The Queen of Air and Darkness
Episode III of Star Wars: Dawn of Defiance

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The Queen of Air and Darkness is the third adventure in the Dawn of Defiance campaign, which will take heroes from 1st level all the way through 20th level in a continuous storyline designed to give both players and Gamemasters a complete Star Wars Roleplaying Game Saga Edition experience. This adventure lets the players take part in the famous Cloud City Sabacc Tournament (the same tournament in which, years later, Han Solo will win the Millennium Falcon from Lando Calrissian) and the heroes should advance to 7th level by the end of the adventure. Over the course of this adventure, the heroes will discover that there is more to this tournament than is apparent on the surface, and that it is being used to cover a transaction between Darga the Hutt and the evil Galactic Empire. This adventure is the final part of the story arc that makes up the first chapter in the Dawn of Defiance campaign. After the adventure, the heroes should have some much-needed downtime.

### What is Dawn of Defiance?

Dawn of Defiance is the name given to a series of 10 linked adventures that Gamemasters can use to create an entire campaign for their players. Set in the months after the events of Revenge of the Sith, the adventures in the Dawn of Defiance campaign are designed to provide players and GMs with the iconic Star Wars Roleplaying Game experience, set against the backdrop of the tyranny of the Galactic Empire. The Dawn of Defiance campaign takes the heroes all the way from 1st level up to 20th level, and features an ongoing storyline that progresses over the course of the campaign. Each adventure can also be played individually, and should provide the heroes with ample challenges to gain two levels per adventure. Gamemasters should feel free to use the Dawn of Defiance adventures either as an entire campaign or as fillers for their own home campaigns.

If you are a Gamemaster wishing to run the campaign, read the GM’s Primer, which summarizes the overall plot of the campaign and the events of each adventure. The GM’s Primer is available at the Star Wars Roleplaying Game Web site (www.wizards.com/starwars). The site also features other articles related to the Dawn of Defiance campaign, including the official campaign standards and an FAQ.

Warning! If you will be playing in a Dawn of Defiance campaign or in a campaign utilizing its adventures, read no further.
STAR WARS: DAWN OF DEFIANCE

Episode III

THE QUEEN OF AIR AND DARKNESS

The search for the truth continues. Darga the Hutt, fleeing his palace on Cato Neimoidia, has traveled to the planet Bespin to seek refuge.

Bespin, home to the famous resort and mining outpost known as Cloud City, remains free of Imperial rule for the time being, and the city teems with criminals and gamblers.

Meanwhile, intrepid heroes working with the Alderaanian Resistance travel to Bespin to find the Hutt and learn more about his dealings with the Galactic Empire . . .
Part 1: Pursuing the Hutt

In *The Queen of Air and Darkness*, the heroes pursue the notorious gangster Darga the Hutt to Bespin, having followed him from his palace on Cato Neimoidia. Darga fled to Cloud City in his luxury yacht, then (with a hefty amount of bribery to city officials) went deep into hiding. So deep into hiding, in fact, that no amount of information gathering, intimidation, or bribery will get the heroes anywhere close to him. However, all is not lost; the heroes have a chance to discover a place where they might be able to find more clues leading to the Hutt’s whereabouts: the Cloud City Sabacc Tournament.

Arrival on Bespin

In *A Wretched Hive*, the heroes left Cato Neimoidia and headed to Bespin in pursuit of the Hutt crime lord. However, your heroes may not have come directly to Bespin, and in fact it’s very likely they didn’t. If your heroes decide to stop at the rendezvous point to touch base with the Resurgence, pick up supplies, and drop off Master Denia so that she can receive proper medical attention, allow them to do so. Though a sense of urgency should hasten their steps, there is no reason for them not to come to Bespin fully rested, supplied, and ready to tackle whatever challenges Darga throws at them. However, neither Captain Verana nor any of the other members of the Alderaanian resistance have any more information or credits for the heroes. They are welcome to rest and recuperate aboard the Resurgence, but their mission is not yet finished.

When the heroes eventually make it to Bespin, they find it a far more hospitable environment than either Felucia or Cato Neimoidia. Though Cloud City has not yet reached the prominence it will enjoy under Lando Calrissian years later, it is still a wealthy settlement where entrepreneurs have made small fortunes for themselves. When the heroes drop out of hyperspace, Cloud City’s Message to Spacers instructs them to contact spaceport control to request permission to land. Additionally, the message advertises the upcoming Cloud City Sabacc Tournament—the heroes’ first hint that there is a big event coming up.

Like the rest of the people on Cloud City, the spaceport controllers are looking to make a few extra credits here and there. When the heroes (or Captain Okeefe, if she is still ferrying the heroes around) contact the spaceport, they are told that “as a result of heavy tourist traffic from the sabacc tournament, each ship will be assigned a landing priority.” The spaceport authorities assign the heroes a landing priority that would make them wait close to 12 hours to land. Fortunately, a little diplomacy and a few credits can easily grease the wheels of bureaucracy and get them a higher priority. Offering a bribe of at least 300 credits is enough to let the heroes land within the hour, and the controllers are able to electronically transfer the funds directly from the heroes’ accounts if they so desire.

Arrival on Cloud City is unlike arrival on most other worlds. The approach path given by the spaceport controllers takes the heroes on a beautiful tour of the city, obviously meant to show off the planet’s wealth, and finally brings the heroes in to land at one of the many civilian docking bays glimpsed on their approach. When the heroes disembark, they find several Cloud City customs officials waiting on them. Though they bear no Imperial insignia, they seem to hold themselves with the same self-assured arrogance that agents of the Empire always display.

The customs officials demand the right to thoroughly search the ship for contraband, a statement that sends Captain Okeefe into a sputtering fury. She argues vehemently with one of the customs agents, while two others watch placidly. If the heroes intervene, the situation can be defused calmly in a number of ways.

- Credits seem to be the grease in the wheels of Cloud City’s bureaucracy, and offering a bribe of 500 credits for each of the three customs agents (1,500 credits in total) causes them to “waive the needless inspection” for the Banshee.
- Attempting to smooth talk or intimidate the agents is also possible, as each customs agent (nonheroic 1, Will Defense 12, Perception +7, Persuasion +6) is little more than a low-level bureaucrat with little real authority.
Regardless of the resolution to the customs shakedown, the heroes should come away with two important pieces of information that can help them in this adventure: credits can accomplish almost anything on Cloud City, and security has been tightened up as a result of the upcoming sabacc tournament. In fact, security is so tight that the customs officials have one more duty before departing, a duty that no amount of bribery or diplomacy can overcome. No lethal weapons are allowed in the main areas of Cloud City, and the heroes must agree to leave any weapons other than small knives or stun batons on the *Banshee*. Of course, heroes can always attempt to hide their weapons from the customs officials using the normal rules, but the penalty for discovery with a weapon is to have the weapon confiscated and the perpetrator forcibly removed from Cloud City. Later, the heroes will have a chance to gain some exemption from these restrictions, but for the first part of the adventure, they must either hide their weapons or leave them on the *Banshee*.

**Cloud City**

Cloud City is a beautiful tourist city that also serves as a major mining outpost for the collection and spin-sealing of Tibanna gas, which is used in blaster weapons. When walking through the corridors of the city, the heroes are treated to beautiful vistas of the gas giant Bespin, and architecture designed to be as aesthetically pleasing as possible. Most of the residents of Cloud City are Humans, though occasionally the heroes will see a handful of Ugnaughts walking close to one another in tight packs. The Ugnaughts seem to keep to themselves and are mostly ignored by the Humans.

Cloud City Wing Guards (the security forces of Cloud City) stand watch over most of the major thoroughfares in the city, and rarely is one very far from the heroes. Many of the businessmen and nobles walking through the corridors of the city have their own security escort, but they seem to pay no attention to the heroes, regardless of their appearances or species. Most residents on Cloud City are too concerned about their own wealth or recreation to spend much time worrying about galactic politics, and there is no visible Imperial presence in the city.

The Cloud City Wing Guard keeps a close eye on anyone acting suspicious, especially this close to the Cloud City Sabacc Tournament. They are always on the lookout for someone possessing weapons, but in order to maintain a pleasant atmosphere for the tourist trade, they rarely shake down visitors unless there is a clear reason to do so. The atmosphere in the city is one of buzzing anticipation, as the tournament has drawn visitors from all corners of the galaxy, as it does every year. The heroes are likely to learn that the tournament is just days away, and that hundreds of players have already arrived to buy into the event.

**A Few Wrong Questions**

Once the heroes have made their way through customs, their most likely course of action is to seek out Darga the Hutt. Knowing that he was headed to Bespin in his personal luxury yacht, the heroes will want to know whether he is here, and if so, where the slimy Hutt is hiding. The most straightforward method is to make Gather Information checks, but regardless of the check results, the information provided is always the same: no one has seen or heard from Darga the Hutt. Most citizens don’t know the first thing about the crime lord, and they seem affronted that the heroes would suspect them of associating with criminal types.

Digging deeper turns up few leads. Computer-savvy heroes might try to break into the Cloud City computer system to see if any record of Darga’s arrival is in the spaceport logs. The city’s central computer system has an Intelligence of 26 (Will Defense 23) and is one of the most sophisticated central computers in existence. The computer is unfriendly to anyone who accesses it from a location other than a designated high-security area, but if the heroes manage to sneak into or break into a Wing Guard security post, they can access the central computer with a friendly attitude. However, even this much effort proves mostly fruitless. The heroes discover a spaceport log entry for the arrival of a luxury yacht called the *Glorious Chariot*, whose port of origin is registered as Cato Neimoidia, but the docking information seems to have been erased, with no ability to retrieve it. Though the heroes will probably suspect that Darga is on Cloud City (no departure information was given for the *Glorious Chariot*), they have no idea where the ship is. With all of the luxury vessels arriving at Cloud City for the tournament, finding a specific yacht is going to prove nearly impossible, and the heroes should realize that doing so could take weeks even under the best of conditions.

If theheroes become discouraged at their difficulties (as they likely will), an event unfolds that should give them hope. When they make contact with Captain Okeefe, she tells them that a message was delivered electronically to the *Banshee*, addressed to them. The message simply states, “If you are wise, you will stop asking so many questions. It is a long drop through the clouds, and enemies of the Hutt have a bad habit of vanishing.” Captain Okeefe tells the heroes that her droid copilot, Crash, has managed to trace the message back to a computer terminal in one of the more industrial areas of Cloud City, and can give them directions using the city’s map if they want to find the person who sent the message.

**The Parliament of Guilds**

Following the directions they received from Captain Okeefe, the heroes leave the tourist areas of Cloud City and begin descending into the industrial sector. Humans become less and less common, and Ugnaughts outnumber other species almost two to one in these areas. The directions lead the heroes to an office marked “Parliament of Guilds—Sector U357,” which appears to be little more than a bureaucratic office. Inside, the heroes find nearly a dozen Ugnaughts working behind desks and at computer terminals. When the heroes enter the Parliament office, read the following text aloud:

As the door to the office slides open, over a dozen Ugnaughts look up from computer terminals or end conversations with one another abruptly. There is a long moment of silence as the Ugnaught workers all turn their eyes toward you. Breaking the silence, one of the Ugnaughts squeals and grabs another by the coat, shaking his comrade roughly.

“I told you they would find us!” the Ugnaught shouts. “You’ve brought them down on us, all because of your meddling! They will kill us for sure!”

The second Ugnaught, fighting desperately to break free of his companion’s grasp, cries out pleadingly. “We don’t know that they work for the Hutt! Maybe they could help us.”

After struggling with each other for a few more moments (or less, if the heroes intervene), the two Ugnaughts separate, and the first turns to the heroes, begging for his life. He introduces himself as Krygg and explains that they meant no harm with the message. His shaken companion, who identifies himself as Fryen, tells the heroes (in a much less fearful tone) that they noticed the heroes snooping around after
but they believe that the heroes are more suited to (and likely more likely to) assist. Fyren admits that he finds it fortunate that the heroes have come, leaving a trail for the heroes to follow, hoping they would come to the place where the Ugnaughts are connected a small pump to one of the massive Tibanna gas storage tanks (which is clearly labeled in Basic, Bocce, and a dozen other languages) and are transferring the gas into dozens of smaller containers, each small enough for an Ugnaught to carry.

If the heroes try to talk to the Ugnaughts, they are wary, beginning with an unfriendly attitude toward the heroes. Having been caught doing something illegal—not to mention being in the employ of a Hutt crime lord—they are extremely paranoid about outsiders. However, if the heroes are not initially hostile, the Ugnaughts avoid going for their weapons. The boss, clearly the ringleader of this gang of thieves, believes that the other Ugnaughts on Cloud City are too set in their ways and doesn’t believe that they would lift a hand against him. If the heroes pursue any reasonable course of discussion (including using Persuasion or Deception), feel free to let the situation develop naturally. Bribery is unlikely to work; the Ugnaughts know that they wouldn’t be able to spend the credits if the Parliament of Guilds or Figg & Associates got its hands on them. The Ugnaughts are unwilling to turn themselves in to the Parliament of Guilds, and if there is any hint that the heroes are there to facilitate such a turn of events, the encounter can turn hostile in a hurry.

See “Tibanna Gas Refinery” (page 20) for more information on running this encounter.

Discovering the Bought Ugnaughts

Following the directions given to them by Fyren and Krygg, the heroes can make their way to one of the Tibanna gas storage areas. When they enter the storage area, read the following description aloud:

The air is damp, and the acrid smell of smoke is thick here. The corridors are cramped, clearly designed for workers of smaller stature, and heavy machinery, some of it rusting and extremely aged, litters the area. The sound of metal-on-metal is almost deafening in places, and many of the machines look corroded and covered in a green-tinted sludge, byproducts of the Tibanna gas spin-sealing process. Unlike the rest of the city, this area seems more like an aging factory than a luxury resort.
After the heroes have dealt with the Ugnaughts in Darga’s employ, they can return to Fyren and Krygg to complete the transaction. If the heroes brought some or all of the Ugnaughts to the Parliament of Guilds without killing them, Fyren and Krygg are extremely pleased and thank the heroes for helping to restore some of the reputation their people had lost. If all of the offending Ugnaughts were killed, Fyren and Krygg are saddened, but they agree that sometimes unsavory steps must be taken.

Regardless, the heroes learn the rest of what the two Ugnaughts know about Darga’s dealings on Cloud City. According to Fyren and Krygg, the Hutt has long been taking the Tibanna gas siphoned from Figg & Associates and selling it to the Empire. The transactions are usually discrete, and they have been unable to learn what Darga gets out of the deal. However, they know that the next transaction will take place during the Cloud City Sabacc Tournament. Fyren suggests that the heroes visit the Yerith Bespin hotel (one of the finest in the city) or the Royal Casino (where this year’s tournament is to be held). Though the Empire rarely makes itself known on Cloud City, so many strangers have arrived in the last few days that almost anyone, including Imperial agents, could be involved in the tournament.

**Imperial Dealings**

Having learned about the exchange between Darga’s agents and the Empire that will take place during the Cloud City Sabacc Tournament, the heroes will likely set out to explore the locales mentioned by the Ugnaughts. If they investigate the Royal Casino, they find that the entire establishment has been closed down in preparation for the tournament, and several Wing Guards block anyone from entering. From the outside, the heroes can see workers and technicians inside the casino, working diligently to make sure that every table is spotless, every sabacc dealer droid is functioning, and every room is well lit.

At the Yerith Bespin, however, the heroes have a bit of good fortune. As they enter the lobby of the hotel, they hear a loud argument between a Human male and one of the desk workers. Everyone in earshot can hear the man complaining about how unsuitable he finds the accommodations.

**The opulent Yerith Bespin hotel is decorated extravagantly and is clearly one of the finest establishments in the galaxy. Beautifully woven carpets stretch from one side of the lobby to another, and crystalline chandeliers hover overhead, casting scintillating light down on the guests below. To one side of the room, a row of fine wooden desks houses computer terminals for hotel employees, each of whom is helping finely dressed guests check in. One guest, however, seems to be taking issue with the service and is berating the hotel employee tending to him so loudly that everyone in the lobby has turned to stare. The Human man, dressed in the style of Core nobility, speaks with a precise accent even as he shouts at the desk worker, complaining about how unsuitable he finds the accommodations.**

As the heroes approach, allow them to make a Perception check. Any heroes who succeed by 10 or more notice that, just across the lobby, a small entourage of four Humans and two Theelin women (near-Humans with colorful hair and skin patterns) waits patiently for the shouting customer to air his complaints. If any heroes make the check by 15 or more, they notice that the two Theelin are watching the man’s every move carefully and seem to be scanning the room looking for threats at the same time—clearly, they are bodyguards of some sort. With a check result of 20 or higher, the heroes also notice one other important detail. Though middle aged, the four Humans are all very similar; in fact, they could be quadruplets and are distinguished only by the scars they bear. Any hero noticing this may make a Knowledge (galactic lore) check immediately; a result of 20 or higher reveals the four men to be clones from the same stock as the clone troopers who fought for the Republic in the Clone Wars.

After a few moments, the argument at the desk subsides, and the nobleman seems to be mollified. He briskly strides over to the clones and his bodyguards and begins issuing orders in hushed tones while the hotel staff rushes off, apparently to see to his requests. The noble gathers his party and stalks off into the streets of Cloud City.

Hopefully by now, the heroes have realized that this noble has Imperial connections, and as such could lead them to more information about the Empire’s deal with Darga. If the noble or his bodyguards suspect that they are being followed, they react with hostility. Likewise, if the heroes approach the noble with questions about the Empire or Darga, he orders his bodyguards to deal with the unwanted intruders. See “Imperial Threats” (on page 23) for more information on running the encounter.

Once the heroes have dealt with the noble and his guards, they can learn a good deal about who he is and why he is in Cloud City from a datapad on his person. The datapad contains travel logs that identify him as Baron Kithriss, a wealthy noble from Chandrila. The logs show that prior to coming to Bespin, he spent a great deal of time on a political retreat in the Deep Core, seemingly at Palpatine’s behest. Baron Kithriss’s datapad includes instructions to meet up with his “retainers” (the clone troopers) and travel to Bespin, securing accommodations at the Yerith Bespin hotel and awaiting further instructions. Moreover, he is to let no one know that he is an agent for the Empire, and he must maintain complete communications silence except to receive instructions on his hotel computer. The Baron has his hotel access card, and savvy heroes should realize that they can use the card to gain access to his suite in the Yerith Bespin, granting them luxurious rooms for the duration of their stay and allowing them to intercept the Baron’s instructions from the Empire. Since he has been instructed to remain silent, they need not fear anyone noticing the Baron’s untimely disappearance.

**The Yerith Bespin Hotel**

The Yerith Bespin is one of the oldest and finest hotel establishments on Cloud City. Every room is spectacularly appointed, and it’s easy to imagine that only hotels on Coruscant are nicer. If the heroes stay in the Yerith Bespin, their every need is addressed by the hotel staff, and they can spend their downtime enjoying almost any luxury activity found in upscale hotels throughout the galaxy. You can use the accommodations as a reward for the heroes’ diligence up to this point in the Dawn of Defiance campaign. The hotel is significantly nicer than the accommodations in Darga’s palace, and it beats trudging through the jungles of Felucia by a wide margin.
Part 2: The Tournament

By the time the Cloud City Sabacc Tournament begins, the heroes should have had time to relax in their suite in the Yerith Bespin for a day or two. Captain Okeefe remains on board the Banshee with her droid copilot, occasionally checking in to make sure nothing has gone awry. The heroes know by now that Darga is deep in hiding, and that the Empire is sending a representative to the sabacc tournament to make another transaction with the Hutt (or one of his agents). The heroes should have been watching for a communiqué from the Empire (intended for Baron Kithriss) that will, with luck, provide them with more information about what will happen at the sabacc tournament.

If the heroes have attempted to find out more about the tournament, a simple Gather Information check for common information reveals the following:

- The Cloud City Sabacc Tournament is held annually, and it is one of the most highly publicized sabacc tournaments in the galaxy.
- This year, the tournament is being held at the Royal Casino, though past tournaments have been held in other casinos and even at the Yerith Bespin hotel.
- The buy-in for the sabacc tournament is 10,000 credits per person, with the winner taking the entire prize at the end of the tournament.

Arrival of the Empire

Once you feel that the heroes have had enough time to recuperate from their previous encounters, their involvement in the Cloud City Sabacc Tournament can begin. As expected, a message comes over the city’s communications system directly to the console in their hotel room. The message reads as follows:

**Message From the Banshee**

At some point during the heroes’ quest to find their particular niche in the Cloud City Sabacc Tournament, Captain Okeefe contacts them via comlink to relay a short message. According to Okeefe, her droid copilot was able to tap into the city’s central computer to keep an eye on all communications and sensor data flowing through spaceport control. Moments ago, an Imperial I-class Star Destroyer whose transponder identified it as the Assiduous dropped out of hyperspace on the edge of the system, escorting a Gallofree Yards Medium Transport (callsign Shackles of Nicon). The Star Destroyer launched a single Theta-class shuttle, which set a course for Bespin. The Assiduous promptly jumped to lightspeed, leaving the Medium Transport behind. Though Okeefe doesn’t think that a single shuttle will bring much trouble, she warns the heroes to be on the lookout for an Imperial presence.

Entering the Tournament

One of the clearest means of getting a front-row seat for the tournament action is to enter the game as a competitor. If the heroes have 10,000 credits they are willing to part with, they can buy a seat for their best gambler at one of the tables. If they have achieved greater wealth, they can get more than one hero into the game. Each buy-in of 10,000 credits is enough to get one player into the tournament.

A hero entering the tournament is interviewed briefly by one of the pit bosses of the Royal Casino before being given instructions on when to arrive, where to go, and so forth. The gamblers are not allowed to leave the table except during designated breaks, and each gambler is subject to a thorough search each time he enters or exits the gambling hall. These searches are to prevent cheating and ensure that no one is trying to smuggle sabacc cards in or out. Lastly, each gambler is required to wear a small pin to show that he is still active in the tournament; removing the pin while in the casino will result in immediate expulsion from the game.

Any heroes who succeed on a DC 15 Knowledge (technology) check can tell that the pin is more than decorative. In truth, each pin is a communications-jamming device. The wearer of a pin cannot use comlinks—they produce only static. An anti-cheating device, the pin prevents gamblers from receiving outside help during the tournament.
**Security**

If the heroes do a bit of asking around, they find out quickly that Jacc Mandelbrot, owner of the Royal Casino, has been hiring a private security force to help keep things safe at his casino during the tournament. With a little diligence, any interested heroes can set up an interview with Mandelbrot about joining his security force. Jacc Mandelbrot is a large, boisterous man in his late 40s who has owned the Royal Casino for decades, and though he is a shrewd businessman, he is friendly and excited to see capable beings taking an interest in the security of the tournament. After a few cursory questions about the heroes (where they are from, what brings them to Cloud City, whether they have any outstanding warrants, and so on), Mandelbrot makes them an offer: provide security for all four days of the tournament at a rate of 500 credits per day. During that time, Mandelbrot will arrange special permits for the heroes that allow them to carry their normal weapons, ignoring Cloud City's usual restrictions. If the heroes accept his offer, Mandelbrot gives them their weapons permits immediately and tells them when to arrive and where to go.

During the tournament, the heroes working security will guard the doors, helping to ensure that no one gets in with an illegal weapon. If they wish to turn a blind eye to their comrades smuggling in weapons, no one will question their searching methods. This is a good way for the heroes to get some weapons into the tournament; they will come in handy later, when the shooting starts.

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**The Crowd**

Few spectators are allowed into the Royal Casino during the tournament. Each competitor is allowed to bring in one guest to observe, but unless the rest of the heroes have taken jobs with the security team, they need another way to get in. Charismatic heroes may be able to use the Deception skill to bluff their way in. It shouldn't be too hard to pose as an important Cloud City official or convince the guards that the hero is a relative of one of the other competitors. (Use the statistics for the Bespin security guards on page 26 when dealing with these encounters.)

Members of the crowd must stand back from the main gambling floor during the tournament, but during breaks in the action, they can visit with the competitors, allowing the heroes to collaborate during the tournament. If any hero posing as a spectator spends a little too much time socializing with their fellow heroes on the security team, it might arouse the suspicion of Jacc Mandelbrot. Though Mandelbrot might not say anything to the heroes, he orders other members of his security force to keep an eye on the heroes who recently joined the team. Mandelbrot's warning grants non-hero members of the security team favorable circumstances on Perception checks made against those heroes.

**Dirty Money**

If the heroes are still having trouble finding a good place to be during the tournament, they have one more option. Just before the start of the tournament, Captain Okeefe receives a message from Switch (the droid crime lord encountered in *The Traitor’s Gambit*), asking the heroes to contact him and providing a means of doing so using the city's communications system. Some of Switch’s contacts on Cloud City mentioned seeing the heroes, and considering that they have worked well with the droid in the past, Switch thought they might be amenable to working for him during the sabacc tournament.

Switch always has an interest in illicit activities throughout the galaxy, and with the amount of credits flowing through Cloud City during the tournament, the droid wants a piece of the action. Switch proposes to have the heroes influence the outcome of the tournament, enabling a victor of Switch’s choosing to take the pot. The droid has already supplied the tournament entry fee to one of his contacts—the Twi'lek starship captain Koroma Moro—but he wants the heroes to ensure that Moro is the victor in the tournament.
If the heroes assure him that they will help, Switch offers them a percentage of the winnings (5% of the total pot, though he is willing to increase the percentage to 7% if the heroes bargain successfully). Switch is not concerned about the heroes failing to live up to their end of the bargain. He knows that it is in their interest to help Koroma Moro win, because if he loses, they get nothing.

**Rogues' Gallery**

You may wish to keep a list of generic NPCs to flesh out the tournament's competitors. Most of these NPCs can simply be names with a species and a personality attached, because their statistics will not matter for the challenges in this adventure. However, five gamblers should be of particular interest to the heroes. Over the course of the tournament, these competitors should stand out as exceptional players and beings of interest. Any one of them could be Darga's agent, though one—Koroma Moro—is a bit less suspect because he is known to be in Switch's employ. Before the tournament ends, the heroes should have gathered enough information to narrow down the possibilities a bit.

**Creeska**

Creeska is a Rodian gambler who has made a name for himself as an exceptionally aggressive competitor. Though he is friendly—and surprisingly likable, for a Rodian—he never wants to back down from a bluff and has used his gambling muscle to intimidate his opponents into making mistakes. Creeska wears a bulky jacket made of Krayt dragon leather (or so he claims; in truth, it is merely dewback hide) and is quite generous in sharing his winnings with others in the casino. Creeska is also a cheater and should provide a chance for heroes working as security guards to catch him cheating on the final day of the tournament.

**Silas Draver**

Cool, suave, and sophisticated, Silas Draver is the perfect image of the Human gambler. With long black hair pulled back in a ponytail and a mustache that droops down both sides of his mouth, Silas always wears a confident smirk, and he always speaks as though he knows something that the person he's talking to does not. Draver is a savvy gambler who plays it close to his chest; he is also a con artist who has managed to get several of his cronies into the list of approved spectators. If he loses, he is planning on stealing the pot, and he has sabotaged three of the sabacc dealer droids to help further that scheme. He has also paid a security guard handsomely (and offered a percentage of the prize to him as well) to overlook the weapons carried by Draver and his cronies.

**Lady Mirana Fioro**

Looking somewhat out of place among the gamblers and card sharks, Lady Mirana Fioro is a Hapan woman who looks as though she just stepped out of a royal court. In truth, however, she is merely a con artist and beings of interest. Any one of them could be Darga's agent, though one—Koroma Moro—is a bit less suspect because he is known to be in Switch's employ. Before the tournament ends, the heroes should have gathered enough information to narrow down the possibilities a bit.

**Koroma Moro**

Koroma Moro is a starship captain who also happens to be an exceptional gambler. He has hauled cargo for Switch in the past, and when Switch offered to front his entry fee, the Twi'lek knew it was too good an opportunity to pass up. Koroma Moro is a polite but secretive man who has had a number of unfortunate incidents with the authorities since the Empire came to power. As such, he is always cautious when approached by new people, but if any of the heroes mention Switch, Moro lets his guard down a bit, though he is still unwilling to discuss the details of his relationship with the droid crime lord.

**Vorn Zaday**

A quiet Neimoidian woman, Vorn Zaday is a skilled sabacc player who is almost completely unknown to others on the tournament circuit. Vorn was a minor dignitary in the Trade Federation who became quite skilled at the game while playing with the officers aboard a Separatist starship during the Clone Wars. She now lives on Cato Neimoidia, but she has no connection to Darga the Hutt. Her presence in the tournament is just a coincidence, but it might be enough to throw the heroes off of Mirana Fioro's trail.

**Days 1 to 2: Elimination Rounds**

The sabacc tournament begins with one of the largest opening ceremonies that Cloud City has ever seen. More than 51 competitors have entered the tournament (plus any heroes who entered), and the Royal Casino is packed with players and spectators. When the day begins, read the following aloud:

The first day of the Cloud City Sabacc Tournament opens with hundreds of sentient beings packed into the Royal Casino. Members of many species dot the predominantly Human audience, and the sounds of droids dealing sabacc cards rise over the din. The clank of glasses and hum of conversation fills the air, but at each of the sabacc tables, there is mostly silence except for the occasional words of a gambler placing his bets. Servant droids wheel about in the crowd, and members of the Royal's security force keep a watchful eye over the proceedings.

Each sabacc table has only five or six players at any time, though as the first two days wear on, all but two players from each of the 10 tables will lose out of the game. Over the course of the first days of the tournament, heroes fulfilling many different roles will have a chance to interact with the events surrounding the tournament. Below, you will find entries for each of the suggested roles for heroes involved in the tournament. If the heroes choose to involve themselves in some other way, feel free to adapt these scenarios to interact with the heroes. Not only do these scenarios provide something for the heroes to do each day, but they also provide hints as to who is working for Darga and who is not.

**Tournament Competitors**

On either the first or second day, one hero participating in the tournament has a chance to interact with the officer from the Assiduous. The two are paired up at one of the sabacc tables, and as the day wears on, the hero should have a chance to talk to the officer, who names himself Lt. Armen Arandis. Lt. Arandis wears his Imperial uniform during the tournament, and each day it looks crisp, clean, and neatly pressed. He is young, perhaps not long out of the Imperial Academy, and his cool gaze is disrupted only by a long scar that cuts diagonally across his face, starting at one temple, crossing his right eye, and ending at his upper lip. Lt. Arandis is the picture of Imperial discipline, and he is also an excellent gambler. He begins with an unfriendly attitude toward anyone else in the tournament. He is not comfortable being in an...
environment that has not accepted Imperial rule, and from his point of view, every patron of the Royal Casino could very well be a dangerous criminal.

If the hero sitting at his table can manage to shift his attitude to at least indifferent, Lt. Arandis will talk cordially to the hero while they play sabacc. Though he is not forthcoming with information, there are a few things he will share, but only if asked:

**What is an Imperial officer doing playing in the Cloud City Sabacc Tournament?** Sabacc is a game of skill, but also one of luck. Much as in battle, best-laid plans can go awry due to random elements. Unfortunately, my fellow shipmates have ceased to be a challenge for me, so I requested leave to come play in the tournament in hopes of seeing how I fare against the rest of the galaxy."

**How long have you been playing sabacc?** "I just learned the game a little over a year ago, in the Academy. My Tactics instructor used sabacc analogies frequently to illustrate his points, so I sought out the game."

**What do you think of the competition?** "Not much."

**What ship are you posted on?** "I am a tactical officer aboard the Imperial I-class Star Destroyer the Assiduous. We are on special assignment duty, based out of Prakith."

**Are any other Imperial officers with you?** "No. My fellow crewmen have little appreciation for the game."

Any references to Darga the Hutt, Tibanna gas exchanges, or the Shackles of Nizon Medium Transport are met by blank looks and bland denials. Though Lt. Arandis is here to make the exchange with Darga, nothing he said above is untrue; he was chosen for the assignment because he was an excellent gambler and had a legitimate reason to be in the tournament. This first encounter should impress upon the hero one thing: Lt. Arandis is a savvy sabacc player and could very well be the best player in the tournament. The hero should see how perceptive and shrewd a card player Lt. Arandis is, along with one more quirk—after each hand, he stacks his cards neatly on top of one another and slides them face down back to the dealer. Lt. Arandis does this every single time, with practiced motion, like clockwork. This fact will be important on the final day, as it will reveal the identity of Darga’s agent.

**Lt. Armen Arandis**

Medium Human *nonheroic* 4/mobile 3/scoundrel 1/officer 1

**Force 2; Dark Side 5**

Init +3; Senses Perception +13

Languages Basic, Bocce, Durese, High Galactic

**Forces**

- **Defenses** Ref 16 (flat-footed 16), Fort 15, Will 23
- **hp** 37; **Threshold** 15
- **Speed** 6 squares

**Melee**

- unarmed +6 (1d4+2)

**Ranged**

- blaster pistol +5 (3d6+2)

**Base Atk +6; Grp +6**

**Atk Options** Point Blank Shot

**Special Actions** Born Leader, Coordinate, Trust, Vehicular Combat

**Abilities**

- **Str** 10, **Dex** 8, **Con** 10, **Wis** 18, **Cha** 12

**Talents** Born Leader, Coordinate, Gambler, Trust

**Feats** Armor Proficiency (light), Linguist, Point Blank Shot, Skill Focus (Deception, Persuasion), Skill Training (Deception, Pilot), Toughness, Vehicular Combat, Weapon Proficiency (pistols, simple weapons)

**Skills**

- Deception +15, Knowledge (tactics) +10, Perception +13, Persuasion +15, Pilot +3

**Possessions** blaster pistol, code cylinder, comlink (encrypted), officer’s uniform

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**Casino Security**

The first few days in the tournament go relatively smoothly for the heroes working security. Though Jacc Mandelbrot continually checks on their vigilance, for the most part, the heroes are left to their own devices. They can let their allies smuggle weapons into the casino, and they also have a chance to prove that they are doing their jobs by catching another bystander with a weapon. On the first day, a Sullustan in fine clothing comes to the Royal Casino, shows his visitor pass to the guards at the door, and passes through the security checkpoint where the heroes are stationed. Have each hero working security make a DC 19 Perception check to notice the Sullustan smuggling in a blaster pistol, granting them favorable circumstances for giving him a thorough search.

If they uncover the weapon, they can escort the Sullustan out of the Royal. However, if they bring him to Jacc Mandelbrot instead, the casino’s owner is extremely pleased with their vigilance. As a result, he won’t notify the rest of the security team to keep tabs on the heroes seen talking together until day 3 of the tournament (for details, see “The Crowd” on page 9).

If the heroes fail to uncover the weapon, there are not necessarily any negative consequences, though you can use this as a hook for introducing another encounter.

**Working for Switch**

For any heroes working for Switch, a chance arises to meet Vorn Zaday, the Neimoidian gambler recently arrived from Cato Neimoidia. She has come to enjoy herself in the tournament and has been saving up for it since the end of the Clone Wars. A stroke of luck brought her a sizable windfall—the Imperial garrison in Cato Neimoidia was accidentally exposed to a biological weapon left over from the Clone Wars, and her antidotes were the only thing that saved the Imperials from being wiped out. As a result, Zaday decided to take a vacation to Cloud City and test her mettle. She is very good (Wisdom 16, with two instances of the Gambler talent, giving her a total of +7 to checks when gambling), and though she hopes to win, she seems to just enjoy being away from the dreary, devastated world she calls her home.

On the first day of the tournament, any heroes working for Switch notice that Zaday has been placed at the same table as Captain Moro, and the two of them seem to be doing an excellent job of wiping out the rest of the gamblers. They each seem to be winning about the same number of hands, and as their piles of credits grow, the other competitors look more and more ashen. At some point during the first few days, a break is called for, and Zaday goes to the bar for a drink, sidling up next to the heroes to place her order. She nods and exchanges pleasantries with the heroes, giving them an opportunity to ask her a few questions. As with the encounter with Lt. Arandis, the answers she gives could affect how they react to the final day, when they become suspicious of her presence at the tournament.

Here are answers to some common questions the heroes might have for Zaday:

**How did you get to be so good at sabacc?** "I used to play a lot back when I worked for the Trade Federation, before the Clone Wars."

**You were a Separatist?** "I didn’t have much choice. Fortunately, we avoided most of the fighting, and I was able to retire safely to Cato Neimoidia."

Is there any strategy you favor? "Strategy? Oh, I just take each hand as it comes. Sabacc is like that; the chaos is too prevalent to make many plans."

**You’re from Cato Neimoidia?** "Yes, hardly as glamorous as Cloud City. I’ve been trying to get away from that world for a long time now."
Message from the Banshee II

Some time during the first two days of the tournament, the heroes receive another message from Captain Okeefe on the Banshee. Crash has been intercepting a lot of transmissions that use Imperial codes, and there seems to be a good deal of communications chatter on channels not normally used by civilians. Though the droid has been able to decode only a few of the messages, it appears that the Empire is more active on Cloud City than it seems. Moreover, he’s caught references to Darga in these messages, confirming that the Hutt is still in Cloud City, though Crash has no idea where, exactly.

End of the Day’s Events

By the end of the second day, only about 14 competitors remain in the tournament, including Lt. Arandis, Creeska, Silas Draver, Lady Fioro, Captain Moro, and Vorn Zaday. Any heroes playing in the tournament need to make Wisdom checks as though they were gambling (gaining the bonus from the Gambler talent, if applicable). A result of 10 or more ensures that the hero moves on to the next round of the tournament, which will whittle the remaining players down to a single, final table.

Interlude: Getting Too Close

Between the first two days and the third day of the tournament, a message is delivered to the heroes’ suite at the Yerith Bespin while the tournament is taking place. The note reads simply, “I know what you’re here for. Meet me on Platform 13-009 at 0200.” The message bears no name and is on a datapad resting in the middle of the floor. In truth, the pad was delivered by some of Silas Draver’s thugs, who have noticed some (or all) of the heroes acting strangely during the tournament. Draver doesn’t like how the heroes have been meddling in the tournament so far and wants to get them out of the way before the final day. He doesn’t really know why they’re present, but he suspects that they’re cheating somehow.

One of Draver’s thugs sent a message to the Wing Guard, claiming that a spice deal would go down on Platform 13-009 at 0200. Draver hopes that the guards will detain the heroes for a few days, at least until the tournament’s end. With security already tense with the influx of visitors for the tournament, this does seem like a likely scenario. If the heroes decide to attend the meeting at the appointed time, a confrontation between the Wing Guard and the heroes may ensue. See “On the Heights,” page 26, for more information on running this encounter.

Day 3: Last Tables

The third day of the Cloud City Sabacc Tournament opens with a much smaller field of competitors, though it seems that the number of bystanders has not dwindled. When the heroes arrive at the Royal Casino for the third day of competition, read the following text aloud:

Casino Security

As on the previous days, any heroes working security can let their comrades smuggle weapons into the casino if they so choose. With fewer competitors, the security team has a bit easier time managing the crowd. However, on this day, they will have to defuse a potentially deadly situation—one of the gamblers isn’t going to accept his losses well. Midway through the third day, a Devaronian male named Szygar loses a particularly rich pot, going broke and getting eliminated from the tournament. Szygar isn’t too pleased about his loss, and he is particularly upset at Lt. Arandis, who won the pot. Szygar accuses the officer of cheating, and while the Lieutenant sits calmly at the table, Szygar begins ranting and yelling that Arandis has been cheating the whole time (which is not true).

Heroes on the security team notice right away that Szygar is shaking his finger at Lt. Arandis and yelling, and as they watch, the Devaronian slides a hold-out blaster from his sleeve, leveling it at the Imperial officer. Though Szygar doesn’t fire right away, the situation is precarious, and members of the security team will need to deal with it. Szygar is hostile toward Lt. Arandis and unfriendly to everyone else, but if a member of the security team can somehow shift his attitude to indifferent, he’s willing to lower the blaster. He still accuses Lt. Arandis of cheating, demanding that the officer be removed from the tournament and his winnings turned over to Szygar. If the heroes can convince the Devaronian to leave peacefully and turn over his blaster, they will have successfully stopped a potentially deadly situation. However, they do not necessarily need to defuse the situation; if they have the means, they can try to take Szygar down violently.

For Szygar, use the statistics for Silas Draver’s goons from the “Sabacc Table Showdown” encounter on page 29 (substituting in the Devaronian species). If combat breaks out, use the map from the “Sabacc Table Showdown” encounter. Also, keep in mind that it’s best for Lt. Arandis to survive this encounter. His presence in the final round of the tournament will facilitate the revelation of Lady Fioro as Darga’s agent.

Bystanders

The heroes in the crowd will have a chance to come face to face with Darga’s agent in the tournament, Lady Mirana Fioro. The Hapan woman has been doing quite well so far, and it already looks as though she will be one of the competitors to make it to the final table. At some point during the third day, Lady Fioro takes a break and walks to one of the
observation decks, which happens to be near where any heroes in the crowd are standing. The observation deck looks out over Cloud City, and the orange-red of the setting sun casts the entire deck in a bright glow. Lady Fioro looks radiant in this light, and though she retains her unreadable exterior, some heroes might be tempted to talk to her about the competition. Although she keeps the conversation to a minimum, she is not precisely uncivil, and the heroes can learn a little more about her, which will help confirm on the final day that she is Darga's agent and give the heroes a chance to follow her after the tournament is over.

Below are answers to some common questions the heroes might have for Lady Fioro:

**Why are you playing in the tournament?** "The money is, of course, no object for me. But someone has to show this riff-raff that someone will always be their superior."

**What do you think of the tournament so far?** "I am surprised that some of these players have gotten so far. Of course, many things surprise me here. I would have thought that my room in the famed Yerith Bespin hotel would be a little nicer than the peasant hovels on Hapes, but I can see that I was mistaken."

**How did you become so good at sabacc?** "My late husband taught me the game. He was an exceptional player, but before his death I had surpassed him."

**Is there any particular strategy you favor?** "The only way to play sabacc is to play aggressively. Anything less is certain to fail."

**Do you know Darga the Hutt? Have you dealt with the Empire?** "Such nonsense. I'm here to play sabacc and win, and that's all."

### End of the Day's Events

By the end of the second day, only seven or eight competitors should remain in the tournament, including Lt. Arandis, Creeska, Silas Draver, Lady Fioro, Captain Moro, and Vorn Zaday. Any heroes playing in the tournament need to make Wisdom checks as though they were gambling (gaining the bonus from the Gambler talent, if applicable). A result of 15 or more ensures that the hero moves on to the next round of the tournament, which will determine the champion. If two or more heroes are playing in the tournament, only the hero who gets the highest result on the Wisdom check advances to the final table.

### Message From the Banshee III

Some time during the third day of the tournament, the heroes receive another message from Captain Okeefe on the Banshee. According to Crash, Imperial communications chatter has died down, and the reason seems to be that Lt. Arandis made it to the final table in the tournament. Apparently, the Empire had a contingency plan in place on the off chance that Arandis didn't reach the final table on his own.

Additionally, Crash has been monitoring communications from the Medium Transport Shackles of Nizon, which is still in orbit over the planet. He has been picking up infrequent signals from the ship that are consistent with signals used by slave circuits, which are used to control starships from a distance.

### Day 4: Final Round

On the final day of the tournament, the only competitors left are those who have played a significant role in the adventure thus far. If a hero has made it to the final table, he or she has the chance to become the next champion of the Cloud City Sabacc Tournament and be known as one of the most talented players in the galaxy. More importantly, though, the heroes will learn the identity of Darga's agent and the details of the exchange, and they will also be on the right path to finding the Hutt and bringing him to justice.

Only one table remains on the final day of the Cloud City Sabacc Tournament. Each of the competitors is intensely focused on the hand of sabacc cards in front of them, and there is a tension in the air as they compete to see who will take home an incredible prize. All eyes are on the central table, and the Bith band from the day before produces only the faintest background music. The crowd has not thinned, but it now surrounds the last table, which is illuminated by lights from overhead. With the house lights dimmed, the final table in the middle of the room glows like an incandescent torch in the dark casino.

### Casino Security

As the final day of the tournament wears on, any heroes working security have a chance to catch Creeska, the Rodian player, cheating with a skifter. A skifter is a special sabacc card that can be changed by tapping on the correct corner of the card. Allow each hero working security a DC 23 Perception check to notice Creeska slipping the skifter from his coat during one of the sabacc hands. If a hero notices the skifter, he can point it out to the rest of the security team or to Jacc...
Mandelbrot. Creeska is arrested, all the while protesting his innocence, and dragged off by the security force.

If the heroes do not notice Creeska cheating, he retains the skifter but loses and gets eliminated from the tournament anyway. Unfortunately, he uses the skifter to win hands against both Captain Moro and any hero still in the tournament, imposing a –2 penalty on their Wisdom checks to gamble at the end of the tournament.

**Bystanders**

On the final day of the tournament, Silas Draver pays a handsome bribe to a member of the Royal’s security force to get his comrades into the casino with their weapons. Allow any heroes in the crowd to make a DC 21 Perception check to notice several of Draver’s thugs being let in with their weapons by the security guard. If the check is successful, the heroes can report what they saw to any member of the security force. An investigation reveals the two thugs who smuggled in weapons, as well as the guard who was bribed. If the heroes successfully reveal Draver’s thugs, remove two of his goons from the “Sabacc Table Showdown” encounter (page 29), but award XP as though the party had defeated those two goons just the same.

**Working for Switch**

Despite his successes earlier in the tournament, Captain Moro is not faring well on this final day. If the heroes did not already introduce themselves to Moro as agents of Switch, the droid sends a message to the Twi’lek, explaining that the heroes are there to help him. During breaks in the action, Moro may seek out the heroes for counsel in the final round of the tournament. If they choose, they can advise him on his play, using observations they have made in the first few days to increase his chances of success. One hero working for Switch can make a DC 10 Wisdom check to aid Captain Moro on his own Wisdom check to gamble at the end of the fourth day, granting another +2 bonus to his check.

Furthermore, if the heroes interacted with Vorn Zaday earlier in the tournament, they can tip Moro off to her personality, particularly if they reveal her “chaotic” outlook on the game. Doing so imposes a –2 penalty on Zaday’s Wisdom check to gamble at the end of the tournament, decreasing the chance that she will beat Moro’s check. Similarly, if any of the heroes managed to talk to Lady Fioro, they can impose a –2 penalty on her Wisdom check to gamble by revealing her aggressive strategy to Moro.

**Tournament Competitors**

Near the end of the tournament (this should be the last scenario before the final gamble checks are made), the heroes finally have a chance to learn the truth about which gambler is working for Darga. One particular hand comes about in which Lady Fioro has a clear advantage. Read the following text aloud:

Lady Fioro holds her hand close to her chest, a confident smile gracing her lips. One by one, the other competitors fold, until only the Imperial officer Lt. Arandis and the Hapan woman remain in the game. Another round of betting raises the stakes, but it seems as though Lt. Arandis is feeling out her hand. He watches her for a long moment, eyeing her with the same savvy look he has given every other player he has defeated over the course of the tournament.

“I will wager every credit I have,” he says, pushing a pile of chips to the center of the table. The crowd gasps, but the other players—all except Lady Fioro—look confused. Her smile, however, deepens, and she reveals her hand: pure sabacc, the best possible hand in the game.

A cheer erupts from the crowd, but it is what happens next that draws your eye. Lt. Arandis tosses his cards haphazardly on the table, but as the credit chips are slid across the table to Lady Fioro, he begins arranging the cards once more. From left to right, he places the One of Coins, the Three of Sabers, the Seven of Flasks, then two credit chips, followed by Master of Staves, and lastly the Queen of Air and Darkness, sliding them all into the neutral field to keep them from shifting. An instant later, you notice that they produce a number sequence: 137.12. While the audience cheers, Lady Fioro stares intently at the cards, as though burning the sequence into her mind.

Based on their earlier interactions with Lt. Arandis, the heroes should know that such a play was highly irregular for him. Normally, he is conservative and is not easily baited by bluffs, but his play at the end seemed to indicate that he had been tricked into wagering his entire stake. Not only does the loss remove Lt. Arandis from the tournament (a fact that he seems to show no remorse for), it also gives Lady Fioro a significant advantage going into the final hands of the tournament, as his stake was quite sizable.
Additionally, his behavior at the end of the hand should rouse the heroes’ suspicions, especially given that he specifically arranged the cards to produce the numeric sequence and slid them into the neutral field to keep them from randomizing. If the heroes have not already figured it out, allow them to make a Knowledge (technology) or Use Computer check to realize that the numeric sequence corresponds to a communications frequency used by starships, particularly slave circuits.

They should realize what has transpired: Lt. Arandis transferred his winnings to Lady Fioro so that she would win the tournament, and he also communicated the frequency of the slave circuit for the Shackles of Nizon. Lady Fioro is Darga’s agent, and the heroes should know this now. Unfortunately, before they have a chance to confront her, they will have to deal with Silas Draver and his goons.

If no heroes are participating in the tournament at this point, this scenario can play out for bystanders as well (especially if any heroes who met Lt. Arandis on the first day are still present in the audience).

### Message From the Banshee IV

Just before the heroes witness the exchange between Lt. Arandis and Lady Fioro, Captain O’Keefe contacts them via comlink to say that Imperial chatter has exploded to a new high, and that the exchange must be close to occurring. This should keep the heroes on the alert for the final round of the tournament, and it can help any heroes who are struggling to identify Darga’s agent.

### End of the Day’s Events

At the end of the final day, only a small number of competitors remain: Lady Fioro (Gamble +8), Captain Moro (Gamble +5, or +7 if the heroes succeeded on inserting the software into the dealer droid), Vorn Zaday (Gamble +7), and (if applicable) the hero participating in the tournament. Have these competitors make Wisdom checks to gamble; the player with the highest result wins the Cloud City Sabacc Tournament. Though this will determine the winner, at least one NPC does not have a chance to win: Silas Draver.

### Concluding the Tournament

Once the victor of the tournament has been determined, Jacc Mandelbrot comes to the table to congratulate the winner. In a ceremony as much for the crowd as for the winner, Mandelbrot drones on about the excellent competition. He has had the credits transferred to a special account that only the tournament winner can access, and he hands over a datapad containing the access codes for the account. The crowd cheers, and things finally seem to be winding down, when Silas Draver decides to make his move.

Draver is not one to take losing kindly, and as such he has prepared for this contingency in advance. Draver draws a weapon, and several of his goons push forward out of the crowd, threatening to kill Mandelbrot and many others if the datapad isn’t handed over. Surprisingly, most of the tournament’s competitors and spectators abided by the “no weapons” rule, so none is able to stop Draver and his thugs. To demonstrate how serious he is, Draver activates special programming he had installed into three of the sabacc dealer droids, revealing them to be armed with blaster weapons.

The heroes will need to deal with Draver to keep him from getting away with the credits. Additionally, he points his blaster at Lady Fioro and threatens to take her hostage to keep him safe all the way to the landing pad where his ship is waiting. See “Sabacc Table Showdown,” page 29, for more information on running this encounter.
Part 3: Skirmish Over Bespin

With the tournament over, the credits safe, and Silas Draver dealt with, the heroes have a chance to catch up to Darga the Hutt. Having witnessed the transaction between the Imperial officer and Darga’s Hapan proxy, the heroes know that Lady Fioro has the information they need to find their quarry, and that she can likely reveal the full depth of Darga’s involvement in the Sarlacc Project.

Unfortunately, Lady Fioro was gravely wounded in the firefight with Silas Draver and his goons. With Lt. Arandis dead and Lady Fioro on the edge of death, the heroes should waste no time in talking to her. She might be their last chance to learn Darga’s whereabouts.

What does Darga have to do with the Sarlacc Project? “I don’t know. I’ve only heard it mentioned. But for months now, he’s been trading huge amounts of Tibanna gas to the Empire in exchange for slaves and credits. The Empire always seems to want more.”

Uncovering the Worm

With information in hand about finding Darga, the heroes will likely set off to find the Hutt at last. Additionally, thanks to the information given to them by Mirana Fioro, the heroes also know the extent of Darga’s involvement with the Empire, and particularly altruistic heroes probably jump at the chance to free slaves of the Empire. However, Darga has also received word of the events that took place in the Royal Casino, and he is taking no chances. The Hutt has ordered his belongings packed onto his yacht and is planning on taking off as quickly as possible.

Knowing that the heroes have survived and are likely coming for him, Darga pulls every string he has with the Wing Guard and instructs security personnel in his employ to keep the heroes from getting to his shuttle at all costs. As the heroes travel through the city trying to reach docking bay 4414, they are ambushed by Bespin security guards with Imperial loyalties. With the death of Lt. Arandis, a small contingent of stormtroopers and an Imperial officer remain in the city. Darga saw to it that they were informed of the heroes’ role in the Lieutenant’s death, and he has painted them as the villains behind the scheme. See “Streets of Cloud City,” page 32, for more information on running this encounter.

When the heroes escape the ambush, they have very little time to reach docking bay 4414. They travel deeper into the city, and at their footsteps they often hear the sounds of pursuit. Occasionally, they hear shouts of “This way!” and “I think they’re heading down to a lower level!” echoing through the halls behind them. The muffled, electronic sound of the voices should indicate that a squad of stormtroopers remains in pursuit, dedicated to stopping the heroes from leaving Bespin alive.

When they finally reach the docking bay they seek, they should realize that they are just in time. The Hutt and his minions are still outside of the ship, which looms large in the docking bay, and it looks as though they have been loading huge crates (filled with contraband that Darga picked up during his stay in Cloud City) onto the yacht. There is no time to talk. The Empire is at the heroes’ heels, and Darga’s goons know better than to wait for their boss to give the order to attack. With the Hutt shouting encouragement, Darga’s cronies and the stormtroopers try to put an end to the heroes’ meddling.

See “Hutt’s Hangar,” page 34, for more information on running this encounter.

Covering the Empire’s Tracks

Though his thugs have been defeated and the Empire is too far away to help, the Hutt crime lord is nonetheless defiant as he faces the heroes. Whether he is a prisoner or merely dying of his wounds, Darga cannot resist taunting the heroes one last time. Before he dies (or is otherwise subdued), Darga has a few choice words. Read the following text aloud:
The Arrival of the Assiduous

If the heroes used lethal force with Darga, he expires after delivering that coda. Otherwise, he simply refuses to speak further. Just moments after they finish with the Hutt, however, the heroes receive a call from Captain Okeefe on the Banshee. According to her sensors, the Imperial I-class Star Destroyer Assiduous just emerged from hyperspace at the edge of the system and began transmitting extensive messages on the slave circuit to the Medium Transport Shackles of Nizon. It beamed similar messages to a Tibanna gas hauler that had been sitting inert in the space above Bespin until now. As the Assiduous launched a number of TIE fighters, all of which are screaming toward Bespin, the Tibanna gas hauler fired its engines and set in a new course—a course leading it directly at the Shackles of Nizon. Crash has made the calculations, and the Tibanna gas hauler will collide with the Medium Transport in a matter of minutes, destroying both ships completely—and killing all the slaves on the Medium Transport.

Stopping the Tibanna Gas Hauler

The Tibanna gas hauler is careening through space toward the Shackles of Nizon, a Medium Transport with thousands of slaves onboard. A group of TIE fighters is on its way toward Bespin, likely to finish the job in case the hauler doesn’t completely destroy the slave ship. The Assiduous is only minutes away from being in range of the planet, and the Empire knows the heroes are in Cloud City and were involved in the death of Lt. Arandis (even if they weren’t directly responsible).

Things look pretty dire for the heroes, and they may be tempted to cut their losses and make a break for it. However, thousands of slaves will die if they do. Moreover, those slaves are clearly involved in the Sarlacc Project, and stopping the Shackles of Nizon from being destroyed could give them another lead.

In the hangar are six Z-95 headhunter starfighters that belonged to Darga the Hutt’s escorts. These ships, while not in pristine condition, are well maintained, powered up, and ready to fly. It actually takes very little skill to fly the ships (even an untrained pilot could maneuver them well enough), and high-Dexterity characters are exceptionally good candidates to pilot the starfighters. Don’t be afraid to encourage the heroes to hop in the Headhunters; it will give individual heroes more to do during the final two encounters of the adventure.

Another option for some of the heroes is to take command of Darga’s luxury yacht, the Glorious Chariot. This is a great chance for the heroes to get a ship of their own that they can use for the rest of the campaign, and could provide characters who aren’t great pilots with a chance to participate in the battle as gunners. Likewise, a few heroes could man the laser cannons aboard the Banshee while Okeefe and Crash pilot the transport. If some heroes want to take starfighters, a few want to steal the Glorious Chariot, and a few more want to act as gunners on the Banshee, that’s OK. It adds a bit of diversity to the last two encounters in the adventure, and it helps ensure that no characters are just “sitting in the ship” at the end. It takes Captain Okeefe a few seconds to bring the Banshee around to pick the heroes up, and after that, they can blast off into the skies of Bespin together.

As the heroes scream over Cloud City in their starfighters or space transports, members of the Wing Guard begin pursuit. Some have been ordered by the Empire to shoot down any ships attempting to leave Cloud City, and they pursue the heroes’ ships with lethal intent. See “Flight from Cloud City,” page 37, for more information on running this encounter.

Once the heroes get out of the atmosphere, they must contend with the forces of the Empire. Though the Assiduous is too far away to reach the Tibanna gas hauler, it has sent TIE fighters to make sure that the Shackles of Nizon is destroyed one way or another. When the heroes leave the atmosphere, they have only a limited amount of time to destroy the Tibanna gas hauler before it collides with the Shackles of Nizon. See “Skirmish Over Bespin,” page 40, for more information on running this encounter.
Clan Mionne Z-95 Headhunter

Gargantuan starfighter
Init +2; Senses Perception +5

Defense Ref 14 (flat-footed 12), Fort 26; +7 armor
hp 120; DR 10; SR 15; Threshold 46

Speed fly 16 squares (max. velocity 1,150 km/h), fly 4 squares (starship scale)
Ranged triple blasters +1 (see below)
Base Atk +0; Grp +31
Atk Options autofire (triple blasters)

Abilities Str 42, Dex 14, Con —, Int 12
Skills Initiative +2, Mechanics +5, Perception +5, Pilot +2, Use Computer +5

Crew 1 (normal); Passengers none
Cargo 85 kg; Consumables 1 day; Carried Craft none
Hyperdrive ×1
Availability Restricted; Cost 80,000 (45,000 used)

Glorious Chariot

Colossal space transport
Init –3; Senses Perception +5

Defense Ref 14 (flat-footed 12), Fort 26; +12 armor
hp 120; DR 15; SR 15; Threshold 76

Speed fly 16 squares (max. velocity 1,000 km/h), fly 4 squares (starship scale)
Ranged laser cannon +2 (see below) and double medium laser cannon +2 (see below)
Base Atk +6; Grp +36

Abilities Str 42, Dex 14, Con —, Int 14

Crew 1 (normal); Passengers 10
Cargo 100 tons; Consumables 1 month; Carried Craft none
Hyperdrive ×2; (backup ×14)
Availability Unique; Cost not available for sale (estimated value 160,000 credits)

Triple blasters (pilot)
Atk +1 (–4 autofire), Dmg 3d10×2

Medium laser cannon (pilot)
Atk +2, Dmg 2d10×2

Double medium laser cannon (gunner)
Atk +2 (–3 autofire), Dmg 5d10×2

The Glorious Chariot

The Glorious Chariot is a Luxury 3000 space yacht designed by the SoroSuub corporation. This particular vessel was customized for Darga the Hutt. The interior of the ship was once very nice, but like the inside of Darga's palace, it has been used as a den of iniquity for far too long. Much of the interior is in severe disrepair, and some parts of the ship can only be classified as "disgusting." However, Darga knew better than to trust his enemies to fail to recognize his ship, and thus he had aftermarket modifications made to the yacht to add extra defensive weapons that are normally manned by his crew.

When the heroes board the ship, a few of Darga's crewmembers are in the cabin area, hoping to be left alone. One look at the heroes, however, and they rush out in fear.

Embracing Your Destiny: Destruction

Heroes with the Destruction destiny take a major step toward that destiny when they successfully manage to destroy the Tibanna gas hauler and all of the TIE fighters accompanying it. Grant those heroes the 24-hour destiny bonus when the next adventure begins.

Embracing Your Destiny: Rescue

Heroes with the Rescue destiny take a major step toward that destiny when they successfully help keep the Shackles of Nizon from being destroyed by the Tibanna gas hauler. Grant those heroes the 24-hour destiny bonus when the next adventure begins.

Concluding the Adventure

At the end of the adventure, assuming the heroes succeeded, the Tibanna gas hauler does not destroy the Shackles of Nizon. A few short moments after the ship's safety is assured, the heroes receive a simple text message from the Medium Transport: "We have gained control. Thank you." The engines of the ship flare, and seconds later, it makes a jump to hyperspace, with no other fanfare.

However, all is not safe in the Bespin system. The Assiduous is fast approaching, and the heroes definitely don't want to stick around to answer a lot of questions from the Empire. While the navcomputers aboard the Banshee plot their course, the heroes can see the distant dagger shape of the Star Destroyer rapidly approaching their position. It becomes clear that the Assiduous won't be in range until well after the heroes have jumped to hyperspace, but the ship comes on nonetheless. Just before the heroes jump, they receive a visual communication from the Assiduous (if they refuse to open a communications channel, the
message can be sent as a recording to the Banshee, and Captain Okeefe can play it for them). Read the following text aloud when the heroes view the message:

"My sensor operators tell me that your ship will be far enough from Bespin to jump to hyperspace before I can reach you. I congratulate you on your victory here, but know this: the Inquisitorius never rests. My name is Valin Draco, and I will find you and make you pay for meddling here. You may have bested that slimy Hutt, but I can assure you that the affections of an Inquisitor are not so gentle."

End of the First Story Arc

The end of The Queen of Air and Darkness concludes the first story arc in the Dawn of Defiance campaign. By the end of this adventure, the heroes have learned that the Empire has been using slaves in the Sarlacc Project, and they are in great need of large quantities of Tibanna gas as well. They have seen Valin Draco, if at a distance, and now find themselves known to the Empire. When the heroes return to the Nebulon-B cruiser Resurgence, they are welcomed by Captain Verana, who debriefs the heroes and seems amazed at all they were able to accomplish. He and his crew begin to analyze the data in the Banshee’s sensor systems that was brought back from Cato Neimoidia and Bespin, and they continue the search for the Sarlacc Project there.

Similar to the gaps between the Star Wars films, the end of this adventure provides a perfect time for you to take care of any lingering issues from the first third of the campaign. The heroes should be 7th level by the time the adventure ends. If any of them are behind, you can insert some small adventures of your own to help get them a little closer to the appropriate level.

If any heroes died during The Queen of Air and Darkness, the gap between adventures serves as a good place to introduce new heroes. Additionally, if any of the heroes have goals to be taken care of during downtime—such as refurbishing the interior of the Glorious Chariot, installing special modifications to their ships, or constructing their own lightsabers—now is a good time to let those things happen. With the extremely fast pace of Star Wars adventures, it may be difficult to find time for more mundane activities during upcoming adventures.

Valin Draco

Advancing the Campaign Timeline

One option you should consider is a large advancement in the campaign’s timeline. The gaps between many of the Star Wars films leave months and even years unexplained, and doing the same for the Dawn of Defiance campaign could help not only make it feel more like the Star Wars movies but also provide interesting options for character development. You can choose how far ahead to jump, though jumping forward more than two or three years can be troublesome. During that time period, the heroes continue to work for the Alderaanian Resistance, operating out of the Resurgence, and they have few major adventures, and characters might change significantly. The campaign could then jump forward between The Queen of Air and Darkness and the fourth adventure in the campaign, Echoes of the Jedi. Just as Luke goes from being a Rebel pilot to a full-blown Jedi between The Empire Strikes Back and Return of the Jedi, a hero might receive a major overhaul to help him fit better in the rest of the group.

A large time jump also gives you the opportunity to allow a player to rebuild his or her character. Since the campaign began, the player might have found new options to try or might have learned that certain talents or feats weren’t used much. If you choose to let the player rebuild his character, he should keep the ability scores the same but otherwise can rebuild the character from the ground up, choosing new classes, talents, and feats. The hero shouldn’t change too drastically and must remain recognizable, and the new statistics for the character should reflect a logical evolution. For example, rebuilding a Jedi as a scoundrel and not taking the Force Sensitivity feat is probably too big of a leap, but a noble being rebuilt with soldier levels could reflect the hero taking a larger role in the Alderaanian Resistance. You should work with your players to ensure that such changes make sense for the characters and provide new depth and story options for the heroes.
**The air is hot and muggy in the Tibanna gas refinery, and everywhere machinery rattles, hums, or hisses as gases are vented or heavy equipment is moved. Five Ugnaughts scurry about the area, working to make sure all of the machinery is functioning properly, and one of them stands in the rear of the chamber, near a massive crane. The crane is lifting a 3-meter-wide Tibanna gas container up from somewhere beneath the grated floor. As the base of the huge container passes the floor, there is a hiss as pneumatic grates slam shut beneath it, allowing the crane to set it down.**

The small porcine being grunts as he shuffles around the refinery floor. Wearing what looks to be a heavy smock, its surface pitted and burned, the Ugnaught scurries from one machine to another, dark eyes fluttering about the chamber as though fearful of being caught.

**Ugnaught Rigger (4)**

The Ugnaughts that work in the Tibanna gas spin-sealing refineries call themselves “riggers,” as they operate a variety of heavy machines commonly referred to as “rigs.” Even if the rigs have different functions, they all amount to the same thing: converting Tibanna gas into a useful form. Most Ugnaught riggers are tough customers for beings of such small stature, and they are accustomed to working under extreme conditions. These particular riggers have become weary of their menial lives and see the chance to work for Darga as a way to get away from Cloud City for good.

**Ugnaught Boss**

The Ugnaught boss is an experienced leader among the riggers and has proven to be a devious and capable agent for Darga the Hutt. The boss is the mastermind behind the Tibanna gas siphoning process and can motivate his fellow riggers even though the threat of being caught looms over them. The Ugnaught boss is far more cautious than his aggressive companions, and his sharp mind allows him to challenge even the wiliest of foes.

An atypical intelligence shines in the eyes of this Ugnaught, who seems to have complete confidence in his control over the situation. Tufts of white hair hang down from his balding head, and a massive blaster carbine is slung over one shoulder, giving him a menacing air.
This leathery-winged creature resembles a normal mynock, with a large sucker mouth and dangling eyes. However, it seems to have some kind of gills on the sides of its neck, and as it exhales, it releases puffs of green gas.
The Tibanna gas refinery is filled with a large number of machines, some of which make a great deal of noise and discharge gas and vapors from time to time. All Perception checks made in the area take a –2 penalty due to the noise. Furthermore, at regular intervals, some of the machines spray superheated vapor out of exhaust ports (marked on the map). Roll initiative for each of the exhaust ports on the map. When a port’s initiative comes up, make an attack roll (1d20+8) against the Reflex Defense of any character in the exhaust square; if the attack succeeds, the target takes 2d6 points of damage from the superheated vapor.
Imperial Threats
Challenge Level 6

Setup
When the encounter begins, the two Theelin bodyguards should be placed close to Baron Kithriss; while both need not be adjacent to him, at least one should be. The encounter takes place on a nonspecific walkway in Cloud City, the precise location of which depends on where the heroes encounter the Baron and his entourage. Feel free to add other obstacles to the encounter area to fit the scene as it plays out.

Read-Aloud Text
When the encounter begins, read the following text aloud:

Undercover Clone Trooper (4)
Drawn from the very first batch of clone troopers produced on Kamino, these clone troopers have aged much faster than normal Humans and, as such, have been removed from active duty as stormtroopers. This particular group of clones has been assigned by the Empire not only to guard Baron Kithriss but also to observe him. If the Baron shows any signs of instability as a result of his recent foray to Byss, the clones are to take care of him—quietly. These clone troopers have abandoned their usual white armor and instead have been garbed as escorts of Imperial nobility. However, thanks to a letter from a high-ranking member of the Imperial Senate, they have been granted special writ to carry their blaster rifles.

Undercover Clone Trooper CL 2
Medium middle-age Human (clone) nonheroic 6
Init +9; Senses Perception +8
Languages Basic

Defenses Ref 11 (flat-footed 10), Fort 10, Will 10
hp 15; Threshold 10

Speed 6 squares
Melee unarmed +4 (1d3)
Ranged blaster rifle +5 (3d6+2)
Base Atk +4; Grp +5
Atk Options Careful Shot, Point Blank Shot

Abilities Str 11, Dex 12, Con 11, Int 11, Wis 10, Cha 9
Feats Armor Proficiency (light), Careful Shot, Coordinated Attack, Point Blank Shot, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +9, Perception +8
Possessions blaster rifle, comlink

Baron Kithriss CL 5
Medium Human noble 5
Force 2; Dark Side 2
Init +9; Senses Perception +8
Languages Basic, Bocce, High Galactic, Huttese, Kel Dor, Ryl

Defenses Ref 19 (flat-footed 17), Fort 16, Will 19
hp 30; Threshold 16

Speed 6 squares
Melee vibroblade +5 (2d6+2)
Ranged blaster pistol +5 (3d6+2)
Base Atk +3; Grp +5
Atk Options Melee Defense, Point Blank Shot, Weapon Finesse
Special Actions Bolster Ally, Ignite Fervor, Inspire Confidence

Abilities Str 10, Dex 14, Con 10, Int 11, Wis 12, Cha 16
Special Qualities Thrall of Palpatine
Talents Bolster Ally, Ignite Fervor, Inspire Confidence
Feats Improved Defenses, Linguist, Melee Defense, Point Blank Shot, Weapon Finesse, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)
Skills Deception +10, Gather Information +10, Initiative +9, Knowledge (bureaucracy) +9, Knowledge (galactic lore) +9, Perception +8, Persuasion +10, Pilot +9, Use Computer +9
Possessions blaster pistol, vibroblade, fine clothes, comlink, sabacc deck
Thrall of Palpatine—As a result of the exposure to Emperor Palpatine's dark side energies on Byss, Baron Kithriss gains a +5 Force bonus to any defenses and damage threshold against Use the Force checks.

Baron Kithriss Tactics
Though Baron Kithriss possesses a limited amount of resistance to Force powers, he does not know it, and he will not rush to engage any heroes openly showing displays of Force. He prefers to let his bodyguards protect him while his clone troopers lead the way in the fight. His first action is to Inspire Confidence, but on subsequent rounds, he prefers to make careful attacks, aiming to negate cover, in the hope of being able to use his Ignite Fervor talent on one of the clone troopers (preferably one benefiting from an aid another action). If any heroes get too close, he switches to using his vibroblade. If he is confident in his ability to strike that hero, he will swing with abandon, though against heroes with a high Reflex Defense, he will switch to Melee Defense to boost his own and let his bodyguards deal with the hero instead.

Theelin Bodyguard (2)
Identical twin sisters, these two near-Human bodyguards are devoted to the protection of Baron Kithriss. Though he calls them his "hired guards," in truth Kithriss purchased them as slaves from a Hutt gangster some years ago. Members of the Theelin near-Human species, these bodyguards boast a somewhat startling appearance which helps them take the attention off of the Baron. Like many slaves, they have been cowed by years of abuse, and go about their duty of protecting Kithriss with impassionate efficiency.

This startling-looking woman resembles a Human but has a shock of bright orange hair. A pattern of spots runs from her neck down across her arms, and she moves with a grace that belies the slightly bulky armor she wears. Though a blaster rifle is slung over her shoulder, she looks as though she is ready to go for the vibroblade swinging at her hip first.

Theelin Bodyguard
Medium Theelin (near-Human) soldier 3
Force 1; Dark Side 2
Init +9; Senses Perception +8
Languages Basic

Defenses Ref 20 (flat-footed 17), Fort 21, Will 16
hp 53; Threshold 21

Speed 6 squares
Melee vibroblade +5 (2d6+3)
Ranged blaster rifle +6 (3d8+1)
Base Atk +3; Grp +8
Atk Options Expert Grappler, Trip
Special Actions Harm’s Way

Abilities Str 14, Dex 16, Con 16, Int 10, Wis 14, Cha 12
Feats Armor Proficiency (light, medium), Improved Defenses, Toughness,
Trip, Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Initiative +9, Perception +8, Treat Injury +8
Possessions blaster rifle, vibroblade, bodyguard armor (as armored flight suit), comlink

Conclusion
When the encounter ends, as long as the fight did not occur in an overtly public place, the heroes stand a good chance of escaping without having been seen by any local authorities. Even if someone did see the fight and alerted the Wing Guard, it will take several minutes for any guards to arrive, giving the heroes ample time to escape. However, given the number of people in Cloud City who want to avoid trouble with the law, it's also possible that no one reported the fight at all (though with so many visitors in Cloud City for the sabacc tournament, this is unlikely).

Encounter Map
A map of the encounter appears on the next page.
Features of the Area

The main avenues of Cloud City are usually free of debris, preferring an open-air aesthetic to highlight the beauty of a city in the clouds. As such, there is little to take cover behind during this encounter, and some heroes may find themselves far more exposed than they are accustomed to.
Three circular landing platforms connect to a large, central turbolift shaft on one of the upper open levels of Cloud City. Each platform is offset from the others, allowing someone standing on one platform to view the other two without obstruction. Each platform is ringed with lights, and on the uppermost platform, you hear a pneumatic hiss as the doors to the turbolift slide open, allowing members of Bespin's security force to pour out onto the outer rim of the uppermost platform.

This Human man wears the dark blue uniform of Bespin's security force. Each wears a blue cap and has a blaster pistol in hand, drawn from the holster at his hip, looking ready to deal with any threats to the peace and prosperity of Cloud City.

This member of Bespin's Wing Guard boasts rank insignia far more impressive than that of the other members of the security team. Brimming with confidence, he issues orders with precision and poise.

Bespin Security Guard (6)

Known in Cloud City as the Wing Guard, Bespin's security force consists mostly of disciplined security personnel that report directly to the Baron-Administrator of Cloud City. These particular members of the Wing Guard are part of an anti-spice smuggling unit that has worked diligently to keep harder criminals—such as narcotics dealers—from polluting Cloud City with their corruption. With the Baron-Administrator's permission, the guards follow a take-no-prisoners approach to policing the city, and they do not hesitate to use lethal force against the heroes.

This Human man wears the dark blue uniform of Bespin's security force. Each wears a blue cap and has a blaster pistol in hand, drawn from the holster at his hip, looking ready to deal with any threats to the peace and prosperity of Cloud City.

Bespin Security Guard

Medium Human nonheroic 3
Init +7; Senses Perception +13
Languages Basic, Bocce

Defenses Ref 11 (flat-footed 10), Fort 10, Will 12
hp 8; Threshold 10

Speed 6 squares
Melee unarmed +2 (1d4)
Ranged blaster pistol +4 (3d6)
This tall battle droid resembles a skeletal humanoid with a smooth, featureless faceplate broken up by a pair of illuminated eyes. The droid’s jump jets, protruding from either shoulder, whine faintly as they idle, and the droid whirs a force pike around its body as though looking for an excuse to use it.

Cloud City Patrol Droid

(2)

These droid security assistants are left over from the Clone Wars and have been modified to aid the Wing Guard in Cloud City. The droids boast jump jets that allow them to fly up to the highest platforms, though they can maintain this flight for only a round at a time. These patrol droids are designed to close to melee range with opponents and subdue them physically, though they are also equipped with ranged weapons if needed.

Cloud City Patrol Droid

Medium droid (4th degree) soldier 3

Force 1

Init +8; Senses Perception +1

Languages Basic, Binary

Defenses

Ref 21 (flat-footed 19), Fort 19, Will 13
hp 41; Threshold 19

Immune droid immunities

Speed 6 squares, fly 12 squares

Melee force pike +8 (2d8+10)

Ranged blaster pistol +5 (3d6+1)

Base Atk +3; Grp +7

Atk Options Melee Smash, Stunning Strike

Special Actions Bantha Rush

Abilities

Str 18, Dex 14, Con —, Int 8, Wis 10, Cha 8

Special Qualities droid traits

Talents Melee Smash, Stunning Strike

Feats Armor Proficiency (light, medium), Bantha Rush, Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills Endurance +6, Initiative +8

Systems remote processor, walking locomotion, flying locomotion (limited; jump jets), 2 hand appendages, internal comlink, vocabulator

Possessions blaster pistol, force pike, duranium armor plating

Conclusion

Given the odd hour at which this encounter takes place, there should be few bystanders to witness the fight. If the heroes manage to subdue or kill all of the Wing Guard, they may face repercussions later if it is discovered that they were responsible. However, given the need for the heroes to move about the city unhindered during the sabacc tournament, you should be careful about branding them as known criminals—at least until the tournament is over and the heroes find themselves on the wrong side of Imperial (and Bespin) law.

Encounter Map

A map of the encounter appears on the next page.
On the Heights Encounter Map

Features of the Area

The three landing platforms overlap slightly, allowing flying heroes (particularly those with jet packs), heroes with syntherope, or simply reckless heroes to move between the platforms. The second platform is roughly 6 squares above the bottom platform, and the top platform is 6 squares above the middle platform.

Additionally, the turbolift computer has a Will Defense of 17 and has a hostile attitude toward anyone who tampers with it after it has been locked by the security chief.
"I'll be taking that!" shouts Silas Draver. Drawing a blaster pistol from beneath his coat, he simultaneously pushes a button on the sabacc dealer droid in front of him. That droid, and two others, spin slightly as arms extend from their bodies, each one capped with a blaster pistol. Several members of the crowd also draw blaster pistols and turn them on their fellow spectators, clearly allied with Draver. The gambler levels his blaster pistol at his startled-looking Hapan competitor, causing her eyes to go wide in terror.

This Human man has a dashing air about him, with his long, black ponytail, a drooping mustache, and a suit made in the finest Corellian fashion. He offers a grin that can only be described as arrogant, and he seems to carry enough swagger to put many nobles to shame.
This cylindrical droid has six spindly arms extending from its body, three pairs designed to deal out sabacc cards with efficiency and speed. Flashing lights blink all across the droid’s interfaces, and the entire droid rotates within its socket in the ceiling.

### Sabacc Dealer Droid

<table>
<thead>
<tr>
<th>Feature</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Type</td>
<td>Medium droid (1st-degree) nonheroic 9</td>
</tr>
<tr>
<td>Init</td>
<td>+13</td>
</tr>
<tr>
<td>Senses</td>
<td>low-light vision, Perception +20</td>
</tr>
<tr>
<td>Languages</td>
<td>Basic, Binary</td>
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<tr>
<td>Defenses</td>
<td>Ref 14 (flat-footed 10), Fort 10, Will 14</td>
</tr>
<tr>
<td>hp</td>
<td>23; Threshold 10</td>
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<tr>
<td>Immune</td>
<td>droid immunities</td>
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<tr>
<td>Speed</td>
<td>0 squares</td>
</tr>
<tr>
<td>Melee</td>
<td>claw +6 (1d4)</td>
</tr>
<tr>
<td>Ranged</td>
<td>blaster pistol +11 (3d6) or blaster pistol +9 (3d6) and blaster pistol +9 (3d6)</td>
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<tr>
<td>Fighting Space</td>
<td>1 square; Reach 2 squares</td>
</tr>
<tr>
<td>Base Atk</td>
<td>+6; Grp +10</td>
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<tr>
<td>Atk Options</td>
<td>Dual Weapon Mastery II, Point Blank Shot</td>
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<tr>
<td>Abilities</td>
<td>Str 10, Dex 18, Con —, Int 18, Wis 18, Cha 13</td>
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<td>Special Qualities</td>
<td>droid traits</td>
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<tr>
<td>Feats</td>
<td>Dual Weapon Mastery I, Dual Weapon Mastery II, Point Blank Shot, Skill Focus (Perception), Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)</td>
</tr>
<tr>
<td>Skills</td>
<td>Initiative +13, Perception +20</td>
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<tr>
<td>Systems</td>
<td>basic processor, 2 claw appendages, 2 tool mounts, vocabulator, improved sensor package</td>
</tr>
<tr>
<td>Possessions</td>
<td>2 blaster pistols</td>
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</tbody>
</table>

**Sabacc Dealer Droid Tactics**

The sabacc dealer droids are programmed to avoid targeting Silas Draver and his allies, but anyone else is fair game. The droids recognize overtly aggressive action, so they should target the heroes, though other bystanders might be targeted by accident. In fact, this is exactly what happens to Lt. Arandis and Lady Fioro, and the Imperial officer is slain by the attack.

### Silas Draver’s Goons (4)

Silas has a number of accomplices in the crowd who help him put down any opposition. These thugs focus only on the credits that they’ll earn for helping their boss, and they aren’t smart enough to know when to back down.

**Dressed in far plainer clothes than many of the other spectators, this Human looks to have seen his share of fights in cantinas. The hilt of a heavy knife juts out from beneath his coat, and he has a sinister look about him.**

### Silas Draver’s Goons

<table>
<thead>
<tr>
<th>Feature</th>
<th>Value</th>
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<tbody>
<tr>
<td>Type</td>
<td>Medium Human nonheroic 3/scoundrel 1</td>
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<tr>
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<tr>
<td>Senses</td>
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<td>Languages</td>
<td>Basic</td>
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<tr>
<td>Defenses</td>
<td>Ref 18 (flat-footed 16), Fort 12, Will 13</td>
</tr>
<tr>
<td>hp</td>
<td>15; Threshold 12</td>
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<tr>
<td>Speed</td>
<td>6 squares</td>
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<tr>
<td>Melee</td>
<td>knife +2 (1d4)</td>
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<tr>
<td>Ranged</td>
<td>heavy blaster pistol +5 (3d8)</td>
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<tr>
<td>Base Atk</td>
<td>+2; Grp +4</td>
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<tr>
<td>Atk Options</td>
<td>Careful Shot, Dastardly Strike, Point Blank Shot</td>
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<tr>
<td>Abilities</td>
<td>Str 11, Dex 14, Con 13, Int 10, Wis 13, Cha 12</td>
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<td>Talents</td>
<td>Dastardly Strike</td>
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<tr>
<td>Feats</td>
<td>Careful Shot, Point Blank Shot, Skill Focus (Stealth), Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)</td>
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<tr>
<td>Skills</td>
<td>Deception +8, Stealth +14</td>
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<tr>
<td>Possessions</td>
<td>heavy blaster pistol, knife, combat jumpsuit, casual clothes, 200 credits, various personal belongings</td>
</tr>
</tbody>
</table>

**Silas Draver’s Goons’ Tactics**

The thugs working with Draver have very simple tactics: shoot the heroes. When they see the heroes reacting to the situation, they will take cover and try to aim as much as possible. However, they also have the Dastardly Strike talent, so if they can get behind cover and make Stealth checks to hide, they will pop out and snipe whenever possible.

### Conclusion

By the end of the encounter, most of the crowd has pushed its way out of the Royal Casino, and the heroes (plus any wounded) are the only ones left. Jacc Mandelbrot is frantically trying to get his security team to help the victims, leaving the heroes free to talk to Lady Fioro. Unfortunately, Lt. Arandis does not survive the encounter, which may lead to trouble for the heroes down the road.

### Encounter Map

A map of the encounter appears on the next page.
Features of the Area

When the encounter begins, most of the crowd pushes to the outer edges of the room. Consider the squares on the outer edges of the room occupied, and over the course of the encounter, each round less and less of the room is occupied as more bystanders push their way out of the doors.
Streets of Cloud City
Challenge Level 6

Setup
When this encounter begins, the heroes should be placed in the building on the lower-right corner of the map, leaving the door. The elite Bespin security guards should be placed on the leftmost platform. When the heroes have left the building in which they start, the stormtroopers and Imperial officer arrive through that same building, coming in behind the heroes to pursue them across the bridges. The heroes need to leave through the building on the upper-right section of the map.

Read-Aloud Text
Before the encounter begins, allow the heroes a DC 15 Perception check to hear the echoes of footsteps approaching in the hallway behind them. Those who succeed can tell that several beings are coming from that direction but shouldn’t arrive for a few more rounds.

When the encounter begins, read the following text aloud:

This segment of the city features several long walkways connecting to various buildings, taking pedestrians on a roundabout tour of the district. Up ahead, several members of the Wing Guard round the corner of a building, approaching from the opposite side of a walkway leading directly to the building you are standing in.

Elite Bespin Security Guard (4)

Elite Bespin Security Guard
Medium Human nonheric 3/soldier 1
Force 1
Init +8; Senses Perception +14
Languages Basic, Bocce

Defenses Ref 16 (flat-footed 15), Fort 13, Will 13
hp 16; Threshold 13

Speed 6 squares
Melee unarmed +3 (1d4)
Ranged blaster pistol +5 (3d6)
Base Atk +3; Grp +4
Atk Options Point Blank Shot
Special Actions Coordinated Attack

Abilities Str 10, Dex 11, Con 11, Int 10, Wis 10, Cha 10
Talents Devastating Attack (pistols)
Feats Armor Proficiency (light), Coordinated Attack, Point Blank Shot, Skill Focus (Perception), Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)
Skills Initiative +8, Perception +14, Persuasion +7
Possessions blaster pistol, combat jumpsuit, Bespin guard uniform, binders, comlink

Elite Bespin Security Guard Tactics
The elite Bespin security guards work best in groups where they can combine their efforts to take down a superior foe. They try to move into point-blank range with their opponents and use the Coordinated Attack feat to boost the attack bonus of an ally. They usually work in pairs, though against particularly resilient foes, they will sometimes combine all of their fire against the same opponent. Additionally, since they wear modest armor, they will sometimes take more risks to close to point-blank range, forgoing cover if it means lining up a better shot. These security guards are meant only to slow the heroes down, allowing them to move forward just far enough to make room for the stormtroopers entering behind them.

Stormtrooper (6)

Stormtrooper
Medium Human nonheric 4
Dark Side 1
Init +2; Senses low-light vision; Perception +4
Languages Basic

Defenses Ref 16 (flat-footed 15), Fort 12, Will 10
hp 10; Threshold 12

Speed 6 squares
Melee unarmed +4 (1d4+1)
Ranged blaster rifle +4 (3d6) or frag grenade +3 (4d6, 2-square burst)
Base Atk +3; Grp +4
Atk Options autofire (blaster rifle)
Special Actions Coordinated Attack

Abilities Str 12, Dex 11, Con 11, Int 10, Wis 10, Cha 10
Feats Armor Proficiency (light), Coordinated Attack, Weapon Focus (blaster rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +7, Perception +4
Possessions stormtrooper armor (+6 armor, +2 equipment), blaster rifle, frag grenade, utility belt with medpac

Imperial Officer

Imperial Officer
Medium Human nonheric 4/noble 3/officer 1
Force 2; Dark Side 5
Init +3; Senses Perception +10
Languages Basic, High Galactic

Defenses Ref 15 (flat-footed 15), Fort 14, Will 19
hp 33; Threshold 14

Speed 6 squares
Melee unarmed +6 (1d4+2)
Ranged blaster pistol +5 (3d6+2)
**Base Atk** +6; **Grp** +6

**Special Actions** Born Leader, Coordinate, Trust, Vehicular Combat

**Abilities**
- Str 10, Dex 8, Con 10, Int 12, Wis 12, Cha 14

**Talents** Born Leader, Coordinate, Trust

**Feats**
- Armor Proficiency (light), Skill Focus (Persuasion), Skill Training (Deception, Pilot), Toughness, Vehicular Combat, Weapon Proficiency (pistols, simple weapons)

**Skills**
- Deception +11, Knowledge (tactics) +10, Perception +10, Persuasion +16, Pilot +8

**Possessions**
- Blaster pistol, code cylinder, comlink (encrypted), officer’s uniform

---

**Conclusion**

Having evaded both the Wing Guard and the Empire for now, the heroes have a chance to make their way to the hangar where they know Darga is docked. Due to the winding nature of many of the halls and walkways in Cloud City, the heroes might hear or see stormtroopers giving pursuit without coming into direct conflict with them. In fact, the Imperial forces shouldn’t catch up to the heroes until they reach Darga’s hangar.

---

**Features of the Area**

Each of the two major walkways in this area features a low railing, which counts as low cover. However, since the walkway near the top of the map is actually a few flights of stairs lower than the other, characters on the walkway near the top of the map have total cover from characters on the walkway near the top of the map. The only exception, due to the height discrepancy, is characters who are standing near the railing—they would have only normal cover.

**Encounter Map**

A map of the encounter appears below.
Hutt's Hangar
Challenge Level 8

Setup
When the encounter begins, Darga the Hutt is standing near the landing ramp to his luxury yacht, accompanied by his security droid. Each of the Clan Mionne pilots is standing beside one of the Z-95 Headhunter starfighters, making last-minute adjustments before takeoff. The heroes enter via the door on the far side of the chamber from Darga’s yacht. The stormtroopers enter the hangar on the second round of combat through the door on the side wall.

Read-Aloud Text
When the encounter begins, read the following text aloud:

Darga the Hutt
Darga the Hutt, once the heroes’ host and now their target, is trying to make a getaway from Cloud City with all haste. He has been living out of his luxury yacht since arriving on Bespin, and with the heroes hot on his trail, he is anxious to be away. When the heroes arrive, he knows his only hope is to kill them, so the appearance of the stormtroopers is a blessing to him.

The bulky form of this slimy Hutt undulates as he drags himself across the hangar floor. Darga’s wide eyes are open in surprise, and his movements seem rushed and frantic, odd emotions for a being of his size.

Darga the Hutt
Large Hutt noble 5/scoundrel 2/crime lord 1
Force 3; Dark Side 16
Init +6; Senses Perception +17
Languages Basic, Bocce, Dosh, Huttese, Neimoidian, Pak Pak, Quarrenese, Rodese, Ryl

Defenses Ref 17 (flat-footed 19), Fort 20, Will 26 (31 vs. Use the Force)
hp 50; Threshold 30

Speed 2 squares
Melee unarmed +6 (1d6+6)
Ranged blaster pistol +1 (3d6+4)

Base Atk +4; Grp +11
Atk Options Point Blank Shot
Special Actions Fool’s Luck, Impel Ally I, Inspire Confidence, Weaken Resolve

Abilities Str 4, Dex 4, Con 13, Int 16, Wis 16, Cha 18
Special Qualities Force resistance, supreme stability
Talents Fool’s Luck, Impel Ally I, Inspire Confidence, Presence, Weaken Resolve

Feats Improved Defenses, Improved Damage Threshold, Linguist, Point Blank Shot, Skill Focus (Deception, Knowledge [galactic lore], Perception, Persuasion), Weapon Proficiency (pistols, simple weapons)

Skills Deception +18, Gather Information +13, Initiative +6, Knowledge (bureaucracy) +12, Knowledge (galactic lore) +17, Knowledge (social sciences) +12, Perception +17, Persuasion +18 (may reroll, keeping the better result), Use Computer +12

Possessions blaster pistol, gaudy jewelry (estimated value of 400 credits)

Darga the Hutt Tactics
Darga is a typical crime lord and likes to have his allies fight for him. He takes the first round to use Inspire Confidence, and then he uses Fool’s Luck to boost his defenses. On subsequent rounds, he attempts to use Weaken Resolve and Impel Ally I to enhance his allies’ chances, but he rarely strays far from his bodyguard droid.

Clan Mionne Escort Pilot (6)
Hired by Darga to escort his personal yacht on its trips around the galaxy, these pilots are always at the disposal of one of the most prominent members of the Mionne Hutt clan. Though they have no particular loyalty to Darga beyond the credits he spends on them, they know that most of Darga’s enemies would consider them enemies by association, and thus they have no compunctions about fighting for their lives.

This Zabrak wears a green and brown flightsuit covered in equipment designed to interface with the cockpit of a starfighter. The pilot wears dark brown gloves and thick black boots, lacking only a helmet to be ready to fly.

Clan Mionne Escort Pilot
Medium Zabrak scout 3
Force 1; Dark Side 1
Init +9; Senses Perception +7
Languages Basic, Zabrak

Defenses Ref 22 (flat-footed 19), Fort 19, Will 16
hp 36; Threshold 19

Speed 8 squares
Melee unarmed +3 (1d4+2)
Ranged blaster pistol +5 (3d6+1)
This bulky battle droid moves with surprising grace, wielding a humming vibro-ax and looking ready to intercept any attacks directed at its Hutt master. A thin layer of energy flows over the outside of the droid’s chassis, promising to deflect energy attacks directed its way.

**Clan Mionne Escort Pilot Tactics**

Unfortunately for Darga, these pilots are not nearly at home in ground combat as they are in space. The escort pilots are fast, however, and dash across the battlefield to seek shelter if they can find it, boosting their Reflex Defense with cover.

**Security Battle Droid**

Rather than have an entourage of Gamorrean guards follow him around when he travels abroad, Darga prefers to use a single, powerful battle droid capable of defending him against harm. The battle droid’s shields are enough to deflect low-powered attacks, and its large size makes it an imposing opponent, capable of stepping in the way of attacks directed at the similarly large Hutt.

**Clan Mionne Security Droid**

This bulky battle droid moves with surprising grace, wielding a humming vibro-ax and looking ready to intercept any attacks directed at its Hutt master. A thin layer of energy flows over the outside of the droid’s chassis, promising to deflect energy attacks directed its way.

**Stormtrooper (4)**

**Conclusion**

When the encounter ends, the heroes have some time before more reinforcements show up, so they can catch their breath, perform first aid, or discuss what to do next. When the messages come from Captain Okeefe, they will be rushed enough in making their decision, so you need not challenge the heroes with further opponents just yet.

**Encounter Map**

A map of the encounter appears on the next page.
Hutt's Hangar Encounter Map
The sun setting over Bespin’s horizon casts the entire atmosphere in a red-orange glow. The beauty of this scene is broken up by the cloud cars, some with two pods and others of a sleeker, more aerodynamic design, racing toward you. As the first blaster bolts pass to either side of your vessel, the cloud cars still too distant to get a good shot, you can tell that they mean to take no prisoners.

Odds shaped airspeeder has two pods to each side of a connecting fuselage. Both pods are painted orange, with a cockpit protruding from the top. The cloud cars are the same kind that escorted you into Bespin, though they are much less friendly now.

Flight From Cloud City
Challenge Level 7

Setup
The encounter begins with the heroes flying through a segment of the Bespin atmosphere that holds a number of Tibanna gas refinery platforms. Set up the Tibanna gas refinery platforms at random across the battlefield. As the heroes enter the combat arena from one side of the map, the twin-pod cloud cars and the combat cloud cars should enter from the opposite side, meeting up in the middle.

Read-Aloud Text
When the heroes enter the combat arena, allow them to make Perception or Use Computer checks to notice the Tibanna gas refinery platforms. A result of 15 or better also reveals that the platforms are armed, and that their targeting sensors seem to be ignoring the cloud cars. Before combat begins, read the following text aloud:

Storm IV Twin-Pod Cloud Cars (5)
The Storm IV twin-pod cloud car is the standard vehicle used by Bespin’s Wing Guard to patrol the skies above the gas giant. These cloud cars are extremely fast and maneuverable, though their hulls are weaker than a starfighter’s and their weapons are no match for the superior shielding of a space transport. The Wing Guard pilots in these vessels are Imperial loyalists dispatched against the wishes of the Parliament of Guilds. They were informed that the heroes murdered an Imperial officer, and they believe it is their duty to stop the heroes from escaping justice (an act they hope will earn them favor with the Empire).

This oddly shaped airspeeder boasts a narrow fuselage with curving wings stretching out from each side. The red-colored airspeeder looks more like a starfighter than a repulsorcraft, and it has the weapons to match that appearance.

Storm IV Twin-Pod Cloud Car
Gargantuan air vehicle (airspeeder)
Init +6; Senses Perception +6

Defense
Ref 15 (flat-footed 10), Fort 18; +5 armor
hp 80; DR 10; Threshold 38

Speed
fly 16 squares (max. velocity 1,500 km/h), fly 6 squares (starship scale)
Ranged
double blaster cannon +3 (see below)
Fighting Space
4×4 or 1 square (starship scale); Cover total (crew)
Base Atk +2; Grp +30

Abilities
Str 26, Dex 20, Con —, Int 12
Skills
Initiative +6, Mechanics +6, Perception +6, Pilot +6, Use Computer +5

Crew
2 (skilled); Passengers none
Cargo
10 kg; Consumables 1 day; Carried Craft none
Availability
Licensed; Cost 75,000 (28,000 used)

Double blaster cannon (copilot)
Atk +3 (–2 autofire), Dmg 5d10

Twin-Pod Cloud Car Tactics
The pilots of these cloud cars know that the heroes are dangerous, and seeing as they are in the inferior craft, they are notably cautious. During the combat encounter, these cloud cars hang back from direct engagement with the heroes, letting the combat cloud cars get closer to engage the heroes in dogfights. However, since the twin-pod cloud cars have two crewmembers, the pilot will often take the opportunity to move close to the heroes, let the copilot take a shot, and then fly away.

Talon I Combat Cloud Cars (4)
The Talon I Combat Cloud Car is a fast, agile airspeeder that also boasts greater durability than the average cloud car. Additionally, the Talon I is outfitted with starfighter-scale weapons, allowing the pilots to deal with spacecraft attempting to flee Cloud City. These combat cloud cars are used only in situations where the targets of pursuit are in starfighters or space transports, and though they have only a pilot for crew and cannot leave the atmosphere, they fill a gap between airspeeders and starfighters.

This sleek, aerodynamic airspeeder boasts a narrow fuselage with curving wings stretching out from each side. The red-colored airspeeder looks more like a starfighter than a repulsorcraft, and it has the weapons to match that appearance.
This large, hovering platform looks like a thick metal disc with a half-dozen cargo pods attached to the upper surface and large repulsorlifts jutting from the bottom. Corroded and looking as though it has seen better days, this refinery station has rotating blaster cannons sticking out from a protrusion at the top of the platform.
Features of the Area

This encounter takes place in the atmosphere of Cloud City and follows all the normal rules for combat in the atmosphere. Due to the distances being traveled and the fact that the encounter takes place almost entirely in vehicles, the encounter is best run at starship scale. Additionally, because this encounter takes place in the atmosphere of a gas giant, you can rule that disabled ships do not plummet and crash, but instead are caught up in thick gas pockets and must be rescued by tractor beam at a later time.
**Skirmish Over Bespin**  
**Challenge Level 6**

**Setup**
The setup for this encounter is particularly important because, in order for the scene to have any tension, you must strike a precise balance between the speed of the heroes’ ships and the speed of the Tibanna gas hauler. The *Shackles of Nizon* should be placed on the far side of the map. The Tibanna gas hauler starts the combat 40 squares away from the *Shackles of Nizon*, and will be moving directly toward it throughout the encounter. The heroes enter the battlefield 24 squares behind the Tibanna gas hauler, on the far side from the *Shackles of Nizon*, so that the Tibanna gas hauler is in the middle. The TIE fighters start 16 squares away from the Tibanna gas hauler, placed between the hauler and the heroes.

**Read-Aloud Text**
When the encounter begins, allow the heroes to make Perception or Use Computer checks to determine the various distances of the ships in the encounter. Anyone succeeding on a DC 15 check can tell that, at the speed the Tibanna gas hauler is flying, it should reach the *Shackles of Nizon* slave ship in about 30 seconds (or 5 rounds). When the encounter begins, read the following text aloud:

The Gallofree Medium Transport identified as the *Shackles of Nizon* floats in space, illuminated by the light from Bespin below. A massive Tibanna gas hauling starship, laden with the explosive substance, barrels through space directly toward the slave ship. However, between you and the Tibanna gas hauler is nearly an entire squadron of the Empire's TIE fighters. Ten of the flat-winged vessels scream toward you, lasers flashing even at a great distance.

### 12th Squadron TIE/In Fighter (8)
The 12th Squadron is one of the first fighter squadrons to switch over from the now-antiquated V-wing starfighters to the cutting-edge TIE fighter. Though many of the pilots preferred the durability of the V-wing, the Empire's mandate that all squadrons convert over to TIE fighters has been obeyed. Unfortunately, many of the pilots are not yet accustomed to the TIE fighter's cockpit and maneuvering style. As a result, though the pilots might be considered skilled in the V-wings they trained in, they are reduced to normal skill level in the cockpit of a TIE fighter. The 12th Squadron is one of the first fighter groups to convert over entirely, and they have been assigned to the *Assiduous* at the request of Valin Draco.

Two large, flat wings flank the eyeball-like cockpit of this TIE fighter, which seems unblemished and without normal wear and tear, as though it just rolled off the assembly line.

**12th Squadron TIE/In Fighter**  
**CL 5**

- **Huge starfighter**
- **Init +7; Senses Perception +5**
- **Defense**
  - Ref 15 (flat-footed 11), Fort 22; +3 armor
  - hp 60; DR 10; Threshold 32
- **Speed**
  - fly 16 squares (max. velocity 1,200 km/h), fly 5 squares (starship scale)
- **Ranged**
  - laser cannons +2 (see below)
- **Fighting Space**
  - 3x3 or 1 square (starship scale); **Cover total**
- **Base Atk +0; Grp +22**
- **Atk Options**
  - autofire (laser cannons)
- **Abilities**
  - Str 34, Dex 18, Con —, Int 14
- **Skills**
  - Initiative +7, Mechanics +5, Perception +5
- **Crew 1 (normal); Passengers none**
- **Cargo 65 kg; Consumables 2 days; Carried Craft none**
- **Availability**
  - Military; Cost 60,000 (25,000 used)

**Laser cannons (pilot)***
- **Atk +2 (−3 autofire), Dmg 4d10x2**

**TIE Fighter Tactics**
The TIE fighters launched by the *Assiduous* were dispatched to ensure that the heroes could not interfere with the destruction of the *Shackles of Nizon* and the Tibanna gas hauler, two starships that provide major evidence of the Empire's dealings with Darga the Hutt. The TIE fighters' primary goal is to delay the heroes long enough for the Tibanna gas hauler to reach the *Shackles of Nizon*, though if they manage to kill some of the heroes in the process, they would consider it a victory. As such, they make extensive use of the dogfighting action, hoping to slow the heroes whenever possible (though they will have difficulty stopping space transports). If the heroes manage to destroy the Tibanna gas hauler, the TIE fighters receive new orders to destroy the *Shackles of Nizon* themselves. As a result, the heroes will need to destroy all of the TIE fighters before the slave ship is destroyed.

**Tibanna Gas Hauler**
The Tibanna gas hauler is a custom vehicle designed by the Ubrikkian corporation specifically for the transportation of Tibanna gas from Cloud City. The starship operates via a droid brain that receives orders from designated controllers; unlike a slave circuit, the droid brain on the Tibanna gas hauler can make snap decisions on its own to preserve the ship. In this instance, the Tibanna gas hauler has been ordered to collide with the *Shackles of Nizon*, and the single-minded droid brain controlling it will stop at nothing to complete the mission.
This long, tubular starship resembles a shiny metal cylinder with engines at one end and a cockpit on the other. Auxiliary metal canisters, some as large as a starfighter, decorate the hull of the ship at odd intervals, acting as secondary storage areas for the Tibanna gas inside. Blinking red and green lights line either side of the space transport, flashing at regular intervals like the warning lights on industrial vehicles.

**Tibanna Gas Hauler**

Colossal space transport  
**Init** –5; **Senses** Perception +5

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<thead>
<tr>
<th>Defense</th>
<th>Ref 13 (flat-footed 13), Fort 28; +13 armor</th>
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<tbody>
<tr>
<td><strong>hp</strong></td>
<td>150; <strong>DR</strong> 15; <strong>SR</strong> 20; <strong>Threshold</strong> 78</td>
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<tr>
<th>Speed</th>
<th>fly 2 squares (starship scale)</th>
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<tr>
<td><strong>Base Atk</strong></td>
<td>+0; <strong>Grp</strong> +38</td>
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<tr>
<th>Abilities</th>
<th>Str 46, Dex 10, Con —, Int 12</th>
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<tr>
<td><strong>Skills</strong></td>
<td>Initiative –5, Mechanics +5, Perception +5, Pilot –5, Use Computer +5</td>
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</table>

**Crew** 1 droid brain (normal); **Passengers** none  
**Cargo** 150 tons (Tibanna gas*); **Consumables** none; **Carried Craft** none  
**Availability** Restricted; **Cost** 90,000 (50,000 used)  
* If the Tibanna gas hauler is involved in a collision, multiply collision damage to both vessels by 5.

**Shackles of Nizon**

Colossal space transport  
**Init** –5; **Senses** Perception +5

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<th>Defense</th>
<th>Ref 14 (flat-footed 14), Fort 31; +14 armor</th>
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<td><strong>hp</strong></td>
<td>130; <strong>DR</strong> 15; <strong>SR</strong> 45; <strong>Threshold</strong> 81</td>
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<tr>
<th>Speed</th>
<th>fly 12 squares (max. velocity 650 km/h), fly 2 squares (starship scale)</th>
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<tr>
<td><strong>Base Atk</strong></td>
<td>+0; <strong>Grp</strong> +41</td>
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<tr>
<td><strong>Skills</strong></td>
<td>Initiative –5, Mechanics +5, Perception +5, Pilot –5, Use Computer +5</td>
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</table>

**Crew** 6 (normal); **Passengers** 40  
**Cargo** 19,000 tons; **Consumables** 6 months; **Carried Craft** none  
**Hyperdrive** ×4, **navicomputer**  
**Availability** Licensed; **Cost** 350,000 (125,000 used)

**Conclusion**

With the TIE fighters destroyed and the Tibanna gas hauler stopped, the **Shackles of Nizon** is safe from destruction. The ship refuses all hails; however, the slaves became aware of the battle outside (and of the Tibanna gas hauler careening toward them), disabled the slave circuit, and regained control of the ship just as the encounter concludes. See page 18 for more information on what happens next.

**Features of the Area**

There are no environmental hazards to deal with in this encounter. However, if you have the **Starships of the Galaxy Saga Edition** sourcebook, you can use Inquisitor Draco’s **Imperial I-class Star Destroyer**, the **Assiduous**, as another element of the environment. Just use the Tactical Fire and Focused Fire options presented for Star Destroyers in that book, turning the Inquisitor’s flagship into a dangerous piece of terrain. Keep in mind that adding the **Assiduous** to the fight without those options would likely prove to be too much of a challenge for the heroes. However, using the Star Destroyer merely as a set piece to intimidate the heroes could heighten the tension in the scene. Just make sure to keep the ship out of weapons range of either the heroes or the **Shackles of Nizon** to avoid altering the encounter.

**Encounter Map**

A map of the encounter appears on the next page. On the map, 1 square equals 4 starship-scale squares.
Skirmish Over Bespin Encounter Map
Event Name: _______________________________  Event Code: __________________________

Adventure Title: The Queen of Air and Darkness (Dawn of Defiance, Pt. 3)  Session Number: ______

Date of Play: [ ] [ ] [ ] [ ]  Start Time: [ ] [ ] [ ] [ ]

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

A legal RPGA table has no less than four players, and no more than six players.

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<th>RPGA Number</th>
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