



RETURN TO TATOOINE

BACKGROUND AND INTRODUCTION

An old friend of Voren (from his army days) calls him to ask for his help. He is on leave from the army right now and has to go and deliver his niece who was enslaved after her parents (his sister and brother in law) died in a crash 6 months ago. Everybody thought her dead as well, until someone thought he saw her on Tatooine last week and contacted him. To run this story smoothly, I used information from the Tatooine Sourcebook, but if you know enough about Tatooine, you can probably wing it...

STORY OUTLINE

Getting the heroes involved

Voren receives a message from Aidan Reglia. The man was an army soldier when who was, 3 years ago, assigned a desk job after a mine injury that kept him from regaining full use of his left leg. He spent some time at this job, then applied for a starfighter position in Beacon Outposts, where he'd been for almost a year now. Aidan once helped Voren by losing a document that would've sent him to a cell for a few months, so Voren has a debt to repay. Aidan is calling it in now, if he can spare some time. It's very important. Aidan explains in this message that he is trying to free his niece of 8, Shana. His sister and brother in law were spacers who always dreamt of discovering the stars and planets of the Galaxy, and be the first to see new frontiers. When they got married 14 years ago, they sold everything they owned to buy a ship and supplies. He only saw them twice in that time, once with Shana, when she was 5

6 months ago, he received news that their ship had crashed and they all died on impact. 3 bodies were recovered from the charred shipwreck, 2 adults and 1 child. The family buried them, and was still working on coming to terms with the devastating news, when about a week ago, some old friends from Tatooine contacted Aidan. They told him they thought they had seen Shana there. After a few holo pictures were exchanged, it was confirmed that it was indeed Shana and she is very much



alive. The only problem is that she is now a slave for a Cantina owner, Welmo, and he won't give her up. Aidan wanted to just set her free, but he found out that every slave on Tatooine is fitted with an internal device that will detonate if the slave gets too far from his allowed area.

Inquiries and on Tatooine

Once on Tatooine, the heroes can try to buy out Shana from Welmo, but he'll ask for 5,000 Truguts (50,000 Credits). If they try to haggle, he might settle for less, but he won't go below 3,000 Truguts (30,000 Credits). Since, even if they sold everything they owned, they probably wouldn't have that much money (unless they are wealthy of course), more than likely they'll have to find another way. If they try to find the transmitter, they'll find it on top of Welmo's house. It's a DC30 just to disarm the security system around it, then a DC25 to disconnect the device itself. If they fail, it'll shock (1d4) whoever is trying to disarm it, and injure the slave (1d6). If they persist and it fails again, the shock is stronger (2d4) and the injury to the slave increases too (2d6). The 3rd time, , add 1 die to the rolls. If they fail by 10 or more, then the device explodes right away and injuries are 5d6 for the slave and 5d10 for the perpetrator.

Setting up the Podrace

In the streets while they're walking around (it can be at anytime during their search really), the heroes hear announcements about an upcoming podrace (in 4 days). There are still a few spots left to register, and applicants are welcome to enter the race anytime between now and the night before the race, but places are not gonna wait for them. During the announcement, they hear the prizes given to the winners. 1st prize is 5,000 Truguts, 2nd prize is 2,500 Truguts, 3rd prize is 1,250 Truguts. There is another race the weekend after that too; it'll be a smaller race and only the 1st 10 to finish this coming race will be allowed to enter it. Entry fee is 20 Truguts for each pod and registration fee is 15 Truguts for each pod and each contestant.

Finding Podracers

While at the moisture farm where Aidan's friends are housing them, they meet a boy named Lucas, who is fixing the family landspeeder. The farmer introduces him to them and explains he is an orphan who sells his services as a repair boy, a podracer, or errand boy. Sometime, Lucas might hear them talk about Shana (or they might ask him if he knows anybody who is selling a podracer). If they talk about Shana, he'll hear them and say he knows her and would like to help. He often sells his services to podrace owners who can't pilot them themselves. He doesn't have a pod of his own though. If they decide to go hunt down a pod, a man in a cantina called Captain challenges Voren and Aidan to a shooting contest. He is an old soldier who likes to show off, but is drunk half the time, which he happens to be at the time. But he really insists on this contest. If the heroes are reluctant, he'll tell them if they both win



against him, he'll give them his old podracer... Some part need changing or fixing, but Lucas could take care of that (Voren and Sarrakka are also good at repairing stuff...)

While they're fixing the pod, Sarrakka meets a Wookiee in a shop she went to to buy a few stuff. This Wookiee is an acquaintance of her brother's. He has acquired a pod playing Sabbac. He'll loan it to them for old times sake (or for a favor, if you want to spice up the adventure a bit and if your players can handle it). But they'll have to reimburse any scratch or broken parts afterwards...

Before the race

If they'd rather, the heroes can try to wager the pod against the girl, but he won't agree unless they make a diplomacy check at least 10 points higher than his (I made this one up because I thought it's be more fun to do the race anyway... LOL). The day before the race, some thugs try to steal the pod from the moisture. Alarms go off to warn them. The next day is the race, then the weekend after that, the other race in case they fail the first time or didn't win enough).

After the race

If they lose both races, all they'll have left to do is to either try to bargain with Welmo again, or try to disable the tracking device. If they are successful, they need to take the remote with them, so that no one triggers the detonator later on. Then, they'll have to get her operated on to remove the internal device.

Slave trades

As they are walking back, Shana sees a boy she met in the slaver's detention hall. The group finds out about a whole children slave trade and how some are even kidnapped from their families to be sold in Hutt territories (others are sold or given away by their own families). Between the boy and Shana's recollections of facts, they manage to figure out approximately where the Slavers' HQs are, and some bits of what kind of security they have there (all that will be detailed in the maps section).

Shana's story/The slaves

About a year ago, her family stopped on a remote planet near the unknown region, and met an old man there, who said he had had visions of their coming. The man gave Shana a stone and told her to keep it, that it would help her someday. She only kept it because it has a nice pinkish tint to it. Lately, she felt a connection to it, almost as if it was talking to her, but without really talking. It also glows in the dark and keeps her from being lonely when she misses her parents.



Indeed, 6 months ago, their ship crashed and she was the only survivor. Her parents died on impact, and the little girl they had adopted (they had found her abandoned on a desert world and no one knew who she was, so the local authorities advised them to adopt her) died a few hours later of her injuries. A couple of days after the crash, Shana met some weird men, armed to the teeth, who captured her and set fire to the ship. He took her to a detention hall where other kids were waiting like her to be sold as slaves (in Hutt Space or other locations where the Hutts had roots). In the "Hall" as it was commonly called, the kids are "conditioned" for slavery. They are isolated from one another most of the time and are forbidden to talk to each other (unless for the purpose of a task that was assigned to them). If they break the many restrictive rules, they are sent to the dark chamber for a couple of days. There, they have to listen to brain-washing rhetoric about how their families didn't want them anymore, how society abandoned them, how their new owners would give them good lives, etc... The sooner the children start responding, the earlier they leave to be sold. One of them, a Iktochi boy of 12, told her that he had been there 6 months and didn't intend on becoming a slave. He said he'd find a way out or die. He had also rallied a few other kids to start a rebellion. Shana asks her uncle if he could go and save them. The boy and a couple other kids helped her from being so scared while she was there.

Strange things have been happening to Shana lately, At night, when all's quiet, she can hear sounds and feel things (Sarin identified her as a force sensitive child). Things that she's been dreaming about seem to be happening once in a while. She did dream there would be a little girl onboard their ship, and that she would go to a shady deserted world.

Freeing the children

If the heroes decide to go free the slaves, they'll have to find a way to enter the Hall. If you have a Force User in your team, that person will hear a voice tell her about the entrance in the back... which is unlocked and only guarded by 1 person at the time. Jedi should be able to affect mind the guard to get in. If you have a character good at Disable device, then they should be able to open the doors that way... (with the slight problem that there might be guards on the other side of it). It is bedtime in the Hall, and all the guards are taking the children to their cells for the night, so the back is a safer bet... (Your heroes don't know that though). They are met inside by the young Iktochi boy Shana was talking about earlier... I sort of bent the rules there because I let the Iktochi boy be able to send thoughts to a Jedi (I believe they can only do so with other Iktochi). Anyway, the boy was out there because he was ordered to clean the kitchen after supper for being cheeky. There is a young Mon Cal girl cleaning with him, and they take them to a tunnel to hide until they can figure out what to do and how. The children have indeed discovered an old tunnel in which there are old pirates' treasures hidden and long forgotten. The guards don't know about this place, so they can go in there (that's where their secret group meets... They try to plan a way out. The young Iktochi somehow sensed that they should wait until some friends came. In other words, he sensed the heroes' arrival).



The Iktochi boy leads them inside the tunnel quickly. There, they have only 5 minutes to talk before the guards will come back to get him and the girl to send them to bed. He explains to the heroes that there are about 25 kids here in all between the ages of 4 and 7. The older kids (they call themselves the Rebels) are between 8 and 13 and they have been taking the younger ones under their wings. But they get frustrated that they can't hold on to them and they end up being sold anyway... They have a list of all the children hidden in their hideout, along with the planet they come from for most, if they were kidnapped from their families or if they are orphans.

Since the Iktochi can read people's minds, he knows when someone is going to do something. He has been keeping track of the guards' rounds and timings (you can just make one up). He's been investigating while no one was paying attention (the slavers don't seem to think much of the kids and take them for idiotic little things who can't think much and wouldn't dare try anything against them, and he wasn't about to prove them wrong. It actually served him well). He drew a complete map of the Hall and tells them where everything is located. He even had himself sent upstairs to the Dark Chamber several times on purpose so he could see what the upstairs looks like. They should try and disable the sensors that lead to the slavers quarters upstairs if they want to capture them. Otherwise, they just need to disable the ones downstairs that lead in and out of the kids cells quarters. There are 4 slavers and 5 guards altogether.

You can use the maps below to help you in this part, or draw your own if you'd rather... The Iktochi's plan was to hide some kids in the tunnel, a few at a time, then wait until they can find a way to let them out the door. Of course, it was a little simplistic, because once the guards noticed the kids were missing, they'd be swarming all around to find them and they would surely block all exits... A way to get them out is to lock the guards in the kids' cells instead... and fight whoever they couldn't lock up. There is an exit, which the kids haven't found, out of the tunnel (it used to be a hideout, but also a convenient way out for the pirates in case their fortress was attacked and they had to leave...). All of this is shown on the maps. If you see your players can't decide what to do or if they have too low levels to handle it, you can always have them discover it... (on a successful check of course, can't hand it to them too easily either). The way to get out of the place should be the players choice though... Once they get the kids out to safety, they can get them all back to their families (or to orphanages, or whatever organizations take care of orphans on the planets they are from). For the kids who have families, these will be happy to give a reward to the heroes (which a Jedi will refuse politely... Of course if the family is insistent, the said Jedi might accept it to keep the peace, but just give it to the Temple to decide what to do with it, or give it to some sort of charitable cause, whatever the Jedi's style is).

If the players ask about Shana being trained by the Jedi, the Council will systematically say no (she's too old; they've already bent the rule once for Anakin, they won't do it again... At least, that's what happened in my game...). The young girl went to the Shaman Order of Coridine instead (where she can have a normal life and where her uncle can come and see her whenever he gets a chance to... The Squadron Outpost he's been affected to is actually not too far from there).



The secret hideout in the Slavers' Hall

If your heroes ever get inside the hideout, I'll write up a description of what is inside here. I didn't draw it on a map because I couldn't get the right shapes with the program tools and I am BAD when it comes to drawing free shapes with the mouse! LOL. Anyway...The main room is sort of an ovoid. It is a short downhill tunnel to get to it from the storage room on the 1st level. It has old cots and rugs on the ground, as if the old owners had intended to come back, but never did... There are a couple of crates, full of old food and some clothes. Another one, locked up is full of treasures

So, what's in the treasure box, you'll ask... Well, it is some old maps, a handful of jewelry (more than likely stolen from someone), some ancient documents and scrolls (they used to belong to a museum on Coruscant as the stamp on the back shows). Also, behind the treasure box, if the heroes are lucky and are successful in a spot or search check (you can make the DC whatever you choose), they'll find a mechanism that triggers another secret door that opens onto another tunnel. The mechanism is hard to detect though since it is hidden inside the cavities in the rock wall.

Once it has been triggered, it opens a door that leads down a corridor to another - much smaller - room, and further still, top a cave and then outside in the forest. From there, the heroes could leave with the kids, if they can manage to get all of them inside the tunnel, if they can find where they are and where they left their ship. Inside the little room, heroes will find more crates, full of objects of all sorts. One box has an old pirates label and logo and contains things that are around 1,000 years old. Obviously the people these things belonged to are not alive anymore, but if the heroes could find their heirs, they could return the objects (for the most part historical or sentimental stuff) to them and receive a substantial reward for their effort. Of course, it depends on what type of characters you have... Some might just decide to sell the whole thing or keep it. Another box has a logo from a Pirate Cartel from 300 years ago and that was dismantled, but from which nothing was ever retrieved. 2 other boxes are from smugglers and contains illegal substances and goods. There is even the plans and stolen report for a new kind of ship an out of business company made 100 years back. There could also be game tickets to a play that took place 50 years ago, credit chips, out of style clothes, weapons, old family swords and heralds, etc... Or you can make the treasures whatever you'd like them to be of course...

In the cave that leads outside, there is nothing except a few bats or something similar. The cave leads out in the thick forest... There could be all sorts of creatures there if you wish to challenge your players some more (with some 20 kids to protect, I wouldn't make it too harsh though, but it's up to you). Of course, they might not even go out that way, but in case they do... you can use these descriptions. By the way, a few dirtpaths go deep into the forest, leading West or North (depending which way they choose to go), and their ship is South West of the area.



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 2 or 3 (it's been so long ago, I can't remember exactly) 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
- * Sarin
- * Hays

NPCs

- * Aidan Reglia
 - * Shana Reglia
 - * Moisture farmer (Garm Cilko)
 - * Lucas
 - * Cantina owner (Welmo) and his bouncer (Fussett)
 - * Captain
 - * Podracers (I just used the list from the Tatooine Book)
 - * Thugs (in the slavers Hall)
 - * 4 Slavers - I only made up the boss (Red Beard), for the others, I just took stats from the core rulebook
 - * Slave children
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DATACARD INFORMATION

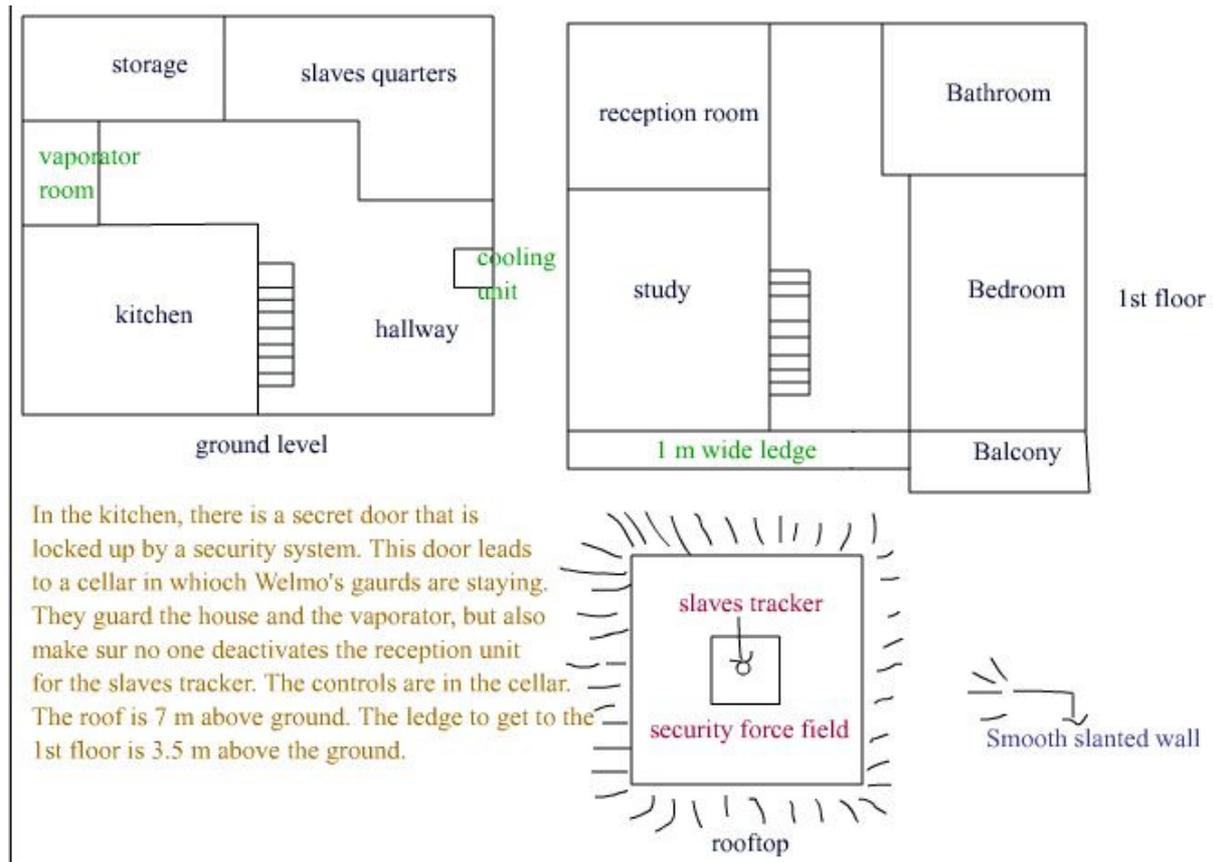
- * None for this mission... The heroes will have to hunt for their own clues. :)



ENCOUNTERS AND MAPS

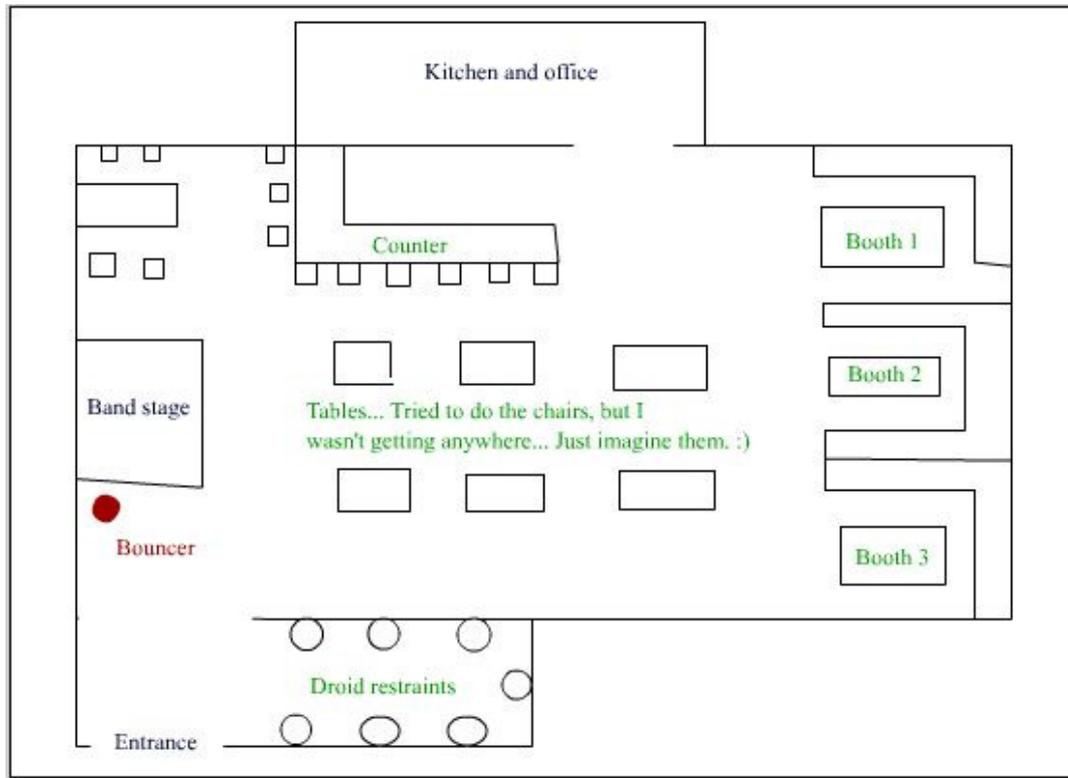
Here you'll find the maps of where the encounters take place.

Welmo's house





Welmo's cantina



Slavers Hall, level 1





Slavers Hall, level 2

