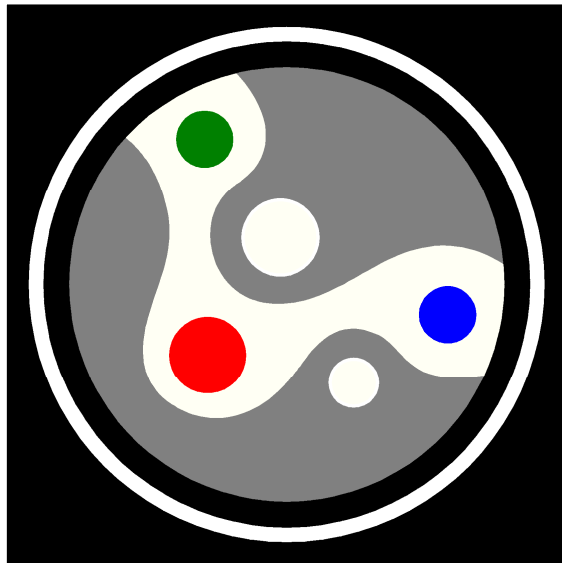


STAR WARS

Medj'K'ai Nebula

Lost Jedi of Losshaven

*Episode 3 in the Enclave of
Ice series by Tim Bancroft*



A Star Wars™ d20™ RCR Scenario for 4-6 2nd level characters.

1

The capital of the Medj'kar Nebula is the desert world of Losshaven, only half-civilised, its border regions are a lawless waste. When cattle-smuggling turns to murder, ancient, priceless Wind-Art is stolen, and a Rogue Jedi appears, the hard-pressed local sheriff is overwhelmed, and has no option but to turn to the heroes for help...

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Any action which earns experience points is given the following, which is based on 1st-level characters. If the average level is higher (it shouldn't be at this stage), drop the awards accordingly.

If successful, this counts as a challenging Encounter Goal and earns 300 XP.

Other instructions have other highlights. For example, highlights and briefings which should be read to the players have the following shadowed format.

Read or paraphrase anything within a shadowed box directly to the players, or the relevant PC, "as is" if necessary but, at least, with minimal modification. Such a box contains game-related experience and action which will affect the players.

Particularly important notes to the GM *tend to be put in italics like this*. Such instructions refer to key plot moments or to particularly important NPC actions.

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Conventions

Information contained within such a dashed, shaded box is capable of being disclosed to characters who research the system on the Holonet or who make a successful Knowledge(Med'K'ai) roll, DC 15+ (no take 10) Information within double lines needs a knowledge roll of 20+ (take 10 is possible).

Introduction to Episode 2 Part 2

Set during the Clone Wars, this is a stand-alone adventure for a group of between 4 to 6 1st to 2nd level PCs, preferably with one or two Jedi. It can also be used as a continuation adventure in the *Enclave of Ice* series. Apart from the Medj'K'ai Nebula sector guides (Players Guide and GMs Guide), it does not assume any other resources apart from the SW d20 RPG RCR, though the *Hero's Guide* (HG) and *Power of the Jedi* (PotJ) sourcebooks may be useful.

The ostensible aim of the adventure is for the heroes assist the local sheriff in the borderlands in finding and apprehending some cattle-rustlers. This ends up being complicated in that the rustlers turn out to be Wind-Art smugglers and are being hunted, in turn, by a rogue Jedi who is none too pleased in having law-enforcement personnel involved in their dark, one-person crusade against crime.

Location

The scenario is based in the **Medj'K'ai Nebula**, an out-of-the-way Sector on the Outer Rim, fairly close to Mon Calamari. The nebula is renowned for difficult travel and the acute need or regularly updated astrogation information, making trade and contact into or from the nebula only profitable for specialists.

Era of Play

This scenario, meant to be the second in a Medj'K'ai Nebula campaign, starts shortly after the start of the Clone Wars, between 7 to 9 months after the explosive events on Geonosis. The Separatists have carried out a few successful raids within the sector but, on the whole, have left it alone in favour of other, more strategic and lucrative parts of the Galaxy - much why it has been left alone for centuries.

However, within the Nebula the Medj'K'ai Nebula Mercantile Combine (the MNMC) is a major and dominant interstellar merchant and development corporation. It has close ties with the Losshaven Engineering Corporation (LEC), the most powerful electronics and manufacturing corporation within this area of the Outer Rim.

Activities and contacts within the scenario are linked to characters within the GMs guide and subsequent scenarios: this adventure, though capable of being played independently, is part of a coherent campaign which progressively builds on previous play.

Structure and Style

There are a number of structures used in this scenario: Part one was sequential, but players actions in that section govern subsequent interactions with NPCs. Part two is generally in a very "open" encounter format: some GMs or groups may prefer a more closed format. If this is the case, the encounters can be easily adapted into a more linear approach.

The Holonet

Use of the **holonet** in the nebula is sporadic - refer to the GMs guide for details but it is currently only active on a d20 result of 12+. When inactive, PCs can attempt to force a connection by altering the device making the connection beyond its operational limits - DC 21+, DMs Computer Use, with rerolls not possible. PCs may take 10, but not 20, as a failure by 5+ means the device needs repairing;.

Where the information is of vital use to the group, up to 75 XP can be awarded to the successful PC at the GMs discretion.

Goods and Prices

Trade outside the nebula is sporadic: there are very few traders willing to risk their ships and hyperdrives. Those who do are specialists, prepared to adapt to the nebula and its problems through charging a premium for the privilege.

As a result, relatively simple articles which can be built within the nebula are normal price. Such articles would be ATCs or Blaster Pistols. More advanced or more difficult items, such as eWeb repeating blasters or Bakta tanks, tend to be at a premium - as much as 20-50% above normal prices.

Highly complex or specialised items, such as starfighters or combat craft, will tend to be 50-100% more than normal, if they are available at all, and would normally have to be shipped in from outside. Freighters and starships within the nebula are classic Fringer affairs: almost cobbled together with glue and string. Atmospheric freighters or local cargo craft are often non-spaceworthy ships and shuttles - those whose thrusters or seals are beyond repair or for which repair is too expensive. Nonetheless, many on-world freight is still transported by LEO hopping shuttles.

Losshaven

The holonet entry for Losshaven from the Players Guide is reproduced in the handouts in part I, as is information on Wind-Art.

In general, whilst the few main towns and cities of Losshaven are based near its poles, there are numerous ranches on its wide-open steppes and plains further south. There is supposedly little intelligent life at the tropics or near the equator - it is far too hot and there is too little moisture for anything other than desert, sand and dunes. It is reknowned - or infamous - for the turbulent dust-storms across the sub-desert chaparral, and the abrasive sand-storms within the pervasive deserts.

Part II - Borderlands: WindHalter

After the Island

With his shuttle fixed, the pilot will insist on flying south: he has deliveries to make, income to earn, and will want to get rid of the heroes as soon as possible! He will also wish to dump the assassins from Part 1 as he is not prepared to fly anywhere unprotected with them on board. He will be open to suggestions that the Thugs:

- be taken back to TearDrop, *Note: would the PCs want to back to M-ERD territory? Suggest it as an idea if it doesn't occur to the players!*
- be left on the island with a transmitter and survival rations, or
- Make a deal with the Thugs to keep quiet and drop them off on the shores of the Northern Sea, in which case they will head off and try to return to LossHaven.
- To the authorities, whether police or Sheriff, at a settlement on the shores of the Northern Sea. After questioning the potential assassins the law officer will demand for the Thugs' 1,000 Cr tokens back as "stolen" evidence (whether it ever gets back to head office is another story!).
- Delivering them in Windhalter will mean the Thugs will plead for their lives, swearing to never harm the heroes again. They will initially run, but will end up at the Sheriff's office claiming they just arrived with the heroes, but had some problems. They will NOT mention anything about the heroes but will pretend they are acquaintances from the shuttle (unless pushed, see (d) above). They will be given a police speederbike each and asked to scout around to find information relevant to the cases. If the Thugs are not enlisted in this way, the Sheriff will enlist a trio of deputies which will interact with the heroes, later.

Scene I: Windhalter Landing Pad

The PCs will eventually fly into the "town (really a small village)" of Windhalter. The town is surrounded by compounds, many of which contain corralled banthas, steppethine and a few nerfs (who are not doing so well so far south, probably due to the heat, and are very nervous).

"Windhalter Control" will insist they land on the designated landing-field outside the village. Whilst control may sound pompous, the reason is mainly to ensure any animals within the town or corralled outside are not frightened - if they do not comply the PCs will frighten some animals and be vilified within the town and will suffer a -2 on all Diplomacy checks until they redeem themselves.

The pilot will set down on a landing pad at the outskirts, kick them out quickly, load up some

boxes and take off as fast as possible: If the PCs argue they want him for more, he will state he will be back for them when they need him - "just call". He must return to avoid an upcoming dust-storm. And he is fed up with storms.

The Town/village

The following are outline details of LossHaven population and occupants, should the players

Windhalter - LossHaven, Steppe Borderlands

Population:	1630 (Village) + Ranches+Manors
Credit Limit:	10000 (special)
Power Centre Type:	Conventional
Specialist citizens and classes:	
Fringer	1 * 3 rd , 2 * 1 st Level
Soldier	1 * 3 rd , 2 * 1 st Level
Tech specialist	1 * 3 rd , 2 * 1 st Level
Diplomat	1 * 3 rd , 15 * 1 st Level
Expert/Rancher	1 * 7 th , 2 * 4 th , 4 * 2 nd , 85 * 1 st
Thug	1 * 3 rd , 35 * 1 st Level

really wish to know!

The following should be read out to players as they step into the main street running through the "town".

You find yourselves at one end of a dusty main street leading through the centre of a small, quiet town. The houses are solid, with weatherworn edges; all have shutters over the windows: closed. The only sounds are that of the wind through the cables strung between the houses, the deep lowing from the corralled bantha behind you and, from somewhere unseen, a shutter bangs in the rising wind...

To one side of the landing pad is a small hut with a sign: "WindHalter Control". It has a sensor dish, comms mast and a power supply, but looks as deserted as the village.

The wind, however, is rising: dust is already whipping up from the ground and airborne sand starts to sting your faces. It seems that if you don't get under cover soon you will be caught in the open in the storm.

The PCs will have to get out of the wind quickly before the storm approaches.

WindHalter Control

There is an operator (one of the town's experts) in the "Windhalter Control" hut. He is asleep. If awoken, he will grumpily tell the group to go on down the high street to find the mayor in his 'office': "It's sign-posted. Down Mainstreet." He will then glance out the window at the dust rising, swear, flick a few switches on his data pad and swear more. "It's almost upon us," he will say. "Git goin'". He will then set the landing pad on "closed", hustle the PCs out and lock up before jogging off down the street. Stopping him for detailed directions will be difficult (but not impossible if the PCs use various skills or Jedi powers). The direction will take them past the cantina, at least.

Scene 2: Main Street and the Cantina

Given there are no obvious signs, the heroes will probably enquire in the local cantina as to the directions to the mayors office. Here they **must** meet with some of Babyface's thugs/ new Wilderness ranch-hands - their actions here will determine the Shetocks actions against **them** subsequently.

The street is deserted: there are few signs. The only obvious sign is that outside the cantina - it is swinging madly in the rising wind and banging against it's supports. Of course, the row of speeder-bikes outside the cantina also gives it away: they are all of a rugged design, copious panniers and a front wind-cowl which is scarred from dust and grit.

All the other signs and shutters have been reeled in or closed against the wind and the paint on the facades is too faded to read: the sun has baked it into invisibility. There is nothing to tell what each shop, house or office actually is.

As the heroess hesitate, the wind suddenly gusts and flies grit into their faces. The GM may want to ask each of them for Fortitude SVs here to avoid grit flying into their eyes and temporarily blinding them for a few minutes (this depends on whether the PCs need "encouraging" to get off the street quickly).

Bypassing the Cantina

If the PCs have specific directions (unlikely) and bypass the cantina then they will bump into a slightly inebriated trio of Babyface's thugs as the latter are being asked to leave the cantina by the Sheriff. The Thugs jump on their speederbikes and leave, perhaps to get to safety before the storm strikes.

You see a trio of Ranchhands being shepherded out the cantina by a sheriff: at least, he is wearing the badge. They jump on their speederbikes, wobbling a little in the gusty wind, and speed off with a fading howl. The Sheriff watches after them, shrugs and you overhear him talking to himself "Idiots, going back in this storm." He shakes his head. "I wonder how far they'll get?"

He turns round and shields his eyes, regarding you steadily. He nods, spits into the dust, "You'd better come on down to my offices for a chat," he says. "I've a feeling the mayor has been expecting you, am I right?"

Why would a group of thugs be leaving it so late to run for shelter, apparently when they are so used to the dust-storms in the border regions, and especially when they should be living in Hill Ranch?

The Cantina

There are a number of speeder-bikes anchored outside the cantina. All are LE-708S Ranchhand bikes (see page 25). If the PCs are going to bypass the cantina, then they will bump into Babyface's Hill Ranch boys as they are thrown out of the cantina by the Sheriff - the

Sheriff will calmly observe the resulting interaction from the doorway (refer to stats for Wye Terph - Sheriff of Windhalter on page 21).

If the PCs go into the cantina for directions, the Sheriff will observe the interaction from a shadowed corner table.

Within the cantina the barman has a range of drinks on offer. There are a large number of people inside taking shelter from the upcoming storm, mostly human, but with a scattering of other species (a few Sullustan, Zabrak, maybe a Rodian or Twi'lek, GM to tailor as required). Read the following:

The noisy, dimly-lit bar falls silent as you enter. You become the centre of attention: everyone watches you silently for a few moments. Then they shift aside slightly to allow a path from the door to the bar. In the silence the barman calls out in a not unfriendly tone "What can I do for you, ladies and gentlemen?"

The crowds and groups turn back to each other, but you can't help but notice conversation is more muted, and you are being eyed suspiciously by almost everyone.

There are three ranchers at the bar when the PCs come in (see **Hired (Low-level) Rancher-Thugs**, page 20). All are dusty, and they wear heavy blaster pistols at their hips. There is a clear space around them as if the locals wish to avoid them, but the only space to get to the bar is by them. On observing the PCs they will wait for them to ask their question, or to order a drink, and will then hoot derisively. "Newbies", "Tourists" will be the shouts, including a few especially derisory comments if any of the group is a Jedi: "It's one of those mental madmen, the one's who think themselves above the law." "No droids in here...!"

The trio will goad the group, and will try to **intimidate** them, interrupting any questions and preventing any help from being offered to the PCs. They will try and aggressively face down anyone, particularly anyone who looks vaguely effeminate, vaguely "posh", weak or lacking in stature (CON 11-) (Small size, Nobles and Tech Specs beware) but will be wary of Jedi and Wookiee. They will threaten verbally, standing in any stranger's face, daring him to strike (but not inviting), etc. **They will NOT strike the first blow, and will NOT draw** unless obviously threatened first with violence involving weapons. The object is to intimidate and provoke visitors, making them feel both uncomfortable and unwelcome.

What happens next depends on the PC group's reaction:

1. If the trio repeatedly fails to get a response from the group, or is dealt with peaceably, then they will be asked to leave by the barman. The sheriff will make himself known and get the trio to leave, even putting his hand on his heavy blaster and threatening: the trio will comply peaceably with no more comments to the group. The trio will report back to Babyface that the group are very

capable and not afraid of confrontation. The Sheriff will be **impressed** (record this) with the group as will the rest of the town, giving a DM of +2 on future interactions with the Sheriff, if checks are required, and a DM of +2 for Diplomacy and Gather Information checks within the town and the nearby ranches bar Plains and Hill Ranch.

2. If the group rapidly backs out of the cantina to avoid confrontation, the trio will follow them out but so will the sheriff. The sheriff will get the trio to leave, even putting his hand on his heavy blaster and threatening: the trio will comply but will do so with a barrage of derisory comments to the group. The trio will report back to Babyface that the PCs are **easily scared, fundamentally weak and readily intimidated**.
3. If the group starts a fist- or light-fight the trio will defend themselves but will call out to everyone around, including the sheriff, to help them against the "visiting thugs". If a lone Jedi draws their lightsaber, the trio will even claim that "It's the rogue Jedi!". The bar will erupt with most running to the walls out of the way. The few carrying weapons in the "front row" will draw them and threaten the heroes.

Such an approach could incur a DSP, particularly for any Force Users who draw and kill or maim with no **actual** life-threatening provocation. The relevant heroes will also find themselves under arrest and jailed, eventually put on trial, and either given a suspended sentence for a few years or actual jail/hard labour depending on the severity of their actions. It is suggested the player generate a new character (a deputy) for the rest of this game.

Immediately the Sheriff will charge to the front, shouting and yelling for everyone to put their weapons down. He will usher out the heroes and the troublesome trio, make the ranchers go on their way and charge the group with trouble-making and, if relevant, lack of licenses. This will colour any further interaction from him: the Sheriff will regard the group as **amateurs** (record this) and little more than thugs, giving a DM of -2 on future Diplomacy checks in all the surrounding ranches and on *any* interactions with the Sheriff. Conversely, the group will gain a +2 "infamous reputation" bonus on Bluff and Intimidate checks when dealing with townspeople or any of the surrounding farms.

The trio will report back to Babyface that the group are little more than a bunch of thugs, possibly jumpy but quick to draw. If no Jedi, this means Babyface may regard them as potentially bribe-able.

The bonuses will only last for the duration of this adventure.

After the encounter, the following should be read out:

The trio leave on their speederbikes, wobbling a little in the gusty wind. The Sheriff watches after them, shrugs and says "Idiots, going back in this storm. I wonder how far they'll get?"

He turns back to you. "You'd better come on down to my offices for a chat. I've a feeling the mayor has been expecting you, am I right?"

If there are any Jedi in the group he will be rather grim and **"unfriendly"**, insisting they come with him as he has something which concerns the Jedi Order. If asked, he will gladly admit that the mayors offices are in the same building - opposite the Sheriff offices and goal, in fact.

The group should follow him to the town offices in the increasingly strong and violent wind.

Scene 3: The Town Offices

On entering the offices, the Mayor will be waiting and grim, having just discovered why the Sheriff is annoyed. Overnight the gaol was broken into and a suspected murderer dragged out and executed. The suspect, a new Wilderness Ranch ranch-hand, is now on a slab in the morgue, behind the gaol if the PCs wish to check. The suspect had killed a Desert Ranch ranch-hand in a brawl at the cantina. Witnesses to this were plenty and a manslaughter conviction on self-defence would have been straightforward.

The bars on the gaol have been cut straight through in a pair of clean, sweeping strokes. The edges are slightly molten. Similarly, the suspect has a clean, heat-cauterised, horizontal cut across the neck. Both these facts will eventually be pointed out to the PCs by the Sheriff if they do not check.

The Sheriff insists that the cuts on his gaol and his suspect were the result of a lightsaber. *[To the Jedi he is angry. "What are you going to do about this?" he shouts.]* "This is your problem: you deal with it. The *[You]* Jedi may be peace-enforcers, but when one of your own goes rogue you're never quick enough to clear it up!"

The Mayor steps forward and placates him. "One of his partners was killed in the wars by a rogue Jedi", he explains to you. "And both deputies have been injured in scuffles with the new ranchers." He turns to the Sheriff. "Look, Wye, calm down. They weren't to know: they're now checking."

The Sheriff rubs a hand across his face. "My apologies." He looks up at you all. "I've only got two deputies left to sort out petty-crime and law and order in a frontier town. But this is getting too serious - this is the third or fourth time someone's died like this out on the ranches. You've got to control this Jedi. It's letting people think we have no control."

"And you've got to sort out the rustling," adds the Mayor. He waves you all into his office. "I suggest you start immediately the storm blows over."

"In the meantime, have some food and refreshment in my office."

The Sheriff's office holodeck sounds as the you follow the Mayor into his office.

Over food, the Mayor (Grayn'gar) explains the situation: if this isn't sorted out quickly, then the central Haven force will become involved. He believes Shetock is now beginning to branch out into other areas. It is alleged he has begun pressuring locals and ranchers to become signatories to Wind-Art release forms, allowing the huge rocks to be taken off-planet and thus bypassing regulations. Locals dare not speak up as those who do find progressively more serious damage being done to their ranches, homes, equipment and herds.

Over lunch, the Mayor will also organise or give to the heroes any medical attention necessary.

If the group **impressed** the Sheriff he will automatically issue them with any permits for their weapons, for free, and will waive charges against them. If not he will insist they pay.

If he regards them as **amateurs** he will need persuading to remove any charges against them. *This is to be left to the GM as to how much the players are to be penalised or not, depending on level and how the campaign is to be run. An outstanding charge at the end of the adventure, though, will mean the charged PCs have a criminal record within the nebula.*

The Garage and the Steppe Crawler

After the storm has abated, and the heroes rested (up to a day, GM's choice), the Mayor and Sheriff will take the group out back to a secure garage behind the Town offices. There, standing out amongst a couple of official speeders, they will find a dusty and apparently dilapidated steppe-crawler which they have permission to use. The heroes are assured they will need the steppe-crawler for shelter on the steppes from the dust-storms.

The crawler is covered with dust but, according to the Sheriff, "in an okay state of repair". It has been loaned to them by a former deputy.

Whilst the Mayor will be keen to see them set off **immediately** and will pressure them to do so, the Sheriff will bit his tongue, seeing if the group are professional enough to check their equipment: if they are, add an additional +2 **professionals** bonus to interaction checks the group has with the Sheriff from then on (this is accumulative with previous interaction bonuses).

Irrespective of what he thinks of them:

The Sheriff shouts for your attention: you all fall silence and he beckons you to gather round. "Before you go any further", says the Sheriff. "We've got to do this properly."

"Now raise your right hand and repeat after me.

"I swear by insert-your-god-or-belief-system...

"that I will abide by and uphold the laws of Losshaven and the Republic ...

"and serve as a Deputy Sheriff to the best of my ability and in accordance with those laws."

"Thank you," says the Sheriff, and hands out to each of you a 'Deputy Sheriff' badge.

If asked he will give a run-down from the Timeline of the events reported to him.

Statistics and details on the equipment they are loaned can be found below. There are extensive spare parts in the garage for the crawler, but the crawler also has a few spare parts for the speederbikes and itself on-board. It's onboard spares include tracks, most small-size parts, a few drive wheels, but nothing major such as replacement engines or drive shafts. The PCs could be made aware of this limitation if they think of asking.

The Loaned Steppe-Crawler

See page 20 for details of the LSC-108g Steppe Crawler on loan to the heroes.

This crawler has not been maintained for 8-10 months or more and should have a flaw (or flaws) . GMs could use one of the following flaws (Skill/Spot DC shows the skill check needed and DC to see the problem):

d10 Roll	Skill/Spot DC	Failure / Repair DC
1-3	Repair/20	Weak Track link. Will break on the first maneouvre requiring a pilot roll. DC20 Repair; 2 hours.
4	Computer Use/18	Sensor Misaligned. -4 on all sensor and fire-control checks; DC18 Repair or DC 20 Computer Use; 2 hours.
5	Repair/20	Repulsors Damaged. Crawler will become bogged in any soft sand; speed reduced by an extra half in rough terrain. Repair DC 25; 4 hours.
6-7	Survival/15 Repair/20	Air Scrubber Deteriorated. The crawler will be unable to process and clean air during a dust storm (2 hours air only before it becomes contaminated – see storms). Repair DC 20; 1 hour
8-9	Repair/15 Spot/18	Punctured Hull. Choose a location: the hull is only DR2 at that spot and a hole can be seen: this will allow in air/heat and dust contamination. Repair DC 15 (Patch); 30m.
10	Unlucky	Roll twice

For all problems, spare parts are readily available in the garage.

If the ownership is traced (via the crawler's IFF transponder, papers, *Gather Information* DC 15 in the town or asking the mayor), the owner is a "M'loow Felyp", director of the "High Window Investigations" Private Investigations agency in Haven Port. Refer to the section on M'loow Phillip's crawler on page 21, for details of upgrades in the power plant and virtually undetectable oddities in the computer.

Additional Equipment

The Steppe-crawler is equipped with a small landspeeder (1 crew, 3 cramped passengers),

two Ranchhand speeder bikes and, folded on the roof, an animal repulsorsled/crane. These have not been maintained for some time and may have a flaw - roll on the Used Vehicle flaws table on page 201 of the RCR for each. It also has goggles, scarves, clothing, hoods and hats for use outside in dust-storms, plus short-range comlinks and basic medical equipment. On-board are animal stun-guns, lasso, rope, climbing and rescue equipment and lightweight (young) animal slings.

The group could try and hire or buy additional, second-hand speeder-bikes from a pair of dealers in Windhalter. The Mayor will not fund, considering he has been generous enough with hiring the crawler and bikes for them. If they do try and ignore the crawler, they should be gently advised by the Sheriff and Mayor of their potential stupidity and, if necessary, fired, having to find their own way back to LossHaven or off-world!

Scene 4: Search for Information

The heroes will be expected to gather information for the task(s) they have been given. This could involve potentially extensive use of *Gather Information* (normal payments, funded reasonably by the Sheriff), *Bluff*, *Intimidate*(?), *Diplomacy* and *Sense Motive* skills: the depth of role-play is left to the individual GM.

The timeline gives the various DCs for each piece of information in each location or from which main NPCs. The maps show the most likely targets - ranches, hill-manors and such - for investigation.

Important GMs Note

From the heroes perspective the adventure is now geographically free-form: they can go anywhere on the map to investigate the murders and find clues.

From the GMs perspective the adventure is now time-driven: major encounters will take place at specific times, whilst most minor encounters take place at specific locations.

The timeline should be used as it specifies what happens and potentially when and how the heroes could find out about the action. Major encounters are also marked which will help drive the heroes investigations irrespective of where they go.

Throughout, the **Sheriff** will be in regular contact with the PCs, letting them know what is happening or what is reported to him as well as taking reports from them.

Dust-Storms

The heroes will encounter one of the most lethal forces in the Borderlands: the Dust-storms. Information on the dust-storms can be researched on the holonet or through discussion with any rancher.

A summary (in game terms) of that information is given in the call-out box.

Dust-Storms - General Info

Dust-Storms require *Survival* checks for any character not protected in deep caves, buildings or crawlers. Take 20 is not allowed: Take 10 is not allowed if the characters are caught unawares (sleeping, stunned or unconscious, for example).

The Survival DC is 12 for Minor Dust Storms, 15 for Major and 18 for Severe. DMs are +5 if stationary, on the ground and attempting to get behind any cover or fold in the ground; +2 if sheltering in an enclosed lightweight vehicle such as a landspeeder.

Failure means that DC12 Fort SVs must be taken every 15 minutes to avoid taking 1D4 choking damage. Severe Dust-storms also cause damage as for **smoke** in the RCR.

In all storms equipment not tied down is likely to be blown away depending on its size and weight... Maximum movement on foot or mounted is at ½ normal in Minor and Major, ¼ in Severe. Landspeeders and speeder bikes will get buffeted around and will need pilot checks as to the severity of the storm (DC12 Minor, DC15 major, DC 18 Severe), DMs +2 if stationary and trying to keep the vehicle stationary; -5 if moving at medium-sized creature speed relative to the storm; -10 if moving faster than this or at a speed greater than visibility range. Visibility is 40m in Minor storms, 20m in major storms and 10m in severe storms.

The Ranches

The following ranches are shown on the map within and upon the decent grazing-land around 150km distance of Windhalter. The information on each ranch can be gained by discussing things through with the Mayor, the Sheriff or any Ranch manager, owner or senior ranch-hand. Some ranchers have more in-depth details provided separately in the "Encounters" sections.

Each ranch's Ranchers will behave differently depending on who they encounter (shaping the encounters differently each time). These are documented under each ranch.

Plains Ranch

Owned by Woolt'ahn Family.

Description: One of the top ranches with access to excellent - the best - grazing land and areas which are sheltered from the dust-storms. It has extensive livestock but has suffered little loss to the cattle rustlers. A few weeks ago one of its more handsome farmhands (Tam Elyagh) was discovered dead in the communications room, his head severed, neck neatly cauterised. There had been rumours that he was dating the 14-year old daughter of Grayn'Gar, Serinne: theoretically illegal but out in the borderlands not uncommon. Suspicion has landed on the Grayn's, and Grayn'Gar in particular but there is nothing as yet to link him to the death.

Behaviour/Reaction to heroes: At present there is an apparent Bantha virus rife at Plains Ranch: other ranchers have been asked not to visit for fear of contamination. *[if the PCs check, no vet or government inspector has been called to examine the ranch].*

See the Encounter below for more details.

Away from the ranch itself, Ranchers will be wary of dust-storms; **neutral** towards outsiders, hill-manor people, Hill Ranch workers, Sheriff's Deputies; **Friendly** to other Ranchers; **hostile** towards officials, particular tax officials.

Hill Ranch

Owned by: the Shetock's

Description: One of the smallest ranches with a lot of poor-quality land, but borders on three others. There are three major Manor-havens within the land claimed (refer to the plan/map guide for details) and a range of exportable wind-art within it's borders. Shetock claims that he has also lost cattle to rustlers - and openly cites Plains Ranch as the culprit. He has no proof, claiming the tags he put in have been replaced.

See the Encounter below for more details.

Behaviour/Reaction to heroes: Extremely wary of dust-storms and outsiders; neutral towards hill-manor people and officials; **hostile** towards all other Ranchers, Deputies and any law-enforcement personnel.

Gap Ranch

Owned By: the Grayn's (of which Mayor Grayn'Gar is the head).

Description: One of the better-protected and more affluent ranches BUT when a storm is big enough to drive through the gap it is normally devastating.

Behaviour/Reaction to heroes: Extremely wary of dust-storms; neutral towards outsiders and hill-manor people; friendly to Deputies, officials and most Ranches; **hostile** towards Hill Ranchers.

Barrier Ranch

Owned by The barrier Co-Operative.

Description: One of the more successful ranches, with good land and a good position. Unfortunately, being on the edge of the desert means it gets some bad storms, irrespective of the Barrier Hills. However, the owners co-ordinate their activities and trade with the Haven-manors in the Barrier hills which enhances their profitability somewhat. They have had few cattle missing, but mainly, they claim, on the borders with Plains/Desert Ranches where the storms are at their worst.

Behaviour/Reaction to heroes: Wary of dust-storms, Plains and Desert Ranchers; neutral towards outsiders, Deputies and officials; hostile towards desert-dwellers; friendly towards hill-manor people.

Desert Ranch

Owned by the Sheriff and is not doing very well and would have to sell land were it not for the single mine within its borders. This yields a few crystals (superhard and clear kerastone) which, though not normally especially precious, nonetheless are useful in industry and as Turbo-laser foci.

Note: **Anyone Jedi seeing one of these should make a hidden Jedi Lore DC18 roll (or an active DC15 roll if they state the question explicitly) to see that some Kerastone could be used as the crystals in Jedi LightSabers!** Recently, one of its older ranch-hands (Old man F'lok) was killed in the cantina in a brawl whilst on a trading visit to WindHalter.

Behaviour/Reaction to heroes: Extremely wary of dust-storms and desert-dwellers; neutral towards outsiders, hill-manor people, Hill and Gap Ranchers; friendly to Deputies, officials and most other Ranches.

Wilderness Ranch

Owned by the reclusive Ukoda's family.

Description: Is a fairly extensive ranch but (off-map) is in the path of desert-origin dust storms as it lacks hill protection to the south. The lands are also fairly poor except where it borders Plains and Hill ranches. The Ukoda's tend to keep themselves to themselves but have had to take on more ranch-hands recently to try and keep track of their herds: they claim they have suffered most at the hands of the cattle-rustlers on the west of their territory (they now try and keep their herds to the south and east). One of their new ranch-hands (Vas Helic) was arrested for killing (apparently in self-defence) a Desert rancher, but has just been killed whilst in gaol in WindHalter.

Given the Sheriff is manager and owner of Desert Ranch, the Wilderness farm-hands now no longer trust the Sheriff: they have withdrawn almost completely, shunning the mayor and Sheriff and taking any chance to lambast the pair for incompetence and corruption.

Behaviour/Reaction to heroes: Extremely wary of dust-storms and desert-dwellers; neutral towards outsiders, hill-manor people, Hill and Plains Ranchers; friendly to most other Ranches; **Indifferent**, possibly **hostile** to Sheriff, Deputies and officials.

Encounters

1 - Steppe Crawler and Herd

When: At night, 2nd day

Where: Anywhere bar hills or desert.

At night, the group will encounter a large herd of several family groups of Bantha's, accompanied by another steppe-crawler containing a group of ranchers (6-8). The sand-crawler will be spotted via it's lights and track-noise.

The group is en route for their home ranch appropriate for the area (wherever the heroes find themselves), and are acting perfectly legitimately. The Ranchers will react appropriately for their home ranch: this may mean a potentially hostile encounter.

Information: These can be pumped for information as if from their home ranch. If questioned, they will have seen the contrail or blast from the thrusters of a small freighter, on a clear night some weeks back (day -16). This is unusual enough in that most freighters land and take-off by day, normally in the morning and evening, and **always** from a Ranch landing pad or Windhalter.

2 - Hill-Manor caravan

When: Afternoon/early evening, 3rd day

Where: Anywhere bar desert.

A caravan group of Hill-Manor people out hunting, farming or trading to Windhalter (on Steppethine or Bantha). They will be friendly to Hill-Manor people, Neutral to most ranchers and sheriffs, Unfriendly to outsiders, Hostile to government officials (who they think want to get them off their land) and Hostile to Hill Ranch people for reasons they will resist explaining.

Information: If persuaded to explain about Hill Ranch, one will quietly mention the activities that Shetock is doing: threatening Hill-Manor people and elders to sign papers to allow Wind-Art off the planet.

They will mention a group of Hill Ranchers on speeders would have been seen riding towards the hills (GM to pick a relatively nearby Wind-Art location) earlier that day. They are sure the Ranchers are Hill-Ranchers as they "ride recklessly, caring nothing for the plants, animals and country over which they fly."

If befriended, Hill Manor people will prove solid allies, responding to a single call for help and will promise to advise the Heroes of anything they see.

3 - Ranchers Working

When: Noon, 4th day

Where: Anywhere bar desert or deeper Hills (in which case, repeat encounter 2).

A group of local ranchers tagging and checking a herd. The ranchers are mostly on steppethine, but some are in a speeder-van or crawler which contains additional equipment.

If Hill-Ranchers, there is a 30% chance the Bantha are not theirs but raided and having the tags replaced - the PCs may *Spot* this occurring or could *Search* for replaced tags around the camp. This could cause a severely damaging encounter!

Information: Non-Hill Ranchers will have spotted the contrail and fusion thruster drive of a small freighter the night before, heading somewhere towards the hills (see Encounter 2).

4 - Tourist Party

When: Evening, 5th day

Where: Anywhere

The heroes will come across a pair of Steppe-Crawler holiday homes encamped for the night containing a group of off-world and LEC-management tourists. The crawlers are notable in that they do not have all the exterior gadgets and junk most ranchers carry on their crawlers, and neither will they have any animal lifts. They are also of less durable build. Both have extensive marquee-like tents out the back.

The crawlers are fitted luxuriously and only take 6 tourists each, plus two crew, one of whom acts as a tour guide, the other as cook. Both drive during the day. Whilst these crawlers are armed, no-one on board will be effective and the blasters are of no use against vehicles (treat as a pair of Heavy Blaster Pistols, both needing to be fired at the same target).

Information: The tourists will be fascinated with the "deputies", asking them about ranch life. If the heroes are **friendly**, one of the tourists will ask them about a tag they found: "Does it come from a dead Bantha?" the tourist will ask. On investigation it will be seen to be a Gap Ranch tag, cut through with a heavy-duty laser scalpel. The tourist will be vague about where he saw it and picked it up, if shown a map he will point out the border of Hill and Gap Ranch: "About there".

The tourists will also have seen the contrail on the evening of day 3. They will also claim to have seen a strange shape "watching us" one evening, before disappearing on a speeder-bike.

5 - Patrolling Ranchers

When: Anytime specified outside Dust Storms

Where: Anywhere.

The heroes will be stopped by a pair of patrolling Ranchhands on Speeder bikes from the closest ranch. They will be out checking the frontiers for an "unknown" crawler: the heroes. They will initially be suspicious, and will rapidly become Unfriendly or hostile at the signs of *any* untoward actions by the heroes.

Information: Whatever they are, the group can report on the Jedi, Keysuur, having been spotted on a Ranchhand speeder bike, the contrails, and some unknown Ranchers making off having been startled from "inspecting" a herd of Bantha's or Nerfs. The group will also give information on their own and nearby ranches, but will not have been "home" for several days.

6 - The Watcher

When: Anytime specified, including dust-storm

Where: Anywhere.

The heroes will notice (highest *Spot* roll or *Computer Use* roll if monitoring scanners) that they are being observed from afar by someone with high-powered electro-binoculars. If approached, the person will jump onto a speeder-bike in a flurry of robes and move off - they would not be able to be caught. They will be heading in the direction (approximately) of Hill Ranch.

If hailed over the comm, the Watcher will respond and will ask to know what the crawler/heroes are doing. On being told they are deputies, she will reply with "Good. We can work together. Follow me." And cut off the comm.

The watcher is **Keysuur Maar**, the Jedi, and she as trying to get the heroes to follow her to Hill Ranch where she can rescue the Wool'than's. She will only communicate via commlink unless trapped. She will rapidly become hostile if no-one helps her.

Fixed Encounter - Plains Ranch

The ranch is currently a front: the Shetock's have kidnapped the eldest (Jahnby) and the mother (Beth) and are holding them hostage at the disused mines near Hi//l Ranch.

"Doc" Shetock stays here most of the time, with a large number of their thugs. His hide-out is in one of the Steppe-Crawlers parked outside the Ranch's garage in the factory/maintenance compound. It has been lightly camouflaged so it looks in a bad state and abandoned with planks lain up against it, crates (empty) stacked up around it. A DC20 *Spot* roll will reveal the falsity (nothing will prevent it moving and it looks in good repair and there are tracks going to the side and rear doors).

No other crawlers are in at present, and only a few speeder-bikes and landspeeders will be around, used by the thugs for transport between the compounds.

Jahnbas Wool'tan (for stats see the "Senior Ranch Manager" archetype in the Medj'K'ai Nebula GMs guide) has issued orders that, due to a non-terminal virus which apparently stunts Bantha's growth, all his ranchers are to temporarily remain out with the herds and use the other three steppe-crawlers and Windhalter as their base until it is cleared up. This, of course, is at the urging of the Shetocks: there is no virus.

Initial comlink contacts will result in JahnBas or one of his ranchers being pressured (at gunpoint) to explain about the virus at Plains Ranch: everyone is being kept away and they (he) will ask visitors to not come close.

If anyone pushes, contact will be recommended in the factory/work compound and that characters should "keep away from the

paddocks and the living compound to reduce the risk of infection".

The factory is shut down and all bar essential personnel are out (a few engineers to manage the power, etc). All those left are aware of JahnBas' problem and do not want him to lose his family: they will not help the heroes, but won't betray them either (unless threatened).

Actual Dispositions. There are 8 Thug-3's (see definitions) armed with Slugthrowers and heavy blasters and "Doc" Shetock. Four Thugs are on permanent guard in the living compound, normally guarding Jahnbas and his 12-year old son Jimnpobh. Four others will be patrolling and guarding the work compound. All 8 work shifts, whereby 2 are on at any one time, the other 2 off-duty either asleep or relaxing in the crawler (for the work compound) or security centre (living compound).

The elder, Jahnbas, is bugged so everything he says will be heard by one of the thugs on the crawler monitoring his words.

Once combat or an encounter occurs, one thug in the living compound will try and hide. Shortly afterwards he will attempt to escape on a speeder bike to warn Babyface.

Work Compound Encounter: If "Doc" is prepared (as he will be unless surprised) as the PCs arrive, they will be presented with JahnBas at the security centre who has STRICT instructions not to go anywhere with them or warn them: he knows his sons and wife are at risk. "Doc" will try and use him as a cover to placate the heroes.

If in the work compound, two of "Docs" hands will be loitering at the doors of the garage, weapons nearby. One more will be inside the security centre having been called over from the living compound; three more will be inside the battered crawler on the lower level, ready to charge out, and "Doc" will be up top ready to use the blaster cannon or to drive away (crawlers may be slow but it's difficult to stop them!).

All appear armed with standard rancher kit except for Heavy Blasters (*Spot's* required: DC18). They will hide their slugthrowers.

JahnBas will try to get the heroes to leave: he has no option's or help nearby.

Encounter in Living Compound: Will be very different and somewhat of a surprise. Nonetheless, a few thugs will still be present and JahnBas will be encountered at the doors to his residence with a pair of thugs nearby posing as ranchers.

Jahnbas will be "sullen" - or dispirited - and will stand at the door to his ranch-house, merely stating the generic information given under "Plains Ranch" above. He will also state that his youngest children, his wife Beth and eldest son Jahnby have all gone to visit relatives. He will not invite strangers in., however, towards the end of he conversation he will try the following:

Without any of you saying anything, Jahnbas smiles suddenly says "What? I didn't hear... Oh. Okay. Yes, I'll get my son, to get you some."

He calls back into the ranch. "Jimnpobh. These people are short of a 'vaporator core-ultracondensor. Could you get one from the shelf and give it to them?"

There is a shout of acknowledgement from the back of the house and a few seconds later a teenage boy runs out with a box in his hands. He is followed by one of the ranchers who, close up, you see is wearing a heavy blaster pistol.

Jimnpobh hands you the box and says "We're glad to help. This should fit." He abruptly turns and runs back indoors past the rancher, who follows him back inside.

Jahnbas adds "It's light-sensitive, don't forget, so open it just before you fit it into your crawler's 'vaporator. Goodbye, you'd best be off." He turns inside and closes the door.

Water - hence Jahn's 'vaporator suggestion - is critical in the borderlands. Such a request would not normally be denied.

When the PCs get back to their crawler they may open the box. Inside they will find a 'vaporators core-ultracondensor but will also find a note scribbled on a rough map.

The note says simply that "They've taken Beth, Jahnby and the young'uns. They're at the mines. Please help rescue first before you come for us."

If the PCs attack Plains Ranch and kill "Doc" before the hostages are rescued, then the hostages will be killed immediately there is no contac, or "Babyface" realises that his brother is dead. If "Doc" is captured, the hostages will be used as bargaining chips in exchange for him.

Fixed Encounter - Hill Ranch

In the past few months, Hill-Ranch has been heavily altered. Initially a small ranch anyway, it has been adapted to have a better landing pad; the pens have all been adapted with "rancher-and-beast covered sheds" in them all (for sheltering animals and identifying their tags for slicing) and the main buildings have been turned into forts. Many of the other buildings have been destroyed, broken and reused or left to decay.

Baby-face and Doc will be here either in the main residence or the Ranch bar if routed out from elsewhere. Otherwise, just Baby-Face commanding his 8 (eight!) Rancher-Thugs as outlined. Baby-face will initially have 4 guards around him, the other 4 being nearby. He also has up to 15 workers on the ranch who have no idea what he really is and are only there for the money, processing the factory, maintaining kit and equipment, and making a lot of money to keep quiet.

Baby-Face will initially try to brazen things out, if accused claiming there is nothing to link him with anything. See his entry for details. It is possible, though, the PCs will guess what's going on.

Babyface will **not** bluff too far, and will attack if possible, calling in the extra Rancher-Thugs who will take 3 rounds to come into his main residence.

Doc will try and avoid fighting, only shooting if he is not opposed, trying to run as soon as he can, or staying behind cover!

Information: The captured Wool'tahn's are not here. Interrogating a rancher-thug may reveal they are in a nearby mine, and will also highlight the wind-art theft. Interrogating any of the normal workers will reveal nothing.

Once the ranchers are out of the way, a comprehensive *Search* DC 18 of some hidden cellars in the locked nearby buildings will turn up a good quantity of new tags, laser scalpels (to cut them away), a really good set of hacking computer kit with pre-programmed links and hacks into the ownership database, a large number of slugthrower rifles, a few blaster pistols and a few stun grenades, as well as tools, supplies, etc, you would find on a border ranch.

XP are -20 for every normal worker killed. Shetock with 4 of his Thugs are class as Extreme+ rating (1200XP - 1300XP if Doc is present) with the extra 4 being regarded as an additional moderately Challenging Encounter (400XP). The total together if Babyface calls them in being 1800XP, or 2000XP if Doc is present.

Fixed Encounter - The Crystal Mine

The mine is on the borders of Gap Ranch and Hill Ranch, actually within Gap Ranch lands. It is located in the rocky foothills along an escarpment leading into the rough and hardy area in which the Hill Manor peoples live.

GM Note: Shetock will retreat to here if he is injured or the Wool'tahns are rescued and he recovers his brother, or for similar events requiring a little wait before he escapes off-planet on the next scheduled smuggling flight.

The mine was originally used for rock (for building facias, but mainly as a by product) and, mainly, for the extraction of local crystals which were useful for focussing lasers, use in light and display equipment and sometimes in turbolasers. It is disused, having been all but mined out, but is now use by Shetock to store precious items and keep captives.

Rocks, rubble and old crushed ore piles are on either side of the recently-used track leading up to the mine head. The mine is at the end of a winding 300m long small canyon biting/cut into the hills, an old track leading to it, with huts clustered round the opening into the mine at the foot of a 30m cliff.

There are guards hiding in the steep slopes and cliffs. One pair of Thugs (3rd level as outlined) is posted 100m on either side hidden behind rocks 20m up each side: opposed Spot vs Hide checks will need to overcome a DC17 and a DC 14 roll. Guards are equipped with comlinks and

will radio back the arrival of hostiles. They are armed with locally-build slugthrower rifles (Multifire, Range Increment 20m, 2d8/20).

There is a further guard (3rd level Thug) 100m further down 20m up the sides, but armed with a Sporting Blaster Rifle and camouflage net (DC22 to Spot). Whilst his line of fire is limited, the rifle gives his range reduction to 40m. His line of sight, though, is only 80m out towards the mouth of the canyon!

Mine-head Outside

Buildings still standing include security and wash-rooms, administration and a sifting/packing shed within which the massive equipment is all but corroded into a single solid mass. All the huts are dilapidated and worn.

A camouflage awning has been stretched from the cliffs onto tall poles to cover a crawler (if present) and speeder-bikes. It is also currently covering a very large canvas (8m high and 5m diameter) which is concealing an intricately carved piece of "stolen" ceremonial wind-art currently being stored on a dilapidated repulsor-sled – the local **hill manor** people would love to get it back but could offer little in exchange – merely thanks, a few sacks of produce, and a carved Adegan-like crystal from the local mines suitable for use in a normal lightsaber : an *Appraise* DC20 or *Craft(lightsaber)*/*Knowledge(Jedi Lore)* DC15 roll (no Take 10) is required to reason they can be used.

Three rancher-thugs and their Boss-Thug (see stats) will be outside in **the security area** waiting for a signal from their compatriots watching. They are bored, playing a rudimentary sabacc. If they receive the signal, they will be in *hiding*: DCs 16 for the boss, 10,11 and 14 for the others waiting to ambush the heroes when they come off the crawler. These are armed with slugthrowers still, and the boss will have two Frag grenades (4d6+1, Rg. Incr 4m, radius 4m, ref Sv 15 for half)

XP 200ea for the snipers and Thug/3, 300 for the Boss-Thug, even if subdued rather than killed. If Jedi are with the group, consider reducing their personal share of the XP by 10 for each Thug killed...

Slag heaps: just contain spoil from the mines.

Crates/discarded rubbish: contains a lot of equipment from the mine which has decayed, both heavy machinery and mining drills, props, etc. All is unusable. If the heroes insist on searching it, they may find something recoverable or repairable (GMs choice!).

Upper levels

it is obvious the equipment used for mining was fairly crude by galactic standards: no mole equipment was in use, and almost everything was hacked out by hand (well, by power drills, shaped charges and shovelling stuff onto repulsor sleds!). The tunnels were shored up by a mixture of wood, duracrete and durasteel. The "rooms" are grubby but liveable in. Aircon is working via very small ducts drilled out via mine

air-conditioning droids (the only thing on which any expense was not spared!).

Area LS/AC (Lift Shaft/Air Conditioning): The lift from the top level is working, as are the (almost silent – DC18 *Listen* to notice) air circulation pumps.

Areas S (Storage caves): Items stored here are various small arms weapons (all black-market), stolen speeders, animal tags, plus some black-market illegal drugs.

Area 1 (Storage Cavern): As for the other small storage rooms, but there is also a military-grade encrypted subspace transceiver in one room able to be used for contacting the smugglers (DC15 *Search* to find).

Area 2 (Locked Cells): A converted storage area in which the Wool'tahn's are being kept. Specifically, Jahnbas' wife Beth, Jahn'by (16), a baby (Soo) and a 4-year old Bess. Soo and Bess will be screaming and crying if they hear gunfire in the corridors outside. They have pallets on the floor, are fed from time to time, and have a (lidded) bucket which is emptied from time to time.

Area 3 (Living Quarters): These are crude living quarters altered from the normal store/admin rooms. In these live four more Thugs (3 normal, 1 boss), all asleep, part of the shifts taking it in turns to guard the Wool'Tahns. If notified, they will be in position at the corridor leading to the Lift area and across the way to ambush the incomers: all are armed with locally-built slugthrower rifles and Heavy Blaster Pistols. They will use the Multifire mode on the slugthrowers (and will be proficient in their use).

Deep Levels

Minerals: Whilst the seems are almost all mined out in the deep levels the mine still contains a few seams with crystals and might have some crystals in the spoil. The rock here (DC15 *Knowledge(Geology)* or similar) is more compressed and harder than that above so might yield better crystals.

Characters could search or mine for crystals: they are able to be found but most are not usable for normal lightsabers, and there are none of superior quality. Mining equipment will need to be purchased. The search/mining could be **abstracted** providing the characters search or mine only the deepest levels.

Searching/Mining for Crystals

Searching: Divide the mine into 6 possible areas. Allow only **one** DC25 *Search* check per area lasting 1d4+1 hours, depending on success/failure. Success indicates a single training crystal was found in the abandoned spoil in that area or, on a rolled natural 20 or a result of 5 or more above, a crystal suitable for normal lightsaber use. See Force can be used to enhance the search by expending 2 VP/hour for a +6 DM. Assists are possible, providing the assisting people make a successful DC15 *Knowledge(Jedi Lore)* or *Craft(Lightsaber)* check, or have the crystal explained to them and

succeed at a DC 20 *Search* check (yes, this is tough!). Take 20 is possible (at *10 the time) but, of course, this rules out the chance of rolling a natural 20. Only a single usable lightsaber crystal will be able to be found, though up to 3 training lightsaber crystals could be uncovered. Any search resulting in 20 or more will uncover an additional 1d4+1 normal crystals of varying quality, not usable for lightsabers.

Lightsabers crystals may be of varying quality at the GM's option.

d20 Roll Crystal Found

1-4	Kathracite equivalent (-3 damage)
5-9	Relacite equ. (-2 damage)
10-14	Danite equ. (-1 damage)
15-19	Mephite equ. (+0 damage)
20	Pontite equ. (+1 damage)

Mining: This is possible only if mining equipment is brought in. Each area can be mined for crystals, taking an extra 3 days to do so before the seem appears to dry out completely. Again, *Search* checks are possible as above, **providing successful DC20 Profession(Miner) or Knowledge(Geology)** or similar checks are made.

XP could be given to those finding the crystals: 50XP for each training crystal, with 10 per supporting person, and 200XP for finding a good-quality lightsaber crystal, with 50XP to supporting characters.

Fixed Encounter - Abandoned Starfighter

Whilst searching an abandoned arroyo / canyon/ steep-side valley (on bikes or by driving the steppe-crawler up it) the characters will come across a shutdown Jedi Starfighter. Some attempt has been made to camouflage it from accidental discovery by a few bushes, but whatever they may have been has mostly been blown off: and a bright red-and-white arrowhead is difficult to camouflage from closer inspection.

The built-in R4-P unit is powered down, its memory erased. If powered up a *Computer Use* DC15 on the navcomp will determine the last jump was from Keysh'kar to LossHaven, in automated (non-pilot) mode with a single passenger, the hyperspace ring having been dumped somewhere in-system before the ship was landed here.

The tracks from the Starfighter are incredibly hard to determine after such a long time (DC 28 or more) and will disappear into the wilderness...

All the find does show, is that a Jedi landed here. Any Jedi will be able to use the starfighter legally: others will not be able to do so and, if flying, will suffer the normally penalties **and** will find the R4-P will **not** co-operate or help other than to ensure the starfighter is maintained or repaired!

Timeline

This timeline defines a number of actions which have happened, or will take place in the background. In the "Fact" column, and **F** indicates **Fact**, an **R**, **Rumour**, though rumours may well be true. G=Gather Information DC; C=Computer Use DC; X=Either DC

Day	Fact	DC	Activity
-150 (approx)		C18	Shetock made bankrupt after "probably illegal" shop collapses in a fire - no insurance.
Any	F	G10C20	The Hill Ranch area is extremely poor and not up to scratch when compared with the others. Bantha don't breed too well, and Nerf's can't cope..
-100	F	X10	(approx) Shetocks take over Hill Ranch. Hire complete new workforce, many lacking in ranch experience.
-100	F	G18	Shetock paid cash for Hill Ranch.
-60	F	X12	(approx) First reports of increase in cattle rustling and herds disappearing. Security stepped up by Ranchers.
-30	R	G12	Some Haven-Manors (near the Starfighter) will remember an arrow-headed Starfighter flew overhead (in the direction of where it landed). GM Note: Keysuur spends next week recovering, reflecting, then scouting out area.
-24	F	G12C15	Plains Ranch hands (Shetocks men) found beaten up; one dead from blaster wounds. A complete herd and speederbikes taken.
-20	R	G10C12	Reported complete herd stolen from Hill Ranch. Shetock, backed by Wool'tans, demands more firm action from Sheriff.
-17	F	G12C15	Sheriff brings in extra, trained deputies from neighbourly area (1,000km away). Begins "no tolerance" clampdown on drunks and rough-housing in Windhalter.
-16	R	G12	(approx) Hill Ranch reported some interference with some of its Ranchers whilst "herding cattle" - several were badly beaten up, one killed by Lightsaber wounds. [They were actually loading some Wind-Art onto a smuggler freighter and were interrupted by Keysuur Maar: they had to abandon one load under her predations].
-14	F	X12	Complete herd stolen from Wilderness Ranch near Plains and Hill Ranch borders. Wilderness moves herds away from Plains/Hill border.
-11	F	X10	Formal complaint from Wilderness, Gap, Plains and Hill Ranch Managers (not owners) that "no tolerance" is destroying morale.
-10	F	G25	Unreported: death of two Hill Rancher thugs whilst out investigating Gap Ranch herds. The remaining were asleep in their crawler
-8	F	G15	Death of handsome new Plains Rancher at Gap Ranch, Tam Elyagh apparently by blaster bolt (Grayn'Gar is in the frame) but damage seems to show considerable cauterisation (as if from lightsaber, perhaps?). Tam was courting the 14-year old daughter Grayn heiress. And helping track cattle on his days off for Gap.
-6	F	G25	Unreported: Wool'tan's interrupt stealing of herd by Hill Ranch thugs. Shetock moves on Plains Ranch, takes it over, moves in own ranch-hands and takes (eldest son) Wool'tan Jahnby and Beth hostage. "Doc" Shetock and thugs move into Plains Ranch to keep the Wool'tan's quiet and to supervise matters.
-5	F	G10C12	Second complaints from Wilderness, Gap, Plains and Hill Ranch Managers over "no tolerance". Sheriff returns deputies to their own town. Steps down "No tolerance" campaign.
-4	F	X12	Death of Desert Rancher "Old Man" F'lok in tap-room brawl by Vas Helic, a new Wilderness Rancher (actually a Hill Ranch spy).
-2	F	-	Arrest and imprisonment of Vas Helic from Wilderness ranch for murder.
-1	F	-	Death overnight (-1 to 0) of Vas Helic in gaol, apparently from lightsaber wounds.
0	F	-	Evening: PCs arrive in Windhalter. Major Dust-Storm.
+1	F	-	23:00 Encounter 1 - Ranchers
+2	F	-	05:00 Small herd raided in Gap Ranch - Plains Ranch borders. The rustlers are disturbed by a group of Gap Ranchers in a nearby crawler and get away with nothing. A previously stolen Plains Ranch speeders is found damaged by blaster-fire and left behind <i>[NB: Is a set-up. Search DC18 to determine blaster bolts are too small for crawler-fire but from Heavy Blaster]</i> .
2	F	-	08:00-18:00 Encounter 2 - Hill-Manor Caravan (note potential Dust-storm that afternoon)
2	F	-	12:00-16:00 Major or Severe Dust-Storm sweeping from Wilderness across Plains to barrier. Minor in other areas.
3	F	-	01:00 Shetock attempts to lift another pair of Wind-Art from his hills. If PCs are within 20km (GM choose actual location site from E8) they will see thrusters from a small freighter or may even interrupt the loading.
3	F	-	Noon Encounter 3 - Ranchers working
4	R	G12	05:00 Hill Ranch reports interrupting rustlers from taking a large herd. Had to fire on rustlers from crawler as they escaped. Another stolen Plains Ranch speeder is found abandoned nearby with blaster holes. <i>[NB: Is another set-up. Blaster bolts are from crawler-fire, but Spot DC 15 will show damage is totally sideways and not forwards: the bike could not have been moving... If PCs come across this they will see the crawler firing on a stationary bike and cannot see anyone else]</i>
4	F	-	Evening Encounter 4 - Tourists
5	F	-	09:00-12:00 Dust-storm sweeping from Desert to Gap.
5	F	-	Afternoon Encounter 5 - Patrolling Ranchers
6	F	-	04:00 Small herd rustled from Barrier Ranch. Trail leads across Gap and into Plains before being confused in a general mess. Trail will be covered by storm

6	F	-	Morning Encounter 6 - The Watcher
6	F	-	Noon Encounter 3 - Ranchers working
7	F	-	Morning Encounter 6 - The Watcher AND EVERY SUBSEQUENT MORNING until captured or the heroes go to Hill Ranch/Hill Mine
7	F	-	17:00-22:00 Severe Dust storm from Desert through barrier up to Gap. Major in other areas.
8	F	-	Evening Encounter 5 - Patrolling Ranchers
8	F	-	Encounter 2 - Hill-Manor Caravan. These will warn about the oncoming long dust-storm.
8	F	-	18:00 If "Doc" or Babyface still alive. Plains Ranch: Report of death of Wool'tan Jahnbas from rampaging and stampeding Bantha, which is killed by second son who, in turn, is crushed as it falls on him. Death reported by new ranch-hand. <i>[NB: Set-up from "Doc" and "Babyface" to kill and get rid of the Wool'tans.]</i>
10	F	-	12:00-24:00 Minor dust storm over whole area.
10	F	-	If "Doc" or Babyface still alive. 12:00 Contact from Wool'tan Beth (<i>DC 25 forged computer contact if Doc alive, else DC 21 Forged note from Babyface</i>) stating that she, Jahnby and the younger children are going back to family and leaving the borderlands. The Ranch is being sold to the Hill Ranch owners.
10	F	-	21:00 If Keysuur is alive, she will be irate and will attack Hill Ranch from Speederbike. If she succeeds, she will find out about Plains Ranch and will move to rescue the Wool'tans. After which she will have found out about the hostages and will ride to the mines to try and rescue the hostages.
11	F	-	03:00 Wind-Art smuggling attempted again. See day 4-5.
12	F	-	09:00-14:00 Lethal Dust storm hitting Desert, Barrier, Plains, Gap and Hill Ranches.
14	F	-	09:00-14:00 Major Wind Storm
17	F	-	16:00-21:00 Wind Storm

Epilogue - Wrapping it up

At the end of the adventure, the PCs will be able to stay in Windhalter for a while whilst they lick their wounds. Medical treatment will be available at 10% normal rates: the flying doctor, who visits when called or every week with a shuttle equipped with a wide range of medical and surgical equipment, will be persuaded to give time in a bakta tank, if need be.

Eventually the PCs should hand over any captives to the sheriff, of course, who will ferry any captives back to Losshaven for justice. The Jedi may wish to take a converted Keysuur with them to the enclave on Keysh'kar: "she's a Jedi and it's Jedi business" will be an argument which is valid at this point in time. If converted she will be fully co-operative and contrite.

They will be minor heroes - worthy of a mention on the Windhalter news - but will not gain too much reputation outside of the steppe-borders. As soon as they get back to Losshaven, their flight on to Keysh'kar will be ready.

Final XP

2nd level Heroes should end up with around 600-1000XP after the adventure, depending on how well they did and the number of heroes in the party.

Rewards

The villages will have scrubbed round for an award for the capture or killing of Shetock: this will amount to either the advertised 2,000 credits (they are financially poor), or the allotment of around 180,000 hectares of steppe-land - a 30km * 60km ellipse on the land formally claimed by the Shetocks in Hill Ranch - and the herdbeasts and steppethine it supports. This is not ideal ranch-land as it contains some badland, but could still be profitable. The remainder of the Ranch will be given to the ancient villages over which the Shetocks claimed suzerainty.

The PCs could take the latter option but may not want to become ranchers. The locals will offer to farm it for them for a decent share in the profits so that it does not deteriorate. This will bring in around

$600 + 100 * (2D6 + \text{best Profession(Rancher)})$

credits a year for the group, or a designated person in the group, where "best Profession(Rancher)" is the best rating any PC in the group has for the Rancher Profession. Such income assumes they are in regular contact with the ranchers running the ranch, at least two to five days every two to three months (the longer time the more it is left).

Of course, the PCs could accept the land and allow a local rancher (the Mayor?) to farm it and maintain for them until such a time as they can come back and claim it or farm it properly for themselves. This, of course, is the Mayor's favoured option(!) and he will be fair, given he is taking the profits for himself. The farm will remain in the state described but be able to produce 2-5% more per year (Years.d4+1, roll a separate dice for each year) when they finally take it back over (if ever).

Note: The farm can eventually be used in this role as a base for a retired player-character, one who is (perhaps) too badly injured to continue [e.g. died but was allowed to become NPC, if that's how the GM prefers to run his campaign] or who is replaced. As such, it will provide a useful haven for PCs in other custom adventures. Alternatively, the PCs could arrange a sale of some kind in return for Island SN152 (see previous adventure) which they may prefer!

Though the PCs will gain substantial reputation bonuses (+1) amongst the affected border villages (giving a total of +2 if they succeeded at the previous scenario); their reputation will not be affected anywhere else.

There will, of course, be no reward for Jedi capturing, rescuing or killing Keysuur Maar other than the appreciation of the local police. Nonetheless, turning her back to the light side will gain any Jedi in the group a great deal of respect amongst other Jedi.

Nonetheless, Success!

Action	XP
"BabyFace" Shetock - Outlaw leader	Captured or killed 600
"Doc" Shetock	Captured and returned 400
Outlaws/Thugs 3	As encounters Var
Keysuur Maar	If killed 650
	Turned back to the Light Side 900
Special individual awards for Jedi if Keysuur turned	+100 ea
Rescuing a captured sheriff	Each Hero in the rescue +100
Other	As appropriate and as listed
Rescuing the Wool'than family	400
OR the Wool'than hostages being killed	-200

Key NPCs

All NPCs have the relevant weapon group proficiencies for the weapons and armour they carry, unless stated otherwise, and have the relevant basic Force feats.

All NPCs who can possibly be exposed to the outside dust-storms in the borderlands have scarves, hoods and goggles, or similar headgear to protect them from the blinding dust and grit.

Keysuur Maar - Fallen Jedi Arkanian

Visually, Keysuur is much like many Arkanians: highly-defined features, solid white eyes, white hair and clawed hands. She is also heavily scarred along her jawline (a blaster burn) and above her eyebrows (a vibro-blade cut). Her body - if anyone ever sees it - is also scarred from blaster bolts and signs of torture, including primitive whip-scars and burns. Even the scars don't quite remove her potentially regal and haughtily attractive looks...

Keysuur was distraught after the bombing of the Jedi Enclave on Keysh'kar, in which she saw many of her friends and colleagues die, the training centre razed, and village nearby destroyed, burnt to the ground. Apart from a few villagers who fled into the ice-covered mountains and a single Jedi starfighter which somehow evaded destruction, she was the only survivor.

She slew many of the attacking Separatists, but saw a few of her Jedi Masters escape the fighting. She felt they were cowards, abandoning the enclave. Keysuur was captured by the Separatists, taken on board a Techno Union cruiser and tortured. She was given a message to take back to "her Jedi masters". Beaten, unconscious from drugs and pain, they even gave her back her lightsaber and Jedi robes: the ultimate message of dismissive contempt to the Jedi Order. Whilst unconscious she was placed on-board a Jedi Starfighter whose R4-P and navcomp was programmed for an automatic jump to LossHaven. She arrived in the LossHaven system in an appalling state.

She now feels a contempt for Jedi and their "pacifistic" approach, particularly human Jedi. She regards as opponents anyone who in her opinion has any "evil" leanings, including the raiders who have been causing the problems and smuggling the Wind-Art, but also those who prevent her "destroying the spread of evil on the face of LossHaven."

Such justification is gradually turning her to the dark side. Given that her arrogance has led to an attitude resembling paranoia ("If you can't understand and support me, then die."), the PCs may well be viewed as "evil" Bounty Hunters or yet more art-raiders, or yet another frontier gang.

Keysuur has discovered proof of the Shetock's activities and killed the Plains Rancher as he was investigating the herd-locations on the Gap Ranch, knowing him to be one of the Shetock's men and just using the Grayn's daughter as a

means to an end. Similarly, she freed and killed the Wilderness Ranch-hand in the goal, knowing him to be another of the Shetock's plants as well as the one who had killed the Barrier Rancher in the brawl.

If taunts or demoralisation will help her, she will use her intimate knowledge of the ruination of the Keysh'Kar Enclave against any Jedi. Unless turned back to the Light Side, **she will not surrender**, will use one or two FPs against dangerous Jedi or Separatists, but will try to escape before she becomes too injured or drained. She will use her VPs and force skills - particularly Move Object and Battlemind - to the utmost, using Force Strike to damage key weapons or equipment.

Turning her will be difficult: showing her strength, but no vindictiveness will help; showing her the good in people can ease her pain a little; demonstrating the strength in the Jedi Code will bring back memories. Jedi showing a willingness to die for her and actually protecting her or others at the risk of their own life will cause her to repent and defend her potential saviour.

If turned to the light side, however, Keysuur will prove most useful: she is the only one of two people who know where the Jedi Enclave on Keysh'kar actually was. She will also disclose that some masters escaped. Without her, finding the enclave will prove a difficult undertaking. If turned back, she will join the group on their journey to Keysh'kar (see adventure 3) and will help them in seeking out the hiding places of any Jedi in the mountains.

Keysuur will either be riding a stolen Speeder bike or a Steppethine, depending on where she is contacted or approached.

Keysuur Maar - Arkanian Fallen Jedi Guardian 3/ Fringer 2
Init +0; Def 16; VP/WP 58/18; Spd 10.
Melee: +5 [2D8, 19-20 Lightsaber]
Ranged: +4 [3D8, Heavy Blaster]
SV Fort +10; Ref +5; Will +3. FP2/DSP3
SQ: Deflect (def.+1; att. -4,redirect 2/ rnd); Barter (+5 Dip buy/sell equip), WGP(Prim, Simple,Blaster), EWP(Is), Acrobatic, Mettle, Darkvision 20m, Endurance (+4 special Fort rolls), Infamy(+3).
FF: Alter, Control, Skill Emphasis (Move Object)
Str 12, Dex 10, Con 18, Int 14, Wis 10, Cha 9
Skills: Speak Basic, Arkanian
Ride +1, Jump +7, Knowledge (Jedi Lore) +3, Knowledge (Wilderness Lore) +5, Listen+2, Pilot+3, Survival+5, Tumble +8, Repair (BCS) +3
Force Skills: BattleMind +12, Drain Energy+4, Enhance Ability +4, Move Object +8, Force Strike +7.
CC: D+

Keysuur may be able to be turned, though is the single most difficult and risky opposition to try such a conciliatory approach upon. She will earn +700 XP to the groups total if killed or +800 to 1000 if turned back to the light side, even if she dies after returning to the light side.

Defeat of Keysuur, given her proclivities, may qualify for a bonus Force Point, but this is up to the GM.

Torlon "Babyface" Shetock

Shetock really is the local ring-leader, hoping to set himself up as a rancher and local baron and branch out from under his former (and current) boss. He has evolved from a city-thug into a frontier thug when forced to escape after double-crossing some small-time criminals in the city. He was rescued by the agents of a major crime-lord, to whom he is now in debt. His main side-kick - his brother - has successfully sliced into the local records computer and re-arranges all the animal records for him for any creatures they round up.

Babyface will use his climb skills to escape from a difficult situation. Whilst he will try to encourage his brother to follow him, if the going gets tough, "Babyface" will abandon his "weakling" brother but try and get him back later. Torlon's favourite approach would be either to spring his brother from jail (using explosives and a speeder bike) or to try and race ahead of any hunters and capture either the mayor or the sheriff in the town. He will then bargain with anyone returning to the town for an exchange - his brother for the captive. He will be fairly canny in such a situation, ensuring that the kidnapped person is only returned when his brother is well and truly able to escape (preferably on the back of a stolen speeder or Steppethine).

Shetock's financing originally came from the Keysh'karian Twi'lek crime lord Y'vaath Slaar (*a High-level crime lord - see GM guide or use as standard High-level Crime Lord specialising in Forgery and persuasion rather than confrontation, but who speaks Neimoidian, Sullust, Hutt, Rodian*) via his independent agent on LossHaven **M'loow Felyp**. The financing was to set up and expand a steppe ranch to build a major foothold on LossHaven foodstuff, and to smuggle out Wind-Art for Y'vaath benefit (with M'loow taking a cut). Whether or not the PCs find out this link depends on how closely they search his computers, or how much they interrogate Shetock: the only data will be in abstract and encrypted messages to M'loow.

The Wind-Art has been more successful than M'loow or Y'vaath know: The Shetock's successful forgery of the agreements from the local Haven-Manors (two were intimidated, the third, the "convent", refused but had their signatures forged) and slicing ("Doc" faked the electronic agreements - easy given the primitive technology of the Haven-Manors) has enabled them to make a deal with the smuggler pilot. Every smuggling trip now has extra Wind-Art (they're big, remember) and the profit is split between the smuggler crew and the Shetocks. This means that the Shetocks almost have enough for a trip off-planet, away from Y'vaath's clutches, and set up elsewhere. There is around 20,000+ CR in multiple secret accounts (he owes 10,000).

In a tight spot, "Babyface" will be brutal and as tricky as he can imagine. He will try and bribe his way free, or play sullenly beaten until he has a chance to *escape* and use his hold-out. He will happily use his strength and Bantha-rush skills, but would much prefer to kill from a safe distance - especially with Jedi.

Once he gets a whiff of the PCs beginning to succeed in tracking him down and finding evidence against him, he will be brutal but will not want to allow any come-back on himself. He will want to find out *who* the PCs are working for (the mayor) so he can exact revenge. To get rid of the PCs, he will try and stage a crawler accident (see "Possible Side Scenes"), or will pin the PCs down in a storm (if one is coming up) or in front of a herd of Bantha and panic them into a stampede over the PCs (if not).

His reaction to the PCs depends on how they dealt with the first encounter. Check the report-back and the matching response:

Easily scared he will use his cronies to try and intimidate the PCs and scare them off, treating them roughly and telling them to run back to the big city and clear off. If they come back after this, he will regard them as a **bunch of thugs**. Stun settings will be used unless obviously ineffective.

A **bunch of thugs** then he will try and bargain them to sign on to his group. Only if they refuse will be regard them as **very capable**. Initially power settings will be used, but stun settings will be switched to after the PCs are wounded or injured.

Very capable he will not take any chances. He will bind the PCs as soon as they come in. Weapons will be set on the most effective: one PC will be treated to Stun effects, but the others will be knocked out and disabled as soon as possible.

Jedi will be regarded as **very capable** and treated independently from the group unless they declare an intent to join him against the ranchers (*GM: they had better have a good explanation as this is DSP territory*).

<p>"Babyface" Shetock - Human Thug 2/ Fringer 2/ Scoundrel 1. CC: C+ (800) Init +1; Def 16 DR2; VP/WP 18/14; Spd 10. Melee: +6 [2D6, 20, Vibroblade], & if riding, +6 [2d8, 20, DC15stun, ForcePike] Ranged: +4 [3D8, 20, 8m, DC18 Stun, Heavy Blaster Pistol] or [3D4, 20, 4m, DC10 Stun, Hold-out Blaster] SV Fort +7; Ref +5; Will +0. FP2/DSP4 SQ/Feats: Barter (+5 Dip buy/sell equip), X-Class(Intimidate), AP(Light), WGP(Prim, Virbo, Simple, Blaster), Toughness, Track, Power Attack(-Att/+Dam), Illicit Barter (+5 Dip Ill. Goods), Improved Bantha Rush Str 16, Dex 12, Con 11, Int 10, Wis 11, Cha 12 Blast vest (ACpen -1) under loose-fitting and richly decorated (but brown/sand-colour) robes, Ornate helmet (disguised Blast helmet), Heavy Blaster Pistol, Hidden hold-out under flap of riding boots; com link; Force Pike when riding, Vibroblade; spare E-cells; Steppethine. Skills: Speak Basic, RW Basic, Climb +7, Hide+6, Intimidate+7, Ride+4, Escape Artist+5, Knowledge(Medj'K'ai)+1,</p>

Profession(Ranch Manager)+3, Handle Animal+2, Forgery +2, Pilot +2.

Note: If the Shetocks activities are foiled, the PCs would have upset the plans, if minor, of a major crime-lord in the Medj'K'ai Nebula. Y'vaath, will want his 10,000CR repaid, with added "complications" interest of 2,500CR.

Arlon "Doc" Shetock

Arlon is the younger brother to Babyface and provides the technical knowledge for his brother's scams. Wizen and scarred from an appalling childhood illness, Arlon is somewhat of a misfit, very bright but lacking morality and independent thought other than that which he has experienced for himself. He is not really "evil", per se - an interesting dilemma for the PCs. **Arlon does know about Torlon's link with Y'vaath Slaar, via M'loow Felyp as he encrypts the messages, and could be a weak link. He doesn't know the whys - they don't interest him.**

Originally being looked after by his family, he was placed in care in the city, after cracking the local Republican codes under the rather iniquitous influence of his brother. After serving some time in the institution, he was "rescued" by his brother (or so his brother said) and brought him out to the borders. As a result, he is loyal to his brother who he fears, somewhat.

He will not respond quickly to any demands that he attacks anyone unless his brother orders him to do so, or his brother is in danger. He really does not like inflicting pain, so will tend to stick his weapons on Stun. If in real danger, his brother will urge him to flee, and will encourage him to climb, but "Doc" may fall due to his lack of skill compared with his brother (though Babyface has tried to teach him something).

Though potentially with masses of talent, Arlon should be regarded as pitiful... should the PCs get experience for killing him? Probably not. Would he do better under the control of, or guided by, a strict moral code? Perhaps. It is possible that the PCs could befriend him (Diplomacy rolls?) though he will not knowingly do anything against, or which could harm, his brother.

"Doc" Shetock - Human Tech Specialist 2

Init +0; Def 13; VP/WP 8/8; Spd 10.

Melee: +0 [-, -, DC 15 Stun, Stun Baton]

Ranged: -3 [3D6, 20, 10m, DC15 Stun, Blaster Pistol] (norm +1)

SV Fort -1; Ref +1; Will 0. FP2/DSP2

SQ/Feats: Skill Emphasis (Computer Use+3); Gearhead; Research(+2 DB search knowledge); Cautious; WGP(Simple)

Str 8, Dex 11, Con 8, Int 18, Wis 8, Cha 10

Dirty and simple clothes with food down the front; always carries a data pad; comlink; stun baton at belt;

Skills: Speak Basic, RW Basic, **Computer Use +14, Repair+11, Craft(Electronic Devices) +9, Demolitions +7, Disable Device +11**, Knowledge(Medj'K'ai)+9,

Climb +1, Knowledge(Forensics)+7, Pilot+1, Knowledge(Technology)+9, Profession(Slicer)+4, Treat Injury+0
CC: B, normally (200)

200 Exp could be gained for capturing him and returning him to care in the city. However, it may be the PCs could befriend him and use him in future adventures as his skill gradually grows....

The Gang - Various Thugs/Ranchers

These are basic thugs in a variety of species, all outlaws. They are otherwise standard Low-Level Thugs CCA in the RCR p355 or Low-Level Ranchers (see Medj'K'ai Nebula GM Guide). The various types are reproduced here, each at +4 on basic attributes (10) plus 1 per 4 levels...

Low-level Rancher: Expert (Rancher) 4; Init +0; Defense 11(+1 class); Spd 10m; VP/WP 0/12; Atk +3 melee (1d3 unarmed) or +3 ranged (3d6/DC 15 stun, Blaster Pistol); SV Fort +1, Ref +0, Will +2, FP 0/DSP0; Rep+1; Str 10 Dex 11 Con 12 Int 10 Wis 10 Cha 12. Challenge code B

Equipment: Blaster Pistol, Lasoo or animal Stun-rifle; comlink; ATC; animal restraints; Steppethine & riding tackle or Ranchhand Speeder-bike, first aid kit, simple tools (if craft).

Skills: Handle Animal +8 [4+3+1], Knowledge(local) +5, Profession (Rancher) +6[3+3], Gamble +1, Spot+2, Treat Injury +2, Survival +2, Ride (or Pilot Speederbike) +4.

Feats: Skill Emphasis (Profession[Rancher]), Skill Emphasis (Handle Animal), WGP(Blaster Pistols)

Standard (Low-level) Guard: Thug 3;

Init +0; Defense 11(+1); Spd 10m; VP/WP 0/15; Atk +4 melee (1d6+1, baton or 1d3 fists) or +3 ranged (2d8, 20m, Slugthrower Rifle or 3d6/DC 15/10m stun, Blaster Pistol); SV Fort +4, Ref +1, Will +1, FP 0/DSP0; Rep+0; Str 13 Dex 11 Con 12 Int 9 Wis 10 Cha 9. Challenge code A+

Equipment: Slugthrower, baton; comlink; AT Clothes; light armour (DR2, -1) first aid kit.

Skills/Feats: Intimidate+3, Climb+3. Feats: Armor Proficiency (light), Toughness, WGP(Blaster Pistols, Simple Weapons, Slugthrowers)

Boss-Guard: Thug 4;

Init +1; Defense 13 (+3); Spd 10m; VP/WP 0/15;

+5 melee (1d6+1, baton or 1d3 fists) or

+5 ranged (2d8, 20m, **Slugthrower Rifle**; 3d8/DC 18/8m stun, **Heavy Blaster Pistol**; 4d6+1, **Frag Grenade**, 4m/Rad. 4m, Ref 15 ½);

SV Fort +5, Ref +2, Will +1;

FP 0/DSP0; Rep+1; Str 13 Dex 12 Con 12 Int 9 Wis 10 Cha 9. Challenge code B.

Equipment: Slugthrower, baton; comlink; AT Clothes; **light armour (DR2, -1)** first aid kit, Hvy Blaster Pistol, 2* Frag Grenades.

Skills/Feats: Intimidate+4, Climb +3. Feats: Armor Proficiency (light), Toughness, WGP(Blaster Pistols, Simple Weapons, Slugthrowers)

Hired (Low-level) Rancher-Thugs: Thug 2, Expert (Rancher) 1;

Init +1; Defense 12 (+1+1); Spd 10m; VP/WP 0/14; Atk +5 melee (1d3+2 fists) or +4 ranged (3d8/DC 18/8m stun, Heavy Blaster Pistol); SV Fort +3, Ref +1, Will +0, FP 0/DSP0; Rep+0; Str 14 Dex 12 Con 11 Int 10 Wis 9 Cha 8. Challenge code A+

Equipment: Licensed Heavy Blaster Pistol, baton; comlink; Steppe Clothes; [if not in town light armour (DR2, -1)], first aid kit, Ranchhand Speeder-bike

Skills: Intimidate +3, Knowledge (Streetwise) +1, Profession(Rancher) +4 (1+3), Handle Animal +3(1+3-1), Pilot +2 (1+1). Feats: Toughness, WGP(Blaster Pistols, Simple Weapons), **Point Blank Shot**, Skill Emphasis(Handle Animal), Skill Emphasis(Profession (Rancher))

Grayn'Gar – Mayor of Windhalter

Whilst not initially admitting it, Grayn'Gar is both Mayor of Windhalter and one of the most powerful Ranch Managers in that region: it is he who has lost most to the Shetocks. Whilst this gives him an added incentive to hire someone in, and a little vested interest, he is nonetheless an average ranch-manager.

His stats are provided only "in case". There is a XP penalty if he dies. He may be taken hostage by the Shetocks or Keysuur Maar, in which case there will be a small XP bonus if rescued alive.

Grayn'Gar - Senior Ranch Manager: Expert 6/Diplomat 2
Init +0; Def 13(+3); Spd 10m; VP/WP 0/12; Melee: +8/+3 [1d3 unarmed]
Ranged: +8/+3 [3d6, DC 15 Stun Blaster Pistol OR DC20 Stun Animal Gun]; SV Fort +4, Ref +4, Will +10 , FP 0/DSP0; Rep+4;
Str 10 Dex 11 Con 12 Int 10 Wis 10 Cha 12 Challenge code D/E
Equipment: Blaster Pistol, Animal Stun-rifle; comlink; ATC; animal restraints; Steppethine & riding tackle, veterinary kit and first aid kit, data pad; basic repairs kit on speeder.
Skills: Handle Animal +6, Knowledge(local) +7, Knowledge (Trader) +3, Profession (Rancher) +7, Spot +3, Treat Injury +3, Survival +4, Ride +4, Pilot Speeder +3, Repair +2, Knowledge(Veterinary Science) +4, Diplomacy +6, Bluff +4, Intimidate +2, Sense Motive +3, Computer Use +3, Profession (Ranch Manager) +6
Feats Skill Emphasis (Profession[Ranch Manager]), (Handle Animal), WGP(Blaster Pistols), Persuasive, Trustworthy.

He and his family, the Grayn's, run Gap Ranch. He suspects that either Barrier, Hill or Plains are the culprit, but dares not make a formal accusation in case it backfires: he is already "in the frame" for killing the handsome new Plains Ranch rancher who was "courting" his 14-year-old daughter.

In actual fact Gar had no problems with the ranchers approaches: the guy was young, so was she; he was handsome and seemed fairly bright; sometimes helping out Gap Ranch on his off-days at times with the cattle tracing and similar boring activities. Gar has **no** idea about the Ranchers (Tam Elyagh) real leanings.

Gar will not volunteer this information in WindHalter. The PCS could elicit it from the Sheriff or from Gap Ranch or, of course, from some of the less salubrious members of Plains Ranch.

-100 XP if the Mayor is killed, -200XP if he is killed by **any member** of the group. If he is kidnapped and rescued **alive**, then a +100XP EACH bonus should be awarded to those PCs effecting the rescue.

Wye Terph – Sheriff of Windhalter

Wye is a retired soldier, having served in the Republican guard for a while and then becoming injured. He bought a farm and retired here, to WindHalter, hoping to never see trouble again. Given his previous experience it wasn't long before someone volunteered him for the role of Sheriff - a role he takes seriously, especially given the prestige it gives him in this small community. He has a sense of honour and duty which makes him try to carry out the role of Sheriff to the best of his ability whilst also running a ranch.

Whilst Wye can normally cope with cattle-rustling, he is frustrated about the sophisticated rustling being done by the Shetocks, but has no proof: he cannot move against them until something is proved. He is also extremely annoyed that he appears to have a rogue Jedi in his patch: he will be hostile (though not aggressive) and frustrated/angry with any Jedi, demanding to know what they are going to do about one of their number.

In general, this is a frustrated and short-tempered guy: he can't do both jobs (Ranch Manager and Sheriff) well, though is trying to do so.

If the PCs manage to impress him with their **professionalism**, he will offer the support of his deputies: "If you get 'em, and need us, just call." If they come up with proof about the Shetocks and the murders, he will be extremely impressed and friendly, highly co-operative and will summon up a posse if appropriate for a big show-down (*GM to arrange this - statistics are on these pages and in the RCR*).

The PCs should not have a run-in with Wye. It is possible he is captured by Baby-face.

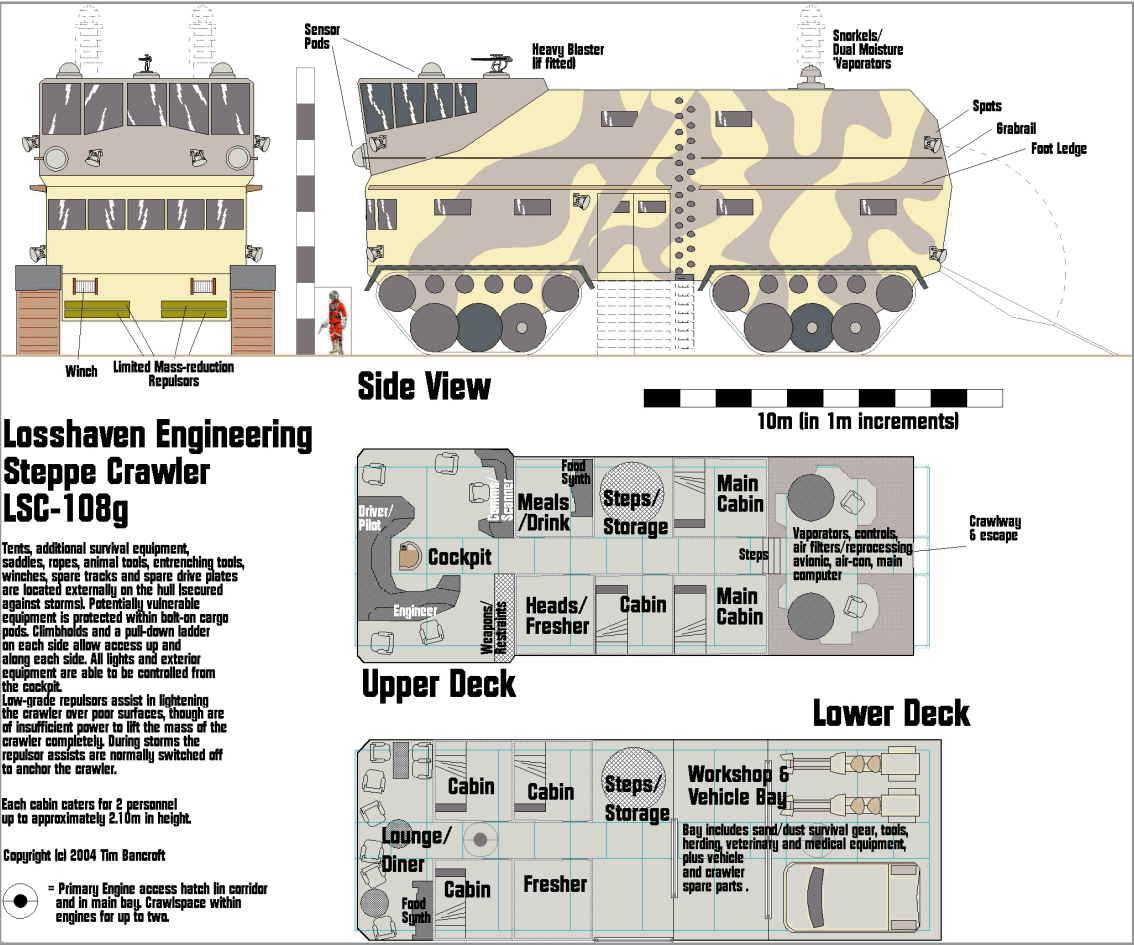
Wye Terph - Ranch Manager/Sheriff: Diplomat 4/ Soldier 3;
Init +0; Def 17 (+4/+1 class); Spd 10m; VP/WP 0/12;
Melee: +7/+2 melee (1d6+2 night stick)
Ranged: +7/+2 (3d8, DC 18 Stun Heavy Blaster Pistol, 8m);
SV Fort +6, Ref +4, Will +5 , FP 5/DSP0; Rep+2;
Str 14 Dex 14 Con 14 Int 10 Wis 11 Cha 12
Equipment: Heavy Blaster Pistol, Night Stick, Animal Stun-rifle; comlink; ATC; Sheriffs Speeder, first aid kit, data pad+legal plug-in; repairs kit on speeder; restraints (30 sets).
Skills: Bluff +3, Diplomacy +4, Listen +0, Spot +0, Survival +0, Gather Information +8, Ride +2, Sense Motive +2, Profession (Ranch Manager) +5, Treat Injury +4, Pilot Speeder +7, Repair +2, Knowledge(local) +3, Knowledge (Battlefield Tactics) +2, Knowledge(Galactic Politics) +2, Intimidate

+7, Computer Use +1, Craft (Blaster Pistols) +2, Demolitions +6, Profession(Sheriff) +3
Feats: Quickdraw, Point Blank Shot, WGP(Blaster Pistols/Rifles, Heavy, Vibro, Simple), WGP (light), Persuasive, Trustworthy, Track, Skill Emphasis (Profession[Ranch Manager])

Additional Technical Data

LSC-108g Steppe Crawler

varying ground hazards such as quicksand, marsh, hard sand, skree, or hidden canyons, but has no aerial sensors apart from weather: a comprehensive link with the weather stations and storm-warning centres across the plains.



Built by Losshaven Engineering Corporation for the steppes and weather of Losshaven, the steppe-crawler was provided for those nomads who neither needed the speed of Tauntauns, Steppethine or speeders and speeder bikes, and also wished for some comforts. It provides a complete, air-conditioned and comfortable "home from home" for a large family or up to 8 ranchers plus 2 crew. It can be compared with the sand-crawlers of Tatooine in offering a similar function as a "mobile home".

They are prized for their cargo carrying capacity and space, as well as having a licensed laser cannon, though often awkward to traverse, ostensibly for defense against predators or raiders. They are slightly armoured and, being solidly built, tend to last: they therefore retain their used prices, but second-hand crawlers may well have some jury-rigged flaws.

The Steppe crawlers are renowned for exceptional ranch-biased sensor capability: their sensors are very sensitive (+2 sense and +4 military-style fire control) to animals and items in the Small to Huge category (young to full-grown Bantha) but are otherwise very poor at smaller creatures (-5 on usage checks, +0 fire control) and average at larger sizes (+2). It has very good ground-based sensors, able to spot

The crawler is equipped with a heavy-duty winch and tow-cable, often used to rescue parent animals from skree or small canyons. They are also often equipped with an extensible repulsor-frame for lifting and harnessing recalcitrant animals (stored on the roof). Trailers are also an oft-found accessory, either for carrying animals or with more living quarters. In an emergency the internal partitions can be knocked through to make a large medical theatre for surgery on creatures as large as banthas.

Spare equipment, parts, camping and survival gear are stored along the sides and on the exposed upper deck. A Steppe-Crawler encampment often has tents placed against the sides of the crawler to provide a cool sleeping and resting place underneath it's main body, out of the searing sun. Electro-fences are often stored rolled on top, then unrolled to form a temporary corral.

Losshaven Engineering LE-108g Steppe Crawler	
Class: Tracked [Ground]	Crew: 2 (Normal +2)
Size: Gargantuan (~17m long)	Initiative: -4 (-6 Size, +2 Crew)
Passengers: 8-10 (total)	Manoeuvre: -4 (-6 size, +2 crew)
Cargo Capacity: 10-12 t/10 weeks	Defense: 9 (-6 size, +5 armour)
Speed: 10m	Shield Points: None
Maximum Velocity: 30 km/h burst*	Hull Points: 80 (DR10)
Cost: 25,000+ (new), 15,000 (used)	Area: 8 long by 5 wide
Weapon: Laser Cannon; Fire Arc: Front Turret; Attack Bonus: -2 (-6 size, +0 crew, +4 fire control**); Damage: 4d8; Range Increment: 20m	
* Sustained cruising speed is 20km/h, or 12km/h in comfort, 24x7 if crew can operate in shifts	
** Varies. See notes	

M'loow Felyp's Crawler

Warning: GM Information ONLY.

This crawler resembles an average LE108g. It has two non-visible modifications: the first is an intensely reliable and long-lasting power-plant (fusion, dual intakes, able to use almost anything as fuel) which lasts for about 6 months between refuelling if actively used, and 3-5 years if the vehicle is in idle mode; and secondly, it contains one of the secret stashes of blackmail data that M'loow keeps on many of the underworld villains with whom he deals.

If a user checks the control circuitry specifically for any anomalies (these will not otherwise be found) on a Computer Use DC 25+ check they will come across a hidden and secured area of memory.

The hidden and secured memory is extremely well protected and encrypted (DC 35+ to penetrate), is isolated physically and logically from the main core, has backup fail-safes on two separate cores and is non-erasable. If a discoverer actively Searches for the cores (DC25+, 5 minutes base (therefore 1.5hrs) on Take 20) they will be able to trace them to military-level armoured, sealed and protected (DR20, DP 25) "black boxes" secreted within the hull of the crawler. If not specifically looking for the cores then they will only be found after an extensive, all-crawler Search vs a DC of 35+ on a 10 minutes base - this will involve taking the crawler apart virtually!

The PCs should leave the cores alone. Within each black box is a self-contained com unit which will signal a warning if physically penetrated (Disable Device DC 35+ to avoid) before self-destructing. Furthermore, if the external com is disabled to the boxes (via the main computer) or the prevent signal is not received with two weeks of the last signal, the boxes will regard M'loow's life or safety to have been violated, and they will enter "violated" mode.

In such a mode the boxes will firstly transmit a warning requesting a unique DNA-based code (M'loow's) to stop further work. If not received they will (10 days later) begin gradually transmitting their contents: incriminating and previously unknown evidence about movements and liaisons of all the criminals with whom M'loow has had dealings or has investigated.

It is worth remembering that the computer (like many) is automatically linked to incoming and outgoing signals. Once every few weeks an update or "ok" signal will be sent to the two secret cores: if this signal is not received the cores will act as if they have been "violated".

Of course, the PCs may find one of these cores and keep it for themselves for later use: how they ensure the okay signal is sent and that the core does not enter "violated" mode would be an interesting side-scenario, or could be left as a meta-gaming incident. It is likely these are never found....

LE-708S Ranchhand Speeder Bike

This information could be given to the players

Built by Losshaven Engineering for the retaining areas and equipment bays on the LSC-108g, the LE-708S are a functional steppe-speeder, adapted for ranch and long-term cross-country use. The design emphasised minimal complexity and maximum adaptability so, whilst raw and slow in use, repairs tend to be easier: piloting rolls suffer a DM of -2 but anyone making a jury-rig or repair on a 708S has a DM of +2.

Most Ranchhand Speeder-bikes are equipped with tie-stanchions to which ropes can be attached. This enables the bikes to be used, often in tandem, to slowly lift stranded animals and cubs/calves to safety. Whilst the bikes can be used to tether larger animals, such animals could just tow the bikes behind them unless positive power is applied in the opposite direction: this implies the bike needs to be piloted! The gearing on the bike is intended for such ranch use, however, so anyone used to using a bike or mount in such a role (Profession(Rancher) or Handle Animal at +5, for example) can get a synergy bonus of +2 to piloting rolls made whilst handling and tethering animals.

Losshaven Engineering LE-708S Ranch Speeder Nikes

Class: Speeder [Ground +10m]	Crew: 1 (Normal +2)
Size: Large (~4m long)	Initiative: +1 (-1 Size, +2 Crew)
Passengers: 1	Manoeuvre: +1 (-1 size, +2 crew)
Cargo Capacity: 30kg	Defense: 10* (-1 size, +1 armour)
Speed: 60m	Shield Points: None
Maximum Velocity: 160 km/h	Hull Points: 16 (DR4)
Cost: 5,000 (new), 2,000 (used)	Area: 2 long by 1 wide
Weapon: None	

* Provides no cover to crew and passengers

There is a fair amount of space for ranch equipment in panniers. Ranchhand bikes often have spare shelters, water, food, medical and emergency supplies. Some spare parts are often carried. There are also holsters for animal stun-guns.

Almost all the Ranchhands are equipped with a transparent protective dust/grit-shield to give the riders some protection against the early dust-storms in the steppes. There is a saying that you can judge the value of the speeder by the scars on its wind-shield

LEC S908R - Rancher StunGun

This information could be given to the players

This is a basic, dual-purpose herding weapon of the Ranchers. Whilst it is an energy carbine, it is neither blaster nor slugthrower and, whilst it has a long range, its single-shot dart magazine is clearly intended for animal work and is not seen as a weapon of war. As a result, licenses for its use are easy to obtain.

It has two settings modes of use: dart or stun. In "Dart" mode, the carbine compresses any gas in

the atmosphere to fire a dart. Due to compression and recharge times in "Dart" mode, any shots in that mode have a -2 equipment modifier to Initiative. The darts automatically keep injecting their load for 3 rounds until the target collapses for the load is empty - thus helping to ensure that correct dosages are applied.

The most common load is a DC21 Fort SV tranquilliser relevant to the animal being herded, typically Bantha, Nerf, Steppethine or Tauntaun. A target hit with this must test each round for 3 rounds to avoid falling asleep for around 3 hours or until a counter-sedative is injected. Damage against other targets in this mode is 1D2.

Broad-spectrum tranquillisers are less common but are available and give a variable Fort SV (effectively poison) to put a target of a specific general type to sleep for 1-4 hours depending on its size. Types are Mammals, Reptiles,... (medium, for example, would sleep for 3 hours, Tiny for 3, small for 3.5, large for 2.5, Huge for 2, Damage is also 1D2 due to the force of the dart.

Innoc. Dart 20m (various); DC21 8m+ Stun

Anti-Cattle Fencing

The fencing around most of the compounds and around the cattle paddocks has to be very strong and capable of dealing with Bantha! The fencing is of a wide-weave open mesh big enough for a small character to crawl through, though they cannot help but touch the mesh but not big enough for a medium-sized character to crawl through.

The fences are 2m high and are powered to give a stun shock of DC12 to Bantha or Nerf or other large creatures, or correspondingly larger to smaller creatures. Medium sized creatures touching the fence will receive a DC18 Stun charge; Small a DC21 Stun charge or be stunned for 1d+1 rounds.

The shock is enough to keep Bantha away.

The fences are connected to the power grids at entrances.

Possible Side Scenes

Exchange of captives

It is possible the heroes will capture Doc Shetock and actually arrange the transfer. If this happens, Babyface will arrange a meet at the junction of the Gap, Plains and Hill Ranch – position determinable by sat-nav location equipment onboard the crawlers. This will be arranged at midday on a day as soon as possible (normally the next day), and Babyface will insist on no-one else other than the deputies (the heroes) and his own people being present.

Babyface will attempt to insist on all the surviving Thugs being released with his brother, but will settle for 2 or 3 and, if pushed (and a **very** good bargaining roll is made) will fall back to his brother.

Ambush

The day before, he will try an set up an ambush with a crawler full of his own men (8-10) as close to the heroes as is reasonable on their route to the exchange point. His thugs will radio for help claiming the crawler has broken down with a reactor explosion, seriously wounding several men: they need help.

An opposed Sense Motive check vs a Bluff of +5 (+3 +2 for com-only) may help the heroes to determine the lie, but the other method is to ask for a name: the Hill Ranchers will claim to be from Plains or Gap and will give the name of a valid rancher - the heroes may want to hack into the local voting register or similar to confirm the name: it is indeed valid. However, the stated rancher will actually be in his home ranch (Gap or Plain) and will be able to be brought to the com station at that Ranch!

The ambush itself will be straightforward: 2 men will be lying down outside feigning injury (but with weapons hidden to hand), some scorch marks can be seen on the side of the crawler, and smoke (actually a brush fire with oil and rags) will be coming out the back of the crawler, which has its ramp partially down. Two thugs will be up in the cockpit (Shetock's crawlers have blaster cannon) whilst one will be hiding inside and two more behind the crawler's tracks. When the heroes approach within 40m they will be jumped: most of the men have slugthrowers.

Any killed or disabled in this ambush will not be available to Shetock on the following days exchange.

Exchange

Shetock is nothing if not crafty. The night before the exchange he will send out three men in a speeder to the exact point of the exchange. They arrive around 2am and dig two pits covered with camouflage netting (giving a total of +10 to Hide checks) at slight angles to the exchange point and to one side. The pits will be around 20m away. Once dug, they will be left alone until around 6 am (when the air starts warming up) when the three will return: two of the thugs armed with slugthrowers will then hide

themselves awaiting the heroes arrival whilst the third will drive the speeder some distance away to be hidden.

He will insist the heroes pull up just over 100m to the west of the exact location, with his own crawler 100m to the east. He will step out of the crawler with 3-4 of his own rancher-thugs and state he wants to see his brother plus any other's who are being handed over. When they are brought out he will announce his satisfaction.

However, the following occurs:

You can sense Babyface's grim satisfaction over the com, and even see him set his shoulders just two hundred meters away. But then one of his henchmen lifts a comlink to his ear, nods and leans towards Shetock, muttering something. You hear a curse over the com, then Babyface hails you once more.

"Our sat-nav's on the blink," he says. "We've pulled up 100m too far. We'll pull back." Before you can say anything he turns, walks back into his crawler with his entourage and it begins clanking into reverse.

Over your own comlink comes another voice. "Hill Ranch crawler here. The boss says just to pull forward 100m. We want to do this properly."

The crawler reverses 100m and stops: Babyface gets out and waits patiently in front of it. "Come on", he insists over the com. "Move up to your position and let's get this over with."

It is possible the heroes will try and argue, but Babyface will insist that there own sat-nav is also on the blink, perhaps upset by the same meteorological condition as his. If the heroes back off, he will threaten to kill the hostages (*Sense Motive* or other diplomacy checks as far as truth-telling goes will succeed: he will do so!).

The Wool'than's are not onboard the Hill Ranch crawler. Instead it has 9 of his henchmen on-board plus Shetock himself (minus however many of the 7 didn't survive the previous crawler ambush). Shetock will insist a maximum of 4 people stand outside from each party – himself plus 3 henchmen plus 4 from the heroes.

You line up as agreed, the prisoners beside you. There is no sign of the Wool'tahns and you are about to com Shetock when he raises his own comlink, switches frequency and gives a double click. From a low rise several kilometer's away rises the dust from a desert speeder. Is this an ambush, you wonder? Your fingers hover over the butts of your blaster-pistols.

Seconds later your question is answered. Shetock's voice grates over the com "They're coming now. Hold on." The speeder screams to a stop a few meters from Shetock and the Wool'than's are forced out. The baby is crying and Jahnby is trying to look brave. The four look across the plains at you and you sense relief.

"Git 'em going," says Shetock and pushes them forward. Your prisoners step forward, too.

The heroes should hold back: any sign of any problem and Shetock will flag for general attack.

Up until the half-way mark the prisoners will keep pace with the Wool'tahns, even waiting for them if necessary. Once past that point, Shetock's own men will speed up. When within 40m of Shetock, he will suddenly order an all-out attack, run forward and throw blaster pistols at those of his own men who need weapons and then charge the deputies/PCs: the two snipers who are now right by the PCs will open up on them as well.

A fight will ensue in which Shetock will exact revenge for taking his brother.

If either Shetock is injured (down to 0 VP or any WP taken) the Thugs will stop charging. If either Shetock is badly injured (5 or more WP lost) then they will order a retreat and organise a fighting retreat back to the crawler.

The Shetock's speeder will pick up any of his injured and scoot out of the area as fast as possible.

After this encounter, Shetock will head back initially to his Hill Ranch (until he is out of sight) and then veer towards his mine in the hills. He will wait here with all the rest of his men (four have been taken from the mine, so reduce those numbers if necessary) for the smugglers to come and take off the last shipment of wind-art.

GMs maps for

Lost Jedi of Losshaven

Enclave of Ice part 2

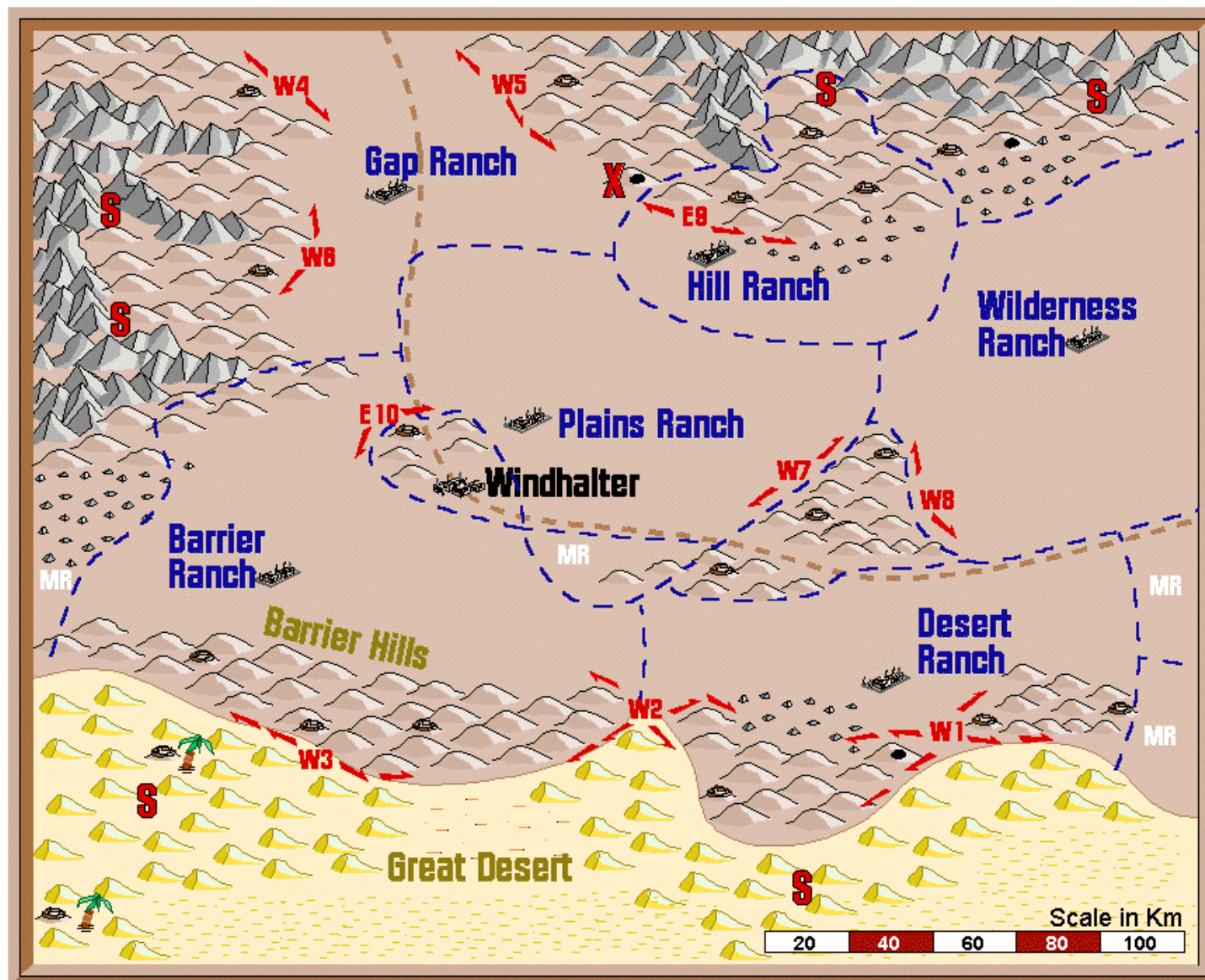
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GMs map of the Windhalter Borderlands

This should never be shown to the players. If, or when, they call up a map of the area the separate Players Map should be shown.

The area approximately marked for the Starfighter is not fixed: if the GM should locate it as necessary for the scenario flow. It is near a Haven-Manor close up to the foothills in a blind canyon so that the rest of the story and guidelines can make sense. Such locations have been marked "S". The best areas are those north of Hill-Ranch or in the desert. Villages nearby will have spotted the Starfighter going overhead, and could tell the direction, but have a hard chance remembering (see text).

The mountainous areas are full of blind canyons - arroyos. Anyone travelling through the hilly areas within a few kilometres of one of the manors will find orchards, crops, vineyards and in the more exposed areas olive and fig groves (very scrawny trees), plus fields of barley or wheat normally planted in areas protected from the wind by the trees, natural features or by low wind-breaks.



- Badlands
- Sand Dunes
- Desert Plain
- Mines (Active)
- Mountains/Rio
- Small Town or Village
- Principal Ranch
- Haven-Manor
- Minor Ranch
- Shutdown mine: location of kidnappers Wool'Tahn family
- Possible locations of Keysuur's Starfighter
- Wind-Art sites
- Wind-Art sites with export permission

Storms

This area is one of the worst for dust-storms in the whole of the 20-degree sub-equatorial zone. Winds are funnelled into the area through the extensive hill-ranges and in-between the two mountain ranges (via Gap ranch) before blowing themselves out.

Wind-Art

All the wind-art is on the exposed outcrops or arms of hills which extend into the path of the worst storms. Wind-Art exists near all of the Haven-ranches, but the areas marked are the most extensive and where the finest art is to be found (read: easiest for a smuggler to find a decent piece).

Areas W1 to W8 are all sites where wind-art can be found and viewed - in all cases the art has been shaped by the locals in the nearby Haven-manors, or in out-farms (associated protective houses, often in caves or underground, which are inhabited by some of the families or residents for some of the year) of those manors.

Areas E9 and E10 are similar but are those Wind-art "collections" for which export licenses have been gained. E9 is completely legitimate - the occupants of the Haven-Ranch have had a great deal of exposure to Windhalter and the ranchers and are now more "civilised" (population around 200+) than all of the other local Haven-Ranches. E10 is an area where one license has been forged (from the most northerly Hill-Ranch in the hills) but the others were extorted from the hill-manors at the south end of the hills. Of course, the only way of telling the forgery (now logged as sound) would be by talking to all the manors.

Haven-Manors

The following information can be discovered by the players if they talk to the local haven-ites. It should be borne in mind that the residents of the haven-manors are not particularly talkative and are shy of strangers (treat as *indifferent* at best). It supplements the information in the Adventure description.

Life on a Haven-Manor

All manor hierarchies similarly structured, all will have a few "experts" - farmers, etc - and all will have a few diplomats (leaders). In the larger villages there may be low-level hero classes: Noble or Fringer, and the very few Tech-Specialists are doctors, surgeons or veterinary surgeons. **There are no Soldiers, Scouts, Scoundrels, or trained Force-users.** Their life is idyllic, romantic, even, and is heavily tied to the land, worship of its produce and worship of ancestors. Life is spent dedicated to worship, farming and study of the ancient scriptures. Sometimes, this extends to out-world study but not off-world study. Leaders are normally those trained to be so when young, and have extensive knowledge of their own scripture, "Haghid-talas" (lit: "The True [or only] Way").

No manor has any blaster-weapons apart from Wind-Halter Manor - and even then for defense against thugs who try to come in from time-to-time when visiting Windhalter "on holiday". All have a few primitive weapons or slugthrowers for frightening off injured or predatory animals, and animal stun-carbines are used for controlling the worst of the herd-beasts.

Wind-Halter Manor will stage "ancient dances" in "ancient costume" and hold "ancient banquet" for large numbers of tourists (20+) who come occasionally. Most is fake and is exaggeration of their normal life. The Manors tend not to be assigned names as they change their name according to who is in charge at any one time: the manor picks up the family-name of the temporary "squire". All the manors know the family names, so will just nod at a reference.

Haghar-Talas

The only exception to this is the manor to the north of Hill Ranch: this is known as the "True Teaching" or "Haghar-Talas" by all the other manors. It is here that all talented young men or women study the way and are trained in skills for rule (from "The True Way") or in other complex areas which require a religious background (e.g. anything to do with science or technology). This is a **very** closed society.

The teachers at Haghar-Talas (there are no "masters" or "leaders" there - they are pure followers of the "Haghid-talas") are very much against letting any of the Wind-Art off-planet, which is why they have not given their signature to an agreement for Hill Ranches Wind-Art to be exported. They disprove of the Windhalter Manors permission and try to oppose it (peacefully, of course) when they can. In general, the occupants here will be highly reticent to talk to outsiders: treat as *unfriendly*. If the PCs emphasise they are trying to stop the export off-planet then they may become *indifferent* and if the PCs have already done something active to stop any export then the community will become *very helpful* where such activity or supporting such activity is concerned.

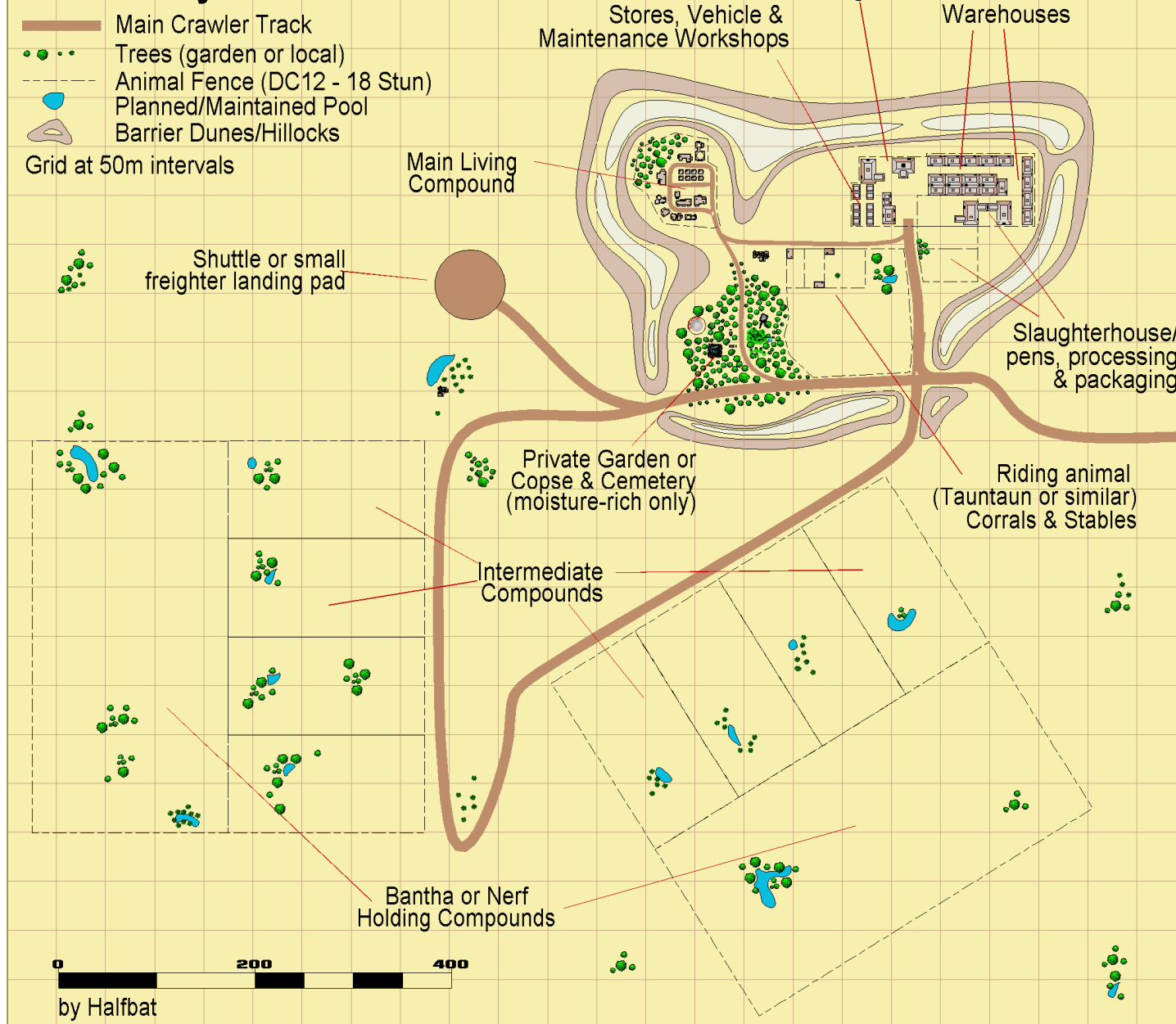
General Borderlands Ranch Overview

(This is already available on <http://www.MedjKaiNebula.info/>)

This shows a general plan of one of the Borderlands ranches. Some will have more buildings, others fewer. Whilst it may look huge, it's worth remembering that the ranches are, in general, almost 40-50km from each other, at least, and that a lot of infrastructure needs to be kept at each ranch.

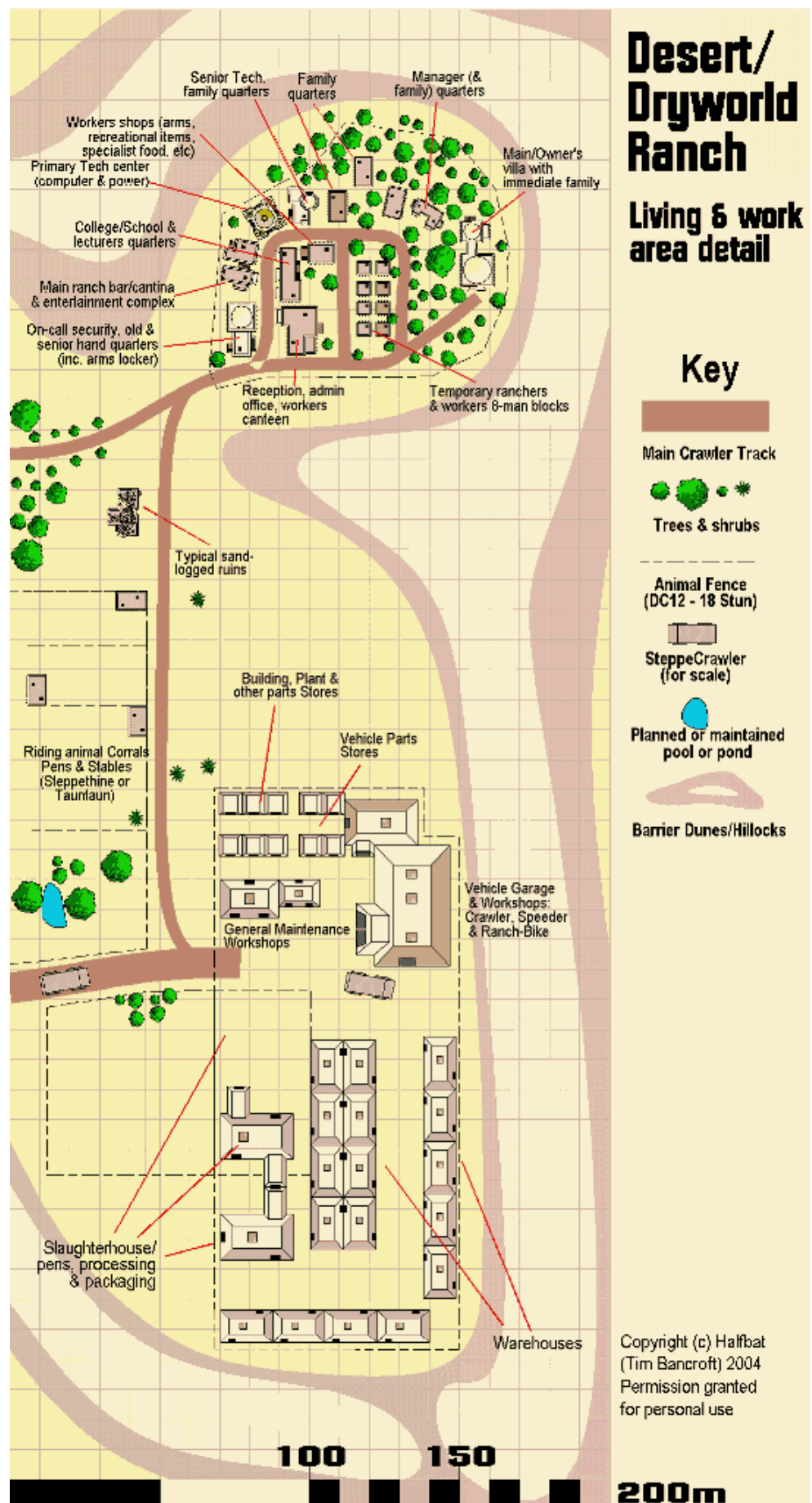
Within the barrier dunes, open ground will generally be cultivated, normally with root vegetables, berry-bearing bushes or cereal able to survive in arid climates. The cultivated copses will have large numbers of fruit and ornamental trees and will generally be managed very carefully.

Desert/Dryworld Ranch



Borderland Ranch Detail

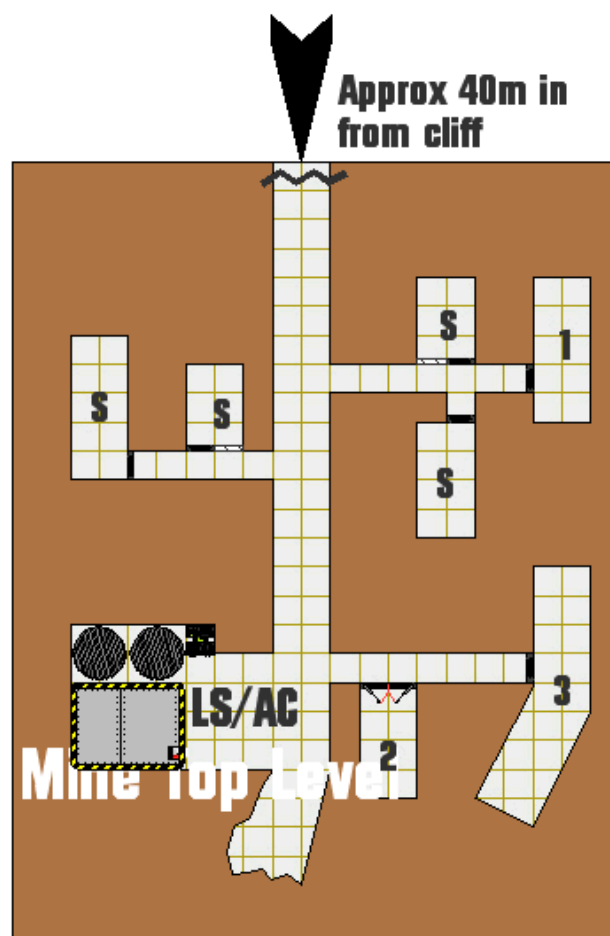
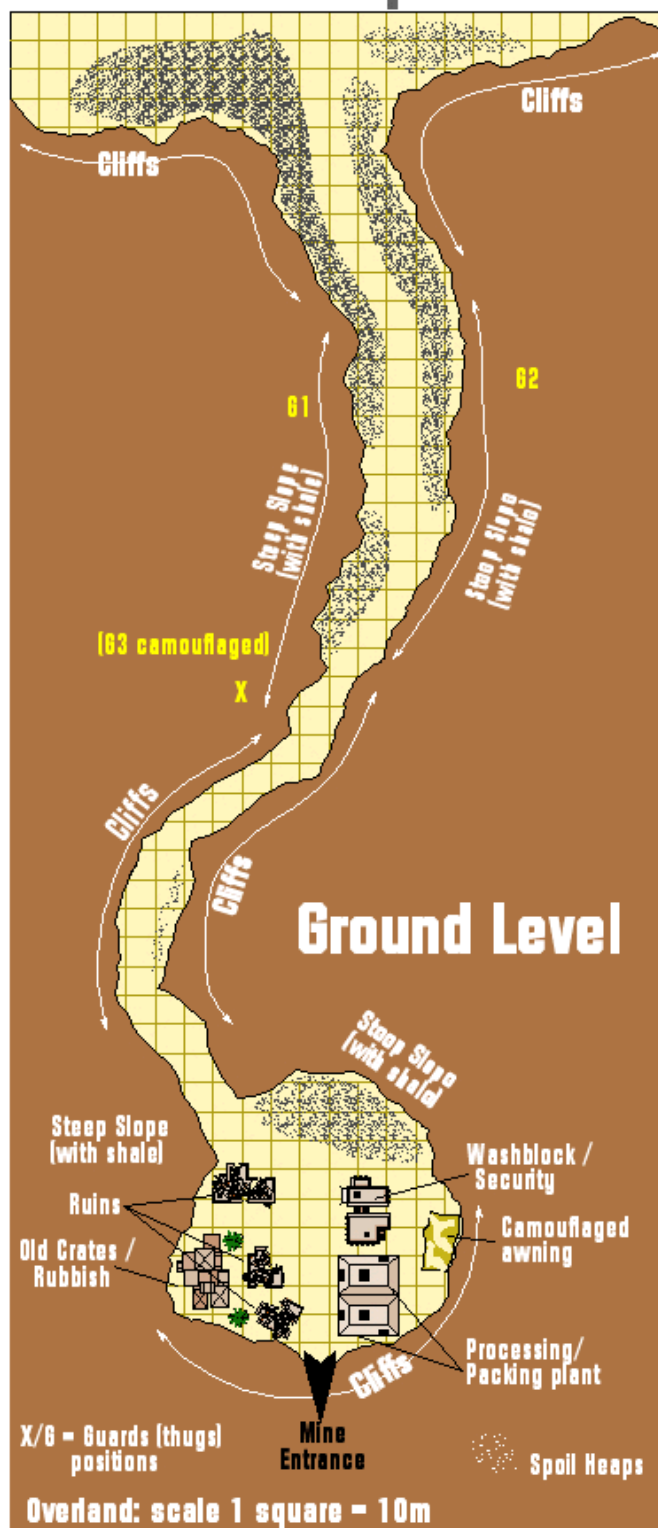
This plan shows more detail of the generic ranch. This can be applied to most of the ranches in the Borderlands.



Abandoned Gap Ranch Crystal Mine

This is on the borders of Gap and Hill Ranch territory and is where the Wool'tahn's are being kept and the stolen wind-art stored.

Abandoned Gap Ranch Crystal Mine



Players maps for

Lost Jedi of Losshaven

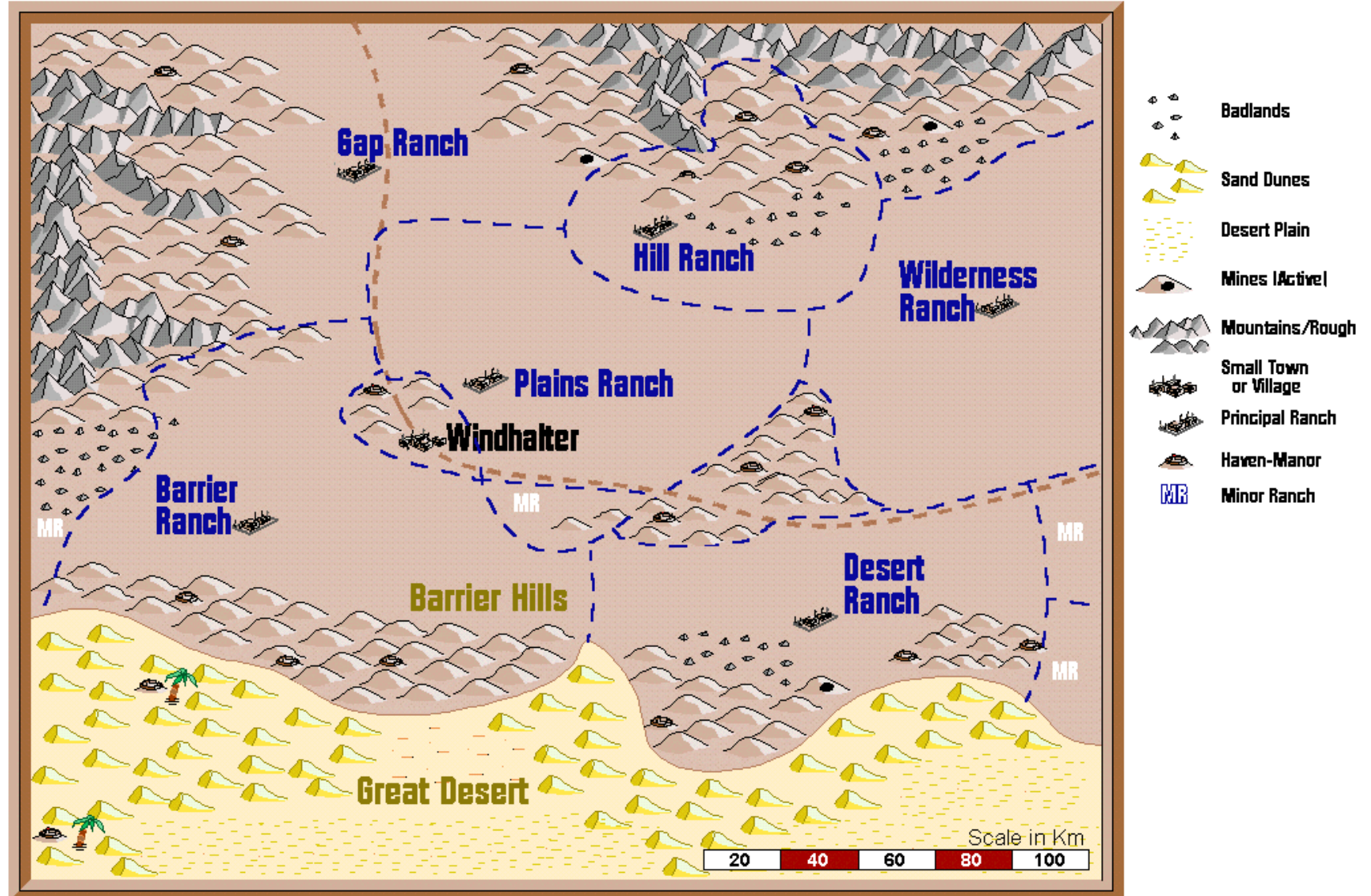
Enclave of Ice part 2

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Players map of the Windhalter Borderlands

This is what can be seen by a simple combination view of a local map and information gathered from the Windhalter authorities. MR refers to the Minor Ranches, which are normally a number of small ranches gathered in joint venture to manage an area up to 40*50km across, and rarely larger.



Gridded Map of Borderlands

This is provided with a grid for ease of player tracking of distances. The speeds of the crawlers (20km/h) and speeders bikes (120-160km/h) can make travel interesting

