

Star Wars Edge of the Empire campaign by GroggyGolem Act 1

How to Read:

*Italicized text is spoken aloud to the group.*

Non Italics is information for the GM and information that can be revealed throughout the session.

Summary: PCs take a job from Lahgo the Hutt to track down a missing shipment and Leesik Naru. PCs may have optional encounters after leaving Lahgo's estate. PCs then find local nightclub, gain information on Yan, former colleague of Leesik Naru. PCs track down Yan, fight her droids, convince her to give up Leesik Naru's hideout. Yan tells group she was forced into getting into contact with Leesik, by a gang, betrayed him. PCs investigate hideout, find encrypted holodisk. On way to spaceport, combat with muggers. At spaceport, find Leesik's ship and astromech, R4-BZ. PCs either fix R4-BZ or take it back to Yan. Once fixed, learn that Leesik betrayed Lahgo and hid 2/3's of shipment off-world for a quick payout to escape the Hutt. Ambushed by gang, PCs defeat them and learn the gang was after Lahgo the entire time. After informing Lahgo, PCs need more information about gang. PCs get hit with tranquilizer darts and pass out.

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

STAR WARS

UNDER THE CRIME LORD'S SHADOW

*It is a time of uncertainty. The Rebel Alliance has seen their first major success with the destruction of the dreaded Death Star. Imperial and Rebel forces are scrambling to gain a foothold on this galactic conflict. At the edges of the galaxy, there are battles of a different sort being fought. Nar Shaddaa, located in the Outer Rim, is a haven of criminal activity. A few select individuals have been contacted by a local crime lord for a job...*

*Imagine the scene panning from space down to Nar Shaddaa.*

*Nar Shaddaa is a moon orbiting Nal Hutta. It is rife with criminal activity and seems to be in a perpetual state of darkness, which adds to its seedy nature. Inside a large, well guarded palace is the reason you were summoned here.*

(Have the PCs introduce their characters as they enter the main room.)

*As you all enter this dark room, you notice it's stockpiled with mercenaries. Before you make your way to the middle of the room, you're required to relinquish your weapons.*

A Gamorrean is taking weapons at the entrance to the main hall. Everyone's weapons should be taken automatically, though if a player wants to deceive the guard, they roll for deceit. Stats are the same as the Gamorrean Thug Rival in the book. Definitely suggest against combat right away, pointing to the fact that the room is full of people working for the person in charge and the PC's would quickly lose this battle.

Gamorrean Thug (RIVAL)

BRAWN 4 AGILITY 2 INTELLECT 1 CUNNING 1 WILLPOWER 1 PRESENCE 1

5 Soak, 14 Wounds

Skills: Brawl 3, Melee 3

Talents: Knockdown

Equipment: Crude Gamorrean vibro-axe (melee; dam 7; crit 4; range Engaged; Pierce 2, Vicious 3)

*Once inside this main hall, you are faced with your prospective employer. A large, slimy slug that puts off quite possibly the worst smell some of you have ever smelled. His appearance isn't much better either. Once you're all in the room, he begins to speak. His translator droid begins to interpret.*

Translator Droid: "Greetings to you, I am the great and powerful Lahgo! My empire stretches far and my influence is vast. I have called you here today to offer you a job. Now you may consider refusing my offer but let me remind you why you are here. Whatever work you had before has vanished, whoever had employed you avoids you now at all costs. Your funds have run dry and you have decided to accept the only offer remaining, mine. All of that is my doing and is just a tiny display of my power."

Lahgo the Hutt (NEMESIS)

BRAWN 4 AGILITY 1 INTELLECT 2 CUNNING 3 WILLPOWER 3 PRESENCE 4

Soak 5 Wounds 19 Strain 15

Talents: Nemesis 1, Enduring 1, Nobody's Fool 1, Grit 1, Toughened 1, Kill with Kindness 1, Plausible Deniability 1, Scathing Tirade 1, Inspiring Rhetoric 1

Skills: Coercion 2, Deception 2, Leadership 1, Negotiation 1, Streetwise 1

Equipment: Vibro-Ax (Melee; dam 4; crit 2; Range [Engaged]; Pierce 2, Sunder, Vicious 3)

When the players ask about the job, Lahgo begins to explain, though not much information is given. It seems that an employee of his was contracted to pick up a "package" for him, consisting of several crates of "product". This employee has not been seen nor heard from by the Hutt in a few days and the shipment is late. Other than that, all the Hutt can give you is that the employee is a Male Rodian named Leesik Naru with light blue skin, about 1.6 meters in height, doesn't seem to wear anything flashy or noticeable and carries a light blaster on him. He lives here on Nar Shaddaa but nobody is sure of where, as the Rodian was quite private. The Hutt mentions asking a colleague of his named Juuga. Lahgo's men report seeing Juuga often at the local nightclub, "Aggressive Gyration". The conversation ends with Lahgo promising rewards to the PC's handsomely and then warning them not to come back without the shipment. This has to be brought back to Lahgo in 1 week's time, as his buyer is getting incredibly nervous about the entire ordeal.

As the players leave the estate, describe a bit of their surroundings, mentioning the

*Creepy, dark alleyways and shifty looking characters standing around outside. Nar Shaddaa, The Smuggler's Moon is the most illicit establishment this side of the Galaxy.*

As the players start to explore around, they can have some optional encounters. These encounters are in a separate document and have multiple parts to them. They are separated from the main campaign so that they may be added in and out when applicable.

Scene transition after the optional encounters to the PCs arriving outside the nightclub.

*You round one of the myriads of building corners and come across a flashy nightclub. The owner seems to try harder than needed to catch attention as the lights are blinding and music was blaring from so far away. You look up and see the title "Aggressive Gyration", complete with the blinking figure of a human dancing wildly.*

When the group goes inside:

*The door slides open with a click and you're assaulted with sound so loud you'd cup your ears... that is, if you weren't already rubbing your eyes from getting a direct view into the lights. As you make your way into the bar, you grow accustomed to the pain. The bartender welcomes you in, though you can barely hear his exact words.*

This is the place they need to go to get their information about Leesik Naru. Inside the club are the typical patrons: a lot of humans, Twi'leks and other aliens, either there for drinks and a good time or for business. The person who would know everyone there is the bartender, so the PC's best option is to question him. With a successful money bribe: 30 credits and an Easy (1 purple) Charm check or an Average (2 purple) Deception/Coercion check, the bartender will point you the way of Juuga. He is off in a corner of the club, burying his face in his drink. If PC's fail their checks, Juuga approaches them when they walk away from the bartender.

Juuga (RIVAL) Explorer: Scout; Pilot

BRAWN 3 AGILITY 2 INTELLECT 2 CUNNING 2 WILLPOWER 2 PRESENCE 3

Soak 4 Wounds 13

Talents: Stalker 1 (+1 boost to stealth & coordination), Grit 1, Short Cut 1, Full Throttle

Skills: Astrogation 1, Athletics 1, Negotiation 1, Perception 1, Piloting Planetary 1, Piloting Space 1, Survival 1

Equipment: Brass Knuckles (Melee; dam +1; crit 4; Range [Engaged]; Disorient 3), Heavy Clothing (+1 Soak), Commlink, 1 Stimpack

*Juuga is a Gran male, about 1.8 meters tall, ugly as sin and isn't too pleasant to be around either.* The players may question him about his association with Leesik without skill checks and find out that Juuga thinks Leesik had not left the planet recently.

Ask the group to choose someone to make a Perception check. With a successful Easy (1 purple) Perception Check, The PC's take note of Juuga being overly suspicious in the way he's acting, shifting his multiple eyes around to look for escape routes. Questioning him about this will require a dice check.

He mentions a few things of note when talking about Leesik, namely Leesik's former lover being around more recently and his behavior being quite odd, likely due to her influence. The only clues to Leesik's residence he can give are for you to find Yan, his Twi'lek love. She often is found in her makeshift parts shop for droids, *The Rusty Bucket*. Juuga then leaves the club.

PC's may optionally follow Juuga out of the bar if they make a successful Easy (1 purple) Stealth check. He will walk down an alleyway in which he speaks with a man for a few moments, and then receives payment for something. The PCs hear him mentioning the name Travin Scori.

Juuga then leaves the area and the scene transitions to the PCs at The Rusty Bucket.

*Inside The Rusty Bucket you are met with a small room gorged with parts. It's difficult to tell the difference between the types of parts. The place is reminiscent of the home of a junk hoarder. As the door closes behind you a dirty, green Twi'lek pops out from among the heaps of metal and oil. Her face and hands have splotches of oil on them and her clothes are tattered and worn. There are dark circles under her eyes and she seems a little off.*

As the PCs converse, they quickly know that this is Yan, the former lover of Leesik Naru. She acts indifferent to his disappearance and claims that she hasn't seen Leesik in months, despite Juuga's reports. She remarks how he was cold to her and all he cared about was his stupid ship.

Yan (NEMESIS) Technician: Mechanic

BRAWN 2 AGILITY 2 INTELLECT 3 CUNNING 2 WILLPOWER 2 PRESENCE 3

Soak 3 Wounds 14 Strain 13

Skills: Gearhead 1, Toughened 1, Astrogation 1, Computers 1, Deception 1, Mechanics 2, Outer Rim 2, Skullduggery 1, Streetwise 1, Survival 1, Underworld 1

Equipment: Light Blaster Pistol (Ranged [Light]; Dam 5; Crit 4; Range [Short]; Stun setting), Heavy clothing (+1 Soak), Comlink (handheld), Tool Kit, Avabush Spice (1 dose)

As the PCs continue to question her, point out *the average sized containment crate sitting against one of the room's walls*. PCs may try to Charm, Coerce, Deceive, Negotiate, or Bribe (Bribe = Charm with 2 purple instead due to Yan's greed) information out of Yan about the crate. A successful check has Yan tell the PCs that she was in contact with Leesik and then tell them that it won't matter anyway, as they will be dead before she gives up her bounty. If all checks fail, she says nothing until after Combat.

*While distracted by the crate and Yan's speech, you fail to notice the junk piles beginning to move. Several droids were hidden among the junk. They are makeshift and are re-programmed to do what Yan commands. Tapping on a datapad, she points in your direction. "Attack!" she screams, as she disappears beneath the floor.*

4 Antiquated Battle Droids (Minion) as a group

BRAWN 2 AGILITY 2 INTELLECT 1 CUNNING 1 WILLPOWER 1 PRESENCE 1

Soak 4 Wounds 4

Group skill: Ranged Heavy

Equipment: {Attached} Blaster Rifles (Ranged [Heavy]; Dam 9; Crit 3; Range [Long]; Stun setting)

After the droids are destroyed, Yan pops out of a hidden room in the floor, gives up, apologizes and confesses that she had been in recent contact with Leesik. She was working for some men that told her to get back together with him. If she didn't, they would cut off her Avabush Spice supply. Leesik, being naïve, told her of a score he was going to sell for profit out from under his boss to earn quick credits and make an easy escape from his debt. It turns out that the product is drugs (Glitterstim if the group opens the crate and does an Easy [1 purple] Underworld check). Yan betrayed Leesik by shooting him and taking a third of the supply back to her shop from his hideout. She thought this was the entire amount of product and she assumes he survived and flew off-world. She lied to the gang later on that Leesik had found out she was spying and he left her no choice, claiming she never found the supply crates they mentioned.

Yan then leads the group to his home, a hidden basement off the side of a building in an alleyway and then leaves the group. She hopes they find Leesik alive but knowing him, if he is, he's already taken off in his precious Skipray Blastboat. She has no clue who Travin Scori is if the group has heard the name from Juuga or what that person has to do with Leesik.

*Leesik's hideout is probably one of the more lit places in Nar Shaddaa. A series of starmaps lay about on the table to your left. A few doors are in each direction, leading to the closet/refresher.*

*On the couch lays a datapad. A shelf is on the far wall, displaying what looks to be a taxidermized Wookiee's arm. A poster on the wall depicts starships. Something should point to his whereabouts.*

Players have several options of discovery available.

1. Examine the starmaps. Make an Average (2 purple) Astrogation check. Upon success, learn that the maps are of star systems closest to Nar Shaddaa. With a triumph, find drawings of Wookiee paws on the maps. Upon failure, players don't notice anything special about the maps other than that Nar Shaddaa is in them. Clearly Leesik had traveled somewhere recently.
2. Hack into Datapad. Average (2 purple) Computer check. Upon success, take note that Leesik's datapad username is Travin Scori and find a letter sent to Yan about his love for her being greater than that of a Wookiee's embrace. Upon failure, the players just note the username of Travin Scori. With a triumph, PC's glean receipts of fuel and ship parts.
3. Hard (3 purple) Perception check. Success will reveal a hidden compartment in one of the walls, filled with physical credits (around 200 credits) and around 10 rations that the players may take. Failure just means they don't detect it.
4. The Wookiee arm itself contains a holodisk. Inspection will bring them to an Easy (1 purple) Mechanics check which reveals that not only is it a prosthetic limb, it contains a holodisk inside. If the check is failed, the party keeps the arm as it is significant but does not know what it is for. Alternatively, it could be broken to reveal the holodisk. The disk, if used on his datapad, won't reveal anything except that it is encrypted and needs the correct algorithm to unlock, likely stored on his person or ship.

From here, the PCs should either have the holodisk or the Wookiee's arm with the holodisk in it. Either way, they have a piece to a puzzle they don't fully know how to solve. They still haven't found Leesik's ship but they know already that he left this holodisk for a reason.

They should attempt to find his ship next, as they don't have the entire shipment recovered and they still have no clue as to the fate of Leesik.

When leaving, after getting back onto the main street, the group is approached by some shady Aqualish thugs. The thugs try to mug the PCs. Players may find any way they can imagine to get out of payment of these thugs.

#### 4 Aqualish Thugs (MINION)

Minion groups: 2 groups of 2, starting at Short Range

BRAWN 3 AGILITY 2 INTELLECT 2 CUNNING 2 WILLPOWER 1 PRESENCE 1

Soak 3 Wound 6

Skills (groups only) Brawl, Coercion, Melee, Ranged (Light)

Equipment Brass Knuckles (Brawl; Dam +1; Crit 4; Range Engaged; Disorient 3)

After the encounter with the Thugs resolves, scene transition to the starport that is closest to Leesik's home.

*Through a few doorways past the usual grime you enter the spaceport doorway. At the entrance is a small kiosk with a droid behind it. "Greetings!" it blurts out as you approach. Not much else inside is noticeable, save for the near endless rows of seats. Few patrons seem to stay in the walls of the spaceport for long, other than some pilots; swapping stories about run-ins with the Empire and other nefarious organizations.*

Players may speak with the droid to get information on the ships currently docked there. The droid will start off by telling of the different ships recently docked and departed:

1. A Sullustan pilot had just recently docked there to refuel and conduct some business.
2. A rather anxious Human male in a funny looking hat just left to pursue an adventure for fortune and glory.

3. A "merchant" from Ryloth had come in a few days prior, bringing his live "cargo" off-ship. Asking specifically about a ship that has been docked for months, Leesik, Travin Scori or about a Rodian of Leesik's description will lead to the droid mentioning that no one had a ship there for that amount of time but there was someone who had only left for a short time in the last few months by the name of Travin Scori. If the players had picked up the information earlier that this was an alias of Leesik's, they will know to go there. If they had not, hearing the name again when searching for a ship is a big indicator that they should look there. Just in case, if the players ask for a description of Travin, the droid will give the same information the players know to be about Leesik: Male Rodian, light blue skin, about 1.6 meters in height, non-identifiable clothing, light blaster strapped to his hip.

*When you enter the hangar, there it is: one fairly standard, fairly lived-in Skipray Blastboat. Very few, if any, modifications were made to the starship and it was likely only used for transportation. Inside is a quaint display; what looks to be empty rations, dirty clothing and a small Astromech in the back of the cabin. Some blood that looks to be a few days old is on the floor of the ship.*

*Leesik had definitely just taken this ship somewhere recently. When you step a little further inside, a buzzing noise comes from the droid.*

The group may attempt to turn on the ship's systems but nothing of note will happen. The astromech is the key to unlocking the secrets of that holodisk.

When the group examines the droid, they note some things about it.

*A fairly standard R4 series Astromech stands lifeless in front of you. The green tint of its outer casing blends together with carbon scoring, grime and rust. Whoever this Leesik fellow is, he didn't take much time to clean his droid. You note its designation, painted on the back of the droid's casing: R4-BZ. It seems to be fully charged, hence the buzzing noise.*

R4-BZ can be turned on but needs repairs before it can break the encryption on the holodisk. To repair, one would need to make an Average (2 purple) Mechanics check. If the check fails, the group may take the droid back to Yan to fix. She wants to charge 300 credits to fix the droid. She needs the funds after you trashed her droids and her place. Negotiating is possible but she won't take less than 75 credits. Once fixed, the droid will allow the group to insert the holodisk and it will play a message from Leesik. He commends Yan on figuring out his messages to discover this one. He intended to sell off the shipment of drugs that were supposed to be for Lahgo's business so that he could buy a way off-world for him and Yan, away from the Hutt's evil reach. He explains that the rest of the shipment he had taken is stored on Kwenn Space Station and if he cannot get to it then she should find her way there. She should take a room at the Hutt Hotel and ask for a view of the Ootmian Pabol hyperlane. Further instructions would follow from there. Leesik ends the message with another profession of his love for Yan, quite an irony considering she betrayed him. If Yan is with the group, she chokes up a bit, regretting her sudden but inevitable betrayal.

*On exiting the place where the droid was repaired, roll for initiative. There were several men waiting right outside the door! These men mean business!*

This group consists of the gang members that hired Yan to seduce Leesik. They will not listen to reason and immediately start a fight with the PC's.

7 Pirate Crew "The Sons of Crime" (MINION)

3 Minion groups:

1. 2 at Short Range with Vibroknives
2. 3 at Medium Range with Light Blasters
3. 2 at Short Range with Light Blasters

BRAWN 2 AGILITY 3 INTELLECT 1 CUNNING 2 WILLPOWER 1 PRESENCE 2

Soak 4 Wounds 5

Group skills: Cool, Ranged Heavy or Ranged Light

Equipment: Light Blaster Pistol (Ranged [Light]; Dam 5; Crit 4; Range [Short]; Stun setting), Vibroknife (Melee; dam +1; crit 2; Range [Engaged]; Pierce 2; Vicious 1), Padded Armor (+2 soak)

When the last of the gang members is defeated, he speaks. He explains they hired Yan and were after the Hutt the entire time. They are trying to weaken his hold on the criminal activity that Lahgo oversees. He exclaims whatever the group does now doesn't matter as a lapse in

delivery times has caused a setback that *The Sons of Crime* will take advantage of. They had a tracker on the ship/in Yan's shop and listened to the holodisk, relaying the information to their boss before you even set foot off the ship/out of the building.

The group now knows enough information to take to the Hutt: 1. Leesik had intended to betray him but was, in turn, betrayed by his love. He is missing. 2. The drugs had been separated, one crate is at Yan's shop and the rest is on Kwenn Station. 3. Yan is working for someone in The Sons of Crime that intended she and Leesik meet together to get to the Hutt and cut off his supply chain.

Scene transition to inside Lahgo's estate.

Back at Lahgo's estate, the group presents information to him regarding the whereabouts of Leesik and the drugs. Understandably, he is furious someone is attempting to ruin his business and reputation. He intends to get his shipment back but some retribution is in order first. Nobody humiliates a Hutt and gets away with it! This matter cannot be taken lightly. Seeing as how your team did such a good job so far, he tasks you with infiltrating The Sons of Crime's base on Nar Shaddaa and sabotaging their own product. This mission has to be done without taking lives, however. Lahgo isn't much for mercy but he *would rather avoid starting a costly shooting war with a bunch of too-stupid-for-their-own-good womp rats*. The players rest there for the night. More information is needed about this gang that hired Yan. She obviously doesn't know much but maybe others in the area know more about The Sons of Crime.

*You embark once again into the musky, littered streets of Nar Shaddaa with a bit more confidence on your shoulders. After rounding a few corners, you think you hear something.*

*Stopping for a moment, you listen.*

A Gotal and a few thugs approach and the Gotal tells the PCs that his employer would like to meet with them about a prospective offer. It involves their current mission to strike back at The Sons of Crime. If the group accepts, they are forced to drink something that makes them fall unconscious. If they refuse, the Gotal orders the thugs to bring them in by force and immediately takes cover. After 2 rounds of combat, the group is tranquilized at range.

All 5 of the men are in Short Range.

Gormul the Gotal (RIVAL) Colonist: Politico

BRAWN 2 AGILITY 2 INTELLECT 2 CUNNING 3 WILLPOWER 3 PRESENCE 3

Soak 3 Wounds 13 Strain 11

Talents: Toughened, Plausible Deniability 2, Scathing Tirade

Skills: Charm 1, Coercion 1, Core Worlds 1, Deception 1, Leadership 1, Negotiation 1, Perception 1, Ranged (Light) 1

Equipment: Light blaster pistol (Ranged [Light]; dam 5; crit 4; Range [Short]; Stun Setting), Heavy clothing (+1 Soak)

Torruga's Devaronian (RIVAL) Hired Gun: Bodyguard

BRAWN 3 AGILITY 3 INTELLECT 2 CUNNING 3 WILLPOWER 2 PRESENCE 2

Soak 4 Wounds 15 Strain 11

Talents: Toughened, Barrage 1, Body Guard 1, Hard Headed 1

Skills: Athletics 1, Brawl 1, Gunnery 1, Melee 2, Ranged (Heavy) 1, Resilience 1, Streetwise 1

Equipment: Combat Knife (Melee; dam +1; crit 3; Range [Engaged]), Heavy Clothing (+1 Soak)

Torrge's gunman (MINION) Smuggler: Scoundrel  
BRAWN 2 AGILITY 3 INTELLECT 2 CUNNING 2 WILLPOWER 2 PRESENCE 2  
Soak 3 Wounds 6

Equipment: Light Blaster Pistol (Ranged [Light]; dam 5; crit 4; Range [Medium]; Stun Setting),  
Heavy Clothing (+1 Soak)

Torrge's Marauder (MINION) Hired Gun: Marauder  
BRAWN 3 AGILITY 2 INTELLECT 1 CUNNING 2 WILLPOWER 2 PRESENCE 2  
Soak 3 Wounds 8

Equipment: Truncheon (Melee; dam +1; crit 3; Range [Engaged])

Torrge's Rodian (MINION) Smuggler: Pilot  
BRAWN 2 AGILITY 3 INTELLECT 2 CUNNING 2 WILLPOWER 1 PRESENCE 2  
Soak 2 Wounds 6

Equipment: Light Blaster Pistol (Ranged [Light]; dam 5; crit 4; Range [Medium]; Stun Setting)

End of Act 1