

STAR WARS®

ROLEPLAYING GAME

Zygerrian Takedown

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

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“Zygerrian Takedown” is a *Star Wars Roleplaying Game* mini-adventure for four heroes of 8th to 10th level. The adventure is set during the Rise of the Empire era, but it can be modified to work in any time period.

The scenario can be modified for heroes of higher level by increasing the number of underlings in Scenes 1 and 3, and by giving Atlee Thanda extra vitality points. In addition, raise the DCs of any skill checks by 1 point for each level the average character level in the party exceeds 10th.

The scenario can be modified for characters of lower level by reducing the number of underlings in the combats, lowering Thanda’s vitality points, and reducing skill check DCs.

Background

Zygerrian slavers have been a scourge of the galaxy’s space-lanes for centuries, surviving the best efforts of Jedi Knights, Sector Rangers, and the Imperial Navy to put an end to their trade. In recent years, Zygeria’s Thanda clan has become particularly infamous for its daring and depravity, staging lightning raids on passenger liners and simply spacing captives that don’t seem worth selling.

Four months ago, intelligence agents on Coruscant culminated a long-running sting operation, secretly detaining a rich shipping magnate named Brevis Taug and charging him with fraud. In a bid for a reduced sentence, Taug offered a new confession—and a tantalizing opportunity. A year ago, he says, he bankrolled a new fleet of Thanda slaveships, putting up regular installments of credits to pay the ships’ operating expenses in exchange for a cut of the profits. Through surveillance, the intelligence agents have traced how Taug’s credits get to the Thandas: At the beginning of each month, Taug transfers funds to the account of a Hutt-controlled company on Junction, an Outer Rim trading hub. There, one of the syndicate’s bagmen cashes out the funds and hops a liner to a far-off shadowport, where the credits are handed over to a courier from a Herglic crime syndicate with links to Zygeria.

The bagman, the shadowport, and the courier are different each month, but each courier has headed for the same place: a shabby space station orbiting Zygeria. There, it’s believed the up-and-coming slaver Atlee Thanda receives them personally aboard his space yacht. Atlee is young and ambitious, but he’s also careless—and the opportunity seems perfect to eliminate him.

The characters are hired or ordered to intercept the bagman on Junction and take his place, then do the same with the courier and capture or kill Atlee Thanda.

What Intelligence hasn’t figured out is that while the bagmen are different each time, there’s really only one courier—a Clawdite named Prit Kessek who assumes a new form for each meeting. If the characters don’t figure out her secret, they’re in for a rough reception above Zygeria.

Getting the Characters Involved

Slavers are equal-opportunity predators that have posed a threat to the stability of every galactic government at one time or another and been opposed by all of them. (Many

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Rim-worlders will tell you that slavery spread unchecked as the Republic rotted and was ignored when it suited the Emperor's purposes.) The heroes should have no shortage of reasons for helping to take a slaver down.

If the GM wishes, the heroes work for an intelligence agency as low-level operatives. (It doesn't matter which agency or which era of play—Republic, Imperial, and New Republic intelligence operatives all fought slavers, as did agents of innumerable sector governments.) The heroes can also be freelancers hired by an intelligence agency because their faces aren't known in the galactic underworld. Or perhaps the heroes hire on because of something from their pasts, such as a childhood spent in servitude or the loss of a friend or relative to slavers. Force-using heroes may be tormented by visions of the suffering of the Thandas' victims, and even scoundrels may be spurred to action by a sense of injustice. (Even at his most desperate, Han Solo was known for his hatred of slavers.)

Or perhaps the characters aren't responding to anything so noble as conscience. They may be rogues in the employ of a rival crime syndicate the Thandas double-crossed.

Whatever the reason, the heroes find themselves on a space transport headed up the Hydian Way to the rough-and-tumble world of Junction. Agents elsewhere on Junction are tracking the bagman and waiting for him to withdraw Taug's funds. The heroes' job is to stake out Junction Port's Grand Terminal and wait for the signal that tells them the bagman is about to come through the doors, then intercept him and any guards with the least disturbance possible and hustle them away.

Scene 1: Now Boarding

Located at the nexus of the Hydian Way, the Gordian Reach, and the Thesme Trace, Junction is a run-down but busy trade world where the hand of law enforcement rests lightly and "no questions asked" is the rule. Yet reminders of better times are still visible in the center of Junction City. Chief among them is the sprawling Grand Terminal, through which those arriving and departing the planet are funneled. The heroes' task is to stake out the Great Stair descending to the welter of docking bays, wait for the bagman to arrive, and intercept him. When the Terminal's announcer pages Lot Niss and directs him to meet his party at the Great Stair, it's showtime.

The vast Grand Terminal definitely looks out of place on Junction. Its entry hall is dominated by a bank of battered revolving doors that are a constant blur of motion. Above the doors, a vast electronic board shows the status of dozens of spaceliners arriving from or departing to a range of ports, from Coruscant and Kuat in the Core Worlds to Borgo Prime and Koda Space Station elsewhere in the Outer Rim. The entry hall ends in a 20-meter-wide staircase of once-gleaming marble whose long steps descend 50 meters to the welter of gates and docking bays of the Terminal proper.

Everywhere you look, the hall is abuzz with activity. A bevy of tired Trianii wait at the top of the stairs, half-heartedly trying to keep their kits from chasing

each other up and down the broad steps. Porters in worn livery rent repulscarts, while shabby touts hawk everything from fried food to map modules for datapads. The hall's high ceilings and meters of marble make even the smallest sound echo hugely, turning the babble into a wearying cacophony. As if that weren't enough, something is wrong with the public-address system, forcing those waiting to crane their heads and squint in concentration as they attempt to decipher the garbled announcements.

The heroes have about 20 minutes before the bagman arrives, long enough for them to formulate a plan—or perhaps just drive themselves mad with worry that they'll miss their announcement and not recognize their quarry. It's up to the GM to determine how well whatever plan they come up with works. Organized plans that emphasize quick action should be rewarded: One idea is to hire a hovercoach to wait outside, rent repulscarts, stun the bagman and any bodyguards, roll them onto the carts, race up the stairs and through the doors, hurl them into the coach, and speed away while everyone is gaping. But even a good plan can go awry in such a busy place, and a disorganized plan that turns into a fight on the stairs will likely become a debacle.

Of course, there should be no shortage of complications and distractions for the heroes. Here are some specific encounters, ideas, and suggestions:

What Was That Again?

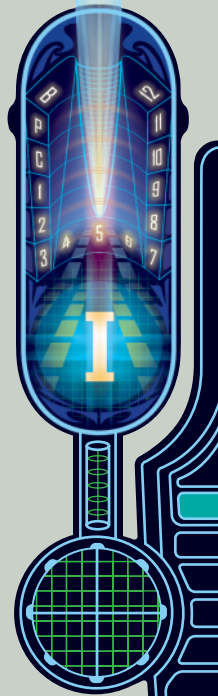
The Grand Terminal's public-address system is so garbled that heroes may think they're ordering in the airspeeder pick-up lane at a Biscuit Baron. It takes a DC 12 Listen check to accurately hear a message; the DC increases to 18 if the heroes aren't paying attention and to DC 22 if they're involved in combat or some other demanding action. It's up to the GM to determine the results of a failed roll—perhaps the heroes get the general gist of the announcement but miss the specifics, or perhaps they think they hear something other than what was actually said.

Can I Offer You Something to Read?

A trio of insect acolytes from the Triton Moons wanders around the Grand Terminal, offering anyone with a free hand or a free moment a tract of Gactimus for his or her enlightenment. The Tritonites are perfectly peaceable—the heroes have undoubtedly seen acolytes in spaceports before—but they are insistent and will make a beeline to any character who seems to be waiting for something.

Move Along, Move Along

Junction City may be a rough-and-tumble place, but it remains a functional spaceport, and that means a police presence. Two local constables patrol the Grand Terminal in leisurely 10-minute circuits. They're used to people loitering and are inclined to overlook a certain amount of shady doings, but they investigate anyone behaving strangely and will respond to trouble with stun batons or blasters, as the situation warrants. They can be bluffed, intimidated, or bribed. (The constables use the stats for Low-Level Republic



Peace Officers in Chapter 14 of the Star Wars Roleplaying Game revised core rulebook. In the Rebellion era, the GM may substitute stormtroopers.)

Don't Make Me Come Down There . . .

The Trianii family has been waiting more than an hour for their cousin to arrive on a transport from Bonadan, and everybody's tired—except the seemingly inexhaustible kits, who are amusing themselves by holding hopping contests up and down the huge staircase. The kits could easily wind up in the wrong place at the wrong time. (For stats for Trianii commoners, refer to the *Ultimate Alien Anthology*.)

Stop That Cart!

A few minutes before the bagman is due, a stooped, aged Chadra-Fan female appears at the bottom of the stairs, leading a repulsorcart nearly overloaded with luggage. She begins coaxing the whining cart up the stairs. Two problems: The cart keeps going into standby mode because the old Chadra-Fan is guiding it too slowly, and the repulsors are nearly shot, so it keeps trying to settle onto the stairs. (In fact, the repulsors will fail completely when the cart is two-thirds of the way to the top.) Will the heroes stop to help an old woman? Can they muscle the cart the rest of the way up after it conks out? What happens if the bagman arrives before they're finished?

The Prize

About 20 minutes after the heroes arrive, they hear (or perhaps don't hear) the announcement they've been waiting for: "Lott Niss, please meet your party of one Human and one Houk in the entry hall." A minute later, the bagman and his bodyguard arrive, proceeding briskly down the stairs to Docking Bay 112 and a spaceliner that will take them to Corellia, Kalarba, and then finally to Bazarre three days after that. The spaceliner doesn't leave for several hours, giving the heroes plenty of time to hustle the two off for interrogation. But they have to capture them first.

Bagman: Male Human Diplomat 2; Init -1; Defense 9 (-1 Dex); Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3-1, unarmed strike) or +0 ranged (3d4 or DC 10 stun, hold-out blaster); SQ None; SV Fort -1, Ref -1, Will +3; SZ M; FP 0; DSP 0; Rep -1; Str 9, Dex 9, Con 10, Int 11, Wis 10, Cha 10. Challenge Code A.

Equipment: Hold-out blaster, encrypted datapad (DC 30), satchel with 20,000 credit notes.

Skills: Computer Use +4, Diplomacy +7, Gather Information +7, Sense Motive +5, Speak Huttese.

Feats: Low Profile, Trustworthy, Weapon Group Proficiency (blaster pistol).

Houk Bodyguard: Male Houk Thug 3; Init +0; Defense 13 (+2 natural, +1 class); Spd 10 m; VP/WP 26/13; Atk +6 melee (2d6+3, vibroblade) or +3 ranged (3d8 or DC 18 stun, heavy blaster); SQ None; SV Fort +3, Ref +1, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 16, Dex 10, Con 10, Int 8, Wis 9, Cha 8. Challenge Code B.

Equipment: Heavy blaster pistol, vibroblade.

Skills: Intimidate +10, Knowledge (Junction) +1, Read/Write Houk, Speak Houk.

Feats: Point Blank Shot, Skill Emphasis (Intimidate), Toughness, Weapon Group Proficiency (blaster pistol), Weapon Group Proficiency (vibro weapons).

The bagman breaks down quickly once delivered to the intelligence operatives elsewhere in Junction City. The heroes will have plenty of time to memorize the codes to his satchel of credits and their instructions for meeting the courier on Bazarre, allowing one of them to assume his identity.

Scene 2: A Bazarre Encounter

After days of numbing travel aboard a creaky old transport, the heroes finally arrive at Bazarre, a space station currently located in the Mosu system, on the edge of the Outer Rim's Cademimu sector. The centuries-old station, which is of unknown manufacture, is a vast market for all matter of goods. Most business transacted on Bazarre is perfectly legal: Starhoppers moor bulk-haulers to offload foodstuffs to importers from a host of nearby star systems, while the galaxy's idle rich dock yachts and go in search of rare trinkets and amusing ephemera. The station is the site of shadier dealings, though: Private rooms are available for clandestine meetings, and some docking bays are reserved for quiet transfers of illicit goods.

The heroes are headed for Docking Bay 117 and a meeting with the courier, one Prit Kessek. (Their trip across the space station will likely be uneventful, though the GM is free to come up with an intriguing side encounter or two.)

Docking Bay 117 is a featureless oval with a small office and a cluster of fusion generators. The *Skinchanger*, a battered space transport decorated in an apparently random pattern of faded colors, rests on its landing gear in the bay. Waiting in the office is what appears to be an old, scarred Klatooinian male—Prit's chosen form for this mission. Her second-in-command, a slow-witted but loyal Gran named Kloofus, is resting in his quarters aboard the *Skinchanger*.

Prit has met with bagmen from Junction several times, and as long as the heroes don't do anything strange, her guard will be down. (She will be alarmed, however, if more than three characters try to enter Bay 117: A security camera shows the area directly in front of and around the door.) The characters should be able to get the drop on her fairly easily. A struggle or firefight in the bay or the office will awaken Kloofus, who pipes an audio feed from the area into his quarters while he sleeps. He runs to the *Skinchanger's* cockpit to monitor the situation; if Prit has been killed, he opens up on the heroes with the transport's cannons (damage 4d10 x 2). If Prit is alive, Kloofus follows her lead.

The Clawdite courier has no intention of getting killed and knows that Bay 117 isn't the place to make her stand. Unless the heroes give her no choice, she allows herself to be disarmed and takes them to Zygeria. What Prit doesn't do, if she can avoid it, is drop her Klatooinian guise and reveal herself as a shape-shifter. Nor does she tell the heroes anything about what awaits them above the slaver homeworld. She maintains that it's just a job and that she knows nothing beyond the basics.

Prit Kessek: Female Clawdite Diplomat 3/Scoundrel 5; Init +1 (+1 Dex); Defense 16 (+1 Dex, +5 class); Spd 10 m; VP/WP 26/13; Atk +4 melee (1d4, knife) or +5 ranged (3d6 or DC 15 stun, blaster pistol); SQ Illicit barter, lucky (1/day), precise attack +1, shapeshift; SV Fort +3, Ref +6, Will +5; SZ M; FP 0; DSP 0; Rep +0; Str 11, Dex 13, Con 13, Int 12, Wis 12, Cha 12. Challenge Code C.

Equipment: Blaster pistol, knife, space transport (*Skinchanger*).

Skills: Astrogate +8, Bluff +14, Diplomacy +9, Disable Device +10, Disguise +21, Gather Information +14, Pilot +10, Sense Motive +7, Speak Gran, Speak Herglic, Speak Huttese, Speak Twi'lek, Spot +5.

Feats: Low Profile, Persuasive, Skill Emphasis (Disable Device), Starship Operation (Space Transports), Trustworthy, Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (simple weapons).

Kloofus: Male Gran Fringer 3/Scoundrel 3; Init +4 (+4 Improved Initiative); Defense 15 (+7 class, -2 multiclass); Spd 10 m; VP/WP 32/10; Atk +5 melee (1d6+1, baton) or +4 ranged (3d8 or DC 18 stun, heavy blaster); SQ Barter, darkvision, illicit barter, jury-rig +2, low-light vision, lucky (1/day), precise attack +1; SV Fort +4, Ref +5, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 10, Con 10, Int 8, Wis 7, Cha 10. Challenge Code C.

Equipment: Heavy blaster pistol, baton.

Skills: Astrogate +3, Bluff +4, Gather Information +8, Pilot +9, Profession (spacehand) +6, Read/Write Gran, Search +3, Sense Motive +4, Speak Gran, Survival +4.

Feats: Improved Initiative, Low Profile, Starship Operation (Space Transport), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (primitive weapons), Weapon Group Proficiency (simple weapons).

Scene 3: Slaver Showdown

It takes three days for the *Skinchanger* to reach Zygeria, a chilly world in the depths of the near-lawless Chorlian sector, on the fringes of Wild Space. Above the planet is a pitted old space station studded with a dozen spokes at which various ships are moored. One of them leaps out at the eye: a sleek space yacht clad in gleaming crimson alloy. This is the *Scourge*, Atlee Thanda's personal starship.

Before the heroes even hail the station, the *Skinchanger's* comm comes to life, and a gruff voice directs the transport to moor at Besh gate. The station stinks: The miasma is a mixture of starship coolant, poorly recycled air, old food, stale cigarras, sweat, and fear. Only a few Humans are about, most of them sallow-faced Zygerrians with their red hair tied back.

Two Zygerrian bodyguards lean against the airlock leading to an umbilical that connects the station with the *Scourge*. They slouch indolently if approached by a single person, but snap to attention otherwise. The umbilical is locked and can be opened only from inside the *Scourge*. (If the heroes blast through the airlock, the yacht simply disengages from the station before they reach it, leaving the umbilical open to vacuum.)

The decision to admit the heroes or not is made by Liskran Dulce, Thanda's Bothan majordomo, whose security

cameras are trained on the area outside the umbilical. Dulce isn't a genius—Zygerrians are too unpredictable to attract that level of help—but he isn't a dolt, either. He's expecting a lone courier carrying the satchel from Junction City and is suspicious if confronted with anything else. (He isn't disturbed, however, if any organic biped identifies itself as Prit Kessek.)

Dulce can be duped, cajoled, or intimidated into admitting more than one person—his master routinely invites strange guests aboard and neglects to tell him—but under no circumstances will he let more than three people onto the yacht.

If she's still alive, Prit's goal is to get onto the yacht, where she figures she has the best chance of surviving. Therefore, she will warn the heroes that they can't simply blast their way aboard, that she has to be there, and that a large group will never be admitted. (If the heroes don't listen and try something that alarms Dulce sufficiently, 20 Zygerrian toughs race to the scene in 5 to 8 minutes. All Zygerrian toughs in this scene use the stats for Mid-Level Thug in Chapter 14 of the *Star Wars Roleplaying Game* revised core rulebook.)

On the Spot

The *Scourge* is a small yacht. Characters enter the hatch amidships, opposite a trio of escape pods. Fore is the cockpit; aft is a lounge (which doubles as a cargo hold) with a galley, two staterooms to starboard, and two to port, each with its own fresher. When the heroes arrive, Dulce is sitting at the lounge's tech station (which is clad in lacquered greewood), with four armed Thanda retainers arrayed around the room. Atlee Thanda is relaxing in his stateroom, watching the proceedings over his own security camera.

Assuming the characters are admitted, they find themselves in the lounge.

You suppose you'd admire the wood and jeweled fixtures of the yacht's beautifully appointed lounge more if four tattooed Zygerrians weren't pointing heavy blasters at your heads. Behind an elegant curved desk of lustrous greewood sits a somewhat-mangy Bothan with his feet up, eyes flickering over displays in the console in front of him.

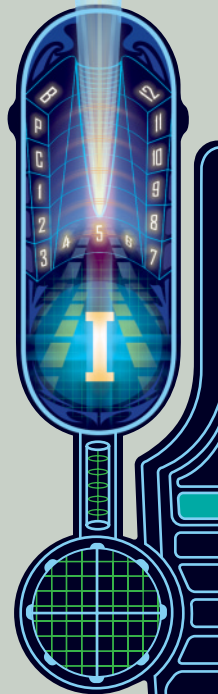
"Welcome back to the *Scourge*, my dear Prit," the Bothan says with a toothy grin.

Abruptly, a comm crackles to life.

"Yes, old girl, it's been entirely too long," a voice says. "Now, enough pleasantries. You know the drill. This time I think a Zeltron ingénue would be amusing. Don't you think so, Lisky? Okay, then, old girl. Change."

The Zygerrian toughs take a step forward.

If one of the heroes is pretending to be the courier, they're in trouble. If not, they're still in trouble: Prit isn't about to transform, and that's the signal that something's wrong. She drops to the deck, the Zygerrians open fire, Dulce cowers behind the desk, and Thanda calls for backup (bringing 20 Zygerrians in 15 to 20 combat rounds). If his retainers are killed and it's clear help isn't coming, Thanda bursts out with his guns blazing.



If they keep their cool and shoot straight, the heroes can turn things to their advantage. Once the shooting starts, a frantic Dulce won't be able to see the video feed from the airlock security camera and will unlock the umbilical if he thinks station security has arrived. (A DC 15 Bluff check convinces him.) Alternately, a character who moves behind the desk and makes a DC 15 Search check can unlock the umbilical. Then there's Prit: She transforms into a male Zygerrian to escape the firefight and races for the umbilical. If their timing is right, any heroes on the wrong side of the airlock can rush in as she rushes out.

The heroes will be in trouble if station security arrives. (If Dulce is dead, Thanda can still admit them from the state-room.) One way to avoid this is to cast off from the station, something any character who makes it to the cockpit can accomplish. If the *Scourge* casts off, however, a flight of 12 Z-95 Headhunters (see Chapter 11 of the *Star Wars Roleplaying Game* revised core rulebook) arrives within minutes. The flight leader hails the *Scourge*; if the yacht doesn't respond with the Thandas' personal code (known only by Atlee), the fighters open fire. Time is of the essence.

Atlee Thanda: Male Human Noble 4/Scoundrel 1/Crime Lord 5; Init +1 (+1 Dex); Defense 15 (+1 Dex, +8 class, -4 multiclass); Spd 10 m; VP/WP 47/10; Atk +5 melee (1d4, knife) or +6 ranged (3d8 or DC 18 stun, heavy blaster); SQ Contacts (2), coordinate +1, favor +2, illicit barter, inspire confidence, inspire fear, minions, resource access; SV Fort +2, Ref +7, Will +7; SZ M; FP 0; DSP 4; Rep +8; Str 11, Dex 13, Con 10, Int 14, Wis 10, Cha 15. Challenge Code D.

Equipment: Heavy blaster pistol, knife, comlink, encrypted datapad (DC 30), credit chip (11,500 credits), space yacht (*Scourge*).

Skills: Appraise +11, Bluff +16, Computer Use +10, Diplomacy +15, Gather Information +13, Intimidate +15, Pilot +7, Sense Motive +10, Speak Bothan, Speak Herglic, Speak Huttese, Speak T'surrese.

Feats: Frightful Presence, Infamy, Persuasive, Starship Operation (Space Transport), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (simple weapons).

Liskran Dulce: Male Bothan Diplomat 5; Init +1 (+1 Dex); Defense 12 (+1 Dex, +1 class); Spd 10 m; VP/WP -/10; Atk +2 melee (1d3, unarmed strike) or +3 ranged (3d4 or DC 10 stun, hold-out blaster); SQ None; SV Fort +1, Ref +2, Will +5; SZ M; FP 0; DSP 0; Rep +3; Str 10, Dex 12, Con 10, Int 13, Wis 12, Cha 11. Challenge Code B.

Equipment: Hold-out blaster, encrypted datapad (DC 30).

Skills: Bluff +8, Computer Use +9, Diplomacy +10, Gather Information +9, Knowledge (Galactic Law) +5, Knowledge (Zygeria) +4, Read/Write Bothan, Sense Motive +7, Speak Bothan, Speak Herglic, Speak Huttese.

Feats: Fame, Persuasive, Trustworthy, Weapon Group Proficiency (blaster pistols).

Wrapping Up

If the heroes return Atlee Thanda alive to face justice, they should receive 2,500 experience points. If the slaver is killed rather than captured, the heroes should receive 2,000 points. Either way, they are hailed for their fine work and have the satisfaction of knowing the galaxy is threatened by one fewer Zygerrian slaver. The *Scourge's* databanks turn out to be a treasure trove of information about the operations of a number of Zygerrian clans, setting up further adventures. (Alas, the elegant space yacht is impounded by the authorities.)

The heroes should beware, however: They've embarrassed a ruthless clan that lives outside the law. The Thandas have enough money to turn an intelligence agent or two; if they should figure out who captured Atlee and wrecked the Taug operation, the heroes will be walking around with rich bounties on their heads. And as a certain Corellian could tell you, a death mark's not an easy thing to live with.

About the Author

Jason Fry is a writer and editor for a newspaper Web site. He is the "Bookshelf" columnist for *Star Wars Insider*, one of the authors of *Coruscant and the Core Worlds* and *Geonosis and the Outer Rim Worlds*, and a former contributor to *Star Wars Gamer*. His favorite obsessive-compulsive pursuit is making sense of Star Wars geography. He lives in Brooklyn, N.Y.

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