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A *STAR WARS: UNKNOWN REGIONS* ADVENTURE

for the *Star Wars Roleplaying Game Saga Edition*

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It is a time of civil war. Throughout the galaxy, Rebel agents continue their struggle against the GALACTIC EMPIRE. At the edge of the Outer Rim, the Rebels have secretly infiltrated an Imperial scouting mission moving deep into the UNKNOWN REGIONS. Posing as loyal members of the Imperial Scout Corps, the Rebels spies carry out their own exploration goals – searching for new allies and bases for the Rebel Alliance.

Using This Adventure

This adventure is designed to run in a single evening or convention slot, but may be expanded or altered by the gamemaster to fit a home campaign. This is a classic era adventure, but may be adapted to other eras by changing some names, titles and a few droids. The adventure includes six 9th level pregenerated player characters, highlighting *The Unknown Regions* and *Scavenger's Guide to Droids.* It also uses talents, feats and more from other *Saga Edition* books. For reminders and ease of use, the blue text on the character sheets summarizes talents and feats not already integrated into the stats, but see the original sources for the official rules.

Adventure Background

Rebel agents have infiltrated an Imperial scout mission into the Unknown Regions. The Imperial mission is led by a local political leader, nominally to raise his profile and extend his sphere of influence into the Unknown Regions that border his area of space in the Outer Rim. The exact starting location is not important, the gamemaster may pick any similar area to set the game. In reality, the Imperial leaders are originally from the UR, and created the mission as cover to secretly return.

The unusual nature of the mission's purpose and political origin has not gone unnoticed. An Imperial Security Bureau agent has infiltrated the crew while investigating the leaders. The Rebels have also infiltrated the mission, riding into the UR on the Imperial's ship, while planning to make off with a smaller scout ship to continue their own search for allies and base locations in the area.

The efforts and goals of all three groups collide at the start of this adventure. This is a very fluid adventure. How it unfolds greatly depends on the player character's actions when encountering the Imperial leaders and, eventually, the ISB agent. An outline of events is given below. They they will occur more or less in order, but who is on who's side and at what time will vary, depending on how the player characters play their parts - as loyal Imperials, aggressive Rebels or something else entirely.

Significant Gamemaster Characters

Imperial Mission Leaders:
Lord Co Talo – Near Human mission organizer, commander and Imperial politician. He is cunning and manipulative, with an icy coolness to his demeanor. See below for his stats.

Captain Merod – Near Human, Lord Talo's advisor and friend. He is steadfastly loyal to Talo and very protective of him and Sar. See below for his stats.

Imperial Scout Lin Sar – Near Human, Unknown Regions expert scout. The most irrational of the three, and prone to angry outbursts. See below for his stats.

> ***Motivations:*** The Imperial leaders are not true Imperials, and never have been. They are some of the few surviving members of the Blackshackle fleet, and part of the Blazing Chain Force tradition (see UR 32). After the destruction of the Blackshackle fleet, these survivors fled into known space as the Empire was taking power. They quickly integrated themselves into the chaotic Outer Rim society and worked their way up in the local political scene, until their leader became known as Lord Talo, a loyal, local Imperial politician. Now years later, Talo has planned their return to the Unknown Regions by personally overseeing an official Imperial scouting mission, using a scout ship carrier called the *Star Hunter* to transport themselves into the territory. They plan to take a smaller ship, the *Distant Star*, to meet surviving Blackshackle members.
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> Talo, Merod and Sar believe the player characters to be loyal members of the Imperial Scout Corps, to be used solely to achieve their personal goals. Should they discover they are Rebel agents, they will not view them any differently, though they might use the information when dealing with ISB Agent Arko. They will defend themselves if attacked.

Imperial Security Bureau Officer:
Agent Emik Arko – Human. He is focused and loyal to the Empire. He trusts no one aboard and is willing to use everyone else to his advantage. See below for his stats.

> ***Motivations:*** Agent Arko is an experienced, ambitious ISB agent intent on gaining enough notoriety in the Outer Rim to earn a promotion to a more important position. Arko's skill paid off when he learned that Lord Talo was arranging what amounted to a personal mission into the Unknown Regions using Imperial resources. However, Arko was unable to tie all the leads together before the *Star Hunter's* departure, so he joined the mission as a scientific specialist. He suspects Talo,

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Merod and Sar to be Rebel agents or corrupt Imperials seeking to make off with a small fortune into deep space. He wants to capture them and return to Imperial space. He suspects they will use the *Distant Star,* and has taken steps to use its onboard systems and droids to spy on them from a large crate hidden in the cargo hold.

Arko has been so focused on the mission leaders, he has not detected the Rebels. If he does, he views them as a major threat and will attempt to apprehend them if possible, or eliminate them if needed. He will be very interested in their reactions to the Imperial leaders.

Droids:
The *Distant Star's* complement of droids is listed below. Lord Talo and his staff depend on them to carry out repairs and other tasks. The droids are nominally loyal to the Empire, but Agent Arko has superseded their programming, making them ultimately loyal to him and carrying out his orders. He has installed tracking devices and hidden cameras, enabling him to follow any conversation when they are present. While the number and type of droids is important, the GM may substitute exact models or increase their CL as needed if more robust combat is desired.

Astromech: R3-29 (TG 136), R2-03 (SE 198), R5-82 (TG 137)
Probe: AS23-33 (UR 43), M38-E (SG 114), Viper V9h (SE 202)
Protocol: M-3P0 (TG 160)
Security: M VII Seeker (TG 156) (3 on board)
Service: CZ-70 (SG 80), MEV-3n (SG 116), G2-11 (SG 98)

Blackshackle crew of the *Burning Comet*:
Gan Lonno – Captain, aggressive and eager to rebuild the Blackshackle fleet. He will do anything to reunite with Talo and his cohorts. Use Lord Talo's or stats with similar Force abilities.

Fason, Toli, Menzal – crew. Tough, fearsome and loyal to Lonno and the Blackshackle crew. Tainted by the dark side. Use Sar's stats, or similar stats with moderate Force abilities.

Motivations: The Burning Comet crew are determined to bring the Blackshackle survivors on board and depart as soon as possible. They care nothing about the Empire, Rebellion, or their agents.

Adventure Map

The gamemaster should use a Colossal sized starship for this adventure. As the entire adventure takes place onboard the ship, the deckplan should fit on the tabletop, so everyone can move their minis around as needed, and it is clear where each character is at any given moment. The *Exodus*-class heavy cruiser from MapsofMastery.com is ideal for this purpose (using stats from sterlinghershey.com). However, any ship that fits on a roughly 24x36 battle grid will work as long as it has the following areas: command center, 2 cargo holds, engineering, escape pods, and rooms that can double as droid repair bays and probe droid holding areas. It should have halls and rooms where characters may be contacted or attacked without the entire ship becoming instantly aware of it. A second ship map may be useful if you believe that the player characters will board the *Burning Comet*.

Adventure Events

Instead of providing a detailed breakdown of each encounter, each major event of this adventure is summarized below. As the the actions and reactions of the various gamemaster characters are highly dependent on the player character's decisions, this allows the GM to adapt gamemaster character reactions as needed and still keep the overall story line moving forward. Additionally, the GM is free to use Perception and other skill checks as needed as the characters search and use the ship.

Events prior to adventure start:

- Agent Arko sneaks aboard *Distant Star* to sabotage the hyperdrive and keep the Imperial leaders from escaping.
- Rebels sneak aboard to stash supplies in a cargo hold.
- Imperial leaders sneak aboard, enter the cockpit and take off.
- Agent Arko manages to only partially sabotage the hyperdrive before fleeing to his secret surveillance station in a cargo hold other than the one the player characters are using.
- The Imperials activate the *Star Hunter's* self destruct to cover their tracks with the Empire and assume the ship will eventually be listed as another casualty of the Unknown Regions.
- The Rebels in the hold feel the sudden acceleration as the ship departs the landing bay, but are unaware of the *Star Hunter's* destruction.
- Agent Arko activates his spy droids and ship's security system in time to see the the *Star Hunter* explode, but doesn't know who is responsible.
- Before anyone can do anything else, the *Distant Star* immediately jumps to hyperspace, but the semi-sabotoged hyperdrive jolts the ship violently, knocking out the crew for several hours.

Adventure Start:

- **Crew awakes** – Imperials and Agent Arko awake before the Rebels.
- **Rebels move** – They likely go to cockpit and/or engineering.
- **Cockpit** – Hatch is unlocked, Imperial leaders not expecting anyone aboard. All three leaders, R3-29 and M-3P0 present.
    - Leaders react to Rebels' lead. Their **cover story** is that they fled the *Star Hunter* moments before a Rebel explosive destroyed the ship. No lifepods detected. They're heading to the nearest suspected settlement based on probe droid sensor logs (this is a lie – they know where their rendezvous point with the *Burning Comet* is supposed to be).
    - They are **off course** in an asteroid field due to a hyperdrive malfunction they haven't investigated yet (true, but the rendezvous point is on opposite side).
    - Lord Talo will attempt to **order the Rebels** around as subordinates if possible. He hopes to overpower them if needed once they meet up with the *Burning Comet*. They fight only if attacked, and don't hesitate to use their Force abilities, especially as surprise attacks.
    - If the **Rebels reveal themselves** to be Rebels, Lord Talo attempts to broker a deal for their help in exchange for

information on the Unknown Regions. He is stalling for time, hoping the *Burning Comet* will arrive before any fighting begins.

- **Engineering** - Mechanics DC 25, hyperdrive is wrecked but repairable with 2 days of work, DC 30. R2-03 and G2-11 can also provide this info and are already working on damage to other systems from the hyperdrive's electrical overload.
- **After the cockpit and engineering encounters,** the ship enters a more violent section of the asteroid field. Several hit the ship (Damage 10d6), possibly reducing the ship's Dexterity and requiring immediate repairs by the crew. Afterwards, the Rebels should make DC 15 Pilot or Perception rolls to figure out that either the steering is damaged, and/or the pilot isn't very good. They may convince the Imperials to admit they're depending on the R3 pilot, who can't handle the asteroid field.
- If **Rebels play the part of loyal Imperials**, Agent Arko tells one of the protocol, secretary or service droids capable of speech to try to question one the Rebels and see where their loyalties lie. The Rebels should naturally think the Imperial leaders are checking up on them. The droid should suggest that the Imperial leaders are corrupt or possibly Rebel agents and see what happens. If the droid thinks the character is trustworthy, it hands him or her an encrypted comlink. Agent Arko speaks through it to try to convince them to help him capture the Imperial leaders.
- If the **Rebels reveal themselves** as Rebels, Agent Arko uses the droids to make it appear that the Leaders are trying to get rid of them by attacking them. Arko also believes they might be responsible for the destruction of the *Star Hunter*.
- The ship continues to **traverse the asteroid field**, make Pilot checks as needed to navigate the hazards and avoid collisions, typically DC 20 to 30. Either the R3 or another player character may aid as a copilot.
- If a player character ends up **piloting during most of the adventure**, allow them to get up during brief breaks in the asteroid field so they can participate in other ways if so desired. Also, the pilot may be the first to see/detect the arrival of the Blackshackle ship (below). Play it up as an unknown vessel, especially at a dramatically appropriate moment. Use the Jumpmaster 5000 (UR 52) with an added laser cannon turret or a similar ship for *Burning Comet* stats.
- Investigations of any **destroyed or disabled droids** reveals Arko's espionage equipment with a DC 25 Mechanics check. The player characters may also **detect Arko's use of the ship's security system** with opposed Use Computer checks. His droid control is through a separate wireless system.
- Searches of the ship for **Arko's location** require a DC 40 Perception check in the proper cargo hold, reduced if they can track the droid's communications signals. They may discover the data links from the ship to the Arko's crate.
- Once **Arko is discovered**, he uses all of the droids to attack the player characters and defends himself accordingly.
- The Blackshackle ship ***Burning Comet* arrives** in the area (or the *Distant Star* arrives at the rendezvous). PCs in the cockpit detect its arrival visually or with sensors. The Imperials will want to dock with it, nominally to secure help for their damaged ship. The Blackshackle all speak Sy-Bisti trade language, which the Imperials know but the Rebels and Agent Arko do not. This might be a clue that they know each other.
  - **Once docked,** all bets are off – the Imperials may attack the Rebels before or after the *Comet* crew boards the ship. They want the *Distant Star* for themselves. However, if they are close to being defeated, they'll cut their losses and flee aboard the *Comet*.
  - **If the Imperials leaders are revealed/defeated** before the *Comet* arrives, the *Comet* still tries to dock with the ship, and will attack the *Distant Star's* engines in an effort to disable it. If the heroes detect the ship, a space battle through the asteroid field begins. If the player characters try to talk their way out of it, they may be able to negotiate a swap or other nonviolent end to the encounter.
  - **Agent Arko** will battle against the Blackshackle crew if needed, but flees if he has no hope of winning in the long run.
- **Final escape** – if needed, the Imperial leaders can flee using an escape pod and hope the *Burning Comet* picks them up. Arko has no escape route, but may surrender if all hope is lost.
- **If the Rebels win,** they may gain control of both ships, or may flee aboard one or the other if the opportunity arises. They may continue their mission as they see fit.
- **If the Rebels lose,** they may find themselves captured by the Blackshackle crew and held until they are freed in the future by another Blazing Chain attack. Alternatively, they may be captured by Agent Arko and brought back to Imperial space.

Lord Talo **CL 9**

Medium Near Human noble 5/scout 2/Force adept 2
Force 4; **Dark Side** 5
Init +5; **Senses** Perception +12
Languages Basic, Sy Bisti

Defenses Ref 23 (flat-footed 22), Fort 24, Will 27
hp 68 **Threshold** 24

Speed 6 squares
Melee unarmed +5 (1d4+4)
Ranged heavy blaster pistol +7 (3d8+4)
Base Atk +5; **Grp** +6
Atk Options Force Redirected Shot, Point Blank Shot
Special Actions Coordinate, Force Focus, Negate and Redirect
Force Powers Known (Use the Force +12): *negate energy (2), move object, vital transfer*
Force Techniques Force Power Mastery (*negate energy*)

Abilities Str 10, Dex 13, Con 14, Int 12, Wis 16, Cha 16
Special Qualities Naturally acrobatic*
Talents Coordinate, Force Focus, Force Power Adept (*negate energy*), Force Redirected Shot (UR 33), Negate and Redirect (UR 33)
Feats Force Sensitivity, Force Training, Improved Defenses, Point Blank Shot, Skill Focus (Persuasion), Skill Focus (Deception), Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Acrobatics +10*, Deception +17, Endurance +11, Knowledge [bureaucracy] +10, Perception +12, Persuasion +12, Survival +12, Treat Injury +12, Use the Force +12
Possessions heavy blaster pistol, medpac, comlink, datapad
** Near Human trait*

Captain Merod / Lin Sar **CL 8**

Medium Near Human soldier 7/Force adept 1
Force 3; **Dark Side** 3
Init +11; **Senses** Perception +10
Languages Basic, Sy Bisti

Defenses Ref 24 (flat-footed 22), Fort 23, Will 24
hp 83 **Threshold** 23

Speed 6 squares
Melee unarmed +10 (1d6+7)
Ranged heavy blaster pistol +10 (3d8+6) or
Ranged heavy blaster pistol +8 (4d8+6) with Rapid Shot
Base Atk +7; **Grp** +10
Atk Options Force Redirected Shot, Point Blank Shot, Precise Shot, Rapid Shot
Special Actions Damage Reduction 10, Devastating Attack (pistols), Rising Panic
Force Powers Known (Use the Force +12): *battle strike, Force slam, move object, surge*

Abilities Str 16, Dex 14, Con 14, Int 12, Wis 12, Cha 16
Special Qualities Naturally acrobatic*
Talents Damage Reduction 10, Devastating Attack (pistols), Force Redirected Shot (UR 33), Rising Panic (UR 33), Weapon Specialization (pistols)
Feats Armor Proficiency (light, medium), Force Sensitivity, Force Training (2), Martial Arts I, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Acrobatics +10*, Mechanics +10, Perception +10, Use Computer +10, Use the Force +12
Possessions heavy blaster pistol, comlink, datapad
** Near Human trait*

ISB Agent Arko **CL 9**

Medium Human noble 4/scout 3/enforcer 2
Force 4; **Dark Side** 4
Init +10; **Senses** Perception +10 (can reroll, must take second result)
Languages Basic, Bocce, Bothese, Durese, High Galactic, Huttese

Defenses Ref 26 (flat-footed 24), Fort 21, Will 22
hp 60; **Threshold** 21

Speed 6 squares
Melee unarmed +6 (1d6+4) or
Ranged blaster pistol +8 (3d6+4) or
Ranged stun grenade +8 (4d6+4 stun) or
Base Atk +6; Grp +7
Atk Options Charging Fire, Nonlethal Tactics, Point Blank Shot, Precise Shot,
Special Actions Shake It Off, targeted suspect +1 (FCG 45)

Abilities Str 10, Dex 12, Con 13, Int 14, Wis 12, Cha 14
Talents Acute Senses, Demand Surrender, Surveillance (FCG 28), Presence, Nonlethal Tactics (FCG 45)
Feats Charging Fire, Linguist, Martial Arts I, Precise Shot, Point Blank Shot, Precise Shot, Shake It Off, Skill Focus (Gather Information), Skill Focus (Persuasion), Skill Training (Endurance), Weapon Focus (pistols), Weapon Proficiencies (pistols, simple weapons)
Skills Deception +11, Endurance +10, Gather Information +16, Initiative +10, Knowledge (bureaucracy) +11, Knowledge (social sciences) +11, Perception +10 (can reroll, must take second result), Persuasion +16, Stealth +10, Use Computer +11
Possessions blaster pistol, 3 stun grenades, Imperial Scout Corps uniform, encrypted comlink, datapad

Targeted Suspect If an ISB officer spends a full-round action observing an opponent in combat, he gains a +1 bonus on attack rolls and Deception, Perception and Persuasion checks. The benefits last for the remainder of the encounter. He cannot use this ability until after his opponent has acted during combat.