how the PCs try to persuade or intimidate him.

THIS PARTY'S OVER

A couple of hours after the PCs' arrival, Duke Piddock's party begins to wind down. The band packs up their instruments and the guests head for their various sleeping quarters. There is one last chance to talk to Piddock if the PCs have not yet done so before they are escorted back to their ship.

If the PCs do not think to contact Ota straightaway, another hour passes before the communicator he gave to them begins to beep, indicating that a signal from the Bothan is incoming.

Ota asks the PCs to tell him all they can about the party, the other guests, and any gossip. As before, he encourages them to think about what to say to Duke Dimmock when they visit him the next day. He encourages topics of conversation that are likely to have an effect, and tries to steer the PCs away from saying anything stupid. Once the conversation is finished, he gives them the following information:

"There is a cargo ship called the Lucky Guess currently berthed on gantry AA7 at Trellik Hive. It is due to fly to Mos Shuuta tomorrow at sundown, with a cargo of goods that will be transported into Teemo's palace. Should negotiations go well with Duke Dimmock, he may well overlook the fact that the cargo ship contains some unexpected cargo, in the shape of yourselves. I'd expect some violence, though; even if Dimmock allows you to board the ship, he may place a few guards in your way, for the sake of keeping up appearances if nothing else."

"It should be late morning when it arrives at Mos Shuuta. You should make your way to the Hutt and deal with him in whichever manner you see fit. For your troubles, we would see to it that the bounty the Hutt placed on your heads was awarded to yourselves for his death."

If the PCs mention that Anatta talked to them about a possible conflict between Teemo and Jabba the Hutt, Ota becomes quite excited.

"This is great news. I thought the only way to get rid of Teemo would be to assassinate him, and it's no easy thing to kill a Hutt. Mind you, if you could dig up some dirt on his plans to compete with the mighty Jabba, I am sure we could pass such information along. There must be someone in the palace willing to talk, or some kind of records pertaining to his plans. If you can find such things, you may be able to provide them to Jabba, and he will then take care of Teemo for us!"

In this way, Ota can be used to help firm up a plan of action for Act 3, as he goes over the things he thinks are likely to cause a dispute between Teemo and Jabba (combat droids, spying, and ryll).

AN AUDIENCE WITH DUKE DIMMOCK

The journey to Trellik Hive is uneventful. The *Krayt Fang* is berthed on gantry AB14, a short distance above gantry AA7. A Geonosian soldier is on guard and takes the PCs to see Duke Dimmock once they are disembarked.

The guard leads you into a long, wide passageway lined with a hundred Geonosian soldiers standing in stiff unflinching attention. He passes through an alcove and presents himself before a regal Geonosian upon a throne.

To your eyes, Duke Dimmock looks no different than Duke Piddock. His carapace is perhaps a little more worn and pitted, his golden bangles are perhaps a little more numerous. He looks you up and down with a supercilious expression before he speaks.

"I have little desire to undermine my own business arrangements, but I owe a great deal to our mutual friend Ota. I am therefore willing to hear you out, as you apparently have some kind of complaint against an associate of mine. Be quick about it, though; don't waste my time."

The PCs now have a chance to speak. Keep track of what evidence they provide and what arguments they make to Duke Dimmock. The degree to which the PCs shake his trust in Teemo depends on how much information they provide to him.

POINTS FOR:

- PCs are duly polite to Dimmock and pass a DC 15 Charisma (Persuasion) check – 1 point.
- PCs express enmity toward the Empire – 1 point.
- PCs give the following info (1 point each):

1. Teemo keeps a Kubaz spy on his books.
 2. The Kubaz working for Teemo killed Sivor.
 3. Teemo collaborates with the Empire.
 4. Teemo plans to reverse engineer a Baktoid Combat Droid in order to produce his own.
- PCs show Dimmock the piece of Sivor's carapace, and explain where they found it – 1 point.
 - PCs show Dimmock evidence of Drombb's communications to Thwheek – 1 point.

POINTS AGAINST:

- PCs are rude – minus 1 point.
- PCs are threatening and fail to pass a DC 25 Charisma (Intimidation) check – minus 2 points.
- PCs express loyalty to the Empire – minus 1 point.

Once the PCs have finished providing their argument, total the points they have and apply the following results:

0 – 2 POINTS

Dimmock remains tentatively loyal to the Hutt, and does not provide them with any sort of assistance. Read the following.

"For the gratitude I have toward our mutual friend, I will turn a blind eye to your meddling, but don't expect any assistance from me. I won't hinder, I won't help, and if I am led to suffer for your foolhardy scheme, don't think I won't seek retribution of my own."

During the combat encounter on Gantry AA7, the PCs face five Geonosians.

3 – 5 POINTS

Dimmock's interest in helping Teemo dwindles and he focuses on other priorities. Read the following:

"Well, you make a good case for yourselves. I can't say that I am too eager to be linked to these schemes, but I will offer you what assistance I can. You are aware that a cargo ship is due to depart for Mos Shuuta. Wait twenty minutes before you launch your attack. It would be suspicious if I called all my guards away from the cargo ship, so you should expect some resistance, but I will instruct the pilots to assist you once you are aboard."

During the combat encounter on Gantry AA7, the PCs face three Geonosians.

6 OR MORE POINTS

Dimmock is convinced to turn against Teemo. Read the following:

"That noxious slug! Fair enough then. Make your way to the cargo ship; I won't stop you."

During the combat encounter on Gantry AA7, the PCs do not face any Geonosians.

ASSAULT ON GANTRY AA7

The PCs now have a chance to return to the *Krayt Fang* and pick up any weaponry and equipment they want to take with them. Gantry AA7 is piled high with cargo, and a small freighter (the *Lucky Guess*) is docked there. There are a number of Geonosian soldiers that the PCs have to overcome in order to reach the ship. This number depends on how well the PCs did negotiating with Dimmock as mentioned above.

The PCs begin this encounter approaching from either end of the main gantry. The Geonosian guards are stationed on the cargo platform. They are not expecting any trouble, so the PCs can approach the landing pad with no difficulty.

As soon as the PCs attempt to leave the main gantry or attack a Geonosian, the Geonosians begin to fight back. If the PCs have earned Duke Dimmock's good graces, the Geonosians will flee after a few rounds, even if they are winning the fight. In any case, the Geonosians use the stun settings on their blasters.

The crates on the landing pad provide half cover to anyone behind them.

A further complication occurs the minute the PCs make their way onto the cargo platform. The bounty hunter Vrixx'tt appears coming from the left side of the main gantry. He has been trailing the PCs since they left Piddock's party, and now makes his move to bring them down and collect the bounty.

It is not possible to Persuade or Intimidate Vrixx'tt, but PCs may buy themselves some time by offering him money. He agrees to give them a head start of a week if they offer him 500 credits or more. For 1,000 credits or more, not only does he give them a head start, but he also snipes at any remaining Geonosians on the gantry.

Once the PCs have fought their way to the *Lucky Guess*, they can simply climb aboard – the cargo ramp is currently down. The Vio siblings are in the cockpit doing a preflight check. If Duke Dimmock let them know the PCs would be coming, they direct the PCs to their seats and launch for Tatooine straight away. If not, the Vios attempt to negotiate a price of passage as described on page 25. If the PCs point out that they are armed and perfectly capable of flying the ship themselves, the Vios put up no resistance. All they want is to keep their ship when the job is done.

Once the PCs are safely aboard the *Lucky Guess* and ready to launch, proceed to Act 3.

WHAT IF THE PCs LOSE?

If the PCs lose, the Vio siblings come to the rescue and drag them onto the *Lucky Guess*. For the rest of the adventure, the Vios keep cracking jokes about the event and generally make it clear the PCs owe them huge.

GEONOSIAN SOLDIER

Medium humanoid (geonosian), lawful balanced

Armor Class 15 (natural armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft., fly 30 ft.

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

Senses darkvision 60 ft., passive Perception 10

Languages Geonosian

Challenge 1/4 (50 XP)

ACTIONS

Geonosian 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.

VRIXX'TT - GAND FINDSMAN

Medium humanoid (gand), neutral balanced

Armor Class 16 (weave armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	14 (+2)	11 (+1)	11 (+0)	12 (+1)

Skills Athletics +4, Perception +2, Persuasion +3, Survival +2

Damage Resistances poison

Senses passive Perception 12

Languages Gand, Huttese

Challenge 2 (450 XP)

Gand Resilience. Vrixx'tt has advantage on saving throws against poison.

ACTIONS

Multiattack. Vrixx'tt makes two blaster carbine attacks.

Geonosian Blaster Carbine. Ranged Weapon Attack: +5 to hit, range 100/400 ft., one target. Hit: 6 (1d6 + 3) energy damage.

Thermal Detonator (1/Day). Vrixx'tt throws a grenade, choosing a point he can see within 40 feet. Each creature within 10 feet must make a DC 14 Dexterity saving throw. A creature takes 7 (2d6) fire and 11 (2d10) kinetic damage on a failed save, or half as much as on a successful one. Additionally, on a failed save, the creature is knocked prone.

ORPA AND WEX VIO - SMUGGLERS

Medium humanoid (human), chaotic neutral

Armor Class 13

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	14 (+2)	12 (+1)	11 (+0)

Saving Throws Dex +4, Int +4

Skills Perception +3, Piloting +6

Senses passive Perception 13

Languages Galactic Basic, Gand, Huttese

Challenge 1/8 (25 XP)

Bad Feeling. When the smuggler rolls for initiative, it can move up to its speed. This movement happens before the initiative order is determined.

ACTIONS

Light Pistol. Ranged Weapon Attack: +4 to hit, range 40/160 ft., one target. Hit: 4 (1d4 + 2) energy damage.

THE LUCKY GUESS - CUSTOMIZED NOVA COURIER

Tier 1 Medium starship, freighter

Armor Class 13 (lightweight)

Hull Points 45 (6d8)

Shield Points 45

Shield Regeneration Rate 8 (directional)

Speed 300 ft., turning 200 ft.

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

Saving Throws Dex +4, Con +4

Skills Astrogation +3, Broadcast +2, Probe +3, Scan +4

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

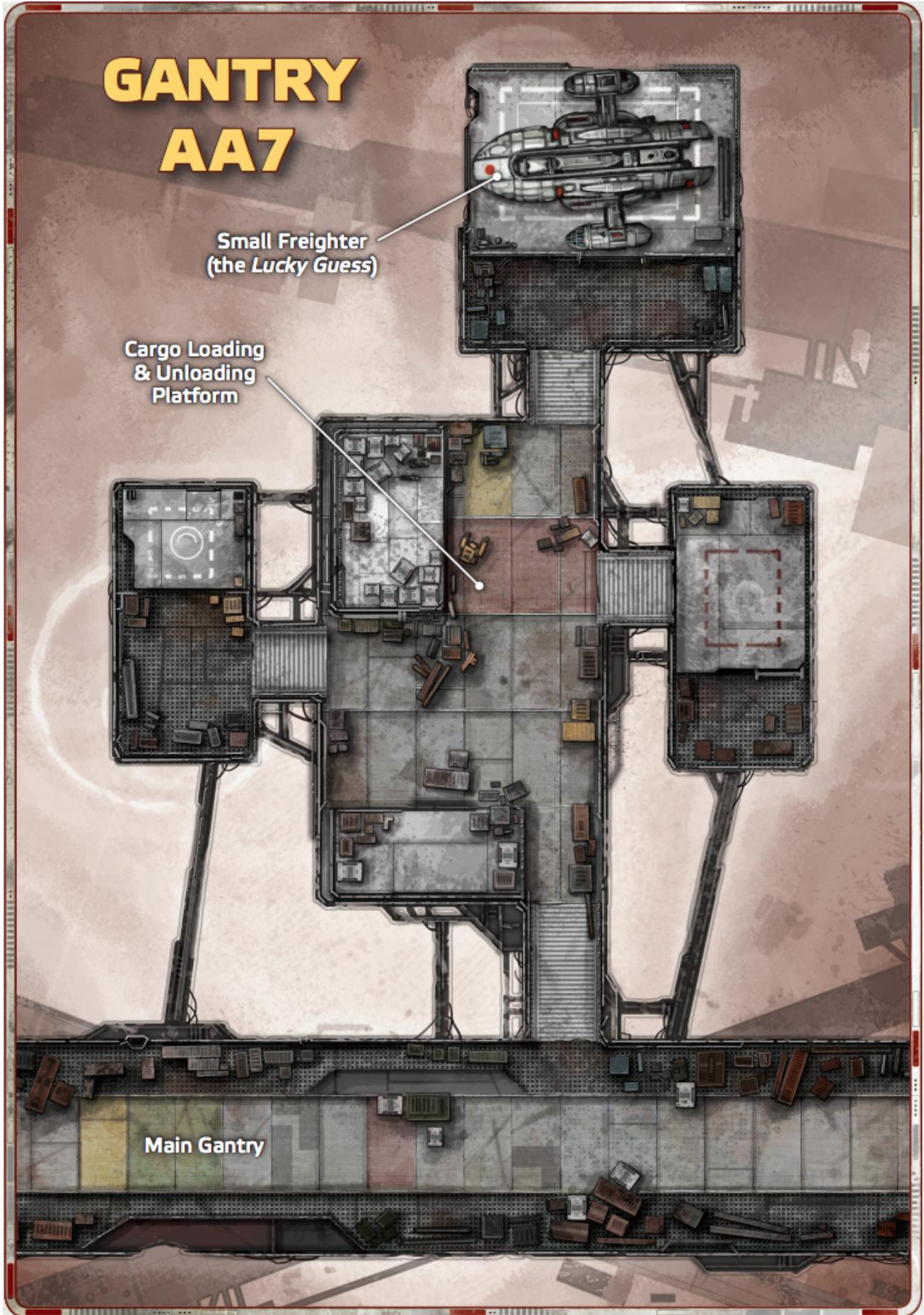
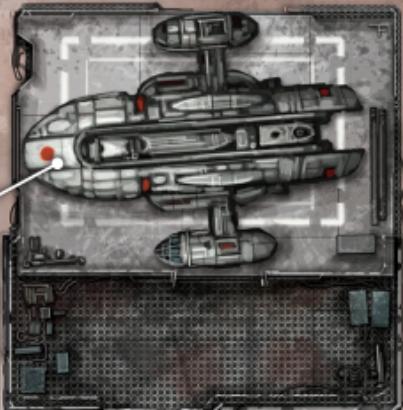
Laser Cannon. Ranged Weapon Attack: +4 to hit, range 1000/4000 ft., one target. Hit: 7 (1d10 + 2) energy damage.

GANTRY AA7

Small Freighter
(the *Lucky Guess*)

Cargo Loading
& Unloading
Platform

Main Gantry





ACT 3: RETURN TO MOS SHUUTA

In this act, the PCs make their way back to Mos Shuuta, where they infiltrate Teemo's palace.

AN OVERVIEW

Before this act begins, the GM should produce the map of Teemo's palace. Each of the PCs has spent time in the palace in the past and is familiar with the basic layout. They should be allowed to study the map in order to plan any assault or infiltration they wish to make, and should be told the following:

- There is usually a pair of Gamorreans at the entrance and two to four heavily armed henchmen in the first fortified area.
- There may be guests in the reception area. Such people may or may not be loyal to Teemo.
- Teemo keeps up to six gladiators in the cells, most of whom are either humans or Aqualish. They may be loyal to Teemo or not, depending on their reasons for being there.
- There is a laser cannon emplacement beside the palace's landing pad, which is manned by one of Teemo's henchmen. The landing pad typically houses Teemo's sail barge and sometimes another ship.
- The kitchen area is manned by a harmless cook droid.
- Teemo lives within the throne room, which almost certainly contains another pair of Gamorrean guards as well as up to six other henchmen. Teemo keeps other employees in the throne room too, including a protocol droid, a house band, and servants. There may also be visitors and the danger they present is an unknown quantity.

THE IMPERIAL CORDON

While the Empire is no longer quite so interested in events on Tatooine as they were in the earlier adventure, there is still currently a sizable Imperial presence on the planet, and TIE fighters patrol the planet, on the lookout for rebels and fugitives.

If the PCs are aboard the *Lucky Guess*, then this does not present them with a problem. The ship is scheduled to land at Mos Shuuta and the Imperial patrols do not view it as suspicious.

However, if the PCs were unwilling to leave the *Kray Fang* on Geonosis, then they will run into problems. The Imperials are on the lookout for the ship due to the fact that the PCs attacked or evaded a TIE fighter patrol in *Escape From Mos Shuuta*. This can be dealt with in exactly the same way it is in *Escape From Mos Shuuta*.

MOS SHUUTA

For the most part, Mos Shuuta is as the PCs left it in *Escape From Mos Shuuta*, though there are some differences to consider. The Imperial presence has mostly moved on, and some of the locations the PCs visited before have undergone a change, or have additional notes that might be pertinent to this adventure. Refer to page 28 of the Adventure Book for more information about these areas.

THE LANDING BAYS

Both Landing Bay Aurek and Landing Bay Besh are unoccupied. If the PCs arrived in the *Lucky Guess*, they can land at either bay with no difficulty.

THE BARRACKS

The Gamorrean Thugs stationed in the barracks might be called upon to assist in the palace if the PCs start shooting up the place.

ELECTROGATE

The gate has been left unguarded, but has been switched on. It could be deactivated on a DC 20 Intelligence (Technology) check. If the PCs do deactivate it, four Gamorreans from the Barracks arrive to guard it, having been summoned by an automatic alarm. This could be useful, as they won't hear any alarms in the Barracks later (such as the one Teemo might raise if the PCs enter his throne room).

OLD FRIENDS IN MOS SHUUTA

The PCs may wish to revisit characters they remember from *Escape From Mos Shuuta*. These characters will be more or less how last remembered, and will certainly remember the PCs. Keep in mind how the PCs treated these NPCs and how their relationship stood the last time they met. For example, if the PCs gave Vorn a good deal on the starship part, he will be pleased to see them again. These characters might also be an opportunity to gain access to Teemo's palace or gain information on what Teemo's up to, if that's what the PCs want to do. If any of these characters were killed during *Escape From Mos Shuuta*, then they will have been replaced by new characters with different names and faces but identical stat blocks.

VORN TEL-OVIS

As Mos Shuuta's resident expert on droids, Vorn has been called in several times to work on broken B1 battle droids inside Teemo's palace. He can tell the PCs where to find them and the evidence they need to prove to Jabba that Teemo is trying to manufacture his own.

OVERSEER BRYNN

Due to her position in Spaceport Control, Brynn knows all the comings and goings of ships, cargos, and personnel. Brynn knows that Teemo's resident house band frequently makes the trip to Jabba's palace to entertain – and they are the only of Teemo's personnel who do so regularly. (She can rule out Teemo using Thwheek the Kubaz to spy on Jabba.) She also has complete cargo manifests showing the incoming shipments to Mos Shuuta for the past standard year – with many droid parts and similar items. These shipping manifests plus Vorn's testimony would probably be enough to convince Anatta that Teemo is attempting to build his own battle droids.

Brynn can also authorize the PCs to gain access to Teemo's palace, giving them the codes necessary to bypass the door locks and simply walk in. Brynn, however, is loyal to Teemo. She won't share any information she thinks might be incriminating or voluntarily give the PCs access to the palace.

VIK THE CANTINA BARTENDER

Vik is not happy to see the PCs and not interested in helping them. He won't rat them out to Teemo or his goons, either.

COMING IN FOR A LANDING

The journey from Geonosis to Tatooine takes several hours, so the PCs should have plenty of time to look over the maps, make their plans, and compare notes. When they're ready to come in for a landing (and presuming they are arriving in the *Lucky Guess*), read the following out loud:

Soon enough you drop out of hyperspace and see the orange-yellow ball of Tatooine hanging in space before you. As you enter the atmosphere, the ship's comm crackles to life and you hear the Vio siblings talking with Mos Shuuta's spaceport control. The conversation seems to proceed as expected, and shortly you are coming in for a landing at Mos Shuuta in Landing Bay Aurek. It's as if you never left.

If the PCs wish to make a circuit of the area before landing, they can do so. If they wish to land directly at Teemo's palace's landing pad, the Vio siblings object. "It's occupied," says one. "Yeah, pretty banged up Dunelizard there. Looks like something beat it up pretty bad." If the PCs look, they will recognize the ship they fought over Ryloth (presuming they did fight Thwheek over Ryloth) taking up the space at Teemo's palace landing pad.

Once they're on the ground, the PCs can move more or less freely through Mos Shuuta, provided they take care not to be recognized by any of Teemo's goons. The Vio siblings say they'll stay with the ship and "prepare the cargo" for transport, so the PCs have as much time to explore the town again as they wish. Eventually, they'll want to gain access to Teemo's palace.

ACCESSING TEEMO'S PALACE

Teemo's palace is heavily guarded, and a frontal assault will be a highly dangerous operation that may well see all of the PCs taken out of action. Such a result could only mean capture by Teemo and some form of colorful, fatal revenge. There are a number of options for how to gain access, however, including:

- The cargo on board the *Lucky Guess* consists of several large crates containing B1 battle droids. The PCs could simply empty the crates, hide themselves inside, and have the Vio siblings deliver them to the workshop in Teemo's palace. The droids have been deactivated pending delivery, so the PCs unfortunately can't use them to stage an assault. This is the easiest and probably best approach, and the Vio siblings can suggest it if the PCs seem to be struggling to come up with anything.
- Sufficiently brazen PCs could march straight up to the front gates and demand entry. The bemused guards could be bluffed with a DC 15 Charisma (Deception) check that the PCs wish to "settle their debts" with Teemo and escort them to the waiting room. Of course, this is not at all subtle and any fight that breaks out would involve facing a large number of Teemo's goons at once.
- Disguising themselves (DC 20 Charisma (Deception) check) as someone else and begging an audience with a DC 15 Charisma (Persuasion) check could gain them access to the palace. Once inside, they could use Stealth to slip away and go about their business.
- Fighting their way in is possible, however unwise. Good luck to the PCs!
- Sneaking in the front door isn't possible – there's simply no way the guards could miss anyone coming through the front entrance.

TEEMO'S HENCHMEN

In addition to the Gamorrean thugs who patrol Mos Shuuta's streets, Teemo employs a small army of henchmen. Like the minions and servants of most successful Hutt, these henchmen are largely recruited from members of species that live within Hutt space, such as Nikto, Klatooinians, and Weequay, though a few of them are mercenary humans and Aqualish thugs.

Use the stat blocks for thugs on page 10 for these rank-and-file members of Teemo's crew.

Furthermore, Teemo has four elite Gamorrean guards. Two of these creatures man the front gate while two stand on either side of Teemo's throne. Note that these Gamorreans are somewhat tougher than the Gamorrean thugs found elsewhere in Mos Shuuta.

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.

Thwheek, Teemo's Kubaz spy, is also in the palace (his stat block is on page 7). He is provided to the GM as something of a wild card. He is not keyed to any particular area of the palace, and as Teemo's best spy, he could be anywhere. However, he should pop up somewhere during the fight in the palace, probably in a position where he can take best advantage of available cover and generally make life hard for the PCs. For example, he could be positioned behind a table in the reception area, or behind the cantina bar in Teemo's throne room.

Note that the PCs may well think that it is Thwheek that Teemo employs to spy on Jabba the Hutt. In this, they are wrong. However, Thwheek does know who the spy is: Teemo's Bith kloo horn player. If the PCs capture Thwheek, he will trade this information for his own freedom.

There are also entertainers, a cook/bartender droid, and assorted other servants throughout the palace. None of them will risk their lives or fight on Teemo's behalf.

WITHIN THE PALACE

Once the PCs gain access, they can explore the palace more or less at will. Each area they may wish to visit is described here.

FORTIFIED GATES

There are two narrow rooms positioned one behind the other. They lie behind the armored gate through which Teemo's visitors enter his palace. Two hulking Gamorrean guards flank the main entrance and a pair of Teemo's henchmen wait in the foremost area. The walls here are of thick armored material, and they look able to withstand heavy blaster fire. Heavy pillars support the arched roof; the pillars provide cover to anyone hiding behind them.

Normally, the gates themselves are guarded by two Gamorreans and two henchmen with blaster carbines, though Teemo may commit more strength to the area as described above.

GAMORREAN GUARD

Medium humanoid (gamorrean), chaotic dark

Armor Class 15 (natural armor)

Hit Points 23 (3d8 + 9)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	10 (+0)	10 (+0)	7 (-2)

Damage Resistances kinetic and energy from unenhanced weapons

Senses passive Perception 10

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

Challenge 1/2 (100 XP)

Reckless. At the start of its turn, the Gamorrean can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Brutal Critical. When the Gamorrean scores a critical hit with a melee weapon attack, roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

ACTIONS

Vibroaxe. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) kinetic damage

RECEPTION ROOM

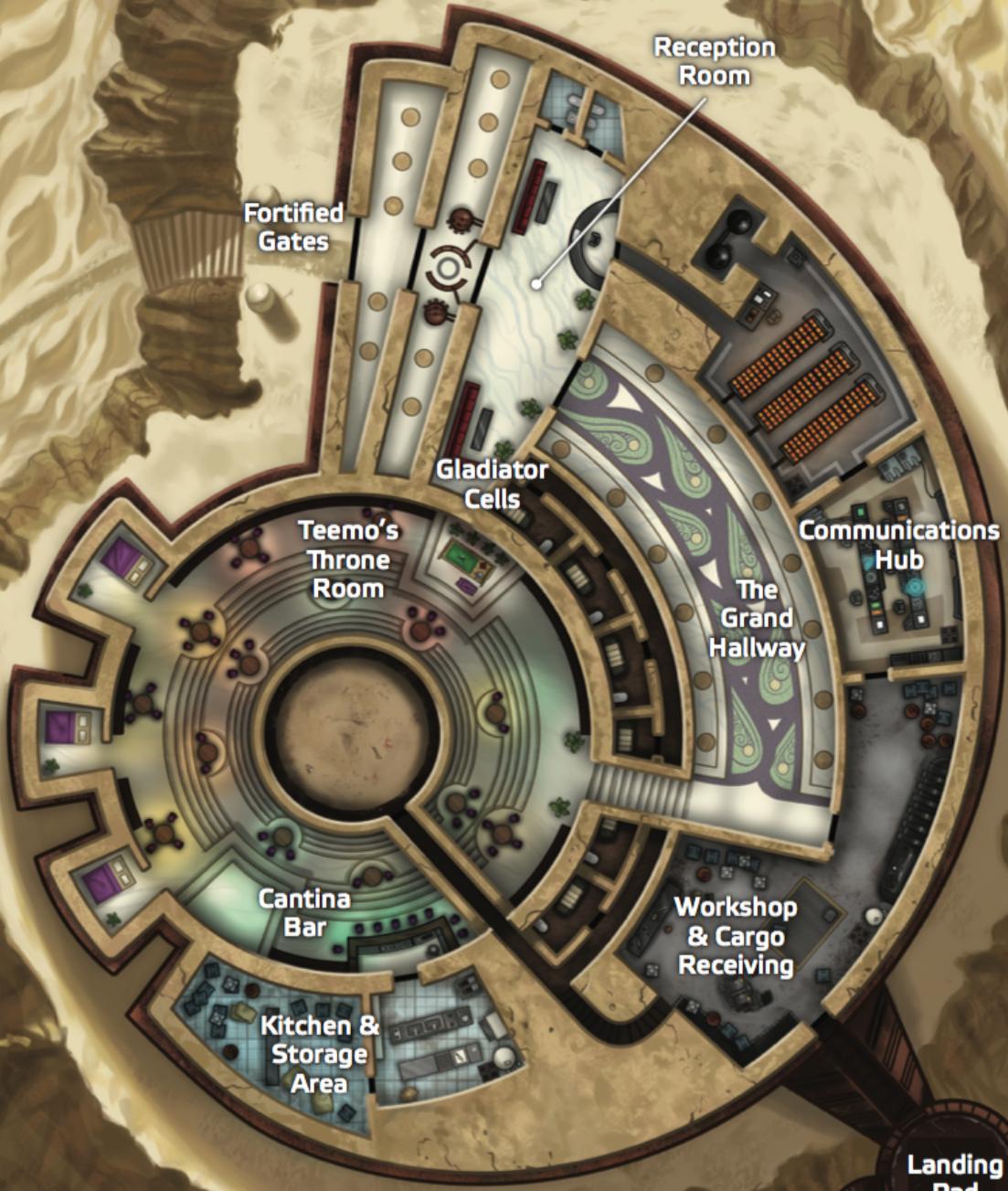
This area is used to keep guests comfortable and entertained while they wait to be admitted into Teemo's throne room. The room contains comfortable chairs and tables. Two well-appointed refreshers can be accessed from the room. The tables could provide half cover.

THE GRAND HALLWAY

This room is somewhat incongruous bearing in mind the utilitarian décor of the rest of the palace. The walls are lined with a plush red velveteen material and several paintings are arranged about the walls. These pictures depict the wonders of the universe, both ancient and contemporary. They are nicely executed artworks in timeless style, though any impression of good taste they might leave you with is undermined by the fact that they are overshadowed by their own large and ostentatious golden frames. A large green holosculpture of a rampant Teemo in the company of Twi'lek dancers dominates the centre of the area. The floor is the most impressive piece of art in the whole place, an intricate and complex mosaic.

The paintings, while impressive, are not worth very much. They are good imitations rather than original works of art. If the PCs decide to loot them, they prove bulky and encumbering and sell for an average price of 450 credits.

TEEMO'S PALACE



GLADIATOR CELLS

This lower-level area of the palace has been set aside for the upkeep of Teemo's gladiators. Each has a small room with refreshers to themselves as well as a common area for training and relaxation.

Teemo goes through gladiators fairly quickly and while there is room in this area for six fighters to remain in residence, it is not likely that Teemo keeps more than four at any one time.

There are four gladiators who use the stat block given on page 10 for thugs. They will be somewhat loyal to Teemo, but the group could be won over to the PCs' cause if bribed 1,000 credits or if the PCs intimidate them into cooperating and succeed a DC 15 Charisma (Intimidation) check. Being rather mercenary sorts, Charisma (Persuasion) checks have no effect on gladiators.

WORKSHOP AND CARGO RECEIVING

This workshop area has been set aside for the upkeep and refuel of vehicles belonging to Teemo and his associates. Part of the area is kept clean and uncluttered, and is used to fix up thugs and gladiators who are injured while in Teemo's service.

The room contains a set of astrotech's implements, two glow rods, two repair kits, and two medpacs.

There are some weapons in the workshop: three blaster carbines and three vibroaxes.

If the PCs look out for droid parts in the workshop, they can easily find a number of incomplete Baktoid Combat Droids stored in a compartment by the back wall. There are three droids in various states of repair, and while none of them are operational, it is clear that they form part of an ongoing project. A datapad on a workbench nearby has a work log, proving that Teemo is attempting to reverse-engineer the droids and make his own.

KITCHEN AND STORAGE AREA

This area of the palace has been set aside for the storage and preparation of food. There is a well appointed galley here, as well as a store full of large crates of fine foodstuffs from all over the galaxy.

A DC 20 Wisdom (Perception) check reveals that two of the boxes are labeled "Rycrit stew," but they do not resemble liquids in storage at all. If the PCs look in the boxes they will find they are full of ryll spice – clear evidence that Teemo has become involved in the ryll trade.

CANTINA BAR

Bottles and barrels of drink are piled up underneath a sturdy bar here. Teemo's Industrial Automaton COO Cook Droid mans the bar.

The droid is harmless, and takes no part in any sort of violent confrontation. If asked, it mixes a very good cocktail.

Technically, this area is in the throne room, but is kept separate from it by the bar itself. Someone behind the bar would receive three-quarters cover from someone in the throne room.

However, the bar is also home to a number of containers of volatile fluid, so it isn't the safest place to take cover. When a creature rolls a natural 1 on a ranged attack roll targeting someone behind the bar, one of the nearby containers explodes with the same effect as a stun grenade.

TEEMO'S THRONE ROOM

The throne room is dominated by the gladiatorial arena, set into the center of the room. Its tall, dome-shaped ceiling and stadium-style seating make the room feel extremely spacious, although there's not much light. What light there is comes primarily from a large and somewhat intimidating chandelier that hangs directly over Teemo's throne. Teemo's Bith house band, "Smooth" Banjaxx Wab and the Scundereds, have taken to the stage. They play dirty Tatooine blues with some virtuoso kloo horn flourishes.

Teemo himself reclines on his throne, flanked by two Gamorrean guards and a group of henchmen equal to the number of players. A C-3 protocol droid stands nervously to the right of the throne.

In addition, there is another group of henchmen seated around a table in the room and Teemo may decide to summon more Gamorrean thugs from the Barracks if his throne room comes under heavy attack. There is a button behind his throne that raises an alarm in the Barracks if pressed. He can press the button as a bonus action; the Gamorreans arrive at the end of the round four rounds later.

If the PCs gain access to the room surreptitiously, they may be able to find a place to hide and keep an eye on proceedings. If they do this and are patient, they notice that at one point the band stops playing and the kloo horn player approaches Teemo. At this point, the Hutt dismisses his guards, who head toward the bar, order refreshments, and then relax for a while in the small private rooms that ring the main throne room. Only the protocol droid and the kloo horn player (a mature Bith in a black turtleneck top) remain in Teemo's presence.

The kloo horn player, "Smooth" Banjaxx Wab, often gives recitals at Jabba's palace, and Teemo has hired him to gather and pass on any information he hears while he is there. So far, the Bith has yet to learn much of interest, but he keeps Teemo informed of comings and goings. If the PCs manage to eavesdrop, they will not be able to understand much of the conversation, just that it is hushed and conspiratorial in nature. On a DC 15 Intelligence (Lore) check they are able to work out that the languages spoken are Bith and Huttese.

If the PCs remain hidden and patient, they are in for some luck, for as soon as he is finished, the Bith heads for the reception area to use the refresher before returning to the throne room and beginning to play more music. This gives the PCs a chance to get him alone and ask if he spies for Teemo. The Bith is not a fighter, and will give up the information if the PCs are at all threatening.

LIGHT LASER CANNON

Medium construct, unaligned

Armor Class 12 (armor plating)

Hit Points 33 (6d8 + 6)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	2 (-4)	13 (+1)	14 (+2)	11 (+0)	4 (-3)

Skills Perception +3

Damage Vulnerabilities ion

Damage Resistances necrotic, poison, psychic

Condition Immunities poisoned, disease

Senses darkvision 60 ft., passive Perception 13

Challenge 1 (200 XP)

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

Targeting Systems. The cannon uses its Intelligence modifier for attack, damage, and initiative rolls.

Gunner. The cannon requires an active gunner to take any actions, and if the gunner is subjected to any conditions that the construct is not immune to, the cannon is also subjected to those conditions. The gunner may take their own action or one of the actions granted by the cannon.

ACTIONS

Repeating Blaster Burst. The cannon sprays a 10-foot-cube area within 100 feet with shots. Each creature in the area must make a DC 14 Dexterity saving throw. A creature takes 9 (1d12 + 3) energy damage on a failed save, or half as much on a successful one.

LANDING PAD

A light laser cannon is stationed to the side of the landing pad. It is manned by a specially trained henchman, who uses the same stat block as other henchmen. He defends himself with the laser cannon unless engaged in melee, at which point he draws his vibrobaton.

COMMUNICATIONS HUB

Several banks of data terminals hum quietly in the center of this room, with chairs for operators and ports for droids to plug in. The hub is the nerve center of Teemo's operation, monitoring HoloNet activity and collecting reports from his far-flung agents.

Any and all evidence the PCs could want of Teemo's malfeasance can be found stored on the computers here. However, getting it won't be easy. Accessing any data will require a check as noted below. Security protocols impose disadvantage on any check, over and above the difficulty noted below. If the alarm has already been raised, then additional security is in place and the DC of each check below increases by 5.

- If the PCs wish to access the security network, they can get a camera's-eye view of any room in the complex – DC 10 Intelligence (Technology) check.

- If the PCs wish to disable any alarms and cut off access to the outside world, they can prevent any attempts to call for help – DC 15 Intelligence (Technology) check.
- Accessing Teemo's financial records can prove that he's been withholding information about his activity in the ryll trade and not paying his cut to Jabba – DC 20 Intelligence (Technology) check.
- There are a wealth of B1 Battle Droid schematics and notes on a secure part of the server, clear evidence that Teemo is trying to build his own – DC 20 Intelligence (Technology) check.
- There are recorded conversations between Teemo and his Bith spy, proving that Teemo is spying on Jabba – DC 20 Intelligence (Technology) check.

Rolling a natural 1 on any check shuts the computers down and locks the PCs out for all future checks.

A FINAL CONFRONTATION

If the PCs resolve to solve their problems by killing Teemo the Hutt, they'll need to proceed to his throne room and do so. Teemo can be quite difficult to kill.

TEEMO – HUTT CRIME LORD

Large humanoid (hutt), neutral dark

Armor Class 13 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	17 (+3)	18 (+4)	15 (+2)	18 (+4)

Saving Throws Str +4, Con +5

Skills Deception +6, Insight +4, Intimidation +6, Perception +4, Persuasion +6

Damage Resistances poison

Condition Immunities charmed, poisoned, prone

Senses passive Perception 14

Languages Galactic Basic, Bith, Huttese

Challenge 2 (450 XP)

Force Resistance. Teemo has advantage on saving throws against force powers and other force effects.

ACTIONS

Multiattack. Teemo makes two slam attacks or two disruptor pistol attacks.

Disruptor Pistol. Ranged Weapon Attack: +1 to hit, range 60/240 ft., one target. Hit: 3 (1d8 - 1) acid damage, and if the creature is reduced to 0 hitpoints by this attack, it must make a DC 13 Constitution saving throw. On a failed save, it dies immediately without making death saving throws. A disintegrated creature and everything unenhanced it is wearing or carrying are reduced to a pile of fine gray dust. A creature destroyed in this way can not be revitalized.

Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) kinetic damage, and the target must succeed on a DC 14 Dexterity saving throw or become grappled.

When the PCs first confront Teemo, read or paraphrase the following aloud:

The Hutt's laughter fills the cavernous hall, his flabby tail beating against his throne in time. "So!" he booms. "The ungrateful womp rats return. I took you all in, gave you all a home. This is how you repay me?" Teemo takes a pull from the cigarra in his hand. The curl of smoke drifts upwards toward the massive chandelier above his head while he speaks. "A lesser Hutt might make a speech about how he is a businessman, how we can come to an equitable arrangement. He might wheedle and cajole. But not me. You are ungrateful slime and you must be punished." Suddenly, Teemo shifts his bulk and you see he is holding a massive disruptor pistol in one hand! What do you do?

Presumably, the PCs will either fight or try to talk Teemo down. Talking Teemo down isn't going to work unless the PCs can blackmail him. If they outline all the things they know and demonstrate that they can tell Jabba (for example, by calling Anatta on their comlinks), Teemo will furiously agree to leave them alone. Any other attempt to Persuade or Intimidate is doomed to failure – Huttts are simply too strong-willed and too cunning to fall for any trickery.



AN ALTERNATE SOLUTION

If the PCs are planning to work with Anatta to blackmail Teemo the Hutt or to pass information to Jabba to have him eliminated, they'll need to establish some way to get in touch with Anatta once they have the data. Anatta will happily install himself in the Mos Shuuta cantina and wait for the PCs to contact him via comlink with a description of what they've found. If what they've found sounds sufficient, he will tell them to come meet him and hand over the data. He'll even pay them 500 credits each once they do so.

If the PCs choose this route, they can either blackmail Teemo as described above or simply sneak back out of his palace and wait for Jabba's wrath to descend upon him. When this happens, a gang of bounty hunters suddenly arrives at Teemo's palace and goes inside. A short time later, they escort Teemo onto his sail barge at blasterpoint and fly off into the sunset. Teemo is never heard from again.

Any attempts to extort more than a promise to leave them alone from Teemo are unwise and will likely result in a fight. Perhaps surprisingly, if the PCs stay out of Teemo's business after making such a deal, he will actually leave them to their own devices... probably. Unless the GM prefers otherwise, of course!

Given that Teemo is so tough, the PCs may have a hard time killing him with just a handful of blasters.

Clever PCs may search for another way to take him out. If they pass a DC 15 Wisdom (Perception) check, point out that the chandelier hanging 25 feet above him is both quite spiky on its bottom half and suspended only by a single chain. Destroying the chain (AC 20, 10 hitpoints, immune to damage not dealt by weapons) will be enough to detach it from the ceiling and crush the Hutt to death beneath his own chandelier.

WHAT IF THE PCs LOSE?

Teemo is a tough customer with many goons at his disposal. If the PCs go in expecting to win a straightforward fight, they may find themselves waking up in Teemo's gladiator cells and forced to fight for his amusement. Escaping from this new captivity can be a whole new adventure in its own right...

DING DONG THE HUTT IS DEAD

Once Teemo is no more, his minions immediately desert. Any that are still fighting with the PCs attempt to retreat. As word of Teemo's death spreads, his surviving minions begin to loot his palace and flee.

Beneath Teemo's throne is a strongbox containing 10,000 credits in cash (Hutt cartel trade tokens). The box isn't locked; opening it while Teemo was alive without him knowing would have been impossible anyway. This is probably the only valuable item the PCs can successfully liberate from the Hutt's palace before one of his servants or minions makes off with it. (Thwheek the Kubaz spy knows about the box and will try to steal it from the PCs if he gets a chance, though.)

WRAPPING UP

If Teemo is dead or neutralized, the PCs no longer have a price on their heads, and can wander the galaxy as free individuals. If they left the *Krayt Fang* back on Geonosis, it is a simple matter to return there aboard the cargo ship and pick up their freighter. However, even if Teemo is dead, he may still have associates who wish to see the PCs punished. If he lives, the bounty hunter Vrixx'tt will resent the fact that the PCs denied him a source of income. Thwheek and other members of Teemo's entourage will also feel similarly bereft.

Ironically, if the PCs killed Teemo without letting Jabba the Hutt know that Teemo was making moves to compete with him, they may well earn the ire of Jabba the Hutt. After all, Teemo may have been an upstart, but he was family. In such a circumstance, the PCs may find themselves with an even bigger bounty on their heads, and even more dangerous hunters on their tails. They may have to return to Mos Shuuta once more in order to finally gather enough evidence to satisfy Jabba that Teemo was in fact a threat.

If the PCs gave Anatta information about Teemo, then Teemo vanishes as described in the "Alternate Solution" sidebar. Given that Hutt's have strong compunctions against killing other Hutt's, Teemo is probably only imprisoned, not dead. But in any case, he won't be a problem for the PCs unless Jabba dies – and what are the odds of that happening?

Nyn and the Twi'lek mining community on Ryloth remain friendly toward the PCs unless they performed terribly in protecting the Twi'leks of New Meen and also failed to kill Teemo. Under such circumstances, they may regard the PCs as conspiring with the Hutt, and become hostile toward them.

The PCs have also met some unusual and powerful contacts at Duke Piddock's party, representatives of the Rebel Alliance and the Black Sun criminal syndicate. Even if the PCs did not realize the importance of such acquaintances, they may have impressed a future ally. Such people are always on the lookout for smugglers and rogues to provide them with clandestine services, and so may well be in touch with the PCs for new jobs and adventures. On the other hand, if the PCs were rude or hostile during the party, such people might regard them as enemies or as a dangerous liability, and work to frustrate or even kill them given a future opportunity.



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