

STAR WARS

ROLEPLAYING GAME

Head Trip

A *Star Wars Roleplaying Game* Adventure

By Jeff Grubb



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THIS D20 SYSTEM GAME USES MECHANICS DEVELOPED FOR THE NEW DUNGEONS & DRAGONS GAME DESIGNED BY JONATHAN TWEET, MONTE COOK, SKIP WILLIAMS, RICHARD BAKER, AND PETER ADKISON.

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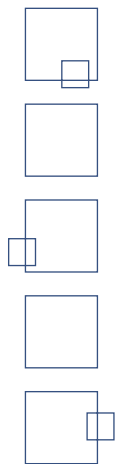
It is a hive of scum and villainy. In the floating city of Tolea Biqua, everyone has a price and everything is for sale. The information vendor and scavenger Ginder the Bimm has a particularly juicy item available for sale, and an increasing desire to unload it. A number of factions of the Cularin system are interested in the item, but not all of them want to pay the price . . .

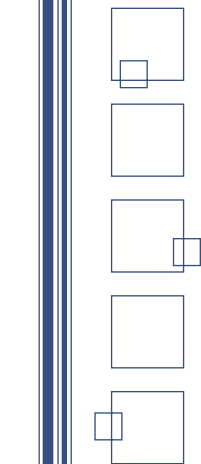
Head Trip is an adventure for the *Star Wars Roleplaying Game* designed for four to six 5th-level characters. The heroes are offered an item that several other groups want as well—groups that won't take "no" for an answer. *Head Trip* is set on Genarius, a gas giant in the Cularin system, in the Rise of the Empire era. With slight modifications, it may be adapted easily for other locations and eras. The *LIVING FORCE Campaign Guide* will enhance your enjoyment of the adventure but is not required for play.

Note that while *Head Trip* takes place in the setting established in the *Living Force Campaign Guide*, the events, places, and individuals in this adventure don't come from the RPGA's ongoing **Living Force** Campaign. The Cularin system holds a wealth of possibilities for exciting adventures, and Gamemasters shouldn't feel constrained by the **Living Force** Campaign when designing their own home games. *Head Trip* is an example of how to put your own spin on the setting.

Background

Ginder (pronounced with a hard "G") the Bimm, a native of Tolea Biqua, has acquired the old and battered head of a protocol droid, L80-RC. Ginder has discovered that the droid once worked for a former crimelord of the Cularin system, Riboga the Hutt, and he figures that it might still have information in its memory chips that could prove useful. Ginder's tried to sell the head, but he's succeeded only in attracting the attention of two rival groups: soldiers





answering to scheming Colonel Jir Tramsig, and thugs who want the head to help them get in good stead with the current crimelord of the Cularin system, the mysterious alien Nirama.

Unbeknownst to Ginder, a third group has taken interest in the head. Droids from Uffel, a poisonous moon of Genarius, have their own reasons to ensure that no one tries to benefit from the information still in L80-RC's head. What's more, they also have the means to prevent it from falling into anyone's hands.

Getting the Heroes Involved

The heroes are operating in the Cularin system when one of them gets a message from Ginder the Bimm. Ginder's known to be a general scavenger and information broker who's been right more often than he's been wrong. (Another way to involve the heroes is to say that Ginder's family and the character's family go way back, with mutual favors owed on both sides).

Heroes who work for larger organizations, such as the Republic or the Jedi Council, will have to take time off from their other duties in order to respond to Ginder's message, which sounds extremely urgent. Therefore, Gamemasters should run *Head Trip* in periods between major epics for the heroes, or when they otherwise have a little "down time."

Repair, Computer Use, Disable Device and Demolition skills are useful for this adventure. They're not required, but the lack of these skills might limit the heroes' options. Similarly, it's a good idea if the heroes have their own ship, but again, it's not a necessity.

About Ginder the Bimm

There are two types of Bimms. The first is a relatively short humanoid, while the second is also short but more mammalian in nature. Ginder is of the latter type. He stands around 1 meter high and is covered with tan fur, with an elongated muzzle, small dark eyes, and long, floppy ears. On each hand, he has three fingers and an opposable thumb. When the heroes meet him, Ginder will be wearing yellow trousers and a jacket of the same shade — yellow is a favorite color of Bimms.

In general, both types of Bimms are noted for their friendliness, hospitality, and cheerfulness. They're also known as a species that loves to haggle and make deals. Often, Bimms are diplomats, merchants, or scoundrels, and should they accumulate sufficient funds in their adventures, they retire as nobles. Their home planet is Bimmisaari.

The message from Ginder is urgent, imploring the hero to come at once to a cantina in Tolea Biqua known as the *Falling Rodian*. The Bimm will wait there every afternoon for as long as he's able. It seems that he's found something he feels is dangerous to hang on to, and he wants to put it in the hands of "someone who can take care of it." The idea of a Bimm parting with anything without at least an hour of haggling is a surprise to the hero involved and underscores the seriousness of Ginder's situation.

About Tolea Biqua

Tolea Biqua is one of a number of floating cloud cities

within the gas giant Genarius. It's a disorganized mass of building styles and garish lights, a testament to bad taste and worse design choices. Once the home base of the crimelord Riboga the Hutt, the city still caters to the vices of its inhabitants and visitors, and it lays claim to the dubious honor of having more bars than any other location in the Cularin system. It's a wild, brawling place, where fights are commonplace, deals are struck in the shadows, and no one speaks of what they see.

The heroes arrive at Tolea Biqua either via their own ship or by taking passage on another vessel without incident. A few credits to a tipster at the spaceport yields (relatively) accurate directions to the *Falling Rodian*. If any of the heroes ask, they find out that the *Falling Rodian* is not the worst bar on Tolea Biqua nor the best, but it is favored by aliens and has frequent brawls. The adventurers should be careful.

Scene 1: Ginder's Story

Read the following aloud to the players:

The name of the cantina is the Falling Rodian, and the sign over the door shows a panicked member of that species toppling off a cloud city railing. Beneath it are signs posted in basic and in pictographs stating that no droids or blasters are allowed inside.

The name of the bar commemorates some now-forgotten event, as the cantina has changed hands a dozen times since it first opened. After reading the signs, the heroes might decide to leave their droids (if any) outside and conceal whatever weapons they might be carrying. However, if they do enter the bar with either droids or visible weapons, no one tries to stop them—and a quick look around will show that just about everyone else in the cantina is armed.

Once the heroes enter the building, read them the following:

You see a typical cantina crowd in the room — a variety of Humans and aliens imbibing all manner of substances. There are oddly colored ales and strange infusions, smoldering braziers and hokkums of glitterstim. The Falling Rodian apparently caters to a wide variety of tastes. As you come in, a few of the patrons look up at you, then slowly turn back to their various drinks. There's no sign of Ginder the Bimm.

To generate a unique set of small encounters in the *Falling Rodian*, use the instant cantina generator available at our website (www.wizards.com/starwars). Unless you decide otherwise, the bartender is an old Human who gives the heroes the once-over if they order drinks (and harangues them from the bar if they don't). The bartender's name is Norben, and he knows Ginder. If asked, Norben says that the Bimm has been here every afternoon for a while now, waiting for something or somebody. The barkeep remarks that Ginder struck him as being more nervous than usual.

Later in the adventure, a fight will break out. Norben's statistics are given below in case the heroes involve him in

some manner with the brawl. However, if left to his own devices, Norben will dive for the floor when the fighting begins and not surface until the dust has settled. Similarly, the various barflies in the *Falling Rodian* will not directly battle the heroes, though some of them might be attacked inadvertently. At any time, a dozen or so patrons mill about the cantina, not including the heroes and the thugs who arrive in Scene 3.

Norben, Barkeep: Commoner 1; Init +1; Defense 11; Spd 10 m; VP/WP -/13; Atk +0 melee (1d3 punch), +1 ranged; SV Fort +1, Ref +1, Will +4; SZ M; FP 0; Rep 1; Str 10, Dex 12, Con 13, Int 11, Wis 12, Cha 14.

Equipment: The Falling Rodian cantina, various comestibles.
Skills: Profession (bartender) +4, Knowledge (Tolea Biqua) +7.

Feats: Skill Emphasis: Knowledge (Tolea Biqua).

Typical Barfly: Commoner 1; Init +0; Defense 10; Spd 10 m; VP/WP -/10; Atk +0 melee (1d3 punch), +0 ranged; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; Rep 0; Str 10, Dex 11, Con 10, Int 11, Wis 10, Cha 11.

Equipment: Favorite stimulants, personal belongings.
Skills: Craft (varies) or Profession (varies) +4, Knowledge (obscure trivia) +4

Feats: Skill Emphasis (Craft, Knowledge or Profession).

After talking to Norben, the heroes should have a chance to settle in. Feel free to run a few small encounters from the cantina generator, but nothing should occur that breaks out in a fight. If the heroes ask for a detailed description of the other patrons in the bar, mention a number of races and types, and include the three freelance thugs (a Sullustan and two Trandoshans, apparently making a business deal over drinks; the trio are described in full below, in Scene 3). Then read the following aloud to the players:

After you've waited for half an hour or so, the doors swing open, and Ginder bustles in, a package wrapped in brown paper under his arm. He looks around frantically, seemingly afraid of his own shadow. When he spots you, he visibly relaxes and makes a beeline to you.

"Am I glad you came," Ginder says, placing his parcel on the table with a heavy thump. The package is about the size and shape of a Human head. "I've been carrying this around for days, even sleeping with the thing. It's been too much. They're after me. I have to get off the planet. A ticket, a berth—anything. I'll give it to you, and then it'll be your worry. You've got to help me."

The fact that the Bimm is not even haggling should clue the heroes in to Ginder's barely restrained panic. If they ask him what he's talking about, or if they simply unwrap the package, they learn the reason for his worry.

In the package is the head of a protocol droid. It's an older model, battered and dimpled along the forehead, with a light green patina that resembles weathered copper. The head is deactivated, wires dangling from its neck. Anyone who examines the head will feel that a Repair skill check (DC 15) would get it operating again,

given a proper power source and connections, or that a Computer Use skill check (DC 17) could download the data contained within, given the proper tools. In addition, on a successful Repair skill check of DC 15, anyone who studies the head will notice that extra chips and devices have been added to its circuit boards. They look like they were added after the droid was put in operation, perhaps installed by more than one owner. If the heroes continue to poke around the head for three or more rounds, a successful Demolitions check (DC 20) will identify explosive material within.

What Ginder Knows

After letting the heroes get a good look at the head, Ginder tells them a bit more about the object that's caused him so much worry.

"It's an old L80 model. Riboga used them when he ran the joint. I find it while going through some salvage shipped back from Uffel, the droid moon. I'm surprised to find it. The droids there recycle just about everything useful. Anyway, I shop it around, figuring it might have some useful data in it. Some guys want it without paying. That's bad business. I say no. They start following me. And then some other guys start following me, too—soldiers. And then these droids come around, asking people about me. That's when I decide I can't hold on to it, but I can't sell it. I don't want to just dump it in an alley, either. Someone needs to take care of it. So I call you. You take it, and then it's your worry, not mine."

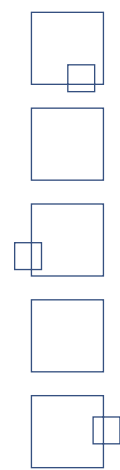
After finishing his story, Ginder pushes the droid head across the table to the heroes. If asked for details, the Bimm doesn't have much more to add. The people who are after him are two groups of "guys." One group consists of a varying number of alien toughs who apparently seek to earn points with Nirama, the crimelord of the Cularin system. The heroes have almost certainly heard of him, though no one seems to know anything about Nirama's race or origin. The mysterious alien took over the smuggler syndicates after Riboga the Hutt left the area.

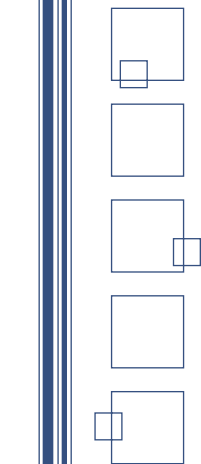
In Ginder's opinion, the other group of "guys" after him is military in nature, though they don't wear uniforms. The heroes might already know (and can learn by talking to patrons in the cantina) that the Republic does have a military presence in the Cularin system, but it's underpowered and its officers are extremely disliked.

And the droids? Most likely, they're from the moon Uffel, which is uninhabited except for a large, self-governing droid mining operation. Ginder figures they want the L80 head back for their own strange reasons.

Ginder is adamant about giving the droid head to the heroes. He doesn't want to give it to either group of "guys." He can't abandon it, as he fears that his pursuers will still come after him. He needs to get off Tolea Biqua, and he needs the heroes to take the head.

After Ginder has had a chance to clarify (or fail to clarify) his points, he lets out a frightened "Eep!" and dives under the table. Proceed to Scene 2.





Ginder the Bimm: Bimm Fringer 3; Init +2; Defense 17 (+1 size, +4 class bonus, +2 Dex); Spd 6 m; VP/WP 23/14; Atk +2 melee (1d2 punch), +4 ranged; SQ Barter; SV Fort +5, Ref +4, Will +1; SZ S; FP 1; Rep 1; Str 10, Dex 14, Con 14, Int 10, Wis 11, Cha 13.

Equipment: L80-RC droid head, personal belongings
Skills: Climb +3, Diplomacy +7, Gather Information +6, Hide +7, Jump, Knowledge (Cularin system) +7, Listen +7, Read/Write Bimm, Search +5, Speak Basic, Speak Bimm, Spot +6, Survival +4.

Feats: Alertness (bonus feat), Dodge, Trustworthy, Weapon Group Proficiency (simple weapons and blasters).

Scene 2: The Military Guys

Read the following aloud to the players.

Standing in the doorway are three Humans—two men and a woman. They're wearing miner's gray jumpsuits, but the creases are neat and precise, and their hair is short and worn in a military style. Their shoulders are back, their bearing haughty, and their eyes scan the crowd like hawks. From Ginder's reaction, this is one of his groups of "guys," probably the soldiers.

The three Humans are Teck Randon, Kirla Shorg, and Joq Landhauer, soldiers who are part of the Republic forces in the Cularin system. They don't wear identification as such, nor will they identify themselves. However, they're seeking to recover the droid head because they know that it once belonged to Riboga the Hutt, and they believe that it may still contain information useful to their superior officer, Jir Tramsig.

Teck, the leader of the three, does the talking. Kirla and Joq are there to provide the muscle. The soldiers realize that others are after the head as well, but they're determined to find it first. If they can get it peaceably, so much the better, but they're willing to break a few legs if need be.

Teck strides over to the table where the heroes sit. Before he arrives, the adventurers can try to re-wrap or hide the droid's head, but that won't help—the soldiers have already spotted it.

"Excuse me," says Teck in a bluff, intimidating voice. "We are investigating a theft. I think your friend here"—Teck motions towards the cowering Bimm—"has something that does not belong to him. If he is smart, he will give it back, and no one will get hurt."

Ginder launches into a detailed defense of how Bimms don't steal—theft is against their beliefs, a crime as bad as murder. Meanwhile, the heroes can try to reason with the soldiers, though they'll find the military intractable. Teck and the others simply want the head. They don't want to explain themselves. They don't want to pay for it. They just want it, immediately.

The heroes can also try to intimidate the soldiers or use a Jedi mind trick, both of which might work, at least until the fists start flying. Of course, the heroes might decide to hand

over the head and solve Ginder's problem for him, in which case the Bimm will squeal but acquiesce.

But no matter which course of action the heroes follow, the fun has only just begun. Proceed with Scene 3 if the conversation with the soldiers reaches an impasse, if the heroes decide to give the head to the soldiers, or if the heroes try to attack the military trio and perhaps flee the cantina.

Republic Soldiers (3 - Teck Randon, Kirla Shorg, Joq Landhauer):

Human Soldiers 4; Init +7; Defense 16 (+3 level +3 Dex); Spd 10; VP/WP 30/13; Atk +6 melee (1d3+2 punch or 2d4+2 vibrodagger), +7 ranged (3d4 hold-out blaster); SV Fort +5, Ref +4, Will +1; SZ M; FP 1; Rep 1; Str 14, Dex 16, Con 13, Int 12, Wis 10, Cha 8.

Equipment: Comlink, datapad (with information on Ginder's movements), vibrodagger, hold-out blaster.

Skills: Computer Use +7, Demolitions +3, Gather Information +1, Intimidate +5, Listen +2, Pilot +8, Read/Write Basic, Repair +5, Search +3, Sense Motive +2, Speak Basic, Spot +4, Treat Injury +3.

Feats: Alertness (bonus feat), Armor Proficiency (light, medium and heavy), Dodge, Improved Initiative, Point Blank Shot, Precise Shot, Weapons Group Proficiency (simple weapons, blaster pistols, blaster rifles, heavy weapons, and vibro weapons).

Scene 3: Things Get Interesting

When the negotiations bog down or the matter of the head's ownership seems in danger of being resolved, read the following to the players.

You realize that more individuals have joined your conversation. A trio of cloaked figures, two large and one small, have come up to the table. The two large figures are Trandoshans, while the smaller is a Sullustan.

"Excuse me," says the Sullustan, "but I believe that the object you're discussing was once the property of Riboga the Hutt. As such, it is now the property of his heir, Nirama. We will claim it for him. Give it to us, now."

The Trandoshans growl menacingly.

The Sullustan, Jubieck, tries to come across as polite and friendly, but the hostile air of the Trandoshans Orix and Dimogog make it clear that the newcomers are in no mood for games. As they all stand around the heroes' table, the newcomers and the soldiers check each other out, sizing up what seems to be competition for the droid's head. No member of either group has any visible weapons. However, the three soldiers and the three aliens all are armed, though none of them will draw a weapon unless one of the heroes does first.

At this point, be sure you know where the head is. Is someone holding it? Is it on the table? Who is closest to it?

Give the heroes a chance to react. They'll most likely try to grab the head and run, attack the soldiers, or attack the aliens. But if they don't act quickly enough (and hopefully catch their opponents by surprise), one of the Trandoshans, Orix, makes a grab for the droid's head or attacks the character holding the head.

The cantina brawl has begun.

Jubieck, criminal gang leader: Sullustan Scoundrel 4; Init +8; Defense 20 (+6 level +4 Dex); Spd 10; VP/WP 20/8; Atk +3 melee (1d3 punch or 2d4 vibrodagger), +6 ranged (3d4 hold-out blaster); SQ Better Lucky Than Good, Illicit Barter, Darkvision; SV Fort +0, Ref +7, Will +2; SZ M; FP 1; Rep 2; Str 10, Dex 18, Con 8, Int 14, Wis 13, Cha 12.

Equipment: datapad (with description of Ginder), hold-out blaster, vibrodagger, stylish outfit, cloak.

Skills: Appraise +6, Bluff +5, Climb +2, Computer Use +5, Diplomacy +3, Disable Device +5, Escape Artist +10, Gather Information +6, Hide +10, Intimidate +3, Knowledge (criminal operations) +5, Listen +11, Move Silently +9, Repair +5, Search +7, Sleight of Hand +10, Speak Basic, Speak Sullustese, Spot +9, Tumble +14.

Feats: Alertness, Improved Initiative, Skill Emphasis (tumble), Weapons Group Proficiency (simple weapons, blaster pistols).

Trandoshan Leg breakers (2 - Orix and Dimogog):

Trandoshan Fringers 4; Init +4; Defense 15; Spd 10; VP/WP 21/14; Atk +6 melee (1d3+3 punch or 2d4+3 vibrodagger), +3 ranged (3d6 blaster pistol); SQ Barter, Darkvision, Jury-rig +2; SV Fort +6, Ref +2, Will +2; SZ M; FP 1; Rep 1; Str 17, Dex 10, Con 14, Int 10, Wis 13, Cha 9.

Equipment: blaster pistol (holstered under cloak), heavy cloak, vibrodagger.

Skills: Climb +8, Hide +5, Intimidate +6, Jump +9, Listen +2, Pilot +5, Search +5, Speak Basic, Speak Dosh, Spot +8, Tumble +2.

Feats: Alertness, Improved Initiative, Point Blank Shot, Weapons Group Proficiency (simple weapons, blaster pistols).

Running the Cantina Brawl

The brawl can run in two phases: with and without weapons. As long as no one pulls a weapon, the various sides will fight it out with bare hands and impromptu weapons (such as chairs and bottles). But the moment a hero draws a blaster or the like, everyone else will pull out weapons, too, and things quickly get nasty.

When brawling without weapons, individuals do a base of 1d3 points of damage. A bottle (which can also be thrown) might inflict 1d3 points, while a chair causes 1d6 points. Most items in the *Falling Rodian* will not inflict more than 1d6 points of damage.

In addition, when brawling without weapons, the three soldiers and three aliens will fight only until their vitality points are exhausted. When they begin to take wound points, they will retreat from the cantina. Neither their devotion to duty nor to pay will inspire them to risk their lives for the droid's head. This is a serious advantage to the heroes, though they won't know it.

However, should a hero draw a weapon, that all changes.

All of the weapons come out, and from that moment forward, the criminals and soldiers will fight until they're at or below 0 wound points, as in normal combat.

The soldiers and the aliens attack each other just as freely as they attack the heroes. Generally, each hero should get one opponent (randomly determined), with any extra soldiers or aliens busy fighting their competition for the droid's head. The battles between Gamemaster characters aren't critical. If a hero defeats his opponent, one of the GM characters will best another GM character at the same time and be ready to attack the hero (reduce the vitality points of the hero's new foe by 10 points to reflect the previous battle).

Whoever attacks the individual holding the droid's head will always try to disarm him. A successful attempt to disarm will cause the head to fall to the ground, at which point anyone can try to pick it up.

The soldiers and the aliens will use trips, knockdowns, and grapples to delay or defeat their opponents. These forms of attack are described in the combat chapter of the *Star Wars Roleplaying Game* core rulebook. However, as the Gamemaster, you can restrict the battle to straightforward punching and kicking, if you prefer.

Of course, you shouldn't forget that the battle is taking place inside the *Falling Rodian*. Feel free to create your own detailed layout of the cantina. As a general rule, if a player asks whether or not a particular item is available for use in combat, say "yes." Is there a loose barstool at hand? A heavy mug? A chandelier? A tapestry on the wall? A window to throw someone through? Outrageous requests should be denied, but anything that might be used in a common tavern brawl can be available for the heroes.

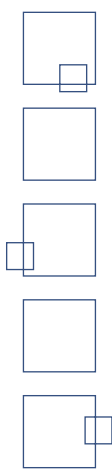
When the fighting breaks out, Norben, the bartender, will hide behind the bar until the smoke clears. The barflies will head for the exit, blocking it for the first three rounds. Ginder will hide under a table, and while he'll go after the head if it's knocked loose, he won't attack anyone.

The brawl lasts until only one group (not counting Ginder) is left standing. At that point, the victors can take the droid's head and leave. Alternatively, one or more heroes may be able to get out of the building with the head while their comrades keep everyone else at bay. If this occurs, the other groups cease fighting and gather up their unconscious or wounded allies. They won't pursue the head—it's already caused them too much trouble—but they almost certainly will threaten any heroes that remain in the *Falling Rodian*.

Another way to bring the tussle to an end is to destroy the head. After all, without it, there's nothing to fight about. If the heroes try this, use the Attack an Object rules, found in the combat chapter of the *Star Wars Roleplaying Game* core rulebook. The droid's head is considered tiny and has a defense of 17 if held, a defense of 12 if carried, and a defense of 7 otherwise. The head also has a hardness of 10 and 8 wound points.

Scene 4: Out on the Street

If someone else besides the heroes gets out on the street with the head, and the heroes remain inside the cantina, wait a moment and then read the following aloud:



Suddenly, an explosion from outside rattles the entire cantina, shattering its windows with the force of the blast. The smoking remains of the droid head's faceplate rolls back into the cantina, and comes to rest at your feet.

If the heroes are the ones to leave the cantina while still in possession of the droid head, read the following aloud:

You leave the Falling Rodian, and the remaining barflies lingering in the street scatter before you, seeking safer places to drown their sorrows. In the wake of their passing, a single 3PO unit remains on the street, holding a datapad.

"Excuse me," says the droid, "but my sensors indicate that you have the remains of an L8O-RC on your person. Those remains belong to the droids of Uffel. Will you be willing to return those remains?"

If the heroes agree to hand over the head, the 3PO unit accepts it and states that he will return it to its rightful owners.

Should the heroes refuse, the droid simply says, "I am sorry," and hits a key on his datapad. The head begins to whine as ancient circuits come online with a sound that grows higher-pitched and more urgent by the second. It sounds like a thermal detonator about to go off. Smoke begins to pour out of the ears and throat of the L8O's head.

Roll for initiative, including for the droid's head (at -3 to the roll). The L8O's head will explode on its initiative in the second round, inflicting damage as a thermal detonator (8d6 points to the 2x2 area it occupies, and 4d6 points to all those within 8 meters). The heroes have a few options.

Get rid of the head: A quick look around the street reveals a junk-strewn lot nearby. If the heroes throw the head into the lot in time, it will explode there, hurting no living beings but the rodents skittering around in the trash.

Deactivate the head: A successful Demolitions skill check (DC 20), a Repair skill check (DC 20), or a Disable Device skill check (DC15, will take only a single round) will deactivate the head. Depending on initiative, the hero will get one or two chances. If the heroes manage to deactivate the L8O's explosives, the 3PO will apologize, ask for the head again, and try to leave. It will not attack.

Throw the head to the droid: The 3PO unit will drop the datapad, bobble the head for a few seconds, catch it, and manage to say "Oh, dear!" before being blown up.

3PO series droid: Walking protocol droid, Diplomat 1; Init +0; Defense 11 (+1 armor); Spd 8 m; VP/WP -/13; Atk +0 melee (1d6 hand), +0 ranged; SV Fort +1, Ref +0, Will +2; SZ M; Rep 0; Str 10, Dex 10, Con 13, Int 16, Wis 10, Cha 10.

Equipment: Translator unit (DC 5), recording unit (audio), vocabulator.

Skills: Computer Use +4, Diplomacy +4, Gather Information +2, Knowledge (security codes) +4, Knowledge (etiquette) +4, Knowledge (Cularin system) +4, Listen +4, Repair +4. Speak Basic, Spot +4.

Feats: Skill Emphasis (diplomacy).

Wrap-Up

Riboga the Hutt ran the Cularin system's criminal enterprises before handing those duties over to his lieutenant, Nirama. L8O-RC was one of several units that Riboga used to assist with inventory. In the months before Riboga left, he set up several safe locations, often in Cularin's asteroid belt, stashed with credits, spice, and weapons, in case he ever chose to return.

The droid's head still has that information in its memory chips. Once the heroes get it up and operating, it will effectively be a treasure map to the Hutt's hidden booty. The nature of Riboga's treasure, and the traps or creatures protecting it, are left for the Gamemaster and another adventure, as are the questions of whether Jir Tramsig, Nirama, or the droids of Uffel decide to pursue the matter further.

Rewards

Regardless of whether the heroes recovered the droid's head or not, they should share a total of 1,000 XP. Any hero who risked his or her life to save the team—or performed a daring act, such as trying to deactivate an explosive droid's head with the timer running—should receive a Force Point.

About the Author

Jeff Grubb is a game designer at Wizards of the Coast, in addition to being a best-selling novelist, comic book writer, and general gadabout. He has contributed to a number of shared worlds over the years, including the FORGOTTEN REALMS, DRAGONLANCE, MAGIC: THE GATHERING, and now, *Star Wars*. He has recently completed the revised *Manual of the Planes* for DUNGEONS & DRAGONS and has been working on a *Star Wars* super-adventure. He can't speak of it yet, but those close him say he's been giggling a lot about it.

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