

STAR WARS®

ROLEPLAYING GAME

The Kitonak Connection

A Free *Star Wars*
Mini-Adventure For Any Era

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“The Kitonak Connection” is a *Star Wars Roleplaying Game* mini-adventure for four player characters of 6th level, though it can be adjusted for characters of any level. It is designed for use in the Rebellion Era, but it can easily be adapted to the Rise of the Empire period or The New Jedi Order Era. “The Kitonak Connection” follows the events of “Positive ID” (another mini-adventure available on the *Star Wars Roleplaying Game* website at www.wizards.com/swrpg and puts the heroes on the trail of a Hutt gangster on the lawless Smuggler’s Moon of Nar Shaddaa. The heroes have to use wits and detective work—and a fair amount of intimidation and firepower—to follow the clues back to the Hutt who orchestrated the whole affair.

If you plan to play a character in this adventure, don’t read any further. The information below is meant for the Gamemaster’s eyes only.

To play this adventure, you need a copy of the *Star Wars Roleplaying Game* revised core rulebook.

Adventure Synopsis

The heroes need to strike a deal with Torga the Hutt. But Torga has been the subject of death threats, and his agent, Nak Simm, was recently murdered by a Clawdite assassin. Torga knows that his rival, Moska, is behind all of this, but he needs proof.

Before Torga agrees to deal with the heroes, he wants them to gather proof that Moska has been behind a plot to discredit Torga. He puts the heroes on the trail of Nak Simm’s killer, the Clawdite known as Nomo Sliken. If the heroes can find out who paid Sliken, they can find out who was behind Nak Simm’s murder—and, by extension, who is behind the plot against Torga.

The trail leads to a Kitonak crime broker named Moap, who tells the heroes that the instructions and payment for Nomo Sliken came from Doronnar, Moska’s Kubaz lieutenant. After leaving Moap’s office, the heroes are attacked by assassins using tracker droids—under orders from Doronnar.

Torga invites the heroes to present their evidence at a banquet for Jolla, another Hutt with whom Torga wishes to do business. But Jolla is unimpressed. He leaves, stating that perhaps he’d be wiser to deal with someone more professional, like Moska. Torga is furious and refuses to honor his bargain with the heroes.

But then the heroes learn that Doronnar couldn’t have given orders to attack them—and the only other person who knew where they were was Moap. But Moap is gone, and in his office is evidence painting a fairly clear picture of a plot against both Torga and Moska. The true mastermind behind the Hutts’ troubles is the only one who would gain from their falling out: Jolla.

This presents an interesting question for the heroes: What do they do with this information?

Adjusting for Era

Given a little tweaking, “The Kitonak Connection” will work in any *Star Wars* era. The most difficult would be The New Jedi Order Era, since the Yuuzhan Vong terraform Nar

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Shaddaa within the first year of the invasion. Otherwise, the GM shouldn't have to make any significant changes.

Getting the Characters Involved

If the heroes played through "Positive ID," they're already acquainted with Torga the Hutt and his lieutenant, Thraka Duroth. Thraka, having most likely survived the showdown at the *Corusca Gem* Casino, insists that the heroes come with him to report to Torga on what happened.

If the GM is playing this mini-adventure as a one-shot, without using "Positive ID," the setup is basically the same: The heroes need something that only Torga can provide; the GM can decide precisely what that is. Their reason for going to Torga the Hutt should be urgent enough that they can't afford to wait for the situation with Moska to sort itself out, and specific enough that no one else can help them.

Scene 1: An Audience With Torga

The adventure begins as the heroes meet with Torga the Hutt in his penthouse suite on Nar Shaddaa. Torga, the heroes soon find, is in an exceedingly bad mood. He's just lost his trusted advisor, Nak Simm, to an assassin (and if the heroes played in the "Positive ID" scenario, Torga holds them at least partially responsible, since Nak was on his way to meet them when he was killed).

If the heroes haven't played the "Positive ID" scenario, Thraka Duroth fills them in: Torga's prospective alliance with Jolla the Hutt is in danger because of several death threats and various acts of sabotage (including the loss of a cargo freighter carrying a small fortune in spice). Torga has every reason to suspect his old business partner and current rival, Moska, who stands to lose a lot of money if Torga allies with the stronger, more experienced Hutt.

Striking a Bargain

Torga wants the heroes to investigate the murder of Nak Simm, and if possible, prove that it was arranged on behalf of Moska the Hutt. "Manufacture the evidence if you have to!" Torga roars. "I know Moska is responsible! I just need to prove it to Jolla!"

Until the heroes have the evidence, Torga refuses to deal with them. And they have a time limit: Jolla is visiting from Nal Hutta and leaves in two days. This is all Torga intends to offer, but if the heroes want to negotiate for a discount on future purchases, this is a good time to raise the issue. If the heroes present conclusive evidence of Moska's complicity in the plot against Torga, Torga is willing to give them as much as 20% off a single purchase (or a 15% bonus on anything he buys from them). But at least half of what they present has to have a basis in truth, and if the heroes have it in time for Torga's meeting with Jolla the next evening, Torga will double the percentage.

Torga suggests that the heroes begin looking for evidence with whoever hired Nomo Sliken. "It would not have been

Moska himself—that's too obvious," Torga says. "Start with the broker, and follow the money."

Scene 2: The Information Pipeline

The heroes can make a DC 15 Knowledge (streetwise) check to know that crime brokers deal through electronic funds transfers when large sums of money are involved—and that killing a Hutt's lieutenant would have been a high-price job. If the heroes can find Sliken's account, they can check his records and find out who paid him. Obviously, though, slicing banking records on Nar Shaddaa is no picnic. Finding Sliken's account is a DC 25 Computer Use check, and accessing it is another DC 30 Computer Use check. If both checks are successful, the heroes can learn that the last deposit in Sliken's account came from someone named Moap. This method requires one hour per check.

They can also get Moap's name via Gather Information, though that takes a bit longer. Finding the answer to the question "Who hired Nomo Sliken?" (and where to find him) is a DC 30 Gather Information check. This method requires six hours per check.

If the heroes come up with another way to track down Moap, the GM may have to make up some DCs and check times on the fly. But note that Moap actually doesn't mind being found; it's part of Jolla's plan that the heroes find evidence linking Moska to the plot against Torga.

Scene 3: Moap the Arranger

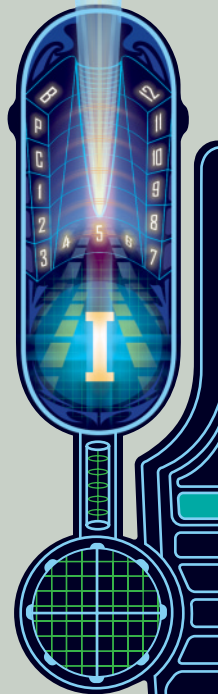
Moap does business in various bars around Nar Shaddaa, and finding him by going from place to place would take more time than the heroes have. But a DC 15 Computer Use check or a DC 10 Gather Information check reveals that Moap has an office in a seedier part of Nar Shaddaa.

Initially, Moap is tight-lipped—playing dumb, then cagey. He responds best to bribes (starting at 5,000 credits, but dropping by 500 for each 5 points by which the heroes' Diplomacy check beats his). Moap answers to threats, as well, though the heroes can make a DC 15 Knowledge (alien species) check to remember that Kitonaks fear very little—so a Kitonak giving in to threats is acting out of character.

Moap reveals that he was contracted to hire Nomo Sliken by a Kubaz named Doronnar. With more bribery (starting at 2,500 credits) or threats, Moap tells the heroes that Doronnar is one of Moska's lieutenants—meaning the assassination was ordered by Moska. For a further 2,500 credits, Moap agrees to provide the heroes with an electronic copy of the transaction. If the heroes really impress Moap with their bribes or threats, he'll throw in records of several acts of sabotage against Torga's operations, all paid for by Doronnar.

Ambush

As the heroes are departing, Moap warns them that Moska almost certainly knows that they're on his trail, and the Hutt may try to have them eliminated. Sure enough, as the heroes are leaving Moap's neighborhood, four paid assassins attack them. The assassins try to strike when the heroes are crossing an L-shaped walkway between two buildings. They



block either end of the bridge and send four DZ Series tracker droids to shoot at the heroes. The bridge is 6 meters wide and 60 meters long, with a 200-meter drop on either side (except at the corner of the L, where the drop is only 20 meters down to a support pylon). Use low-level mercenaries from Chapter 14 of the *Star Wars Roleplaying Game* revised core rulebook for the assassins; the stats for the droids are provided at the end of this mini-adventure.

If the heroes can take one of the assassins alive, they can add more evidence to their presentation. Any of the assassins can reveal that they were personally hired by Moska to watch Moap's office. (It was actually Jolla who hired them; he merely *told* them he was Moska.) They met "Moska" in a back room of the *Corusca Gem* Casino.

When the assassins saw the heroes, they contacted Doronnar on their comlinks, and he instructed them to kill the interlopers. (The call actually went to Jolla's protocol droid, imitating a Kubaz; Doronnar is currently en route back from Tatooine and unreachable while in hyperspace.)

Scene 4: Dinner Conversation

Obviously, confronting Moska—even if the heroes could get close enough—isn't likely to get a confession out of him. But the heroes should have at least one solid piece of evidence (Moap's transaction record) tying Moska to the assassination of Nak Simm. If they've been especially successful, they should have a pretty solid case against Moska, and they could be just in time to present it to Jolla at Torga's banquet.

If the heroes have the information Torga needs, they're immediately ushered into the Hutts' presence, though Jolla insists that Thraka Duroth take their weapons away first (since he has no reason to trust them as much as Torga does, and he doesn't want them armed if they've found out too much).

Jolla listens solemnly to whatever the heroes have to tell him, and he even seems a little surprised, particularly (Jolla's Bluff check opposed by the heroes' Sense Motive check) at any evidence the heroes have manufactured (since he knows *he* didn't manufacture it). After viewing Moap's records, Jolla remarks, "I've met this Kitonak. He must have charged you through the nose for all this."

When the presentation is over, Torga turns to Jolla and says, "This should prove that these 'accidents' are acts of sabotage, and the threats just a rival's attempts to discredit me. And this information proves that Moska is behind both."

Jolla is quite for a long moment, and then bursts out laughing. "So what?" he asks Torga. "So you have proof. What are you doing about it? Nothing. No, worse: You *tattle* on your rival! You're pathetic. Perhaps I should offer a partnership to Moska, instead. At least *he* understands that the way to eliminate a rival is through action, not words."

Jolla then departs, leaving a flabbergasted and furious Torga to shout at the heroes. "The deal is off!" he thunders. "Thraka! Get them out of my sight!" As Thraka and several armed bodyguards herd the heroes out of the room, Torga bellows "And don't come back until you've accomplished something *useful*!"

Outside, Thraka returns the heroes' weapons and warns them that they should stay away for a few days until Torga calms down. He says that if they want to get in Torga's good graces again, they could eliminate Doronnar, Moska's

lieutenant. Thraka says that, according to his spies, Doronnar has just returned from a trip to Tatooine; his shuttle landed about an hour ago, and the Kubaz is visiting his mistress before reporting to Moska.

If the heroes don't catch on that something's amiss, make secret DC 15 Knowledge (technology) or Astrogate checks for them. On a successful check, remind them that a comlink couldn't have transmitted through hyperspace to contact Doronnar—not without a hypertransceiver relay. And unless Doronnar's ship has a hypertransceiver itself (and Thraka can confirm it does not), Doronnar couldn't have received the transmission anyway, not until he arrived on Nar Shaddaa.

Scene 5: Gathering More Evidence

If the heroes have deduced that Moska didn't hire the assassins who attacked them, someone else must have, and Moap is a likely suspect. But back at Moap's office, the Kitonak is nowhere to be found. (He's off meeting with Jolla.) The heroes can search his office for clues, or they can slice his computer to find out if the records he provided them were genuine.

The heroes can find the following with Search checks:

1. An encrypted comlink set to the same frequency as the ones used by the assassins the heroes encountered after leaving Moap's office. (DC 25)
2. A flimsiplast printout of shipping schedules (corresponding to Torga's spice shipments). (DC 20)
3. A second flimsiplast printout of shipping schedules (corresponding to Moska's weapons shipments, which the heroes can verify with either Torga or Moska). (DC 20)
4. A datapad of Moap's schedule, including a recent note about a meeting at the *Corusca Gem* casino yesterday morning. (If the heroes check with the casino, they can discover that neither Torga nor Moska were at the *Corusca Gem* at the time, but Jolla was.) (DC 30)

The heroes can employ Computer Use checks to learn the following from Moap's computer terminal. (Each check takes 10 minutes.)

1. Moap was taking payments from both Torga and Moska, hiring thugs and saboteurs to attack key workers and disable droids and freighters. (DC 25)
2. The deposits in Moap's account from Torga and Moska are sometimes only minutes apart—a tremendous coincidence, especially for a slow-talking Kitonak. (DC 25)
3. Moap made a really large deposit yesterday, late in the day. The amount of this deposit exactly totals what Moap paid out to his thugs and saboteurs, plus a standard commission. (DC 30)



CLAWDITE FIGHT

Did Nomo Sliken survive the "Positive ID" mini-adventure? If so, the heroes can get a rematch. Moap has hired the Clawdite assassin to pose as him in case the heroes come back to his office while the Kitonak is meeting with Jolla.

Scene 6: Putting It Together

Should the heroes choose to wait around for Moap, he's not coming back until after Jolla has returned to Nal Hutta, but neither bribery nor threats work on the Kitonak now. He's rich enough from Jolla's payments not to need any amount the heroes can scrape together, and, as a Kitonak, he's not terribly afraid of any torture they can devise.

The heroes should have enough information to piece it all together for themselves, though:

1. Moap's records say he was taking payments from Torga and Moska—but neither Hutt has paid the crime broker for anything.
2. Moap has met with Jolla at least once in the last two days, and shortly after one meeting made a large deposit that coincidentally totaled up to what Moap supposedly got from Torga and Moska.
3. Moap knows the shipping schedules for both Hutts.
4. Moap—not Moska—sent the assassins who tried unsuccessfully to kill the heroes, in the process conveniently providing more evidence that Moska was behind the plot against Torga.
5. Jolla said that he had met Moap before.
6. Jolla implied that he was negotiating with Moska as well as Torga. (Moska could confirm this, if the heroes can gain an audience with him.)
7. If Torga and Moska feud, the Hutt who stands to gain is Jolla; the loser is no longer a threat, and he can drive a harder bargain with the weakened winner.

Scene 7: Denouement

None of this information is conclusive, of course, but it would be good enough to convince Torga and Moska that their real enemy is actually Jolla. Do the heroes tell the Hutts that? Or is their silence worth more to Jolla?

Each Hutt reacts differently, depending on which one (or which combination) the heroes go to.

Torga

Torga is still angry with the heroes and assumes they're lying. They need to convince him to verify with Moska that the other Hutt had been negotiating with Jolla as well. If they pull this off, Torga happily gives the heroes the agreed-upon percentage he previously offered.

Moska

Moska doesn't want to talk to the heroes, assuming they're assassins from Torga. But if they gain an audience and tell their tale, Moska keeps the heroes in his offices, under guard, until he confirms their story with Torga. Then Moska pays them 10,000 credits and dismisses them.

Torga and Moska

Assuming the heroes can arrange a peace talk with the two rival Hutts, they can lay out their information to both at once, and the two rivals quickly conclude that they've been duped. Torga gives the heroes their percentage, and Moska pitches in by covering half the cost for Torga.

Jolla

The heroes have to hurry to catch Jolla before he returns to Nal Hutta; he won't see them in his palace. If the heroes didn't come equipped with a reason not to dispose of them (like copies of the information going to Torga and Moska), Jolla has his bodyguards (six low-level mercenaries and three DZ droids) attack them. But if the heroes covered themselves, Jolla pays them 25,000 credits worth of hush money—and warns them that if they try to sell the information to Torga or Moska afterward, he'll put bounties on them.

Jolla and either Hutt

Jolla makes the best of the situation, declaring that he had already decided to sponsor the Hutt he's with at the time. Together, Jolla and this Hutt can financially devastate the other. Whichever Hutt he's with pays the heroes as described above.

All three Hutts

This version turns into a free-for-all. Shortly after the shouting starts, Jolla quietly signals for his bodyguards to come in and open fire—as do Torga and Moska. If Torga survives, he gives the heroes the agreed-upon percentage. If Moska survives, he deposits 5,000 credits in an account for them. If Jolla survives, he immediately puts bounties on all their heads. (If the heroes don't stick around, the GM should rule that Jolla doesn't survive the combined wrath of the two younger Hutts—unless, of course, the GM *wants* bounties on the heroes' heads . . .)

Supporting Cast

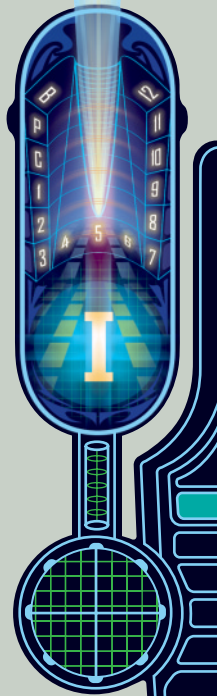
For most of the characters that the heroes meet, the GM can use various archetypes from Chapter 14 of the *Star Wars Roleplaying Game*; on Nar Shaddaa, the outlaw, smuggler, thug, and trader archetypes would be good choices. For the various Hutts' bodyguards, use mercenaries. For the hired assassins who attack the heroes, use thugs.

Thraka Duroth's stats appear in the mini-adventure "Positive ID."

Torga, Hutt Crime Lord

Torga isn't very high up in the hierarchy of the Hutt *kajidics*, but he's wise enough to know that his day will come, if he can be patient and careful. Part of his plan is to forge an alliance with his uncle, Jolla the Hutt, to combine their spice-smuggling operations. Unfortunately, his erstwhile partner, Moska, has taken exception to being cut out of the deal and seeks to ruin Torga's chances with Jolla. What he doesn't realize is that Jolla is playing Torga against Moska, in an effort to keep the two younger Hutts from joining forces against him.

Torga: Male Hutt, Noble 5/Scoundrel 3/Crime Lord 2; Init -2 (-2 Dex); Def 14 (+7 class, -2 Dex, -1 size); Spd 2m; VP/WP 67/17; Atk +7/+2 melee (1d4+2, unarmed) or +5/+0 ranged (3d6, mastercrafted blaster pistol); SQ +6 species bonus on Will saves against mind-affecting Force powers, can't be knocked prone, bonus class skill (Bluff), favor (+2), inspire confidence, noble resource access, coordinate (+1), illicit barter, lucky (1/day), precise attack (+1), contacts,



crime lord resource access; SV Fort +5, Ref +6, Will +9; SZ L; FP 3; DSP 13; Rep +4; Str 14, Dex 7, Con 17, Int 14, Wis 13, Cha 14. Challenge Code E.

Equipment: Mastercrafted blaster pistol (+2), repulsor sled, encrypted comlink, penthouse apartment on Nar Shaddaa, bodyguards, slaves, droids, private space transport, large amounts of criminally acquired wealth.

Skills: Appraise +13, Bluff +17, Diplomacy +17, Gamble +7, Gather Information +14, Intimidate +11, Knowledge (business) +13, Knowledge (Nal Hutta) +12, Knowledge (streetwise) +15, Profession (criminal) +11, Read/Write Basic, Read/Write Huttese, Sense Motive +11, Speak Basic, Speak Huttese, Speak Rybese, Speak Shyriiwook.

Feats: Infamy, Persuasive, Skill Emphasis (Diplomacy), Skill Emphasis (Intimidate), Trustworthy, Weapon Group Proficiencies (blaster pistols, simple weapons).

Jolla, Hutt Crime Lord

Torga's uncle Jolla is the mastermind behind the plot to make Torga and his old friend Moska at each other's throats, and away from Jolla's. Jolla is a devious old Hutt and has recognized that, working together, Torga and Moska could wear him down within a decade or two. So Jolla contracted Moap the crime broker to hire thugs and saboteurs to attack *both* younger Hutts, and make it look as though each was trying to eliminate the other. Meanwhile, Jolla pretends to be secretly supportive of both Hutts, but "concerned" about their recent troubles—giving Torga and Moska even more of a reason to destroy one another.

Jolla: Male Hutt, Noble 5/Scoundrel 3/Crime Lord 5; Init -2 (-2 Dex); Def 14 (+7 class, -2 Dex, -1 size); Spd 2m; VP/WP 87/16; Atk +8/+3 melee (1d4+2, unarmed) or +7/+2 ranged (3d6, mastercrafted blaster pistol); SQ +6 species bonus on Will saves against mind-affecting Force powers, can't be knocked prone, bonus class skill (Gather Information), favor (+2), inspire confidence, noble resource access, coordinate (+1), illicit barter, lucky (1/day), precise attack (+1), contacts, resource access, inspire fear (-2), minions; SV Fort +5, Ref +7, Will +11; SZ L; FP 4; DSP 16; Rep +7; Str 15, Dex 6, Con 16, Int 17, Wis 14, Cha 15. Challenge Code F.

Equipment: Mastercrafted blaster pistol (+2), repulsor sled, encrypted comlink, small palace on Nal Hutta, penthouse apartment on Nar Shaddaa, bodyguards, slaves, droids, private space transport, large amounts of criminally acquired wealth.

Skills: Appraise +19, Bluff +18, Computer Use +9, Diplomacy +20, Gamble +10, Gather Information +20, Intimidate +9, Knowledge (business) +14, Knowledge (Nal Hutta) +16, Knowledge (streetwise) +19, Listen +6, Profession (criminal) +16, Read/Write Basic, Read/Write Huttese, Sense Motive +14, Speak Basic, Speak Huttese, Speak Quarrenese, Speak Ryl, Speak Shyriiwook, Spot +6.

Feats: Infamy, Persuasive, Skill Emphasis (Bluff), Skill Emphasis (Diplomacy), Skill Emphasis (Profession: criminal), Trustworthy, Weapon Group Proficiencies (blaster pistols, simple weapons).

Moap, Kitonak Crime Broker

Moap maintains a small, shabby office on the lower end of Nar Shaddaa's mid-levels, but he mostly operates in dark, secluded bars, where he can meet his clients and operatives in privacy and anonymity. A shrewd negotiator, Moap feigns disorganization and indecisiveness, but he has a quick mind (especially for a Kitonak) and nerves of durasteel. Like all Kitonaks, he does most everything very, very slowly; Moap usually takes a long time to respond to anything said to him.

Moap: Male Kitonak, Diplomat 7; Init -1 (-1 Dex); Def 11 (+2 class, -1 Dex); Spd 6m; VP/WP -/16; Atk +3 melee (1d4, knife) or +3 ranged (3d6, mastercrafted blaster pistol); SQ +4 species bonus on checks against Bluff, Diplomacy, and Intimidate; SV Fort +7, Ref +1, Will +7; SZ M; FP 2; DSP 7; Rep +2; Str 11, Dex 9, Con 16, Int 14, Wis 14, Cha 12. Challenge Code C.

Equipment: Mastercrafted blaster pistol, encrypted comlink, multiple credit chips (26,000 credits) and code cylinders, multiple datapads, computer.

Skills: Bluff +17, Computer Use +12, Diplomacy +17, Gather Information +13, Intimidate +7, Knowledge (streetwise) +12, Read/Write Basic, Read/Write Huttese, Read/Write Kitonese, Sense Motive +15, Speak Basic, Speak Huttese, Speak Kitonese.

Feats: Great Fortitude, Persuasive, Skill Emphasis (Sense Motive), Trustworthy, Weapon Group Proficiency (blaster pistols).

Arakyd Industries DZ Series Tracker Droids

The tracker droids that attack the heroes on the way back from Moap's office are Arakyd Industries DZ Series tracker droids, purchased by Moap on Jolla's behalf. The DZ Series droids here are almost identical to those found in the *Arms & Equipment Guide*, but as with most droids bought and sold on Nar Shaddaa, they speak Huttese rather than Basic.

While attacking, the droids utter simple phrases like "Surrender and you will not be harmed," though they attack anyone, armed or not. Somewhat easily confused, the DZs might accidentally attack their assassin companions, at the GM's discretion.

DZ Series: Hovering tracker droid, Scout 5; Init +1 (Dex); Defense 16 (+4 classes, +1 Dex, +1 size); Spd 10m; VP/WP 26/10; Atk +4 melee (2d6 or DC 10 stun, electroshock probe) or +5 ranged (3d6, blaster pistol); SQ Trailblazing, heart +1, skill mastery (Spot), extreme effort, uncanny dodge; SV Fort +3, Ref +4, Will +6; SZ S; Face/Reach 2 m by 2 m/2 m; Rep +1; Str 10, Dex 12, Con 10, Int 10, Wis 16, Cha 8. Challenge Code C.

Equipment: Blaster pistol, comlink, electroshock probe, locked access, repulsorlift unit, sensors (infrared vision, telescopic vision, 360-degree vision), vocabulator).

Skills: Computer Use 8 ranks (+8), Hide 8 ranks 9 (+13), Listen 8 ranks (+11), Read/Write Huttese, Search 8 ranks (+8), Speak Huttese, Spot 8 ranks (+11), Survival 8 ranks (+14).

Unspent Skill Points: 0.

Feats: Ambidexterity, Point Blank Shot, Skill Emphasis (Survival), Track, Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Awarding Experience

Because “The Kitonak Connection” can be adapted to parties of any level, the GM must adjudicate just how challenging it was and, therefore, how much experience it’s worth. A party of 6th-level heroes should find this adventure challenging, though, so awarding somewhere between a total of 1,800 and 2,000 experience should suffice.

Further Adventures

Should the heroes remain on Nar Shaddaa, they might have a Hutt or two who owes them a favor, but they probably also have at least one Hutt who holds a grudge. Further adventures might involve bounty hunters looking for the heroes or even outright attacks on the group.

Moap, though, is a neutral figure in all such dealings, and he could become a valuable aid, if not an ally. The Kitonak can find work for the heroes or warn them (for a price) about threats to their well-being.

About the Author

JD Wiker is an Indianapolis native who has been professionally designing games since 1995. He started by designing material for the *Ars Magica* roleplaying game and *Vampire: Dark Ages*. He joined the roleplaying game team at Wizards of the Coast in 1998 to write for the fledgling ALTERNITY line, including the DARK*MATTER campaign setting. In late 1999, JD began work on Wizards’ *Star Wars Roleplaying Game*, and he became the primary *Star Wars* RPG designer until he left the company in 2002. A few short weeks later, JD began making plans with Rich Redman, Stan!, and Marc Schmalz to create The Game Mechanics, a game design studio creating d20 products compatible with the DUNGEONS & DRAGONS and d20 MODERN roleplaying games. Check out their site on the web at www.thegamemechanics.com.

