



SEARCH AND RESCUE ON TATOOINE

BACKGROUND AND INTRODUCTION

Intro speech

You arrive at your meeting place a bit early (the air taxi seemed to be in a rush today). The hotel is located out of the hustle and bustle of Coruscant's center, so much so that, if it wasn't for the permanent line of shuttles in the sky, you would wonder if you were on Coruscant at all. Without being ostentatious, the hotel you are standing in front of seems nonetheless pleasant and out of the ordinary. As you walk in, you see a desk straight ahead, where customers are checking in or out. On your left, a sign announces that the restrooms are in the rear, and on your right, there is a waiting room with a couple of chairs and tables, and a couch.

A man, wearing what seems to be a hotel employee uniform, walks up to you, a somewhat forced smile on his face, but he also tried hard to hide, a look of dismay at seeing a kind of clientele he's not accustomed to walk in.

"How may I help you ladies and gentlemen?"

After you explain to him who you have come to see, he takes you up to the desk and gives orders for the clerk to warn your contact of your arrival. Then, he nods to each of you and bids you farewell as he walks back to his seat to wait for other customers. The clerk hangs up the phone and calls another employee to show you to the room, where the lady is waiting. Room is 515. As you reach the 5th floor, you hear a door open and the shadow of a person standing in a doorway appears at the entrance. The sign to your right says "Rooms 501-521" and an arrow points to the direction you are heading. As you get closer, the shadow moves and the person comes out in the hall. You now recognize the lady (from a holo she sent when she contacted you) you came to see. She kindly thanks the employee, gives him a tip and he heads back to the elevator.

The lady (a Cerean) now turns her attention to you and smiles as she holds her hands out to all of you.



"Good morning, and thank you for coming so quickly. Please, come inside so we may discuss the reasons asked for your help. Sia-Mei; come and greet our guests, dear."

A young girl, perhaps 10-12 year of age, comes out of the next room and walks over to you. She stops halfway and says hello. She then turns to the lady and asks something in Cerean (for those of your heroes who might know Cerean, she actually asks her mother if it would ok if she went down to the hotel recreation room to read a book while the grownups talk. The mother agrees but tells her to be back in a half hour). The lady then turns around to look at you.

"Please, sit down if you wish. Thank you for coming to my help. I am really worried about my husband and my son. We are traders, you see, and they went on a trade run to meet some customers. My husband is very meticulous in his business, and he always goes to meet them himself. He also contacts me after every important meeting to let me know how it went and if anything needs to be prepared, or if somethings need changing so I can amend our files; sometimes, I send requests to our warehouse so they can prepare orders for a special shipment. He last contacted me after leaving Tynna, and he was on his way to Naboo. He said he would contact me again as soon as meeting on Ryloth was over. When he failed to do so and my messages to him were unanswered, I sent a message to the Ryloth Space Sport Authorities, but they told me they haven't been able to find a trace of his ship docking there. He did reach Naboo, as his Docking Bay Authorization shows (the Naboo were nice enough to send me a copy of it). That is when I got in touch with Suji Sen-Lan (Suji is a young Cerean Jedi apprentice, friend of this family, the group went on a mission with during the 1st mission we did, the one from the Core Rulebook), but she was unable to help me right away, being on a mission with her Master, so she advised me to contact you."

"I really cannot express my gratitude enough for your help; my daughter and I really appreciate it. I have prepared a datacard with all the information I could think of that you might need. Here is a holocard with a recent holo of them. Also, I do understand a search like this could cost a great deal of money in lodging, food, docking fees, payment for information, and such. I have put an estimated amount of money on this credit chip that I hope will suffice. Please use it in any way you deem necessary in your search, and do not hesitate to contact me if you run out. Suji assured me you could be trusted to handle it correctly."

"Oh, I have a question... Do any of you know how to pilot a transport?" (if no one does, she'll comm someone to ask something to be ready if needed. If one of the heroes do, she'll go on talking) "Oh good! Do you have a mean of planet-to-planet transportation?" (if heroes have a ship, she'll just nod and thank them again before they leave, but if they don't, keep reading the next part) "Well, then follow me."

She takes you down to the lobby, into a room where people are reading. She waves to her daughter who's sitting quietly reading a child's book. The young girl walks over to her and follows you all out. She then takes you down the next lift to the level below. As you get to the end of the platform, you see a ship being docked.



"I took the liberty to arrange for a mode of transportation for you. I figured if you already had one, it would be ok, but if I waited until after our meeting to get one loaded, it would delay your departure. It is in good working order, I am told. My husband bought it, from a friend who just retired and doesn't need it anymore. It is being restocked as we speak. Since we just acquired it, we haven't had the weapons removed yet, I apologize for that...(she looks at Voren and smiles) Then again, it might be fine with you. It'll be ready in an half an hour. In the meantime, I thought we could go for a quick breakfast... on me of course."

STORY OUTLINE

In the freighter, while travelling

As heroes drop out of hyperspace, a pirate ship attacks (I added this to try my hand at ship combat, but couldn't really figure it out, so I haven't done it since) Pirates have a YT-920. If heroes' ship gets too critical, Naboo (or whatever planet they were going to) Security Forces will come to help (as long as heroes sent a message for help).

On Naboo

They can gather info, talk to traders and shop owners the Cerean was supposed to meet. The last one he met with (the "Exotic Inn" owner) remembers them telling her they needed a replacement part for their ship but couldn't locate one here. They were hoping to be able to make it to Ryloth, and not have to stop on Tatooine. If heroes decide to go to Ryloth, nobody there's seen them and their contact there was wondering what was holding them (they were supposed to meet a few days ago).

On Tatooine

Team arrives in Mos Eisley (if they go to Mos Espa, then you can switch locations, so they still have to travel to the other and find the clues on the way - and fight the Womp rats!) They first have to deal with **Docking Bay Inspectors and Custom Officers** who will try to take as much of their money as they can in fees... In a part store, a pilot says he recalls (with a little incentive) 2 "coneheads" looking for parts for a Kazellis ship, but the owner didn't have any, and told them to try their luck in Mos Espa, where the shop dealers have more variety and bigger stocks. When they get back to their ship, they get a message from Suji. She is telling them she would like to help her friends and he Master has agreed to drop her off if they want her to join the team. Where should she meet them? (My group decided to have her meet them in



Mos Espa, because they figured they could start the investigation until she reached Tatooine).

On the way to Mos Espa

As they are flying over from Mos Eisley to Mos Espa, the ship's sensors pick up a familiar signature. On the surface, they find the wreckage of a landspeeder that has the trader's logo on it, but there is no sign of a ship. That is when **a pack of Womp rats attacks** (depending on your group's level, you can decide whether they are wounded or not. I actually went and played out a whole battle between Sand People and Womp rats before the mission, to see how many Womp rats were left, and how wounded they were, because the characters were only level 1 at the time) After the battle, a group of Jawas comes to bargain for first scraps on the landspeeder, now that the Sand People and the Womp rats are gone. The clan leader he saw a ship take off in a hurry a few days ago, after Sand People started shooting at it. His clan has been waiting for Sand People to go away, so they could claim the scraps. (Our soldier is from Tatooine, so he has basic knowledge of Jawa Trade Language, so he could make out what was said. If no one in your group knows the language, maybe they can make gestures to try and tell you all that. But the Jawas will only stay if they sense you're not out to hurt them, otherwise, they'll run back to their sandcrawler and get away before saying anything). They can point to them which way they saw the ship fly away.

In Mos Espa

In Mos Espa, they meet Suji at the Docking Bay. They can ask questions around, and start investigation, gather info. A **child** walking with his mother stops to stare at Suji. His mom admonishes him, but if heroes pick up on it and ask them if maybe he's seen others like her (Cereans), he'll tell them that he saw a man that had a head just like hers walking with a group of people, but there was no child with them. 15 mn later, the same child runs after them to give them a note a man who called himself a Spacer paid him to deliver. The note says "*I have information on the person you're looking for. Meet me at the **Sun's Cantina** tonight.*"

In Cantina (in that part, I incorporated something from the Tatooine book from WoTC. The mission in that book was way too hard for my players' characters, and I didn't want to tone it down as I felt it would take away from that story, so I am keeping it for another time. But I did like that one part when they meet the wrong contact, so I put that in there for added humor and fighting later. I can't put it here though since it's copyrighted, but if you have the book, you could very well add it. Otherwise, it's not necessary to the mission anyway...)

Heroes are waiting for their contact to arrive, maybe wondering why such mystery. They can order some drinks and sit in a booth. Just before they decide to walk away thinking that was a joke, the right **contact** finally comes in.



"Sorry I'm late" Someone in my group added "If you're here to give us a cargo, we're the wrong people" and the contact was confused for a moment, before pointing to Suji. "You're looking for someone of your species right?"

The man shows them an object (it's a collectors' coin, an old valuable Cerean silver coin), and tells them a youngster sold it to him so he could have Trugguts to pay for information that would help him find his father. He tells them the boy was going back to his starship for the night and was asking him how to get to Docking Bay 72. He was lost. The man continues on:

"I don't know if he found him, but I thought I ought to let you know. I do one good deed a day, and today was your lucky day. Now, I gotta run before the Police finds me. Don't intend on become Sarlacc supper. Good luck to you."
He slowly sneaks out the back door.

At the Docking Bay

If you added the little error contact in the Cantina, now would be a good time to have the heroes find that someone is trying to get into their ship. You can make an encounter out of it, but the thugs are molesting the man who took them for his contacts in the Cantina. There, I went ad-lib a little and had the man tell them that he had a friend of his deliver the cargo to this ship. Problem is it's not in their ship (by looking at the friend's transfer records, heroes find out that the said friend transferred it to the wrong ship - Docking Bay 46 instead of 64).

After this problem is finally solved, heroes can finally go to the Cereans ship and spot the **boy**. He tells them what happened.

"My father decided to stop on Tatooine because our Nav Comp was working less and less accurately, and another hyperspace jump might have been one too many. We first went to Mos Eisley, but no one had the part we needed there, so we had to fly over the Mos Espa. We had to stop in the desert somewhere to make a quick repair on a leak. Just as we were done, a group of people covered with bandages started shooting at us, so we ran back inside the ship and took off in a hurry. We even had to leave one of our speeders there (I had taken it out to get to the panel to fix the leak, and didn't have a chance to put it back). We rushed to Mos Espa and my father told me that, to save some time, I should unhook the Nav Comp and take it out so that, when he got back with the new one, he would just have to install it, then we'd leave right away. I suggested to him that maybe we should go together because this city didn't look safe, and 2 might be better than 1 in the streets; but when he's got something in the brains, there's no changing it. So I did what he told me, and then I waited. But he never came back. I've been asking around for 4 days now, but I haven't been able to get anywhere."



In the streets

Heroes can look around for a while,. The Suns are starting to set, and it's getting dark. In a side street, **a thief and his group** comes out of a dark alley and thief tries to put a knife on the Cerean boy's throat. He tells him that he's glad he finally will get father and son reunited. He wants him to send a message to his family, so he can ask for a ransom. Shortly after, a brawl erupts in a nearby cantina and a man is thrown out of the place. He ends up against the thief who is disoriented or even thrown to the ground by the impact. (It's actually the contact who told them about the boy in the Cantina earlier; he sees them, waves and smiles at them subtly before running off).

(At that time, either heroes will fight thugs and thief and keep at least one alive to ask him where the father is. Or they can intimidate them enough - our Wookie went into Wookie rage and they all ran off in a jiffy, after which one followed them to see where they were going. Either way, they'll get to the house in which the Cerean man is being held prisoners. If they followed the thugs there, then they'll have to find a way in, otherwise, they can just crack the door open).

After they free the Cerean, they take them both to their ship. The man is hurt, so he needs to be taken to a medical facility, or into a bacta tank (or be healed if there's a healer or a Jedi in the group).

HEROES AND NPCs LIST

I purposely do not put levels because everybody has different level characters and you can just make them whatever level would be a challenge for your players. Mine were level 1 at the time, so these were average encounters for them. Stats for some of these people can be found under the STATS link on the main page. The rest, I use stats from the Core rulebook.

Heroes (in case you wish to hire them)

- Voren
- Sarrakka
- Suji
- Hays

NPCs

- Pirate ship (with pirates in it of course)
- Docking Bay Inspector and Custom Officer on Tatooine
- Womp rats



- Jawas
- Spacer (contact in Cantina)
- Wrong contact man
- Thugs
- Thieves
- Cerean nobles



DATA CARD INFORMATION

- Last contact message: "Good morning dear. We are on our way to Naboo. Everything went well on Tynna. We should be home in another week or so. I'll tell you how the meeting with the new customer on Ryloth went. Sampel Tirena says hello; his family wishes us well, and hopes we'll all get together one of these days. Please ask the technicians to be ready to inspect the ship when we return; there seems to be a little problem with the computers. Nothing major, but I'd like to have it checked. Hug Sia-Mei for us."
- Trade License Number: 15428-Cerea-MS-RFTL (Owners: Maj-So and Kia-Di - Other beneficiaries: Ti-Dal and Sia-Mei)
- Information on Trade route and list of customers:
 - Trade Route 1: Cerea - Coruscant - Alderaan - Corelia - Tynna - Naboo - Ryloth - Sullust -Bespina - Cerea.

Traders list:

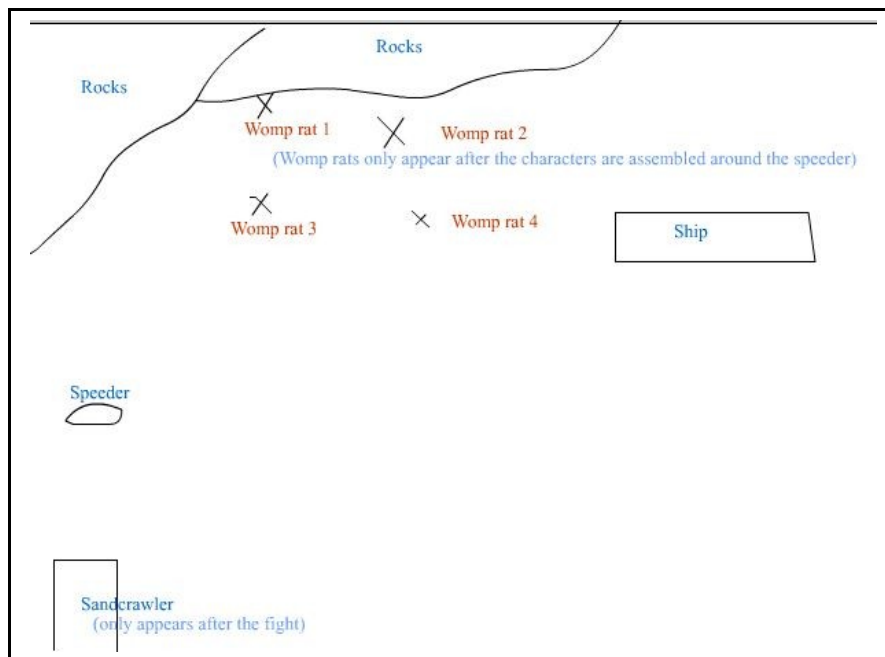
Coruscant	Alderaan	Corellia	Tynna	Naboo	Ryloth	Sullust	Bespina
Marno's Inn (exotic food-Marno Rinj)	The Inn in the Park (exotic food-Safia Renalia)	Yvel's gem shop (gems-Corran Dack)	Arani's food shop (quality food-Arani Garm)	Theed's Museum Store (art items-Pali Berrine)	Teero's Gems (gems-Koi Sudool)	Food 4 all (common and quality food-Aril Tevv)	Lune 4 star Hotel and Restaurant (exotic food-Deej Latara)
Crystal Lady semi precious gems-Sinna Tral)	Alderaan's Galactical Art Shop (art items-Sampel Tirena)	Clothing supplies, Inc. ((textile-Yarrik Horm)		The Exotic Inn (exotic food-Salma Gerani)			
				Restaurant on Palace Square (quality food-Relme Tarnerie)			
				Lema's Jewelers (gems-Vedrie Lema)			



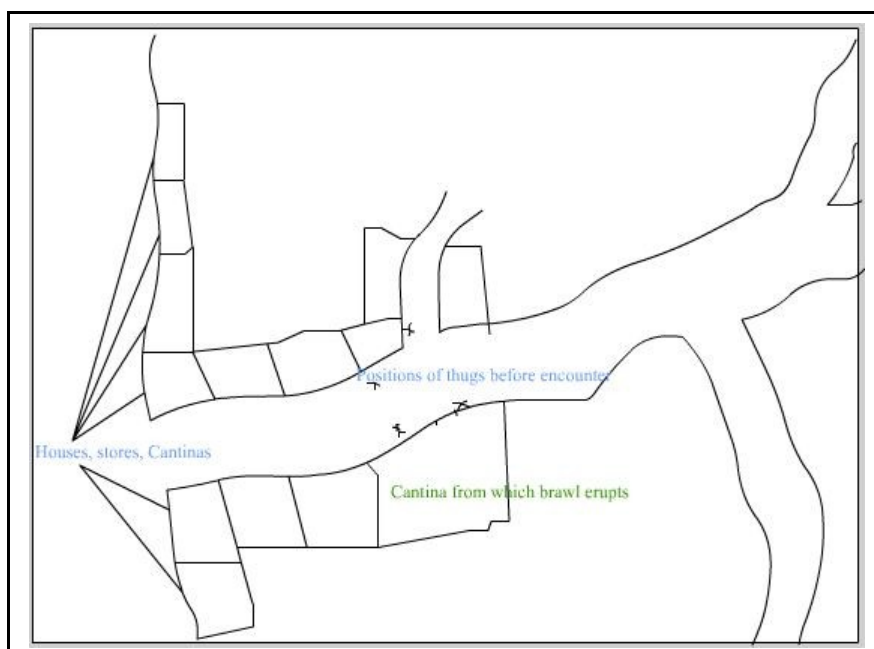
ENCOUNTERS AND MAPS

Here you'll find the maps of where the encounters take place. I'll include them for the ones who need visuals (I don't have a drawing of the Docking Bay since it can be found in the Tatooine book)

In the desert



Dark alley





Thugs' house

