Adventures Book

Players: Don't read this book! Read your Character Folders instead.

Gamemaster: Read Adventure 1 in this book, and the Rules Summary page on the back of the "Read This First" sheet.
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Introduction

A long time ago in a galaxy far, far away. . . .

That's how every great Star Wars adventure begins, including the ones presented here. The material in this book is for the Gamemaster only. It explains all the details about the opponents the heroes will face and the secrets they must discover.

If you're new to being a GM, play through the five adventures in this book before trying to create your own. These short scenarios will show you what kind of elements a standard adventure should include. After that, you can try making up some epic Star Wars adventures of your own using the guidelines in the Rulebook.

To run these adventures, you'll need the map. If you have a collection of Star Wars action figures, you can use the side of the map with the larger spaces. Otherwise, use the counters and the map side with the smaller spaces.

Be sure to run these adventures in order, since each one provides a slightly greater challenge than the one before it. Take your time and go through them at your own pace. An adventure might take one session to play through, or it might take two or three, depending on your pacing and the actions of the players. That's okay. There's no rush. Just have fun and let the game flow.

If a question comes up that isn't covered in the rules or the adventure text, just make your own decision about it and continue. The trick is not to get bogged down in rules. Keep the adventure moving, be fair, and everyone should have fun.

After Adventure 2, each hero should be ready to gain a new level. You can find the rules for character advancement in the Rulebook and in each Character Folder.

Setting

The heroes were all students at the Royal House of Learning, a prestigious school in the city of Theed on the planet Naboo, before the Trade Federation blockaded and invaded the planet. The first adventure takes place during the invasion that occurs in Star Wars: Episode I The Phantom Menace.

That's it. Now you're ready to start reading Adventure 1. Good luck! And may the Force be with you.

Adventure 1:

Battle Droid Invasion

In this adventure, the characters experience the invasion of Theed firsthand. These are dangerous times for the peaceful planet of Naboo!

Read this whole adventure to yourself before running it. When you're ready to start play, begin with Players' Introduction, below. Don't read anything out loud to the players except the boxed text in the various encounter descriptions. Everything else in this book is just for you to know.

Gamemaster's Secret Information

The forces of the Trade Federation have blockaded Naboo, cutting off all trade. Now, after many days of ineffectual negotiations, the Neimoidians have decided to send an invasion force of battle droids to the planet's surface.

In this adventure, battle droids attack the characters in the streets of Theed. But if the heroes can cross the map and commandeer the abandoned flash speeder at the opposite edge, they can escape from the center of the city.

The heroes don't need to defeat all of the battle droids to win! They just need to get the flash speeder and escape.

Players' Introduction

When you've read the adventure to yourself and are ready to start playing, read this boxed introduction out loud to the other players. It lets them know what is happening around their characters and gives them enough information to decide what they want their heroes to do next.

A few days ago, the Trade Federation set up a blockade around Naboo. Since then, no ships have been able to approach or depart the planet. The people of Naboo are growing increasingly more tense. Even the popular Queen Amidala hasn't been able to ease their fears completely.

You and your friends have been walking through the streets of Theed today, listening to the latest rumors and news. So far, things have been disturbingly quiet. There's a sense of doom in the air, and you all have a really bad feeling.

Suddenly, you hear screams and see strange vehicles flying overhead. "The Trade Federation is invading Naboo!" one shopkeeper exclaims as she runs past you. "We're all doomed!"

Then you see them. An army of skeletal battle droids marches up the street, heading straight toward you! There's a speeder at the end of the block, but the droids are between the vehicle and you. If you could just reach it, you'd be able to outrun the droids.

Then one of the droids points at you and shouts, "Halt! You're under arrest!"

What do you do?
**Set-Up**

Map 1 shows the starting positions for all the tokens. Place the four Pillar tokens and four Wall tokens on your map sheet, then place the Flash Speeder token at the bottom edge. Show the players where the starting area is and let them place their character tokens anywhere within it. Then place five of the Infantry Battle Droid tokens in the street.

**Don’t place the two Infantry** Battle Droid tokens behind the Wall tokens at the bottom of the map yet. The heroes can’t see them at the start of this adventure.

**Encounter 1: Battle Droids in the Streets**

The unmarked battle droids facing the characters are the Trade Federation’s infantry troops. The orbiting Trade Federation battleship controls them, issuing orders from its central computer. Right now, their orders are to take this group of teenagers captive. To that end, the five droids that are visible at the start of the battle try to surround the heroes and keep them from getting away.

The heroes’ goal for this encounter is simple: They must move to the bottom of the map, climb into the waiting flash speeder, and leave this part of the city. But accomplishing that is tough, since there are more battle droids than the heroes may be able to overcome. If the players decide to have their characters fight it out with the droids, they should quickly discover that this will be a very tough battle.

The heroes’ best bet is to engage the battle droids in a running fight. That is, the characters should move and attack every turn, working their way closer and closer to the waiting speeder—and maybe taking out some of the battle droids along the way—until they reach their goal.

The game statistics for the battle droids are presented below. Use the “Wounds” boxes to track any damage the droids take in battle.

**Running the Fight**

All the heroes have higher initiative ratings than the battle droids. Since everyone acts in initiative order, that means the droids act last in each round. Note that there is plenty of potential cover around in the form of walls and pillars. See the Using Cover sidebar (on the next page) for its effects if the heroes (or droids) want to make use of this.

**Hero Attacks:** Heroes using ranged weapons can attack from a distance, but they must have at least one clear space between themselves and all opponents to do so. A hero with a melee weapon must move next to a droid to attack.

If a hero’s attack roll result is equal to or better than 12 (a battle droid’s Defense), the attack hits. The player then rolls the damage dice for the weapon the character is using, and you subtract the result from the droid’s wound points. (Battle droids don’t have any vitality points, so all damage applies to wound points.) A droid that runs out of wound points is destroyed. Flip over its token to show that it’s out of the fight.

**Droid Attacks:** Since the droids are attacking with blasters (ranged weapons), they try to keep one open space between themselves and any hero at all times. Whenever a battle droid attacks a character, make an attack roll for it (1d20+2). If the result is equal to or better than the target hero’s Defense, the droid hits. Roll 3d6 for damage and add the numbers together to see how many points the hero’s player must subtract from the character’s vitality. (After all of a hero’s vitality points are gone, any additional damage applies to wound points instead.)

A battle droid that ends up in the space next to a hero can’t shoot its blaster. Instead, it swings the weapon like a club. For each such attack, roll 1d20, but don’t add any bonus to the die roll. (The droids have no bonus for this type of attack.) A result greater than or equal to the target character’s Defense is a hit.
blaster deals 1d4 points of damage when used in this way. Any heroes reduced to 0 wound points fall unconscious.

**Outcome:** Infantry battle droids never surrender and never retreat. They fight until they win or until the characters destroy them.

If any heroes reach the speeder (whether or not they have destroyed all the droids), they face a new challenge (go to The Flash Speeder). If the battle droids knock all of the heroes unconscious, they take them prisoner. Later, the characters wake up in a Trade Federation prison camp (go to Adventure 3A: Escape!).

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### Using Cover

The heroes and the battle droids can both take advantage of various types of cover on the battlefield. In the *Adventure* Game, "cover" is usually a large object that covers all or part of a target's body. Here's how it works.

If a wall, pillar, or other such token stands directly between a character and an opponent, neither can attack the other at all. (Since these obstacles block line of sight, characters can't see targets behind them.) If the target is in a space adjacent to one of these tokens, and the attacker's shot must cross the corner of the square containing the cover token to hit, the target gains a Defense bonus. (That is, the Defense bonus applies to a target that is next to a cover token, but just around the corner of it with respect to the attacker.) Defense bonuses are given on the table below:

<table>
<thead>
<tr>
<th>Cover</th>
<th>Target's Defense Bonus</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pillar</td>
<td>+2</td>
</tr>
<tr>
<td>Wall</td>
<td>+4</td>
</tr>
<tr>
<td>Speeder</td>
<td>+2*</td>
</tr>
</tbody>
</table>

*This bonus applies to targets in the same space as the speeder token as well as those adjacent to it.

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### The Flash Speeder

The first hero to reach the flash speeder receives an unpleasant surprise. Two more battle droids pop up from behind the wall and attack!

The game statistics for the other two battle droids are presented here. Use the "Wounds" lines to track any damage the droids take in battle.

Any conscious character can climb into the speeder and attack in the same turn. (Assume that any conscious heroes who made it to the speeder carried their unconscious companions there as well. The vehicle can hold the entire group, even if it is a bit crowded.)

Continue running the battle until all the heroes are in the flash speeder. As soon as that occurs, the characters can try to escape. The player running the hero in the driver's seat must make a Pilot check (or a Dexterity check, if the hero does not have the Pilot skill) to see whether the driver can figure out the controls, start the repulsorlift engine, and get the speeder moving. Every round that the driver's check result is 14 or lower, the speeder stays put, and any remaining battle droids shoot at its occupants. (The characters in the speeder do get to take advantage of the cover it provides, though.) As soon as the driver gets a check result of 15 or better, the heroes speed away from the invaders and escape.

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### The End!

The adventure ends when the heroes escape in the flash speeder, or when the battle droids capture them all. If the battle droids win, they place the captured heroes in an internment camp. (Go to Adventure 3A: Escape! to continue.)

### Experience

If the battle droids win, the characters receive no XP for this adventure. If the heroes escape from the battle droids, the group wins a total award of 2,000 XP. Divide this amount by the number of heroes involved, giving each character an equal share.

### Rest

After their daring escape, the characters can find a hiding place and rest. Assume that they have recovered all their lost vitality and wound points before the next adventure begins.
Adventure 2: Recovery

Read this whole adventure to yourself before running it. When you're ready to start playing, begin with the Players' Introduction, below. Once you start playing, don't read anything out loud to the players except the boxed text in the encounter descriptions.

Gamemaster's Secret Information

Since the end of Adventure 1, the battle droids have been arresting and imprisoning everyone they encounter. They have already captured some of Naboo's best pilots, bravest security officers, and most influential citizens. The invaders are holding the captives in an abandoned building just off the central plaza until they can finish setting up their prison camps.

Meanwhile, the heroes have hooked up with the Naboo Underground, an organization consisting of a few people who, like the characters, have thus far managed to remain free. But the Underground needs more resistance fighters. It is up to the heroes to free the prisoners from the abandoned building, then break into a weapons stash to arm them.

To accomplish this mission, the characters must first defeat or sneak past the two Neimoidians guarding the door of the building. Then they have to deal with some security droids before they can search for the weapons stash and escape back to the Underground.

Players' Introduction

After you've read the adventure to yourself, you're ready to start playing. First, read the following introduction out loud to the players. It tells them what's going on and gives them enough information to decide what they want their heroes to do next.

You and your friends have recently joined the Naboo Underground. Like you, this small group of people has managed to stay out of the way of the battle droids so far. They intend to remain free, find ways to free others, and cause as much trouble as possible for the villains who have invaded their homeworld.

Today, the Underground leaders ask you to take on a difficult but important mission. "We are spread thin, and the rest of our teams are already out in the field," explains Lucos Dannt, once your headmaster at the Royal House of Learning and now a leader of the Naboo Underground. "But we have just learned where the Neimoidians are holding a recently captured group of pilots and security officers. Unfortunately, they won't be there long. As soon as another prison camp is ready, the invaders will transfer them to it, and this opportunity will be lost."

The headmaster explains that the Neimoidians are using an abandoned building near the central plaza as a temporary detention center. "The place isn't heavily guarded, so this is the best chance we have of freeing these men and women," Dannt says. "What's more, the Trade Federation has stored some confiscated weapons near this makeshift prison. If you can locate the weapons stash, you'll be able to arm the prisoners immediately."

Headmaster Dannt looks at you a final time before you head out. "Be careful," he says gravely. "And may the Force be with you."

You make your way to the abandoned building and now stand across the street from it. The place looks deserted except for two Neimoidians skulking in the shadows near the main doors. There are no windows, and you don't see any other entrances except for a second door near the building's far corner.

What do you do?

Set-Up

While the players are deciding what their characters should do next, get out the map sheet and place the nine Wall tokens, two Door tokens, and two Pillar tokens on it, as shown on Map 2. Then place the two Neimoidian tokens outside the building, one on each side of the Door token. Show the players the area across the street (marked "Start Here" on Map 2) and let them place their character tokens within that area as desired.

Don't place any tokens inside the building yet! The players shouldn't see those until their characters actually enter. They also shouldn't know about the security droids that will arrive and challenge them later in the adventure.

Note that Pillar and Wall tokens block line of sight. Characters can't see or shoot through such obstacles.

Encounter 1: Neimoidian Guards

The two Neimoidians skulking outside the building haven't noticed the heroes yet. What happens next depends on what the characters do. Here are some probable hero actions and instructions for handling them.
Distract the Guards
There are a number of ways for the heroes to distract the Neimoidians in front of the door. The characters could easily frighten them into fleeing through intimidation. Or, if Sia-Lan is one of the heroes acting in this adventure, she could use her Affect Mind skill to send the Neimoidians off after a false sound that she has conjured with the Force. See the appropriate section below if the characters try either of these options.

Intimidation
Any challenge attracts the Neimoidians' attention. Since they are cowards at heart, however, they deal with any apparent threat by fleeing. No skill checks are necessary to intimidate them, but the players must describe what their characters are doing. If you decide that such actions would frighten the Neimoidians, both villains immediately run away, leaving the building unguarded.

If the heroes don’t want to let the Neimoidians get away, they must fight them (go to Fighting the Guards). Otherwise, as soon as the Neimoidians flee, the heroes can check out the building they were guarding (go to Approaching the Doors).

Using Affect Mind
If one of the players is running Sia-Lan, this Force skill is available. To use it, Sia-Lan’s player must make an Affect Mind skill check by rolling 1d20 and adding 6, as shown on page 3 of her Character Folder. The result determines the difficulty for the Neimoidians’ Will saving throw. You make the saving throw for the Neimoidians by rolling 1d20+1, attempting to beat the difficulty. (One Will save covers them both.)

If the Neimoidians fail the saving throw, the young Jedi creates a false sound that attracts their attention. Both Neimoidians go around the corner of the building to investigate the auditory illusion. The heroes can then check out the doors (go to Approaching the Doors) or try to find another way in (go to Look for Another Entrance).

If the Neimoidians make the Will save (you roll higher than the difficulty), her “mind tricks” don’t fool them. The heroes must then come up with a different plan for dealing with the Neimoidians.

The Stealthy Approach
The heroes might try to sneak past the Neimoidian guards. What happens in that case depends on how many heroes make the attempt and what they hope to accomplish.

Sneak Attack!
The heroes may decide to attack before the Neimoidians are even aware that anyone is watching them. In this case, the heroes get a free round of attacks before the first regular round of combat begins. (That is, each hero gets to attack once, and the guards don’t get to attack back. This is called the “surprise round.”)

Have each player whose hero is attacking roll 1d20 and add the attack bonus given on page 1 of the Character Folder. If that total is equal to or higher than 11 (the Neimoidians’ Defense), the attack hits. The player then rolls damage for the weapon used, and you subtract that total from the target Neimoidian’s wound points. Go to Fighting the Guards after the surprise round to run the rest of the battle.

Slip Past the Guards!
The heroes might try to slip quietly past the guards and find a way into the abandoned building without being seen. This is tricky. There’s no way for the characters to sneak up to either door without attracting the Neimoidians’ attention. But they can try to slip around to the side of the building unnoticed.

Each player whose hero tries to sneak around the building must make a Move Silently check. For a character with the Move Silently skill, the player rolls 1d20 and adds the bonus given on page 3 of the Character Folder. For a character who doesn’t have the skill, the player rolls 1d20 and adds the hero’s Dexterity bonus (given on page 2 of the Character Folder). Meanwhile, you make a Listen check for the Neimoidians by rolling 1d20 and adding 2. (As before, one roll covers both guards.)

Compare the Neimoidians’ Listen check result with the Move Silently check result of each hero trying to be sneaky. Any character whose check result is higher than that of the Neimoidians slips past them to the side of the building (go to Look for Another Entrance). The Neimoidians notice any hero whose check result is lower than theirs (go to Fighting the Guards).

Look for Another Entrance
To look for another way into the abandoned building, the heroes must already have dealt with the guards. Otherwise, the two Neimoidians outside the door spot them (go to Fighting the Guards).

If the guards are out of the way or the heroes have slipped past them, it’s safe for the characters to check out the building. But their options are limited. There are no obvious ways to get inside except the door at the front. (The other door obviously leads to a different place.) No windows, doors, or openings of any kind are visible on the side of the building, and no amount of searching turns up any other access.
Making a Door

Any Jedi who slipped past the guards can use a lightsaber to cut a hole in the side of the building. It takes 2 rounds for the lightsaber to slice through a wall. Once each round, make a Listen check for the guards (if they’re still there) by rolling 1d20 and adding 2. If their check result is 15 or higher, they hear the distinct hum of the lightsaber and run to investigate before the character finishes making the hole (go to Fighting the Guards). Otherwise, remove one Wall token at the end of the second round and go to Inside the Building.

Fighting the Guards

There are a lot of ways that this encounter could turn into a battle with the Neimoidian guards. Some heroes might decide to take the direct approach and attack them immediately. Others might get caught while trying to be sneaky.

The Neimoidians carry blaster pistols, but they don’t really like to use them. Like other members of their species, they prefer to let their battle droids fight for them. If they spot the heroes, their first inclination is to summon some security droids to assist them. While waiting for their backup to arrive, the Neimoidians try to arrest the heroes. If the heroes attack, the Neimoidians just run away.

The game statistics for the Neimoidians are presented here. Use the “Wounds” lines to track any damage the guards take in battle.

<table>
<thead>
<tr>
<th>Neimodian</th>
<th>Initiative</th>
<th>Vitality</th>
<th>Wound Points</th>
<th>Speed</th>
<th>Defense</th>
</tr>
</thead>
<tbody>
<tr>
<td>Neimodian 1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Neimodian 2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Attack: Blaster 1d20+1</th>
<th>Damage: Blaster 3d6</th>
</tr>
</thead>
<tbody>
<tr>
<td>Saves: Fortitude 1d20-1, Reflex 1d20+0, Will 1d20+1</td>
<td></td>
</tr>
<tr>
<td>Skills: Listen 1d20+2</td>
<td></td>
</tr>
</tbody>
</table>

Damage Track

Running the Fight

Any heroes who surprise the Neimoidian guards [see Sneak Attack!] get one round of free attacks. (That is, the heroes can attack during that round, but the guards cannot.) The heroes whose heroes are attacking make their attack rolls in initiative order, from highest to lowest. After that, the first regular combat round begins.

If the heroes do not have surprise, the first round of combat is a regular one. (That is, both sides get to attack normally.) Once the first regular round of combat starts, the hero or opponent with the highest initiative goes first, the one with the next-highest initiative goes second, and so forth until everyone has acted. (In this fight, all the heroes act before the Neimoidians do in each round, since the guards have a lower initiative rating than any of the heroes.)

**Hero Attacks:** A hero using ranged weapons can attack from a distance, but there must be at least one empty space between that character and any opponent. Otherwise, no ranged attack is possible. A hero using a melee weapon must move next to a guard to attack.

When a hero attacks a Neimoidian, the player makes an attack roll (1d20 plus the hero’s attack bonus, as given on page 1 of the Character Folder). The attack hits if the result is equal to or higher than 11 (the guard’s Defense). If an attack hits, you deal damage by rolling the dice indicated on page 1 of the Character Folder. Subtract the result of that damage roll from the Neimoidian’s wound points. (These guards don’t have any vitality points, so all damage applies to wound points.) A guard who runs out of wound points falls unconscious. Flip over the tokens of any Neimoidians the heroes manage to defeat.

Neimoidian Attacks: Since the Neimoidian guards are armed with ranged weapons (blasters), they can attack from a distance. When it’s their turn, move each Neimoidian’s token toward cover. (They like to hide beside the walls on the side of the building.)

Next, make an attack roll (1d20+1) for each Neimoidian. If the result is equal to or better than the target character’s Defense, the guard hits. Roll 3d6 (three 6-sided dice) for damage after any successful hit. The target hero’s player must then subtract a number of points equal to the damage result from the character’s vitality.

Every round, the Neimoidians move away from the heroes and make an attack. A Neimoidian who reaches the edge of the map escapes.

**Outcome:** The guards keep attacking until they win the battle, escape, or fall unconscious. If the heroes defeat the Neimoidians, they can check out the doors to the building (go to Approaching the Doors). If the guards win, the heroes wake up later in a Trade Federation prison camp. Go on to Adventure 3A: Escape!

Approaching Either Door

This is a noncombat encounter. (That means the characters don’t have to take turns, and they can work together to accomplish a task.) After the heroes have either defeated the Neimoidian guards or gotten them to leave the area, it’s safe to check out the door leading into the abandoned building. (Safe, that is, until the security droids arrive.)

The door that the Neimoidians were guarding leads into the abandoned building. The door on the side of the structure leads to
another area containing the hidden weapons stash. Go to The Door into the Building or The Door to the Weapons Stash, depending on what the characters are doing.

**The Door into the Building**
Read the following aloud when a character examines the door leading into the building:

The door leading into the building is made of heavy wood. It seems solid and in good repair, despite the shabby appearance of the rest of the structure. The door is locked, and it looks like it opens inward.

Here are some probable hero actions and instructions for handling them.

---

**Listening at the Door**
A player whose hero wants to listen at the door must make a Listen check. For a character with the Listen skill, the player rolls 1d20 and adds the hero's Listen bonus, as given on page 3 of the Character Folder. For a character without the Listen skill, the player rolls 1d20 and adds the hero's Wisdom bonus, as given on page 2 of the Character Folder.

A check result of 10 or higher means the hero hears voices on the other side of the doors, but can't understand what they're saying. A check result of 9 or below means the character doesn't hear anything.

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**Unlocking the Door**
A player whose hero wants to unlock the door must make a Disable Device check. For a character with the Disable Device skill, the player rolls 1d20 and adds the appropriate skill bonus. For a character without the Disable Device skill, the player rolls 1d20 and adds the hero's Dexterity.

With a check result of 15 or higher, the hero unlocks the door. Failure means the door is still locked, but the hero can try again each round until the attempt succeeds, if desired.

When a hero gains access to the building where the prisoners are being held, go to Encounter 2: Security Droids.

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**Breaking Down the Door**
Breaking the door open requires a successful Strength check. To make a Strength check, the player must roll 1d20 and add the character's Strength bonus.

On a check result of 18 or higher, the lock snaps and the door swings open. On a result of 17 or below, nothing happens. A character who fails to break open the door may try again as many times as desired, but after the first attempt the prisoners start yelling for help.

When a hero gains access to the building, go to Encounter 2: Security Droids.

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**The Door to the Weapons Stash**
Read the following aloud when a character examines the side door protecting the weapons stash:

The side door is made of solid wood and set in a metal frame. It has been fitted with a brand-new electronic lock. Both the frame and the lock hum with energy.

Here are some probable hero actions and instructions for handling them.

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**Listening at the Door**
If a hero tries to listen at this door, ask the player for the character's Listen bonus. Then make the 1d20 roll for the check yourself. Regardless of the result, inform the player that the hero hears nothing but the hum of energy. (That's because there's no one inside and nothing else to hear, but the player shouldn't know that.)

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**Unlocking the Door**
A player whose hero wants to unlock the door must make a Disable Device check. A check result of 20 or higher means the hero unlocks the door and bypasses the shocking trap. If the check fails, the attempt releases the energy coursing through the door frame. The character making the check takes 2d6 points of damage from the massive shock. In the next round, the hero can try again. It takes one round for the electrical charge to rebuild, so there is no damage if the second check fails. From then on, all odd-numbered checks (that is, the third, fifth, seventh, and so forth) result in shocking damage on failure, but even-numbered checks do not. On the round that the attempt succeeds, the energy snaps off and the door lock disengages.

When the heroes open this door, go to The Weapons Stash.
**Breaking Down the Door**
The metal frame makes breaking open the side door impossible. Any character who attempts to smash open the door simply bounces off of it, regardless of the Strength check result.

**The Weapons Stash**
When the door opens, the heroes see a small chamber containing eight blaster pistols, four medpacs, and twenty blaster-ammo power packs. They can gather and distribute these at will.

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**Encounter 2: Security Droids**
This is a combat encounter. As soon as the heroes open the door into the building (or make their own entrance), two security droids arrive—one from the north and one from the east—to put a stop to the jailbreak. (If the Neimoidians were able to sound the alarm by escaping from the area, then two security droids arrive from each entry point, for a total of four opponents instead of two.) The prisoners don't immediately understand what's happening, so they remain inside the building during the fight, even if the characters give them weapons.

**Set-Up**
Place the following tokens inside the building, as shown on Map 2: three Pilot tokens, two Palace Guard tokens, and two Naboo Citizen tokens. Next, place the security droid tokens at their entry points on the north and east edges of the map.

**The Fight**
The game statistics for the security droids are presented here. Use the "Wounds" lines to track any damage the droids take in battle.

**Running the Fight**
Resolve everyone's actions in initiative order. This time, the security droids might get to act before some of the heroes do.
**Hero Attacks:** Remember, heroes using ranged weapons can attack from a distance, but must have at least one clear space between themselves and all opponents to do so. A hero armed with a melee weapon must move next to a droid to attack.

If a hero's attack roll result is equal to or better than 15 (a security droid's Defense), the attack hits and the player rolls to deal damage. When all of a droid's wound points are gone, it's destroyed. Flip over the tokens for any destroyed droids to show that they're out of the fight.

**Security Droid Attacks:** Since the security droids are attacking with blasters (ranged weapons), they try to keep an open space between themselves and any hero at all times. The droids use the walls for cover whenever possible, trying to catch the heroes in a crossfire. Whenever a droid attacks a hero, make an attack roll (1d20+2) for it. If the result is equal to or better than the target hero's Defense, the droid hits and deals 3d6 points of damage.

**Outcome:** The security droids keep attacking until they either win the battle or are defeated. If the heroes defeat the security droids, they can escape with the prisoners (go to Adventure 3: Rescue!). If the security droids win, the heroes wake up later in a prison camp (go to Adventure 3A: Escape!)

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**The End!**

The adventure ends either when the security droids defeat the heroes, or when the heroes defeat the security droids and release the prisoners. If the heroes win, they can lead the rescued prisoners back to the Naboo Underground.

**Experience**

If the heroes fail this mission and wind up captured, they receive no experience points (XP). If they succeed, award experience as follows:

- Stopping the Neimoidian guards from alerting the security droids—800 XP;
- Defeating the security droids—1200 XP;
- Recovering the weapons stash—400 XP;
- Rescuing the prisoners—600 XP.

Divide the total award by the number of heroes, giving each character an equal share.

**Rest**

After the adventure, the characters can rest. Let the players know that their characters have recovered all lost vitality and wound points before beginning the next adventure.
Adventure 3: Rescue

Use this adventure only if the heroes won in both Adventure 1 and Adventure 2. If they successfully completed both adventures, the heroes should be 2nd level now. If the heroes were captured in either adventure, use Adventure 3A: Escape! instead of this one.

In this adventure, the heroes must attempt to free some Naboo captives from a battle droid prison camp.

Gamemaster's Secret Information

While they are in hiding during the first few days after the invasion, the characters slowly learn the extent of the Trade Federation's control over Naboo. The invading army of battle droids has taken control of Theed and set up hundreds of armed prison camps to confine the inhabitants. Only a few people (including the heroes) managed to escape arrest when the blockade became an invasion. The rest of the Naboo have been taken captive.

The Trade Federation has shut down most regular channels for news and information. Still, the heroes' exploits during and after the invasion have become common knowledge among those lucky enough to escape confinement. On the basis of those tales, a young resistance fighter named Lialla seeks the characters out and appeals to them for help. The battle droids have arrested her parents and are holding them in a prison camp near the palace. She has been given another mission, but she begs the heroes to free her mother and father and get them to safety.

To win this adventure, the characters must trick or defeat a pair of security droids, open the security gate to the prison, and then hold off a squadron of infantry droids while the prisoners run to safety.

Players' Introduction

After you've read the adventure to yourself and are ready to start playing, read this boxed introduction out loud to the players. It explains what's going on and gives them enough details to decide what they want to do next.

After your daring escape from the battle droids, you and your friends found refuge with the Naboo Underground. You've stayed hidden since then, avoiding the patrols of battle droids that constantly scour the city.

Lucos Dannt, the leader of the resistance, brings you news from the streets every day. His contacts report that although the brave soldiers of Naboo's Royal Security Force tried to repel the invaders, the battle droids greatly outnumbered them. Some RSF members were captured; others fled into hiding. Since then, the invaders have captured many city officials, as well as some members of the queen's court, and locked them up in makeshift prison camps. "There has been no word on the fate of the Queen, however," Dannt informs you.

While you are recovering from your previous battles, the resistance leader brings a visitor to see you. The golden-haired woman is about your age, but the lines of weariness and worry on her face make her seem older. "I am Lialla Tane," she says. "My father is Kyu Tane, Minister of Culture. He and my mother have been taken captive by the invaders." She pauses, looking at each of you in turn. "I have heard about how you escaped from a squadron of battle droids and rescued some prisoners," she continues. "I have promised to aid the resistance in another mission, and I have no one else to turn to. Will you rescue my parents before the battle droids harm them? The invaders have given their prisoners no food or water, and my parents are growing weaker with each passing day. I'm afraid they won't last much longer."

What do you do?

Other Information

If the heroes refuse to help, Dannt tries to change their minds. If he can't this adventure ends.

If the heroes agree to help Lialla, she provides whatever information she can. Since this is a roleplaying encounter, let the players ask questions for their characters. Then you answer their questions as Lialla would. This is a great way to get into the mood of the story, impart information in a fun and interactive way, and give the players a chance to flex their imaginations.

The players can speak either as their characters or for their characters, whichever is more comfortable and enjoyable for them. Here's an example of each style of play.

As Character: "Lialla, what can you tell me about the prison? How many battle droids will we have to face?"

For Character: "My character, Sia-Lan, wants to know about the prison. She asks Lialla how many battle droids are guarding it."

Here is the information Lialla knows. Reveal it bit by bit, in response to appropriate questions from the characters. Feel free to add other details during the discussion if you like, but don't give away any secrets that Lialla wouldn't reasonably know.

- The prison consists of portable energy walls. You can't cut through them or break them in any way.
- The prison where my parents are being held is on the Street of Glory, not far from the palace.
A single gate leads into the prison. I've seen the droids and the Neimoidian overseers enter a code to open the energy gate, but I don't know what it is.

Two Neimoidian overseers are always near the prison. I'm sure they have the code to open the energy gate.

Two security droids guard the energy gate.

A squad of battle droids patrols the area to maintain security.

Battle droids can't be intimidated or bribed.

After the heroes have asked her all the questions they can think of, Lialla wishes them luck and says she'll meet them here after her mission.

**Set-Up**

Refer to Map 3 for placement of tokens. Put seven Wall tokens, two Pillar tokens, and one Door token on the map sheet to represent the prison's energy walls and gate. Next, place two Security Battle Droid tokens (one on each side of the Door token) and two Neimoidian tokens outside the prison. Then place a three space wall token at the other end of the map. Tell the players that their characters can start anywhere behind the wall.

Don't place the four Infantry Battle Droid tokens yet. They're out on patrol right now, but they show up later in the adventure.

**Encounter 1: Break In!**

The heroes have a couple of options for starting the adventure. They can take the direct approach and blast their way past the security droids, or they can be subtler and try to acquire the access code from the Neimoidian overseers first. Both of these options are described below.

**The Direct Approach**

This option begins with an attack against the two security droids guarding the energy gate. These battle droids have red markings to distinguish them from other types of battle droids, and they carry blasters. Security droids can think for themselves, so they are smarter and more resourceful than their infantry counterparts. (Remember that battle droids can't be intimidated, bluffed, bribed, negotiated with, or tricked using Jedi mind powers. The characters must defeat them in combat to get past them.)

If the heroes keep their weapons hidden, they can walk right up to the security droids. Surprising them isn't an option unless they somehow get out of sight though, since drawing a weapon takes a character's entire turn.

If the characters approach with their weapons already in hand, the security droids attack when any hero gets within 10 spaces of their position, or when a hero attacks, whichever comes first.

The game statistics for the two security battle droids are presented here. Use the "Wounds" lines to track any damage the droids take in battle.
Running the Fight
As soon as anyone starts shooting, the Neimoidian overseers flee, escaping off the top edge of the map. The patrol of four infantry battle droids hears the commotion and arrives 2 rounds later. Keep track of the combat rounds played and go to Encounter 2: The Patrol as soon as these reinforcements arrive on the scene.

The security droids don’t necessarily go last in each round, since they have a higher initiative rating than some of the heroes provided with this adventure. Just resolve their actions whenever their turn comes up in the initiative order.

By now you should be practiced running combat rounds. Each character and opponent acts in initiative order, makes an attack roll or performs some other action, and deals damage if an attack succeeds.

Outcome: The security droids fight until they win or are defeated. If the heroes defeat the droids, they can examine the energy gate (go to The Energy Gate). If the security droids win the fight, they take the heroes prisoner (go to Adventure 3A: Escape).

The Subtle Approach
This approach begins with getting the access code for the energy gate from the Neimoidian overseers. The Neimoidians are nervous, unassuming beings who can be ruthless in business, but have no stomach for physical confrontations. The heroes can either bribe the Neimoidians for the code or threaten them into revealing it. Both of these options are detailed in the following sections.

These Neimoidians supervise work at the prison camp, commanding the security droids and sometimes interrogating the prisoners. More often than not, the overseers are bored. They feel that a command droid should be handling this job. After all, Neimoidians are much too important to be standing around watching energy walls crackle.

The game statistics for the Neimoidians are detailed on page 13. Remember, however, that Neimoidians never attack; they prefer to run from fights.

Bribery
To bribe the Neimoidians, the heroes must first approach them in a friendly, or at least businesslike, manner. Hostile actions immediately send them running.

Once the Neimoidians understand what the characters want, one overseer takes over negotiating for the pair. The heroes must likewise choose one character to handle the negotiations for their side. If that hero offers at least 100 credits for the information and gets a higher Diplomacy check result than the Neimoidian does, the overseer accepts the bribe offered. If the Neimoidian wins the Diplomacy check, the price for the access code goes up to 200 credits.

The Neimoidians are willing to accept a bribe because they want the money. They have no intention of allowing the characters to use the code, however. In fact, they intend to call the battle droid patrol the moment the heroes head off toward the energy gate. (Go to Encounter 2: The Patrol when it arrives 2 rounds later.)

If the heroes play nice and pay the credits, the Neimoidians provide them with the access code. Read the following out loud:

"It's T112110," the overseer says. "Just punch in the code and the energy gate will open."

If the heroes refuse to pay, they'll have to threaten the overseers to get the information they want. Go to Intimidation for this, or to The Direct Approach if the characters change tactics and head for the gate.

Intimidation
Only one character can threaten the Neimoidians at a time. If that character's Intimidate check result beats the Will saving throw you make for the Neimoidians, the characters frighten their opponents into cooperating. (One saving throw covers both Neimoidians.)

If the hero is successful, the overseers reluctantly provide the characters with the access code. Read the following out loud, then go to The Energy Gate to continue:

"T112110," one of the Neimoidians stammers. "For all the good it will do you!"

If the Neimoidians' saving throw is higher than the hero's Intimidate check result, the overseers immediately call for help. Go to Encounter 2: The Patrol to continue when the battle droids arrive 2 rounds later. Meanwhile, the security droids, if they're still around, immediately move around the corner of the prison compound to attack the heroes when they hear the call for help.

The Energy Gate
The portable energy walls and gate form a sealed area in which the battle droids can hold prisoners. Because these 3-meter-high barriers are really force fields made of energy, there's no way for the characters to shoot, break, or cut through them. Climbing an energy wall is impossible as well, since it shocks and repels anyone who touches it.

There are three ways to open the energy gate. One is to punch the access code into the keypad next to the gate. Another is to use the Disable Device skill to bypass the gate's power. The third is to crack the access code with the Computer Use skill, then enter it on the keypad. But the security droids won't just stand by while the characters tinker with the gate. Using any of these
three options, therefore, requires defeating the security droids first. (Go to The Direct Approach to continue if the characters have not already done this.)

Once the security droids are out of the way, the heroes can try to open the gate. If they already had the access code before defeating the security droids, they can simply enter the code and wait. The gate opens 1 round later. If they didn’t get the code, go to Disable Device or Computer Use, depending upon which method they try.

**Disable Device**

Opening the gate this way requires a successful Disable Device check if the character has that skill, or a Dexterity check otherwise. A check result of 20 or better disengages the energy gate. Go to Rescuing the Prisoners to continue.

If the first check fails, the character can keep trying, once every round, until the gate opens. Keep track of how many rounds have passed, however, since the battle droid patrol is likely to arrive sometime during this period. (Go to Encounter 2: The Patrol when the four infantry battle droids arrive.)

**Computer Use**

Opening the gate this way requires a successful Computer Use check if the character has that skill, or an Intelligence check otherwise. On a check result of 25 or better, the hero cracks the access code, and the energy gate opens 1 round later. Go to Rescuing the Prisoners to continue.

If the first check fails, the character can keep trying, once every round. Keep track of how many rounds have passed, however, since the battle droid patrol is likely to arrive sometime during this period. (Go to Encounter 2: The Patrol when the infantry battle droids arrive.)

**Rescuing the Prisoners**

Once the heroes get the energy gate open, place the tokens representing the prisoners inside the compound. (Refer to Map 3 for positioning.) Use two Palace Guard tokens, four Naboo Citizen tokens, and one Naboo Pilot token. (The two Guard tokens represent Lialla’s parents.)

Next, the heroes must convince the prisoners to accompany them. How each prisoner responds depends on how the characters approach them.

**Lialla’s Parents:** Lialla’s mother and father are tired and weak, but they retain their diplomatic skills even in these terrible circumstances. “Who are you?” the mother asks. “How do we know we can trust you?” the father asks. Let the players speak for their characters. You talk for Lialla’s parents. They are polite but skeptical, unsure if they should trust these young people or not. They won’t be hurried or bullied. They will respond favorably if the heroes mention Lialla and their connection to her.

**The Citizens:** This collection of Naboo citizens initially refuses to leave the confines of the prison. They are frightened and hungry, sure that this is some kind of trick on the part of the Neimoidians. A hero must convince the prisoners that the heroes can protect them and lead them to safety. Have the player explain the basics of what his or her character says, then have the player make a Diplomacy check (if the hero is trying to be reassuring and friendly) or an Intimidate check (if the hero is trying to get them to move through any means possible). If the hero doesn’t have the appropriate skill, he or she makes a Charisma check instead. Give the player a +2 bonus to the check if his story is particularly stirring or convincing. Then you make a separate check (1d20) for each of the citizens.

Citizens whose check results are lower than the hero’s agree to follow them. Any citizens who win the check refuse to budge, claiming that they’ll never make it and that attempting to escape will just get everyone killed. Any or all of the heroes may try again, once each round, to convince any reluctant prisoners to move.

**The Pilot:** The wounded pilot has no faith in the heroes. “You’re too young and too trusting,” the pilot says. “There’s no way you’re going to get us out of here, even if I believed this wasn’t some kind of Neimoidian trap. Run along and play before you get us all killed.” The players can try to convince the pilot of their worth using any method they can think of. The pilot responds particularly well to a Jedi or soldier character, but waits to see what the heroes do against the patrol before venturing out of the prison.

Remember, to win the adventure, the heroes must get Lialla’s parents safely away from the prison and off the map at the heroes’ starting point. The characters earn additional experience points for any other prisoners they lead to safety.

Once the captives are free, start Encounter 2: The Patrol if the heroes have not yet fought the guard patrol. Otherwise, go to The End!
Encounter 2: The Patrol

At some point in the adventure, the four infantry battle droids patrolling the area show up to cause more trouble for the heroes. When this happens, the characters' first concern should be to protect the prisoners (especially Lialla's parents) and get them to safety.

Exactly when the patrol arrives depends on what the characters have done up to this point. If they took the direct approach, the patrol arrives on the scene 2 rounds after the battle with the security droids ends. If they successfully bribed the overseers, the patrol arrives 4 rounds after the characters leave the Neimoidians. If the overseers called for help, the patrol arrives 2 rounds after the Neimoidians started yelling. Otherwise, the patrol reaches the area just as the heroes and the prisoners they are trying to rescue step out of the prison.

The Patrol

When the patrol arrives, the four Infantry Battle Droid tokens enter as shown on Map 3.

Moving the Prisoners

The captives all have speed ratings of 3 due to their weakened states. Let the players move the tokens of the prisoners who have agreed to follow them as they desire each round. The prisoners move at the end of the round, after the heroes and battle droids have acted. None of the captives are in any condition to help fight the droids, however. They are using all of their strength just to try to keep up with the heroes.

Running the Fight

The heroes have higher initiative ratings than infantry battle droids do, so the droids act last in each round. Then the players can move the prisoner tokens 3 spaces each. Each character and opponent makes an attack roll or performs some other action, and deals damage if an attack succeeds. Since the droids are attacking with blasters, they try to keep one open space between themselves and any hero at all times. A battle droid that ends up in the space next to a hero can't shoot its blaster. Instead, it swings the weapon like a club. For each such attack, roll 1d20, but don't add any bonus to the die roll. (The droids have no bonus for this type of attack.) A result greater than or equal to the target character's Defense is a hit. A blaster deals 1d4 points of damage when used as a club.

Outcome: The battle droids concentrate their attacks on the heroes. Their orders are to stop the armed opponents before trying to recapture the escaping prisoners. Remember that battle droids never surrender or retreat.

If the heroes reach their starting point on the map with the prisoners, they all escape to safety, whether or not they defeat all the battle droids. (Go to The End!) If the battle droids win, the heroes wind up inside the locked prison with the prisoners they tried to rescue (go to Adventure 3A: Escape!). Either way, the adventure is over.

The End!

If the heroes rescue the prisoners, Lialla's parents are reunited with their daughter after her mission. The other former captives head off to find any members of their own families who may be among the resistance fighters. The characters receive the thanks of the Minister of Culture, plus 400 credits to split among themselves.

Experience

The heroes receive no XP for this adventure if the droids defeated them. If they freed Lialla's parents and got them to safety, the heroes win 3,000 XP. For each additional prisoner they rescue, they win another 200 XP. Divide the total experience award by the number of heroes, giving each character an equal share.

Rest

After the adventure, the characters can rest and recover any vitality and wound points they have lost. Lucas Dannt knows a merchant who's supplying equipment to the resistance fighters on the sly if the characters want to spend some credits. (The merchant has made an "agreement" with the Neimoidians, but he's secretly helping the resistance.) The Weapons Table in the Rulebook shows everything that's available and prices for all the items.
Adventure 3A: Escape!

Use this adventure only if the heroes were captured in an earlier adventure, or if you need a scenario that involves the characters escaping from a battle droid prison.

Gamemaster’s Secret Information

At the start of this adventure, the heroes wake up inside a prison compound. They have recovered all their lost vitality and wound points, but they have neither weapons nor gear—just the clothes on their backs.

Set-Up

Use Map 3 to set up the tokens for this adventure. Instead of starting next to the two pillars, however, the heroes begin play inside the prison. After the players put their tokens in the compound, place three additional tokens (one Naboo Citizen, one Pilot, and one Palace Guards) inside with them to represent other prisoners.

To win this adventure, the characters must open the prison gate, defeat a pair of security droids, and then hold off a squadron of four infantry droids while their fellow prisoners run to safety. (If the prisoners exit the map from the area behind the two pillars, they have escaped.)

Players’ Introduction

When you’ve read the adventure to yourself and are ready to start playing, read this boxed introduction out loud to the players:

You and your friends wake up inside the crackling energy walls of a Neimoidian prison. All of your weapons and gear are missing. The only possessions you have with you are your clothes and boots.

“Looks like the new guests are awake,” says a voice nearby. You turn to face a Naboo citizen who, judging from his gaunt body, has probably been in prison for several days. “Welcome to Prison Compound 32,” he says dejectedly.

“We’ve been here since the first hours of the invasion,” another prisoner chimes in weakly. “The battle droids rounded us up and herded us into this energy cage.”

“I hope you’re not hungry,” a third prisoner whispers. “They haven’t given us any food or water since they locked us up. Some of us won’t last much longer.”

“What do you do?”

Encounter 1: Inside the Cage

The characters have few choices at this point. Their best options involve talking to the other prisoners, examining the energy walls, and checking out the energy gate that leads out of the prison. Each of these options is described below.

Talk to the Prisoners

This is a roleplaying encounter. The players speak for their characters, and you speak for the prisoners.

The three other prisoners are Ruto Graven, Ela Sivel, and Private Boraso. Any character can speak to one or all of them whenever desired. However, the prisoners don’t readily reveal anything except their names and their complaints about the situation. Drawing any useful information out of them requires a successful Diplomacy (or Charisma) check. (The player rolls 1d20 and adds the appropriate bonus for the character making the attempt, while you roll 1d20 for the prisoner.)

A prisoner whose check result is lower than that of the questioneer reveals everything he or she knows. See the appropriate paragraph below for the information each prisoner has.

Ruto Graven: “I’m the Assistant Minister of Internal Affairs for Queen Amidala. I’ve heard that the Trade Federation army has taken control of Naboo. The Queen escaped, however, and is on her way to Coruscant to plead our case before the Republic Senate. I am confident this crisis will soon be over.”

Ela Sivel: “I’m so weak! Why won’t they feed us? Those horrible, horrible droids! I hate them!

“I’m an artist. I’ve lived on Naboo all my life and nothing this terrible has ever happened before! We’re all going to die in here—I just know it!”

Private Boraso: “I’m with the Royal Security Force. The battle droids captured me after I got shot in a fight. I’m too weak and hurt to help you right now, but you could probably get away if you could open the energy gate. I’m no good at that kind of stuff myself, but if one of you wants to try, I’ve got a couple of security tools hidden in my belt. Here. Take them. By the way, don’t touch the energy walls—the shock can kill you.”

Note: If the heroes haven’t successfully completed Adventure 3 yet, then you can substitute Ruto and Ela for Lialla’s parents (see Adventure 3 for details).
**A Bad Feeling**
While the heroes are interacting with the prisoners, tell the Jedi's player that the Jedi suddenly feels cold and uncomfortable. If the Jedi looks around, read:

A disturbance in the Force draws your attention to a small group of people walking past the prison. You peer past the crackling energy gate to see what appears to be a pair of high-ranking Neimoidians walking beside a figure in dark robes. A black hood conceals his features. Then, as though sensing you, the hooded figure turns and stares at you. Tattoos of red and black cover his face, and his yellow eyes scrutinize you for an instant. Then he turns away, dismissing you. As the trio move out of sight, you get an impression of pure hatred. You have glimpsed the dark side.

That, of course, was Darth Maul, who has come to Naboo to aid the Viceroy and deal with Qui-Gon Jinn and Obi-Wan Kenobi. The heroes are no match for Maul, and they are in no position to challenge him right now anyway. Use this scene to hint at future events and to tie the heroes into the bigger story that is *Star Wars* Episode I: *The Phantom Menace.*

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**What's Next?**
From here, continue with *The Energy Walls* if the characters try examining those, or *The Prison Gate* if they try to break out of the prison immediately.

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**The Energy Walls**
These 3-meter-tall, portable force fields carry a powerful electrical charge. Because they're literally made of energy, there's no way for the characters to shoot, break, or cut through them.

The barrier shocks and repels anyone who touches it, so no one can climb over it. Leaping over it is also impossible, and none of the heroes is strong enough to throw another character over the wall.

Go to *Talk to the Prisoners* if the characters decide to discuss the situation with their fellow prisoners, or to *The Prison Gate* if they examine that.

---

**The Prison Gate**
The portal into the prison is an energy gate set in a frame that contains a keypad control and a power source. Heroes who approach the portal notice two security droids standing just beyond the crackling barrier of energy, one on each side of the gate.

(Place two Security Droid tokens outside the compound, as shown on Map 3.)

The characters can open the energy gate either by bypassing its power or by cracking the access code. The first of those options requires a successful Disable Device check. The second requires a successful Computer Use check.

Either method attracts the attention of the security droids unless either the character making the attempt is particularly stealthy, or the other characters create a distraction. Both of these options are outlined below.

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**Stealthy Attempt**
A Move Silently check result that beats the droids' Listen check result allows a character to work on the gate unnoticed. If the droids win the check, they spot the activity and order the hero away from the gate. Go to *Opening the Gate* when a character begins working on it.

---

**Creating a Distraction**
To distract the security droids, the characters not working on the gate can start a fight at the other end of the prison, or they can attempt to engage the droids in conversation. The latter option requires a good story from the players and at least one Diplomacy (or Charisma) check result higher than the droids' Charisma check result. (Roll 1d20 for the check. One roll covers both droids in this case.)

If one or more heroes successfully distracts the security droids, another character can work undisturbed on the gate. Keeping the droids occupied requires a new Diplomacy (or Charisma) check each round. The first time the droids win any such check, they notice the activity at the gate and order everyone away from it. Go to *Opening the Gate* when a character begins working on it.

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**Opening the Gate**
Opening the gate requires a successful Disable Device or Computer Use check. These options are described below.

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**Disable Device**
A hero who uses Private Boraso's security tools gains a +2 bonus to Disable Device checks. As before, a character who doesn't have the Disable Device skill can make a Dexterity check instead.
A check result of 20 or higher disengages the energy gate. If the first attempt fails, the character can keep trying, once every round, until either the gate opens or the security droids notice the activity. Go to **Fighting the Security Droids** once the characters successfully open the gate.

---

**Computer Use**

With a Computer Use (or Intelligence) check result of 25 or better, a hero can crack the access code. The gate opens 1 round later.

If the first attempt fails, the character can keep trying, once every round, until either the gate opens or the security droids notice the activity. Go to **Fighting the Security Droids** once the characters successfully open the gate.

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**Fighting the Security Droids**

Once the heroes get the energy gate open, they must gather their equipment and fight the guards. Their gear and weapons are in an unlocked container next to the energy wall, just outside and to the left of the prison gate. Moving to the box and grabbing a weapon takes a whole round, so newly armed heroes cannot actually attack with their weapons until the following round.

Security droids have red markings to distinguish them from other types of battle droids, and they carry blasters. They can think for themselves, so they are smarter and more resourceful than their infantry counterparts. (Remember that droids can’t be intimidated, bluffed, bribed, negotiated with, or tricked using Jedi mind powers. The characters must defeat them in combat to get past them.)

---

**Running the Fight**

The security droids don’t necessarily go last in each round, since they have a higher initiative rating than some of the heroes. Just resolve their actions whenever their turn comes up in the initiative order.

**Outcome:** The security droids fight until they win or are defeated. If the heroes win the fight, they can make their escape (go to **Encounter 2: Run For It**). If the security droids win, they capture the heroes, take away their weapons and gear, and put them back into the prison. (Go back to the beginning of this adventure and let the heroes try again to escape.)

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**Encounter 2: Run For It!**

To escape to safety, the heroes must escape off the map at the spot behind the pillars. As soon as the other prisoners see the security droids defeated, they ask the characters to take them to safety as well.

The last obstacle in the heroes’ way is the four infantry battle droids patrolling the area.

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**The Patrol**

The infantry battle droid patrol appears as soon as the fight with the security droids is over. Place the four Infantry Battle Droid tokens as shown on Map 3.

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**Moving the Prisoners**

The prisoners all have speed ratings of 3 due to their weakened states. Let the players move the prisoner tokens as desired each round. The prisoners act last in the round. The prisoners are in no condition to help fight the droids, however. They are using all of their strength just to try to keep up with the heroes.

---

**Running the Fight**

The heroes have higher initiative ratings than these battle droids, so the droids act after the heroes in each round. The droids act before the players move the prisoner tokens, though.
**Outcome:** The battle droids concentrate their attacks on the heroes. Their orders are to stop the armed opponents before trying to recapture the escaping prisoners. Remember that battle droids never surrender or retreat.

If the heroes reach the exit point behind the pillars, they escape to safety, as do any prisoners they have with them (go to The End). If the battle droids win the fight, they confiscate the heroes’ gear and put them back into the prison. (Go back to the beginning of this adventure and start over.) If the heroes abandon the prisoners to make good their own escape, the battle droids recapture the prisoners and put them back into the compound.

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**The End!**

The adventure ends as soon as the heroes escape, whether or not they have defeated all the battle droids.

**Experience**

If the droids win, the characters receive no XP for this adventure. If the heroes escape to safety, they win 2,000 XP. For each additional prisoner the heroes bring to safety, they win another 300 XP. As usual, divide the total award by the number of heroes, giving each character an equal share.

**Rest**

After the adventure, the characters can rest at the headquarters of the Naboo Underground and recover any lost vitality and wound points before starting the next adventure. Lucus Danz, leader of the resistance, knows a merchant who’s supplying equipment to the Underground on the sly if the characters want to spend some credits. The Weapons Table in the *Rulebook* shows what is available and lists the price for each item.

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**Adventure 4: Aid the Queen**

This adventure takes place well into the invasion, when Queen Amidala returns from Coruscant to make a last, desperate attempt to defeat the Trade Federation invaders.

While the characters sneak around Theed looking for some way to strike at the battle droid army, they encounter Queen Amidala and some of her companions (a handmaiden and two palace guards). The queen asks the heroes to help her get past the Trade Federation troops and into the palace.
Gamemaster's Secret Information

The "queen" is really Sabé, Amidala's trusted handmaiden. She's the decoy, charged with keeping Amidala safe by taking her place when there is danger. Sabé must get into the palace and distract at least part of the defending forces. This will give the real Amidala a better chance of reaching the throne room to confront the Trade Federation Viceroy. Sabé will never admit that she isn't Queen Amidala.

To win this adventure, the heroes must keep the battle droid forces occupied so that the "queen" and her companions can cross the map safely. As soon as the Queen token exits off the top of the map, Sabé has successfully entered the palace.

At that point, it's time for the heroes to escape. They get away as soon as their tokens exit off the bottom edge of the map. The heroes don't need to defeat all the battle droids to win. They just have to keep them busy long enough for the "queen" to get into the palace.

Players' Introduction

When you've read the adventure to yourself and are ready to start playing, read this boxed introduction out loud to the players:

You and your friends have been quietly exploring the streets of Theed, looking for ways to help the people of Naboo survive this terrible invasion. Just as you notice a large force of battle droids gathering in the middle of the plaza, a sound behind you draws your attention to the nearby shadows.

"Are you for or against the queen?" a member of the Royal Security Force asks, stepping into the light.

What do you say to him?

Meeting the Queen

If the characters claim to be supporters of the queen, the royal soldier nods and steps to the side. Read the following out loud to the players:

You stare in amazement as Queen Amidala, one of her handmaids, and another royal soldier step out of the shadows. "Good friends," the queen says, "we are in desperate need of your help. We must enter the palace, but those battle droids stand in our way. Will you help us get past them?"

If the players agree to help the "queen," she outlines her plan. Read the following aloud to the players:

"We shall run straight for the palace doors," says the queen, indicating the two soldiers and her handmaiden. "While we do, you must keep the battle droids occupied. Just keep them busy—you do not have to destroy them for us to win the day.

"Once we get inside, your job is done. Flee in the opposite direction and find a safe place to hide. We will be safe enough inside the palace; we have friends there who will help us. Do you understand?"

If the heroes have anything to add to the plan, Sabé agrees to any reasonable suggestion. But she doesn't have time for elaborate maneuvers, so she insists on keeping with the basics of her plan.

Set-Up

When the characters are ready to help the "queen" get to the palace, refer to Map 4 for details on positioning the tokens. Place four Wall tokens, two Palace Guard tokens, one Queen token, and one Padmé token on the map sheet, as shown on Map 4. Have the players put their character tokens somewhere between the royal party and the Wall tokens. Then place one Battle Tank token, one Command Droid token, one Security Droid token, six Infantry Droid token, and one STAP token, as shown on Map 4.

Encounter 1: Fight and Flight!

Since the battle droids aren't expecting trouble here, the heroes automatically surprise them. This gives the players one round in which to take actions before their opponents can respond.

The heroes can distract the battle droids either by attacking them or by creating a disturbance in a side street. Either option, however, means that the heroes must fight the droids eventually.

In addition to their own characters, let the players control the four members of the royal party. Assign one royal party member to each player, or double them up if there aren't enough players. Remind the players that the queen must get to the palace as quickly and as safely as she can. The soldiers and handmaiden are not available to help the heroes fight battle droids. They attack only to help clear a path or to keep the "queen" safe. Sabé fights only if it becomes necessary to defend herself.
The Royal Party

The "queen's" group consists of Sabé, another handmaiden, and two members of the Royal Naboo Security Force. All four of them carry blaster pistols. Here are their game statistics:

**"QUEEN AMIDALA" (SABÉ)**

**Attack:** Blaster 1d20+4  **Damage:** Blaster 3d6

**Saves:** Fortitude 1d20+3, Reflex 1d20+4, Will 1d20+4

**Skills:** Diplomacy 1d20+8

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**ROYAL SECURITY GUARDS (2)**

**Attack:** Blaster 1d20+6  **Damage:** Blaster 3d6

**Saves:** Fortitude 1d20+4, Reflex 1d20+1, Will 1d20+2

**Skills:** Intimidate 1d20+6

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**HANDMAIDEN**

**Attack:** Blaster 1d20+2  **Damage:** Blaster 3d6

**Saves:** Fortitude 1d20+1, Reflex 1d20+2, Will 1d20+3

**Skills:** Move Silently 1d20+6

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The Opponents

Here are the game statistics for the battle droid forces gathering in the square:

**SECURITY BATTLE DROID**

**Attack:** Blaster 1d20+3, or unarmed 1d20+2  **Damage:** Blaster 3d6, or unarmed 1d4+1

**Saves:** Fortitude 1d20+2, Reflex 1d20+1, Will 1d20+1

**Skills:** Gather Information 1d20+6, Intimidate 1d20+6, Search 1d20+6, Spot 1d20+6

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**COMMANDER BATTLE DROID**

**Attack:** Blaster 1d20+2, or unarmed 1d20  **Damage:** Blaster 3d6, or unarmed 1d4+1

**Saves:** Fortitude 1d20+2, Reflex 1d20+1, Will 1d20+2

**Skills:** Gather Information 1d20+4, Intimidate 1d20+5, Search 1d20+4, Spot 1d20+5

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Running the Fight

All the droids except the STAP pilot are armed with blasters. The command droid has yellow markings, the security droids have red markings, the STAP pilot has blue markings, and the infantry droids are unmarked.

**Surprise Round:** Since the droids are surprised, they cannot respond to the characters' actions during the first round. If the heroes begin attacking, they may be able to do some damage before the droids can return fire. If they try any other kind of distraction, the command droid dispatches the six infantry battle droids to deal with the problem. (Their method of "dealing with the problem" is to open fire on anyone making a disturbance.)

**Following Rounds:** On the second round, the heroes and their opponents act in initiative order (highest initiative first, then the next highest, and so on). Of the opponents, only the infantry, security, and command droids take actions during the second round. The STAP waits until the third round to get into the fight, when it begins firing twice per round at the heroes with its twin laser cannons. The AAT waits until the fourth round to join the battle. It uses its laser guns to fire at the "queen" and her party as well as any heroes who are in the way.

The heroes and the royal party members may use cover when such is available. (See the Using Cover sidebar on page 5 for details.) The droids fight until they win or are destroyed.

The End!

As soon as Sabé either escapes into the palace or is defeated and captured, the heroes should start heading for the other edge of the map. The adventure ends when the heroes have either escaped or been defeated.
**Experience**

If the droids defeat the heroes or the "queen," the characters receive no XP for this adventure. If Sabé makes it into the palace, the heroes win 3,000 XP. If the heroes escape off the map, the group wins another 1,000 XP. In addition, for every battle droid the heroes defeat (reduce to 0 wound points), they receive an additional 300 XP. As always, divide the total experience award by the number of heroes, giving each character an equal share.

**Rest**

After this adventure, the battle for Naboo reaches a climax. As seen in the movie, Queen Amidala takes control of the palace, Obi-Wan Kenobi defeats Darth Maul after Qui-Gon Jinn is killed, and Anakin Skywalker disables the droid control ship thus deactivating the army of battle droids.

The heroes rest and recover any lost vitality and wound points. Then they receive one last mission prior to the grand celebration that occurs at the end of the movie.
**Adventure 5: Renegade**

This adventure doesn’t use the map or the tokens, but you might want to use the tokens to keep track of where the characters are during any combat situations. The heroes receive a special mission from Sabé as all of Theed prepares to honor the dead and celebrate the victory over the Trade Federation. As always, read the entire adventure to yourself before running it for your players.

---

**Gamemaster's Secret Information**

Hidden in the wilderness outside Theed, among the ancient ruins that lie abandoned in the swamps, one last secret danger prepares to attack Queen Amidala. A renegade leads a group of disillusioned humans and Gungans. Savor Kibbs, who was rejected by the Jedi Council but nevertheless possesses a powerful link to the Force, is a charismatic leader with a handful of disgruntled followers. Kibbs knows he doesn’t have an army large enough to take control of Naboo, but he believes he has enough resources to destroy the queen and stop the Naboo-Gungan alliance from solidifying. With a few dark side powers to call upon and a reconfigured destructor droid in his arsenal, Kibbs plans on sending his followers on a suicide mission to Theed. Before that happens, the heroes will get one chance to stop Kibbs and convince his followers to abandon their destructive path.

---

**Players' Introduction**

When you've read the adventure to yourself and are ready to start playing, read this introduction to the players:

The joy at defeating the Trade Federation and greeting the arriving dignitaries—including the new Chancellor of the Republic, Palpatine of Naboo, and a contingent of Jedi including Yoda and Master Mace Windu—hasn’t eradiated the feelings of loss that everyone in Theed is experiencing. Friends, loved ones, and respected officials suffered and even died during the invasion and battle. The funeral for the fallen Jedi Master, Qui-Gon Jinn, brought it all home and has left a melancholy cloud over the city of Theed.

Still, the clean up of the city continues, and you can see that the preparations for the grand celebration are getting underway. As you watch a group of workers toss droid parts into a speeder, one of the Queen’s handmaids approaches you. She is accompanied by Lialla Tané and Lucas Dannt. The headmaster nods to you, and Lialla smiles in greeting. The handmaid says, “I am Sabé, my friends. You provided a great many services to the Queen and her people during the dark weeks that have passed, and I am here to ask one more service of you. We have learned that a group of renegades has gathered in the swamps outside the city. These renegades consist of both humans and Gungans, and we have heard that their leader speaks out against the Queen and the Naboo-Gungan alliance. Lialla has seen the renegades’ camp and can lead you there. I hope you will agree to scout out the camp and report back to us on whether or not these renegades represent a true threat to Naboo.”

Will you agree to help Sabé?

---

**Encounter 1: Gathering Information**

This is a roleplaying encounter in which the players get to interact with Sabé, Lialla, and Headmaster Dannt as their characters would. The trio will answer any questions the heroes have. You should speak for these three characters while the players ask questions for the heroes. Here’s what Sabé and the others know. Reveal the information a piece at a time in answer to the heroes’ questions. Try to impart the details through the characters’ conversation, as opposed to simply relaying the information as it is written. Feel free to add your own touches, details, and bits of personality to the characters as the conversation continues.

**What Sabé Knows**

“Our people suffered greatly during the invasion. Thanks to the efforts of many people, including the Gungans, we were able to capture the Trade Federation Viceroy and defeat the invading droid army. By destroying the control ship, all of the droids immediately stopped functioning. Even now, the deactivated droids are being gathered up for destruction.

“We share the Jedi’s grief over the death of Master Qui-Gon Jinn. We are not sure who the terrible being that killed him was, but I’m sure that the Jedi Council is investigating the matter.

“We do not know the name of the renegade leader, but he seems to have been establishing himself since before the Trade Federation blockade. In fact, the dark days of the invasion seem to have helped him gain followers. They apparently found refuge in the ruins, and for keeping a portion of our citizens safe, we thank him. However, the rumors that he wishes to overthrow Queen Amidala and disrupt the formation of the alliance with the Gungans disturbs us greatly.

"Lialla discovered the renegade camp during one of her missions for the Underground. She can tell you more about what she saw."

**What Lialla Knows**

“I’d be honored to participate in a mission with you. Many members of the Underground were impressed by your actions on behalf of the people of Theed.

“The ruins are located in the swamps about a half a day outside of Theed. The path is treacherous; the swamps contain a
variety of dangers for those who don’t know what to watch for. Dangerous creatures and natural hazards can be deadly if you aren’t careful. I’ll accompany you to point out the correct path and to warn you of any dangers.

“When I discovered the camp, I noticed a few things. The renegade’s followers include both humans and Gungans. I saw at least two dozen humans and a half dozen Gungans when I was there, but there could have easily been more. Many of them had weapons. Along with the ruins, there were a few damaged Trade Federation droids in the camp, including battle droids and a destroyer droid. None of the droids appeared to be functional.

“I heard the renegade speak. He had a presence about him. It was dark, powerful, yet compelling all at the same time. When he spoke, the whole camp fell silent to listen. He talked of the troubles the Queen has brought upon this planet, of the dangers she has unleashed on Naboo and Gungan alike. While I listened, I wanted to believe his lies about the Queen. It was seductive. He said that the way of peace has weakened us. He said that it was time to learn the ways of war to defend ourselves against our enemies. He said that if the Queen wouldn’t lead us from destruction, then someone would step forward to replace her. Then, as one, the crowd chanted. Over and over they shouted, ‘Lead us! Lead us!’ And then the renegade smiled. I hurried away before anyone noticed me and reported what I saw.”

What Headmaster Dannt Knows

“The ruins date back to the most ancient times of Naboo, before humans arrived on this world. It is unclear who built them, but the Gungans consider some of these locations to be holy places. It isn’t surprising that the renegade and his followers can remain hidden in these ruins, as many of them are uncharted and far from any settlements. That’s why such spot made a great refuge for the Gungans after the droid armies invaded their underwater cities.

“Trust Lialla to show you the way. She knows those swamps almost as well as I know the many corridors in the House of Learning. If anyone can get you into and out of the swamp in one piece, it’s Lialla.

“Remember that we aren’t asking you to confront the renegade. Simply scout out his base and try to determine what he’s planning. We really don’t believe he’s powerful enough to strike at the Queen directly, but if he is really adamant about disrupting the alliance, he’d have to move quickly before the ceremonial Globe of Peace is exchanged between Queen Amidala and Boss Nass. If you see evidence of such preparations, report back to us immediately.

“We will provide you with a speeder, but you’ll want to walk the last few kilometers to the ruins to keep from alerting the renegade and his followers.”

Encounter 2: Dangers in the Swamp

There’s no map of the trip through the swamp. Instead, key events occur along the way, and those are the ones we focus on in play. It’s kind of like a movie; play through the important scenes, then fade out to the next important scene. There’s no reason to play every step through every meter of swamp. The fun occurs when we get to the events, so that’s what we detail (and you play through).

The three key events should occur in order. First, the heroes encounter a vicious Swamp Beast that wrecks their speeder and forces them to continue the rest of the way on foot. Then the heroes must deal with a large patch of Quicksand that threatens to drown them all. Finally, as they reach the first sign of ruins, the heroes encounter a Tangler Tree that has been corrupted by the dark side of the Force. Each of these encounters is described below.

Starting Out

As discussed, Headmaster Dannt provides the heroes with a speeder and gives each of the characters a field kit. The kit includes food rations and water for one week, a glowrod, a medpac, and a comlink. Dannt wishes them luck, and Sabé says she must return to the Queen’s side but she will be anxiously awaiting the mission team’s report.

Ask the players to decide which hero is driving the speeder. The character with the best Pilot skill makes the best driver, but anyone can operate a speeder. If a character without the Pilot skill is driving, he (or she) uses his Dexterity modifier if any skill checks are required. As soon as the heroes are ready, they zoom away, leaving the preparations for the victory celebration in other hands as they exit Theed and enter the wilderness beyond.

In case you need them, here are Lialla’s statistics. She’s a full member of the mission team. You control her, but don’t overshadow the heroes. Let Lialla stay in the background until she’s needed or the adventure calls for her specific participation.
**Scene 1: Swamp Beast**

Read the text below to the players to start this encounter:

Your speeder quickly navigates the streets of Theed and is soon zooming away from the city. The scene wipes as the speeder disappears over the horizon, then fades in as we see it racing through a dark, dense swamp. Lialla has been directing you, leading you deeper into the swamp. You have been traveling for almost eight hours when a large tree suddenly falls directly in your path. The speeder is moving too fast to stop in time. The only way to avoid crashing is to maneuver around the falling tree.

To avoid crashing into the falling tree, the driver must make a Pilot or Dexterity check. The difficulty for maneuvering around the falling tree and high speed and maintaining control is 20.

**Success!**

If the driver's result is 20 or higher, read the following to the players.

With great skill, you manipulate the speeder's controls and steer around the falling tree. You bring the speeder to a stop in a clearing a few dozen meters away as the tree smashes into the swamp. Everyone seems to be okay.

Go to **The Beast Attacks** to continue this encounter.

**Failure!**

If the driver's result is 19 or lower, read the following to the players.

You manipulate the speeder's controls but you aren't fast enough. A heavy branch cracks into the rear end of the speeder as you try to turn away from the falling tree. The repulsorlift whines in protest and the speeder begins to spin wildly. You fight to maintain control, but to no avail. The speeder crashes into a huge rock, bounces back, and comes to rest in a cluster of thorny bushes.

Everyone must make a Reflex saving throw to determine the amount of damage they suffer in the crash. Anyone who gets a result of 10 or higher suffers 2d4 vitality damage. Anyone who gets a result of 9 or less suffers 1d4 wound damage. The Gamemaster rolls for Lialla.

Before anyone can do anything else, the swamp beast enters the scene. Go to **The Beast Attacks**.

**The Beast Attacks**

Whether the speeder maneuvered safely to a stop or crashed into the brush, immediately thereafter, before the heroes can do anything, a vicious swamp beast attacks. Lialla (and the Gungan hero, if he's being used) know that the creature is called a grakkt. The first thing the grakkt does is attack the speeder. If the vehicle wasn't damaged before, it is now. If it was damaged, the grakkt's blow adds to the vehicle's devastation. Then the creature turns on the heroes. Read:

As the great tree's crash continues to ring in your ears, you hear another sound. Rushing out of the trees is a huge creature. The creature is almost three meters long, with armored scales and great claws on its four massive legs, and its large mouth drips with venomous fangs. Like a great armored lion with the head of a crocodile and a spiked tail, the creature is terrifying. It smashes into the speeder, throwing you from the vehicle as the side of the speeder crumples. With a terrible roar, the swamp beast turns toward you with a hungry, vicious expression.

If any of the characters were hurt in the crash, they remain damaged at the start of this battle. Run the combat, with characters acting in order of their initiative. The grakkt has an initiative score of 14, so it may go before some of the heroes. The beast isn't smart; it attacks a different character each round, usually turning toward the last hero to hurt it. When it is reduced to 8 or fewer wounds, it tries to flee. If the characters let it go, it disappears into the swamp. If they decide to keep attacking it, the creature fights until it is killed.

After the beast flees or is defeated, the heroes can take a few moments to recover. Tell the players that any vitality damage the heroes suffered will recover naturally before the next encounter. Wound damage, however, must be treated with medpac or by a Jedi power (Heal Self or Heal Another). Determine the state of the heroes before moving on to the next encounter.

The speeder is too badly damaged for the heroes to use. Anyone with the Repair skill can try to fix it, but they quickly come to
the realization that they don’t have the time or parts necessary to get it back in working order.

If any hero attempts to use a comlink, all that comes through is static. Either the swamp is interfering with the communications signal, or the signal is being purposely jammed.

The heroes must walk to get anywhere. They are closer to the ruins than to Theed, and Lialla will urge them to carry on with the mission. If they decide to ignore her, they are free to return to Theed and the adventure ends. You’ll have to decide what happens between the renegade and the Queen. Lialla, of course, tries to accomplish the mission with or without the heroes.

---

**Scene 2: Quicksand**

If the heroes decide to continue their mission, Lialla takes the lead. Ask the players where their characters are in relation to Lialla (walking beside her, right behind her, a few meters behind her, or another distance), then read the text below out loud:

Walking through the swamp is sweaty, tiring business. Bugs buzz around you. Sweat stings your eyes. You constantly have to find new paths through the muck and mire. Lialla knows what she’s doing, however, and she always seems to find a way around every obstacle you come across. She pauses up ahead, scouting the terrain and looking for landmarks and other familiar signs. “We have a problem up here,” Lialla calls to you. “It looks like—oh!” Suddenly the ground beneath Lialla crumbles and she plunges out of sight.

Any heroes beside or right behind Lialla must make Reflex saving throws to avoid sliding down the crumbling slope. The difficulty is 15. Anyone who fails the save slides into a vast pool of quicksand that stretches before the mission team. There’s no easy way around the pool. The best path is to climb over the quicksand using the canopy of tree branches that hangs overhead.

Lialla and any heroes who failed the save tumble down the slope and splash into the watery mire. Lialla has a moment to call, “Be careful! This is quicksand!” She struggles, but it’s obvious that she doesn’t have much time (and neither do any heroes that fell in with her).

Anyone in the quicksand must make a Will saving throw each round to avoid panic and keep from swimming. The difficulty is 10 the first round, and it increases by 1 each round thereafter (11, then 12, then 13, and so on). When a character fails a save, panic sets in. A panicking character struggles, increasing the suction and quickly succumbing to the quicksand. Such a character is pulled under on the next round and begins to drown. A character can hold his or her breath for a number of rounds equal to his or her Constitution score. If the character is still under the quicksand after that number of rounds has passed, the character dies.

To rescue a character from the quicksand, another character that didn’t fall in needs to use either a long stick (easily found in the swamp) or some solid cable or other ropelike item. The character must make a Strength check with a difficulty of 15 to pull a character out of the quicksand. Two characters can team up to pull another character out of the quicksand; the difficulty for two characters working together is 10 (only one of them makes the check).

A character can try to rescue himself, but it’s tough. A Jedi with the Move Object skill can pull a vine or stick toward himself and pull himself free, but other characters must struggle to swim through the muck. First, roll 1d6+2 to determine how many meters the character is from the edge of the quicksand. Then the character must make a Swim (or Strength) check each round to get closer to the edge. This check has a difficulty of 15, and a success gets the character 1 meter closer to safety. Swimming increases the difficulty of the Will saving throw, however. It starts at 15 (instead of 10) and increases each round from there.

---

**Beating the Quicksand**

Once the heroes pull their companions out of the quicksand, they have to find a way to get across the large pool of muck. The best method is to use the dense canopy of tree branches to climb over the quicksand. The number of branches makes this pretty easy. Climb (or Strength) checks with a difficulty of 5 are required to successfully cross the area. It takes four successful checks to make it across. If a character fails a check, he or she must make a Dexterity check (difficulty 10) to catch a branch and keep from falling. If this second check succeeds, the character can continue to climb through the canopy. If the check fails, the character falls into the quicksand and must be rescued (see above).

---

**Scene 3: The Dark Grove**

After the heroes get past the quicksand, they continue on. A few hours later they reach a portion of the swamp that seems even darker and more oppressive than anything they’ve encountered thus far. Read:

The path ahead winds through a grove of ugly, twisted vegetation. You notice a few ancient stone blocks poking out from the plants, bushes, and trees, the first sign of the ruins you are looking for. This area seems darker, colder than the rest of the swamp, and you have a very bad feeling about what lies ahead.

If one of the players is running Rann, have him make a See Force check. If the result is 15 or better, Rann feels the presence of the dark side of the Force in the mutated grove up ahead. The feeling seems centered around a huge tangler tree near the center of the grove that has vines and branches intermingling with the other plants in the cluster. This is a dark side nexus, a concentra-
tion of the dark side of the Force that is providing
the renegade with more power than he possesses by
himself. The heroes don't have the means to destroy
this nexus, and probably don't really know what it is,
but later members of the Jedi Council can be led
here to deal with the nexus if you want to explore
that angle. If the See Force result is less than 15,
Rann receives a vague sense of danger but he can't
quite identify the source.

Other characters can make Spot (or Wisdom)
checks to notice any specific dangers. Anyone who
gets a result of 15 or better notices the mutated
tangler. Its tentacle-like vines seem thicker and more
mobile than more docile members of the species, and they
are covered in thick, sharp thorns.

If the heroes walk into the grove, the vines attack them. If they stay at a distance, the tangler fires its thorns like slugs from
a slugthrower. It can attack three times in a round at different targets, using either melee (vine) attacks or ranged (shooting
thorn) attacks.

If the heroes simply try to rush through the grove, it appears as if the vegetation itself is closing in around them. It takes three
rounds to get through the grove, then another two rounds to get out of the range of the thorns. The tangler attacks in each of
these rounds.

### Encounter 3: The Dark Lord

The next encounter is designed to frighten the mission team and test its resolve. Savor Kibbs has a few dark side powers, includ-
ing a version of Affect Mind that allows him to create illusions. These illusions take on a measure of reality thanks to the dark
side nexus that feeds Kibbs power.

As the heroes get closer to the renegade's camp, read:

More signs of an ancient culture struggle to remain visible in the ever-encroaching swamp. Broken columns, parts of huge
statues, and even the occasional stone wall can be seen jutting from tangles of vines and underbrush. A thick mist has arisen
along the floor of the swamp, and it seems to be even denser up ahead. Then, as you watch, a figure steps out of the mist. He wears a
flowing black robe and carries a long lightsaber. With a flick of his wrist he throws back his hood, revealing a face of pure evil.
His skin is tattooed with a red and black pattern, and a crown of thorns juts from the top of his head. He smiles, igniting both
ends of his double-bladed lightsaber.

**What do you do?**

Have each player make a Will saving throw for his or her character. Anyone whose result is 20 or better realizes that something
isn't quite right about this menacing figure. Those characters that make the save suffer half damage from every attack the
illusory Darth Maul deals out. Characters that failed the save totally believe the reality of this illusion.

The illusory dark lord doesn't speak. He threatens the heroes with his double lightsaber, attempting to make them flee. If the
heroes refuse to be intimidated, the illusion attacks. However, it only attacks with its lightsaber; the illusion has no additional
Force powers to bring to bear. It can strike twice in the same round with the double lightsaber, either against the same target or
against two targets standing within 2 meters of the illusion.

This illusion is more powerful thanks to the proximity of the dark side nexus and because of Savor Kibbs' connection to it.
Kibbs controls the illusion from nearby, though he remains out of sight so that the heroes can't encounter him just yet. He hopes
to drive the heroes away without killing them, but his control over the dark side of the Force is nominal at best. It seems to have a mind of its own, expand-
ing on its desires in much the same manner that a campfire can become a raging inferno if enough fuel is added. And the dark side nexus provides that
fuel. If the illusion suffers 15 or more points of wound damage, or if it inadvertently knocks a char-
acter to 0 wound points, Kibbs ends the illusion and returns to his base. When this happens, the silent
Darth Maul simply fades away.
**Encounter 4: The Renegade's Base**

Savor Kibbs and his followers occupy the ruins of an ancient hall deep in the swamp. As the heroes spot the renegade's base, read:

The ruins rise out of the mire ahead, an ancient hint of a civilization long ago claimed by this fetid swamp. Great columns jut from the mud, and a dry stone platform remains as a reminder of the once-impressive structure. A second building, half buried in the mud and foliage, retains most of its walls and roof. A couple of giant heads, carved from massive blocks of stone, watch the camp from either side of the ruined buildings. You see about a dozen humans and Gungans standing among the ruins. They don't appear to be armed, but they do look like they've been expecting you.

What are you going to do?

The heroes can enter the camp without a problem. No one attacks them or tries to stop them in any way. This should begin as a roleplaying encounter where the heroes get to talk to the renegades. If the heroes don't want to talk and instead resort to hostile activities, then go to Destroyer Droid below.

**Scene 1: Talking to the Followers**

The followers believe in the renegade. Many were frightened and looking for help when they came to this camp. Others were genuinely concerned with the future of Naboo. The charismatic appeal of Savor Kibbs boosted by the influence of the dark side nexus make the followers especially susceptible to Kibbs' charms and impassioned speeches. They aren't brainwashed, but they are very much under the influence of Kibbs and the dark side nexus. This influence keeps them from realizing that they are indeed being blinded by Kibbs' anger and hatred.

When the heroes enter the camp, one human, a tough-looking woman, shouts at them. Read:

"Queen lovers! You're so blinded by Amidala's beauty that you don't see the doom she's brought upon this planet. If we allow her to fortify her alliance with the Gungans, she will lead all of us to destruction. Can't you see that?"

Let the heroes argue or discuss these views with the followers for as long as everyone is having fun. Use the dialog below to help form the conversations. Remember that you should impart the information as naturally as possible, speaking as the characters in question, and adding details as you see fit. These are fanatics; there aren't any right or wrong things to say. If the players present good arguments and stand behind their convictions, they can begin to sway some of the followers. The influence of the dark side is too strong, however, for them to really open the followers' eyes while the conduit—Savor Kibbs—is in their midst. They won't even notice the obvious contradictions this hatred has thrust upon them.

When discussion starts to get old, or if the heroes resort to violence, go to Destroyer Droid for the epic conclusion of this adventure.

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**Tough-Looking Woman**

"The Queen has fooled you. She doesn't really know what she's doing. She's too young. Everyone is challenging her, and such challenges will become more frequent as time goes by. I'm frightened, I truly am. First the Trade Federation tried to take our world, and next it will be the Republic itself. Savor Kibbs should lead us. Only he has the power to save us all."

---

**Gungan Warrior**

"Wesa no liken mixin wit da Queen. She bringen da Mackineeks on uss-en. We hates da Mackineeks! Wesa die. Da Queen do dis. Wesa tinken Savor is bombad. Wesa tinken Savor gonna be da leader now."

---

**Angry Young Man**

The Queen is deceiving you. I think she's in league with the Trade Federation. I know she's in league with the people who ravaged our planet. The Queen must be stopped, and the truth must be revealed. Savor knows this. Savor promotes this. Savor says we should embrace our anger and us it to fuel our indignation."

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**Scene 2: Destroyer Droid**

If the heroes are having an easy time swaying the followers, or if any of the heroes makes a threatening gesture, Savor Kibbs unleashes the weapon he has been saving to use against the Queen. Even if neither of these things occurs, the renegade decides he must eliminate these emissaries of the Queen before he can put a stop to the victory celebration, thanks to the hateful thoughts promoted by the dark side nexus. With that, he activates the destroyer droid that he has had repaired and equipped with a droid brain, allowing it to function even though the droid control ship has been destroyed. Read:
A strange sound fills the camp and all heads turn toward the far building. A large metal shape rolls out of the shadows and streaks toward you, unfolding into a fully functional destroyer droid as it moves into attack position. Behind it, also stepping out of the shadows, is a regal figure that can only be Savor Kibbs—the renegade.

Everyone acts in initiative order. The destroyer droid may get to act before some of the heroes. It has been programmed to eliminate the heroes. The destroyer droid attacks twice in every round, targeting one hero or splitting attacks between two heroes each time. The droid’s shields are represented by its vitality points. The droid fights until it is destroyed.

Also, Kibbs participates in this battle, using his enhanced Force powers to harry the heroes while the destroyer droid moves in to the kill. Kibbs concentrates on the heroes in this order: Galak or Dané first, then one of the Jedi, then any other character that gets in his way. At this point, he is still charismatic, but he has become insanely angry and paranoid due to the influence of the dark side nexus. He uses Force Push as an attack, or he hurl’s small rocks with his Move Object skill. Due to the power provided by the dark side nexus, Kibbs doesn’t spend vitality points to use his Force powers. If Kibbs is knocked out or killed, the followers change their attitudes, as though a dark cloud has been lifted off of them. However, if possible he will attempt to disappear into the swamp the moment the destroyer droid’s shields are disabled (when it is reduced to 0 vitality). When he flees, the followers also slowly emerge from under his influence. Savor can be used as a recurring villain should you decide to keep playing after this adventure.

The followers don’t participate in the battle, but they do yell angry curses at the heroes and cheer for the renegade and the destroyer droid. When they finally emerge from the cloud of dark side influence, they appear confused and unsure of where they are. They turn to the heroes for help at this point, seeking to return to Theed or the Gungan settlements.

The End?

This adventure ends when the heroes defeat the destroyer droid and either capture or drive off Savor Kibbs. As soon as Kibbs is out of the picture, the followers slip out of the dark side influence and whatever was causing the comlinks to not function is gone. The heroes can call for help and get transport for themselves and the followers.

The next day, the victory celebration goes off without a hitch. Boss Nass and Queen Amidala exchange the Globe of Peace, and a new chapter in Naboo history begins.

Experience

If the heroes succeed at reaching the renegade’s camp, overcoming the obstacles in the swamp and the illusory dark lord, award them 4,000 XP. If they defeat the destroyer droid and Savor Kibbs (either by capturing him or driving him off), award them 6,000 XP. Divide these awards equally among the heroes.

Not the End!

Once you have played through all five adventures in this book, you can create additional adventures of your own, if you like, using the Random Adventure Tables in the Rulebook.

4th Level and Beyond

By the time the characters finish Adventure 5, they should be close to reaching 4th level. Rules for advancing characters to 4th level and beyond can be found in the core Star Wars Roleplaying Game.
**SKILLS**
When your character uses a skill, make a skill check. If you roll high enough, the attempt succeeds. The Gamemaster knows how high you need to roll.

**Force Skills**
- Affect Mind: 1d20+
- Battlemind: 1d20+
- Empathy: 1d20+
- Force Push: 1d20+
- Force Stealth: 1d20+
- Heal Another: 1d20+
- Heal Self: 1d20+
- Move Object: 1d20+
- See Force: 1d20+
- Telepathy: 1d20+

**Skills**
- Bluff: 1d20+
- Climb: 1d20+
- Computer Use: 1d20+
- Diplomacy: 1d20+
- Disable Device: 1d20+
- Gather Information: 1d20+
- Hide: 1d20+
- Intimidate: 1d20+
- Jump: 1d20+
- Listen: 1d20+
- Move Silently: 1d20+
- Pilot: 1d20+
- Repair: 1d20+
- Ride: 1d20+
- Search: 1d20+
- Spot: 1d20+
- Survival: 1d20+
- Swim: 1d20+
- Treat Injury: 1d20+

**FORCING POINTS**
Roll 1d6 (or 2d6 for Jedi) and add the results to all task resolution rolls for saving throws, skill checks, ability checks, and attacks, but not damage rolls.

**DEFENSE**
Opponents must roll your character's Defense or better to hit.

**SPEED**
Your character can move this many spaces per turn.

**EXPERIENCE POINTS**
Once combat starts, the character with the highest initiative acts first.

**DAMAGE TRACK**
If your character runs out of vitality points, damage reduces wounds instead. A character who runs out of wounds falls unconscious.

Record your total in the circle. Use the check dots to record damage taken.

**WEAPONS**
- Attack: Roll 1d20 + __
- Damage: Roll __
- Attack: Roll 1d20 + __
- Damage: Roll __
- Attack: Roll 1d20 + __
- Damage: Roll __

**GEAR**

**ABILITY**

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**SAVING THROWS**

| Fortitude: 1d20+ | To resist poison, disease or massive physical damage |
| Reflex: 1d20+ | To avoid hazards and explosions |
| Will: 1d20+ | To resist mental distress or Force attacks |

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