

STAR WARS

ROLEPLAYING GAME

Last Call at Leatherback's

A New Jedi Order Adventure for the *Star Wars Roleplaying Game*

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MINT-ADVENTURE
LAST CALL AT LEATHERBACK'S

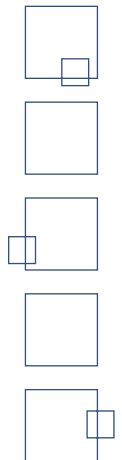
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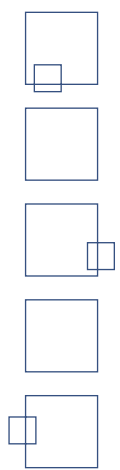
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"Last Call at Leatherback's" allows the players' characters to experience firsthand the Yuuzhan Vong invasion of Sriluur—an important hub on the Sisar Run. Though the planet is doomed to fall, the heroes will have the opportunity to foil the plans of the Peace Brigade, battle the Yuuzhan Vong's vicious reptoid ground troops, duel Yuuzhan Vong warriors, and save an important underworld dignitary in the process.

How to Use This Adventure

If you will be playing a hero in "Last Call at Leatherback's," read no further unless you want to spoil the surprise. The following information is intended for Gamemasters only.

The adventure is intended for a party of four heroes, all at 3rd level. It's assumed that the heroes are interested in opposing the Yuuzhan Vong in order to save their own skins, make a little money, do a little good, or all three. "Last Call" is presented here as a stand-alone adventure, but with a little tweaking can fit nicely into your New Jedi Order era campaign. It might also serve as a good starting point for such a campaign.

Why Are the Heroes Here?

Sriluur, the homeworld of the Weequay people, is a key location on the Sisar Run. The heroes might be here for a number of reasons, including:

- ☞ They might be smugglers or freelance lawbenders lying low after a recent successful job.
- ☞ They could live on Sriluur and operate out of Leatherback's bar.
- ☞ They might be New Republic agents sent to check on the planet and see if the Yuuzhan Vong have actually made it that far.
- ☞ They could be allies of the Jedi—and more than one might be Jedi themselves. In this case, they're probably with Kyp Durrón's faction.

However the heroes end up in Leatherback's bar, the important thing is that the group is prepared to work together, whether for the common good, survival, or money.

And one more thing: they do not have a ship. Yet.

Scene 1: Drink Up

As the curtain rises on our story, the heroes sit around a table in a dingy dive known as Leatherback's. Like many spaceport watering holes in Meirm City—one of two large cities on the surface of hot, dry Sriluur—Leatherback's is owned and operated by a Weequay (named Leatherback, naturally). He stands behind the bar, pouring drinks, while a lone, middle-aged Twi'lek female twirls on a small stage that's almost as run-down as she is. A few other scattered aliens hang around the bar and some darkened tables, while an extremely drunken Weequay sits unsteadily at the edge of the stage, staring up longingly at the used-up dancing "girl."

Everywhere, conversations are about the Yuuzhan Vong invasion and the exodus of people leaving Sriluur in an attempt to head off the inevitable. Leatherback is annoyed at the drop in business and the fact that he had to get rid



THE SRILUUR EXPERIENCE

Sriluur, fifth world of the Sriluur system, rivals Tatooine for harsh, dry, desert conditions. At first glance, the planets seem quite similar and Meirm City might be mistaken for Mos Eisley to the untrained eye. Unlike Tatooine, however, Sriluur is particularly rich in base metals, especially copper. The sands of the deserts themselves are quite copper-rich, and coppery-green oxidized dust settles over every exposed surface on the planet.

If a character leaves the city and enters the desert, thirst, dehydration, and eventually death may result. For more information, consult the rules on Thirst in Chapter 12 of the *Star Wars Roleplaying Game* core rulebook.

of his bartender droid. The Trandoshan in the corner grumbles that his most recent smuggling job flew the coop before he was paid. Whole clans of Weequay are forming militia armies to fight the invasion that everyone on the planet soon expects.

As the heroes enjoy a drink, lunch, cards, or whatever strikes their fancy, they hear a commotion outside. It seems to be moving down the street, heading this way.

The Droid Riot

If the heroes investigate, they see a gang of six Humans forcing a small group of droids down the street. The Humans shout epithets and anti-droid, anti-Jedi slogans, hurl chunks of metal and garbage, and generally do everything in their power to batter the droids, driving them forward. Several other aliens have noticed what's going on, but they seem to be more interested in their own business—all except a lone, well-dressed Rodian, who seems intent on protecting the droids. (Any character who succeeds at an Intelligence check against DC 12 notices that the Rodian seems intent on protecting one LOM-unit in particular.) The Rodian calls for help to passersby and the open windows of buildings as he's forced down the street, but no one responds. If the droids and the Rodian are going to survive, it will be up to the heroes to lend a hand.

The attacking Humans are members of the Peace Brigade, the collaborationist movement that the Yuuzhan Vong began inciting years before the actual invasion. The Peace Brigadiers know that the Yuuzhan Vong are on the way and want to impress them by having Meim City cleared of droids by the time the invaders arrive. They are not high-ranking members of the Brigade, but just one of many such groups made up of low-level thugs that are doing the same thing elsewhere on the planet.

The Rodian continues to call for help, and if the heroes still don't come to the rescue, he begins shouting that he'll pay handsomely for some timely assistance.

Peace Brigadier Tactics

The Peace Brigadiers are not smart—they are bullies, plain and simple, and they believe that a bunch of helpless droids and a sniveling Rodian can't possibly put up much of a

fight. (The Peace Brigade thugs conform to the second-level thug in Chapter 14 of the *Star Wars Roleplaying Game* core rulebook.) If the heroes challenge them (with violence, diplomacy, intimidation, or what have you), the Brigadiers draw their blasters and begin firing right there on the street. Because the Brigadiers respond only by attacking, the following stats are all that are needed for the encounter:

Peace Brigadiers (6): Atk +3 melee (1d6 +1, baton) or +2 ranged (3d6, blaster pistol), Def 10, VP/WP -/15.

These Brigadiers are stubborn and determined, but they're not ready to die for the Yuuzhan Vong just yet. Once two of the six have been killed, the rest flee. If the heroes try to hunt them down, the Rodian shouts to them to return. He reminds them that chasing the thugs will do little good, and that leaving the planet should be their goal: He has inside information that the Yuuzhan Vong will be on Sriluur before the day is out.

Scene 2: A Round for All My Friends

The Rodian introduces himself as Falloon and makes an offer to the heroes: If they help him and his droid, 9T-LOM, reach their ship on the other side of town, he will get them off-planet personally. If that's not payment enough for them, he offers them a thousand credits each once he arrives at his destination—that's the best he can do, as he has no money on him. He reminds them, however, that rides off of Sriluur are not easy to come by these days.

The droids that the heroes saved begin to gather around, offering their gratitude. Many also want to know what they should do. The heroes might recommend that they hide, shut down, or even run out into the desert, but unfortunately, there is really little they can do. Passenger space is going to be far too precious to evacuate mechanicals, and it's probably only a matter of time before the Peace Brigade or their masters destroy the droids.

At that very moment, a sonic boom pierces the sky, and a group—or perhaps a squadron—of what look like flying rocks the size of starfighters cuts across the greenish sky. They're followed by larger yorik-trema landing craft. Falloon suggests that this would be a good time to run.

Chazrach Attack

As Falloon shouts directions and stays close to his LOM-unit, the heroes wind their way through the city to the starport on the other side. As they cut down a street, maneuvering through a suddenly panicked (albeit thin) crowd, they are cut off by a landing craft that settles to the ground directly in front of them. To their horror, a fleshy, oval hatch opens and disgorges a squad of 12 reptilian troops. They're armed with small amphistaffs and have large, bony, dome-like protrusions on top of their heads. They scream with bloodcurdling fury and charge en masse.

These are the Chazrach, or "reptoids," as the New Republic calls them. They are nothing more or less than mindless killing machines.

In battle, the Yuuzhan Vong use organic control vehicles to direct the Chazrach. While the control vehicle is present

and operational, the Chazrach cannot retreat, surrender, or stop fighting. When the control vehicle is gone, however, the Chazrach go berserk, attacking anything in sight—including their Yuuzhan Vong masters and each other.

Chazrach are typically deployed in large squads to hunt down, flush out, or draw out their enemies. (Treat a unit of 12 Chazrach as a Challenge Code C encounter.) In battle against these killers, many overconfident Jedi guardians charge against what they think are weak shock troops—only to find more powerful foes waiting for them nearby.

Chazrach: Thug 1; Init -1 (-1 Dex); Def 11 (+2 natural, -1 Dex); Spd 10m; VP/WP -/10; Atk +1 melee (dmg 1d6+1, amphistaff), +1 ranged; SV Fort +2, Ref -1, Will -1; SZ M; FP 0; Rep 2; Str 12, Dex 8, Con 10, Int 8, Wis 8, Cha 10. Challenge Code A.*

Equipment: Amphistaff.

Skills: Climb +3, Jump +3, Speak Yuuzhan Vong (understand only).

Feats: Armor Proficiency (light), Power Attack, Weapon Group Proficiency (simple weapons).

Species Features: Dex -2, Int -2, Wis -2.

* A unit of twelve Chazrach is Challenge Code C.

Once the heroes plow through the Chazrach, Falloon points out his ship at the starport. It's about 300 meters ahead, down a long alley. He leads them down the darkened street to the ship and freedom.

Any character with the appropriate Knowledge skill or at least 5 ranks in Pilot can tell that Falloon's ship is very, very expensive. Just who is this Rodian, anyway? And what's so important about his LOM droid?

Scene 3: Closing Time

As the heroes move toward the spaceport down the narrow alley, Falloon tells them that they'll be there in no time.

But just 20 meters before they reach the end of the alley, they see a half-dozen large, hulking silhouettes step in to block their egress. The misshapen, scarred, tattooed humanoids can only be Yuuzhan Vong warriors. They snarl and bark at the heroes in fractured basic. "*Abomination! Death to infidels!*"

Death to infidels!

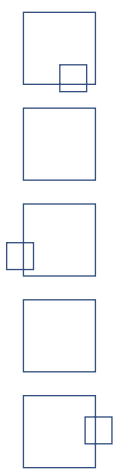
The heroes are going to earn that ride offworld.



WARTIME MEDICINE

Although they'll no doubt do their best, some of the heroes may well get hurt over the course of this adventure, possibly badly (especially if amphistaff poison is involved). Once the yorik-trema begin landing, all normal societal functions in Meirm City cease as people begin to run for their lives.

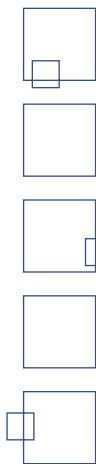
This means that medicine is there for the taking, if the heroes can find a hospital or doctor's office. Allow the heroes a chance to find such a place if they are seriously hurt or wounded. Time (and Falloon) won't allow bacta treatment, but a sufficient number of medpacs can be found.





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Face to Ugly Face with the Yuuzhan Vong

The sight of the LOM droid drives the Yuuzhan Vong warriors into a furious rage, and they immediately attack (the warriors conform to the typical Yuuzhan Vong presented in Chapter 14 of the *Star Wars Roleplaying Game* core rulebook). They focus on the droid and anything between them and their target, such as the heroes. If the heroes manage to stay at a distance from their attackers, the Yuuzhan Vong will switch tactics and draw their thud bug launchers.

Note that amphistaffs and thud bugs have variable damage and effects depending on how they're used. Refer to Chapter 14 of the *Star Wars Roleplaying Game* core rulebook or *The New Jedi Order Sourcebook* for details on using Yuuzhan Vong equipment. Because the warriors respond only by attacking, the following stats are all that are needed for the encounter:

Yuuzhan Vong Warriors (6): Atk +2 melee (varies, amphistaff) or +1 ranged (2d6 + *special*, thud bug), Def 12, VP/WP 11/12.

The Yuuzhan Vong are armed with both amphistaffs (melee weapons) and thud bugs (ranged weapons), but the sight of a droid drives them so insane with disgust and hatred that they charge directly into melee. 9T-LOM is their target, of course, and as he interposes himself between the attackers and his protocol droid, Falloon instructs the heroes that the droid *must* make it offworld, even if he does not. He has no weapon, but will die to protect the droid.

In Case of Broken Droids

9T-LOM—plucky, brave droid that he is—still might catch a stray amphistaff and get knocked down for the count. In such a case, all is not lost; the data can still be retrieved from the droid by an experienced technician. However, Falloon might have to let his true identity (as detailed in the Epilogue) slip to convince the heroes that he can find a tech capable of pulling that off.

In Case of Broken Rodians

If Falloon is nearing death for any reason, he will pass the access codes to his private yacht, the *Gilded Thranta*, on to one of the heroes before he expires.

Once inside, the heroes will be able to launch the ship, then they can worry about where they're going. However, whether the heroes defeat all of the Yuuzhan Vong, or simply manage to fight their way to Falloon's vessel, they're going to need luck and a little skill to get off the planet.

Scene 4: One for the Road

Once inside the *Gilded Thranta*, Falloon asks the heroes whether any of them is a decent pilot. He can fly the ship himself, but he'd rather keep a close watch on 9T-LOM on the way to their destination—Coruscant. (This information can be provided by coded datapad or by 9T-LOM himself, depending on how the previous fight went).

Parting Shots

As they enter the upper atmosphere, they see the wreckage of numerous ships that attempted to escape Sriluur's fate. As they move through the debris, a squad of coralskippers intercepts the yacht at point blank range (the Yuuzhan Vong fighter craft are moving at ramming speed). Working in two pairs, the skips alternate tactics: the first two attempt to establish pursuit, while the other two fire. (See Chapter 11 of the *Star Wars Roleplaying Game* core rulebook for stats on the Yuuzhan Vong coralskipper.) If you have *The New Jedi Order Sourcebook*, feel free to add the new maneuvers and combat tactics presented in that volume.

Fortunately for the heroes, the *Gilded Thranta* is far from defenseless—it's been outfitted with dual laser turrets and a supply of concussion missiles. This should give everyone in the party something to do during starship combat. For example, one hero might pilot the craft, two more can sit in the laser turrets, and a fourth can arm and fire the concussion missiles.

The heroes' goal is either to destroy the coralskippers or, failing that, to keep themselves and their ship together for 1 minute (10 rounds), after which time they will have cleared Sriluur's gravity well and be able to make the jump to light-speed. No time is needed to calculate the coordinates; Falloon's already got them programmed in and ready to go.

The Gilded Thranta

Craft: Ubrikkian FX-77 Star Yacht; **Class:** Space transport; **Cost:** Not for sale (likely valued at 400,000 credits); **Size:** Small (44 m long); **Crew:** 1 or 2 (Normal +2*); **Passengers:** 8; **Cargo Capacity:** 45 metric tons; **Consumables:** 1 year; **Hyperdrive:** x 1.5; **Maximum Speed:** Ramming; **Maneuvers:** +3 (+1 size, +2 crew); **Defense:** 23 (+1 size, +12 armor); **Shield Points:** 110; **Hull Points:** 180; DR: 10.

Weapon: Dual laser cannons; **Fire Arc:** Turret (top); **Attack Bonus:** +5 (+1 size, +2 crew*, +2 fire control); **Damage:** 5d10 x 2; **Range Modifiers:** PB +0, S +0, M/L n/a.

Weapon: Dual laser cannons; **Fire Arc:** Turret (belly); **Attack Bonus:** +5 (+1 size, +2 crew*, +2 fire control); **Damage:** 5d10 x 2; **Range Modifiers:** PB +0, S +0, M/L n/a.

Weapon: Concussion missile tube (12 missiles); **Fire Arc:** Front; **Attack Bonus:** +5 (+1 size, +2 crew*, +2 fire control); **Damage:** 8d10 x 2; **Range Modifiers:** PB +0, S/M/L n/a.

* Substitute pilot's skill modifier or attacker's ranged attack bonus as appropriate.

Epilogue: Escape to Coruscant

The familiar stars over Sriluur streak into white lines as the *Gilded Thranta* slips smoothly into hyperspace. At this point, the heroes learn the truth about "Falloon" either from the grateful Rodian, from his droid if he didn't survive, or from his personal logs if neither survived. His real name is Soolehad, and he **had been** the chief accountant for the Black Sun criminal organization in this sector. His droid contains

centuries' worth of financial records of an underworld empire that spanned the galaxy.

Soolehad tells the heroes that once they reach Coruscant, he plans to deliver 9T-LOM to **some "friends"** and ask for a well-deserved retirement. **If pressed, he laments the passing of the Black Sun organization and mentions that he still performs special missions for a small group of "businessmen" who, like him, are ex-Black Sun. He offers to put in a good word for heroes interested in similar work with the group.**

Where to Go from Here?

The heroes have escaped the occupation of Sriluur and gotten in good with **Soolehad's criminal employers**. They might decide to throw in with **their new pals** and attempt to fight the Yuuzhan Vong from **the** underground. Then again, since they're headed to Coruscant, they might volunteer there to help the New Republic with other evacuation efforts. Or perhaps a grate-

fully retiring Soolehad gives them the *Gilded Thranta* as their payment, providing the heroes with a well-armed ship to travel the newly dangerous galaxy. If the heroes have any Jedi in the group, they might set out to join Kyp Durrone's Dozen or Master Skywalker himself.

After all, it's a whole new order out there.

About the Author

One-time *Star Wars* RPG editor Cory Herndon is now a freelance writer, editor, and game designer. Cory's work has appeared in *AMAZING Stories*, *DUELIST*, *TOPDECK*, *Star Wars Gamer*, and *DRAGON*. He is also the author of Volumes 5 and 6 of the *MAGIC: THE GATHERING Encyclopedia*. Cory's first published fiction will appear in *The Secrets of Magic* anthology—he recommends purchasing a copy for each room of your house.

Cory is currently working on a fantasy novel and a box of donuts, not necessarily in that order.

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