



STAR WARS
EDGE OF THE
EMPIRE
ROLEPLAYING GAME



How The Grrth Stole Christmas

BY GARRETT CROWE



EDGE OF THE
EMPIRE

How the Grrth Stole Life Day

INTRODUCTION

How the Grrth Stole Life Day is a module for the *Edge of the Empire Beta RPG* by Fantasy Flight Games. The statistics vary as far as being up to date as far as character creation rules are concerned.

Pregenerated Player Characters are provided in the Handout pdf, which also contains PC backstories and a script the player should read aloud where indicated in the module. It also contains the lyrics to the song, "Have Yourself a Merry Little Life Day," which should be sung to the tune of "Have Yourself a Merry Little Christmas." Players are encouraged to sing along at appropriate sections of the story. A recording of the song can be found in the accompanying multimedia folder. Throughout the module, references are made to youtube video clips that can be played in lieu of verbally reading italicized text. Audio clips can also be found in the multimedia folder.

How the Grrth Stole Life Day was written for six pregenerated characters. Original PCs can be used. Make sure one is named Watto and there's a pilot with a freighter. It's highly recommended to prevent all the players from having heavy weaponry. The starting gear rules in the *Beta* should be enough to keep everyone from being walking arsenals and solving all problems with flying lasers. PCs should pick up weapons off defeated foes or as rewards for accomplishing tasks.

Written by Garrett Crowe

Podracer, Boba Fett, Canyon Krayt Dragon designed by Ben Erickson

Species not found in the *Beta* complements of Ben Erickson and Donovan Morningfire

Lyrics to "Have Yourself a Merry Little Life Day" by Mari Kozlowski

Playtested by Tony K, Robert Karson, Josh Goranson, Zach Berue, Josh Lons, Lauren Brych, Stephen Ball, Enya Patterson, Michael Slawinski, Donovan Morningfire, Zrissa and Darth Revan the Second

SUMMARY

The PCs deliver cargo to Mos Eisley. Bibfort, the client's assistant, meets the PCs there and drives everyone nuts with extensive inspection of the merchandise. The PCs can have more fun and exciting adventures at the local cantina. Once Bibfort is satisfied everything is in order, he has the captain fly the freighter to Anchorhead. The cargo is unloaded and delivered to Watto, the client. Watto pays the PCs and shares with them a chance to make easy money transporting a local off planet. The PCs need to wait two days before departing, because the the passenger wants to spend the holiday with his family.

On Life's Day Eve, Tusken Raiders sneak into town and rob the entire place of all food, decorations and gifts. The PCs must chase the Tusken through Beggar's Canyon and defeat them before the repulsor wagon full of cheer is sent plummeting off the peak of the Needle.

Victorious or not, the PCs return to their ship to find Boba Fett on board. He threatens a PC named Watto that he needs to pay Jabba the Hutt the large debt his wife Kaddy owes Jabba. Obviously, the client Watto is the one Boba Fett should be brow-beating. Unfortunately, Kaddy got kidnapped. The client Watto hires the PCs to act as bag men. Watto pockets the credits and sends the PCs out with an empty credstick to the Dune Sea to deal with the kidnappers.

Boba Fett then collects the PCs and delivers them to Jabba, who demands they cough up the credits they got from Watto. If they can't convince Almighty Jabba they can get the money, they're dipped in Gingerbread cookie dough and dumped in the hunting ground of a canyon krayt dragon. If they escape, the PCs can confront Watto, who denies any wrong-doings. His business partner and Jabba's enforcer, Nath, shows up knowing what Watto did. Unfortunately for the PCs, Hutts don't like word getting out someone's screwed them over. It's fight or escape!

HOW THE GRRTH STOLE LIFE DAY

It was nearing Life Day on Tatooine
Anchorhead would host the grandest celebration ever seen
With blue milk, blue-skinned Twilek dancers
And rontos dressed like Cupid and Prancer
But all the cheer spreading across the Dune Sea
Riled up the moisture farmers' enemy
The nomads who dwelled amongst rocks and sand
And attacked with Gaffi sticks in hand
It would take a krayt dragon's bite
To make the Tusken cancel their fight
Against those obnoxious folks of Anchorhead
Let them sing now- their Life Day spirit will soon be dead!

SCENE 1: MOS EISLEY PEOPLE OF INTEREST

BIBFORT

Bibfort is a pale Twi'lek male in his thirties. A sycophant to Watto, Bibfort follows all instructions to the letter. He has unfaltering belief in the greatness of his employer and cannot be swayed to see his boss's flaws.

Bibfort is shorter than most Twi'leks, a little portly and buck-toothed.

BIBFORT (HENCHMAN)

Brawn 1 **Cunning** 3

Presence 3 **Agility** 3

Intellect 2 **Willpower** 3

Skills: Charm 4, Coerce 1, Leadership 1, Negotiation 1, Streetwise 1, Education 1

Talents: Heat Resistance, Kill With Kindness (2), Inspiring Rhetoric

Soak/Defense: 1/0

Thresholds: Wound: 12

Equipment: Holdout Blaster: (Ranged [Lgt]; Damage 5, Critical: 4; Range: Close; Stun Setting), datapad

WATTO

A merchant/technician/junk dealer, Watto lost most of his power and prestige betting on the podraces. A drunken Rodian later smashed his dewback mount into Watto's shop. The Toydarian's injuries left him paralyzed from the waist down. Watto didn't know about the bounty on the Rodian, Grappa and dragged the unconscious drunkard in front of Jabba. Watto plotted to beg the crime lord to force the drunkard to compensate for damage and injuries. Instead, Watto learned he'd captured someone Jabba was willing to pay an exorbitant bounty for. Out of this chance encounter, Watto got the credits to start his new store, which Jabba invested in. Not trusting Watto and wanting to use the enterprise as a front for various schemes, Jabba entrusted the actual management to Nath, a Zabrak crime lord. Watto is kept around as a front man. He is well compensated and will take the fall if anything is ever linked to the shady side of Big Watto's Lots.

WATTO (NEMESIS)

| | | | |
|------------------|-------|------------------|-------|
| Brawn | ▲▲▲ | Cunning | ▲▲▲▲▲ |
| Presence | ▲▲▲▲▲ | Agility | ▲▲▲▲▲ |
| Intellect | ▲▲▲▲▲ | Willpower | ▲▲▲▲▲ |

Skills: Coerce 3, Computer 1, Cool 2, Mechanics 2, Negotiations 4, Skullduggery 1, Streetwise 1, Surveillance 2, Outer Rim 1, Underworld 1

Talents: Wheel & Deal (K2), Nobody's Fool, Solid Repairs

Soak/Defense: 1/0

Thresholds: Wound 9 Strain 14

Equipment: Holdout Blaster (Ranged [Lgt]; Damage: 5, Critical: 4; Range: Close; Stun Setting)



KABE

Kabe is a Chadra-Fan pickpocket con artist. He loves the thrill of bamboozling high risk targets, like stormtroopers and bounty hunters. Currently, he's working a scam where he dresses as a Jawa and tries to convince smugglers to pay a fraudulent tax.

MUFTAK

Muftak is a Talz who was abandoned at a very young age in Mos Eisley. He's grown up in this rough and tumble town and earned his keep doing odd jobs for the denizens of Chalmun's Cantina. Recently, he's become enamored of Hadida, a Gungan he chats with over the holonet. Muftak scrimped and saved to purchase a ticket so he could spend Life Day with Hadida. Unfortunately, the transport company refuses to honor his ticket because of his overtly non human form. Ebenezer Transport also refuses to refund Muftak for the ticket.

FOLLOWING A BINARY STAR

Begin the session by playing the opening scroll video found at <https://www.youtube.com/watch?v=dxRc1vVD28w&list=UUaikqplGfU37bpWTfr8j-XQ&index=3>.

Then, have the players read aloud the script provided in the Handouts pdf. This will help the PCs understand their characters and relationships. It also provides information that will be helpful throughout the session. Then read aloud:

The Stalwart Gungan emerges from hyperspace over the desert planet of Tatooine. This barren wasteland is the furthest thing from the ideal planet to celebrate Life Day at. At least there are some good cantinas down there.

Allow the PCs to make last minute preparations before landing. Are they preparing weapons they want to carry off the ship? Are they hiding contraband?

You land in Mos Eisley at Docking Bay 94, excited to conclude this transaction. Of course, as you disembark, you realize this deal is no better than any other. There is no cargo skiff, no transport and most annoying of all... no astromech.

Instead, there's a buck-toothed Twi'lek in fine robes. He steps toward you as your feet touch down on Tatooine sand. The Twi'lek bows courteously and says, "Greetings. I am Bibfort, Mr. Watto's personal assistant. I trust you had no problem acquiring the cargo? Mr. Watto would like for me to inspect it if I may?"

PCs can stay and watch Bibfort spend three hours going over the cargo in excruciating detail, or they can head to the cantina.

PARTY WITH BIBFORT

Bibfort insists on opening each of the 30 crates and removing the packaging with such care they can be reassembled without looking like they were ever opened. He scans every square inch of the cargo, slowly running his hands over every square inch of the leg lamps, searching for chips.

Bibfort ponders, "Magnificent quality, these lamps. They're certain to fetch a pretty credstick for man caves all across Tatooine, don't you think? Did you know they were locked in a transport and randomly launched into space by women from the planet Hohman? These are hundreds of years old. Back then, they were worthless, like this chronometer I bought from a Jawa in the street. But launch the chronometer into space for a couple hundred years, it could be worth thirty credits ... like these lamps."

Have Bibfort interrogate the PCs over the care the cargo was handled with and how the lamps were stored. Excessive heat caused by a faulty vent near the engine could ruin these lamps' value by at least four credits per unit.

Play the PCs' patience to the utmost. Remind them they have not been paid. They are broke and have no contracts lined up. Watto is a successful merchant, owner of a chain of warehouse stores across the Outer Rim called Big Watto's Lots. Angering him could cause the group to lose future contracts.



If asked about Watto, Bibfort says: *"He is a great Toydarian. He has achieved enormous wealth, despite a series of setbacks, including losing a slave to a Jedi in a game of chance... and being forced by financial hardship to sell his other slave to a moisture farmer. Several long years after that, a dewback rampaged through the streets of Mos Espa and destroyed his shop, crushing his legs, making him paralyzed from the waist down. After the accident, Watto pursued the Rodian, Grappa, who had a bounty on his head because he'd made the very bad decision to steal from Jabba. Watto defeated the Rodian and delivered him to Almighty Jabba. With the credits from the bounty, Watto started a new store that became very popular and has made him appropriately rich. He has achieved so much despite suffering so many disadvantages in life."*

After the PCs are bored to tears, Bibfort says to Mayday or the captain on duty: "So, when do we take off, Captain?"

Mayday will probably be confused by this request. If the players do not remember the details of the contract revealed during the opening script, remind them. Based on the contract, the PCs assume Docking Bay 94 is the final destination. The contract actually reads, "Transport will be delivered to Tatooine final port." Docking Bay 94 is where Bibfort was ordered to inspect the merchandise before riding along with the crew to Anchorhead. Watto doesn't trust the PCs and wants some distance from them. If Bibfort gets caught in the crossfire, so be it.

The PCs might insist on speaking directly to Watto. Bibfort can arrange this via a holographic communicator. *The disturbing close-up image of a Toydarian hovers in front of you. "What the purple headed Sith is the problem, you imbeciles?" Watto yells. "Can't you do anything right? The contract is clear. It is written in Basic, yes? You are literate? Does Bibfort need to provide an interpreter droid? Deliver the fracking cargo or you won't get paid."*

The communication with Watto can also be shared to the players via the video clip found at: <http://www.youtube.com/watch?v=CbwkzTZz1k8>

"Well, who's ready to go?" Bibfort asks and raises his hand.

The PCs in the cantina might not be quite ready or sober enough to fly.



CANTINA CHRISTMAS

The cantina is easy to identify. It's a squat primitive barricade-looking structure on Outer Kerner Way. The word "cantina" hangs over the door. A Fabritech droid detection system monitors the entrance, reinforcing the NO DROIDS policy. You are met at the door by a meter-high brown-cloak cladcreature. In Jawa Trade Language it rants and waves a datapad at you. Then, it points at the docking bay you just came from. The creature shows you a datapad full of fine print, legalese and a logo for the Mos Eisley Merchants Guild.

After failed attempts at communication, the creature squeaks in broken Basic. "You ship through Mos Eisley, must tax pay Merchant Guild. Seventy-five credit for whole year."

This is no Jawa. It is Kabe. There is no Mos Eisley Merchants Guild. It is a scam. Kabe refuses to back down and threatens to call stormtroopers over. If forced to act on the bluff, Kabe approaches the stormtroopers and tells a lie about how the PCs owe him money. If the stormtroopers do approach, Kabe stands behind the troopers and tries to steal a grenade from their utility belt.

Inside the cantina, the PCs find the usual hive of scum and villainy, only the Modes are not around. Figrin is paying off yet another gambling debt by playing the holiday in Anchorhead. Wuher pours mugs from his different IG88 head-shaped spigots, topping off every glass with an ounce of his own sweat, which pours down the sleeve of his poncho and into the mugs. "It adds salt," Wuher says if someone objects and then pours a new mug that tastes watered down- though no one has ever proven how Wuher accomplishes this magic trick of revenge.

The PCs find the enormous silver-skinned Tork wringing out handkerchiefs for Muftak, the Talz Cantina resident. The Talz flails, sobbing uncontrollably.

Wuher explains, "Poor kid was going to meet his holonet girlfriend on Naboo. They've been chatting for months, and I don't know what kids do these days. Anyway, Muftak is head over heels in love with this Gungan gal. He got his ticket for Naboo, but the transport liner won't let him board, because he's so 'un-human.' The transport leaves in two hours, and the kid is devastated. If anyone could help him out, I'd give him any open tab for a year!"

Muftak can be disguised. The transport authority can be roughed-up... or the PCs can pull off a distraction to get Muftak on board.

If the PCs are successful, Wuher reluctantly honors his offer for an open tab. As appreciation of his help, Muftak gives the PCs a blaster pistol he found near a Rodian bounty hunter, whose corpse he had to remove from the cantina a few years back.

THE HUMBUG LIMITED

The Ebenezer Transport Company takes up a docking bay and small office adjacent to the docking bay. Passengers go through the office to receive their boarding passes and head to the transport. Ebenezer Scroojak sits behind a console, counting credits. The Humbug Limited, the transport headed to Naboo, has already boarded and is preparing to take off. A security guard called Kratchitt blocks the docking bay doorway. His jumpsuit is covered with sweat. "Can't we just turn on the cooling generator for a few minutes?" Kratchitt asks.

"No, you imbecile," Scrooge says. "Do you know how much those womp rat bastards at the Tosche Station charge me to run it? Enough to buy five Galactic cruisers and spend Life Day in the bedroom of Renzimana the Triple Breasted Twi'lek of Kala'uun."

"Is her apartment cool?"

"From what I've heard it is one of the hottest spots in the Outer Rim. It makes Mustafar look like the highest mountain peak on Hoth with the coolest jazz band serenading you with the coolest riffs and throwing ice cubes at your head."

Use the Spaceport Administrator as Ebenezer and the Spaceport Security Officer as Kratchitt. Both those stats are in the *Beta* book pg 200.



SCENE 2: ANCHORHEAD: LIFE DAY EVE PERSONS OF INTEREST

FIXER, LONEOZNER, AND CAMI STARKILLER

Fixer is in the employment of Merl Tosche, who rarely visits the Tosche Station. So, Fixer converted the sales section into a hangout for himself, his fiancé Cami and friend Windy.

Fixer is a mechanical prodigy and can frequently be found tinkering with landspeeders. Wanting to provide his fiancé with the wedding she deserves, he is secretly working on a podracer, which he plans to sell in Mos Espa.



Cami is Fixer's fiancé. She had a brief fling with Luke Skywalker before he left planet under mysterious circumstances. Her friend Gavin Darklighter is planning to follow in the steps of his cousin Biggs and join the Rebellion. Having already lost Luke and Biggs, she is devastated by Gavin's departure. She dedicates much time and passion to her underground hydroponics garden.



JULA AND SYLA DARKLIGHTER

Jula is Biggs Darklighter's uncle and Gavin's father. Toughened by years as a moisture farmer in the outback, Jula has a rugged exterior covering a passionate spirit. When he learned Gavin would be chasing his destiny by joining the Rebellion, Jula supported his son and took steps to ensure Gavin would safely reach his destination.

The family lives in a compound outside of Anchorhead, owned by Jula's brother, a wealthy land baron. Recently, the farm has increased in size to include the old Lars Homestead.

Siyla is Jula's wife. She knows she can't stop her son from going and insisted he stay through the holiday. Much of her cheer has been sapped by feelings of loss and mourning, which her daughter Anya shares.

WELCOME TO ANCHORHEAD

Bibfort directs the PCs to Anchorhead and asks Mayday to land the ship at Docking Bay 32. A cargoskiff, a ronto and three loadlifting droids await the *Stalwart Gungan*. The PCs are asked to oversee the unloading of the cargo and then ride the rontos to Watto's corporate office to receive payment.

Play out a moment of the cargo transfer when a crate that wasn't properly resealed after Bibfort's inspection begins to fall open as a droid picks it up.

After much fuss, the PCs exit the docking bay and get their first good look at Anchorhead.

Located in the Great Chott Salt region, Anchorhead is a ghost town that won't stay dead.

With a successful Outer Rim check, a PC knows: Anchorhead was repeatedly settled and abandoned. Miners left their equipment behind, because transporting it off planet was cost prohibitive. Recently, the town's become a hangout for moisture farmers' kids. There are a couple of pourstone stores (pourstone is the cheap building material popular on Tatooine), two cantinas (including the Weary Traveler and Anchorhead Cantina), a droid repair shop, the Sidi Driss Inn (a swanky hotel built from a moisture farm), and the Tosche Station (a power distribution source and electronic device sales shop).

The Weary Traveler features a HoloNet receiver, a vaporator and a selection of off world brandy.

BIG WATTO'S LOTS

Bibfort leads the PCs through the main doors of Big Watto's Lots, a warehouse-like store. Funky jizz music constantly loops through the superstore. Every thirty seconds, Watto's voice cuts in, saying something like: *"Hey! Where are you going to get a gonk droid to power your moisture farm or place of business during a sand*

ANYA DARKLIGHTER

Anya is Jula and Siyla's 17 year old daughter. She is Gavin's sister and Biggs's cousin. She enjoys adventures and mysteries and frequently explores the Lars Homestead, which her uncle recently acquired. Anya is drawn by the mystery of Owen and Beru Lars's deaths and the fleeing of the boy she once had a crush on, Luke Skywalker.

With long limbs and flowing red hair, Anya is a stunning woman who draws lingering gazes from the Anchorhead residents.

storm? [a Jawa screeches] Sure, if you want your farm to burn to the ground like the Lars place. Oh, too soon! Speaking of being burned to a crisp, we have a great selection of combo skin tanners and dancing lights droids. At Big Watto's Lots, there's something for everybody. I put the Toy in Toydarian. Whattayasay?"

The audio for Big Watto's Lots' advertisement can be found in the multimedia folder.

You're led into a private turbolift that takes you to a large office that enjoys a glamorous view of nearby Beggar's Canyon. Watto sits in a repulsor chair. Bibfort immediately pours his boss a snifter of brandy. Watto grunts as you enter. "Well, it looks like you thugs managed to complete a mission. Bibfort will give you your droid. Here's a credit stick for your troubles [worth two thousand credits].

"If you're interested, I know a local boy who wants to secure discreet transportation off planet. Meethinks he wants to get blown up in the Rebellion like his cousin. It's easy credits. The only catch is he wants to spend Life Day here with his family. He won't be ready to go for two days. His family can put you up in their farmhouse and give you local transportation. Your call. Bibfort will put you in touch. Now, I'm very busy. I have historic artifacts to sell!"

The person in question is Gavin Darklighter. Watto's job offer and reward can be shared via the video clip at http://www.youtube.com/watch?v=l_ogcBzCKZ8

Bibfort escorts the PCs to the back of the warehouse. He points at an R5 unit charging in the corner. "Watto bought it a few years back off some Jawas. Watto's such a great negotiator the Jawas almost bought droids off of him! The Jawas said the astromech had a bad motivator. Watto figured it just needed a wipe and a few tweaks. Now it works great, and it's all yours... for whatever you hip young spacers use astromechs for."



The red and white droid rolls up to you and beeps a soft greeting, introducing itself as R5-D4.

KADDY SHACK

Having acquired R5-D4, the PCs pass through the back lot, which transitions from warehouse to Watto's private residence. They pass a seductive blue-skinned Twi'lek girl not quite twenty years of age, her lekku slowly swaying, gentling touching the bottom of her golden bikini. She lies on a sun chair in front of a hologram showing a Mon Calamari ocean. The Twi'lek rolls over and removes her glareshades, revealing seductive deep green eyes. She lifts her right leg and points her toes at Mayday. "Put a little lotion on these please, especially near the thigh."

If a PC doesn't immediately aid her, Kaddy says, "If these legs burn under the twin suns, you will only have yourselves to blame."

Bibfort chuckles nervously and says, "Our guests need to be leaving now, Mrs. Watto."

To the PCs, the Twi'lek says, "It's Kaddy."

Kaddy leans close to Mayday and whispers in his ear, "I'll take a dewback up my dark side for a thousand credits. Bibfort can't watch. He'll have to pay two hundred."

If the PCs fork over the credits, Kaddy orders the PCs to tell Junix at the Anchorhead Cantina to "Set the stage and find some better music. Jizz just isn't appropriate."

Of course, Bibfort tattles to Watto, who makes a fuss, preventing Kaddy from making the show. Kaddy pays Bibfort back by breaking a lamp leg over his head, giving him a nasty gash, forcing him to wear an eyepatch for the duration of the module. However, if the PCs show up at the Cantina for the show, they get to be at ground zero of Ackmena's holiday spectacular.

DARKLIGHTER FARM

Several clicks outside of town you see a large tower surrounded by a compound. The closer you get, the more you realize there are several buildings inside its walls. A middle aged man who looks like he carries the weight of the desert world on his shoulders is busy with a Treadwell droid, tinkering with a moisture vaporator. He stands and takes long slow strides toward you. "How can I help? Stopped for pictures of the great Tatooine tower?"

This is Jula Darklighter, Gavin's father and Biggs's uncle. He's used to tourists driving up to his home to take pictures, as if his house is some sort of landmark.

When the PCs arrive, Siyla and Anya walk out the front door, making their way to the landspeeder. They're headed to the Lars Homestead Base to service their droids. The base is a garage-sized service station that offers shelter for the Darklighters' droids left to tend the vaporators on this distant tract of the homestead. Anya

slows down as she nears the group and eavesdrops on the conversation. Finally, Anya stops feigning interest on her errand and joins her father. After loading supplies into the landspeeder, Siyla joins them.

Siyla excuses herself from the errand to welcome the PCs and talk about the business of transporting their son. Anya asks if any of the PCs are mechanics willing to help her at the Lars Base. PCs who go on this errand can make small talk with Anya, who tells of the deep sadness that's engulfed the whole family since they learned of Biggs's death. She also explains the family purchased the Lars Farm after "Wormie" disappeared with the crazed hermit. With the extra land, the whole family has been working themselves ragged. She even points out the rubble that was once the Lars farm and says, "The kid who blew up the Death Star used to live there."

Anya is a bit naïve but full of self-confidence, making her a good character for a PC to develop a romantic subplot with.

DRIVING GAVIN

Siyla serves everyone a glass of jumba juice. Jula paces restlessly in the sitting room, waiting for his wife to finish the refreshments. Finally, he begins his speech. *"We Darklighters reach a point in our lives when we look outside ourselves. We look outside our lives. My father, he never did it till he reached the end of the journey... and he regretted all he never did. Last week I found my son Gavin standing at the edge of the compound looking off at the setting twin suns. I knew the look in his eyes. He asked if Skywalker had ever done this. I told him he probably had. I also assumed with or without my permission, Gavin had grown up and found his destiny. I don't have to like it. He will probably die on some forsaken backworld..."*

"Honey, don't," Siyla pleads.

Jula waves her off. "It's fine. My point is I have no control over what happens to Gavin once he's blasted off. I do have the power to make sure he gets out of here safe. I want to purchase safe passage for him to Chandrila. No Imperial patrols. No questions. Four thousand credits to ensure one of



the most important people left in my life gets a fair stab at those Imperial laser brains. I can give you two days of food and shelter. You can even enjoy the Anchorhead Life Day celebration if that's your cup of stim tea. I hear it's gonna be a humdinger. I can't offer a speeder, because we only have two and need them for work out in the field. I can lend you a ronto to getcha around. Do we have a deal?"

GAVIN ENTERS

After the business is concluded, the door slides open. A filthy teenage kid struggling to grow facial hair and wearing a ragged flight suit walks into the house and throws his tool kit behind a chair.

"Were you hanging out with Fixer?" Jula asks.

Gavin nods. "We got his landspeeder to support five engines."

"Why would anyone need five engines?" Siyla asks. "It sounds like he's building a podracer."

Gavin's face turns red.

"Does Cami know about this?"

"She's helping us."

"What clear-thinking wife would help her husband build a death machine?"

"We are talking about Cami, Mom."

"That's a good point, Gavin," Jula says. "Did Cami get those roots to grow?"

Gavin fishes some fresh vegetables from his bag and throws them to his father

"Cami has the greenest thumb on all of Tatooine!"

"Who are these people?"

Gavin asks.

Now is a great time for the players to introduce themselves in character.

This scene is good for roleplaying but is also important because it reveals Fixer has a podracer. PCs might be able to take advantage of this later in the game.



FAST TIMES IN ANCHORHEAD

The PCs can hang out with the Darklighter family, meet Fixer and Cami at the Tosche Station, or go to the Anchorhead Cantina.

TOSCHE STATION DRAMA

The Tosche Station is a large power station with a master control office that is half electronics store and half hangout/juice bar.

Cami, Fixer and their friend Windy Starkiller drink malt juices and discuss Gavin joining the Rebellion. They're convinced he's going to get himself killed like his cousin Biggs. Cami begs the guys to change the conversation.

If the PCs get Fixer to confide in them, he pulls the characters aside and explains that Cami doesn't know he's building a podracer. He wants to sell it in Mos Espa and earn enough credits to provide her with the wedding she deserves. Cami has also been quite moody lately because her friend Gavin is leaving to join the Rebellion. She's lost several friends that way. He wants to make his fiancé happy for the holiday. He knows what will do the trick. Cami really wants a Cloudberry bush for her hydroponic garden.

Fixer explains, "Cami ate some cloudberrries at our engagement dinner in Mos Eisley. Now, whenever she remembers that night and the food, she forgets about the people she's lost and looks, well... happy. If I could get her a Cloudberry bush it would be the perfect Life Day present. But there's only one person on Tatooine who has one, the Ithorian Momato Nadon, and he won't part with a clipping or anything... not that I could afford one. I'd do anything to be able to give her Cloudberrries for Life Day."

If the PCs can get him the Cloudberry clipping, they earn an Advantage die when making a social skill check against Fixer. Fixer will also drop the price of one item for sale at the Tosche Station by twenty percent.

FIXER'S PODRACER



Vehicle Type: Podracer

Vehicle Model: High Performance Racing Repulsorlift

Manufacturer: Self-built

Maximum Altitude: 15 meters

Crew: One pilot

Passenger Capacity: None

Encumbrance Capacity: 2

Cost: Varies

Silhouette: 2

Sensor Range: None

Speed: 4

Handling: +1

Defense: 0/0

Armor: 0

Hull Integrity: 2

Strain Threshold: 3

Customization Hard Points: 3

EDGE
EMPIRE

How the Grith Stole Life Day

ANCHORHEAD CANTINA

The bar is arguably more crowded than Watto's store. A menagerie of species gathers to drown their holiday sorrows. There are three five cubic foot billiards fields, where the balls are hit in three dimensions toward a trio of hovering artificial gravity anomalies. An Ithorian is currently playing a game against an Aqualish with a cybernetic arm. The Ithorian makes an incredible shot, knocking three of his colored balls into gravity pockets, putting him twenty points away from victory. As the Ithorian returns to his seat and brew, the Aqualish grunts angrily. A squat human with thinning black-gray hair leans over the Aqualish's shoulder and translates. "My friend says you went over the line. You should mark your score zero."

The Ithorian shakes its head and starts to type his score on the console. "I didn't go over the line. I get thirty points. Your friend will need some kind of Jedi powers to catch up."

The Aqualish springs from his chair and presses the muzzle of a heavy blaster pistol to the Ithorian's head. The human translates the shouts. "Momaw, you are entering a Galaxy of pain. Mark it zero... now!"

If the PCs do not interfere, Ponda Baba kills Momaw Nadon. If the PCs get involved, Ponda Baba the Aqualish and Dr. Cornelius Evazan focus their rage on the PCs.

If the PCs save Momaw Nadon, he gladly offers a clipping of a Cloudberry bush as a reward.

DR CORNELIUS EVAZAN (HENCHMAN)

Brawn 

Cunning 

Presence 

Agility 

Intellect 

Willpower 

Skills: Coerce 1, Deceit 1, Medicine 3, Skulduggery 1, Stealth 1, Streetwise 1, Ranged (Lgt) 1, Education 1

Talents: Surgeon (x2), Pressure Point, Stalker, Precise Aim

Soak/Defense: 2/0

Thresholds: Wound 12

Equipment: Blaster Pistol (Ranged [Lgt]: Damage 6; Critical 3; Range: Medium, Stun Setting)



After everything calms down...

A gray-haired female barkeep shouts, "What this side of Kessel is wrong with you people? Of all the days of the year, can't you be civil this one? Humans, Aqualish, Rodians, lend me your ears. Life Day is upon us. Doesn't that mean anything anymore? As we prepare for Life Day, let's give thanks for one another, for love and fellowship."

Ackmena the barkeep breaks into song. The patrons all join in. Sy Snoodles, backed by Figrin D'an and the Modal Nodes, accompany her. Rodians and Shistavans dance. Figrin takes a Santa hat from an animatronics statue. Ackmena and other young women take turns sitting on his lap and telling him what they want for Life Day. Some of these requests must be quite randy, because the Bith increasingly blushes as more requests are whispered to him. After a blue-skinned Twi'lek slave named Lyn kisses him, Figrin hops on the bar and plays a wild kloo horn solo.

The revelry heads outside. Drinking, singing and dancing spreads through the streets Anchorhead.

Invite the PCs to sing along. The lyrics to "Have Yourself a Merry Little Life Day" can be found in the handouts pdf. PCs who sing gain an Advantage die they may spend on social skills in Anchorhead for the duration of this module. PCs who do not sing receive a Challenge die in one of their dice pools during a social skill check made in Anchorhead.

PONDA BABA (HENCHMAN)


Brawn 

Cunning 

Presence 

Agility 

Intellect 

Willpower 

Skills: Coerce 3, Skullduggery 2, Stealth 2, Streetwise 1, Vigilance 3, Brawl 3, Ranged (Lgt) 2, Outer Rim 1, Underworld 2

Talents: Feral Strength, Toughened x2, Lethal Blows, Rapid Reaction, Quick Strike

Sonk/Defense: 3/1

Thresholds: Wound 13

Equipment: Heavy Blaster Pistol (Ranged [Lgt]: Damage: 8, Critical 3, +10; Range: Medium; Stun Setting)
Frag Grenade (2) (Ranged [Lgt]: Damage: 8; Critical: 4, +10; Range: Close; Blast 6), Cybomec Arm

SCENE 3:

SCENE 3: TWAS THE NIGHT BEFORE LIFE DAY

This scene unfolds based on how the PCs set themselves up. PCs staying out past last call at the Anchorhead Cantina or in the dingy motel with a love interest have a chance to interrupt the Tusken Raiders as they steal all the Life Day trimmings, food and gifts. A PC who hooks up with Kaddy (she only shows interest if she thinks she can get money out of the PC), is abandoned by Watto's wife at the motel half an hour before the Tusken Raiders strike. PCs staying at their ship have an opportunity to respond to the Tusken Raiders' breaking and entering.

Slumbering PCs are awakened by the three o'clock scream. PCs at the Darklighter farm receive word over the transmitter from Huff, Jula's brother, after the three o'clock scream.

Four Tusken Raiders sneak into town, riding a bantha dressed to look like a reindeer. Two of the Tusken go house to house stealing Life Day decorations, presents and food. The others tear down exterior decorations. Everything is tossed into a huge sack on an enormous repulsor wagon that looks like a sled.

Awake and alert PCs staying in town might be able to confront the Tusken raiders during the mass breaking and entering.

After the last Life Day gift and piece of cheer is taken, two Tusken snipers hop onto the back of the wagon. Two Tusken Reavers ride the banthas that haul the wagon through Beggars Canyon. The plan is to haul the Life Day junk to the Needle's peak and destroy it by dumping the sack of Life Day cheer into the canyon. Use the stats for Tusken Raider Reavers and Tusken Raider Snipers, both found pg 210 of the *Beta*.

A fifth Tusken Raider is present. He is in love with Kaddy and meets her outside Big Watto's Lots. Kaddy disguises herself as a Tusken Raider, and the pair sneaks off via ronto. They go to the Lars Farm Base to have a romantic holiday. They are only discovered if a PC chooses to visit the Lars Base.

THREE O'CLOCK SCREAM

This scene takes place off camera away from the PCs. Read it to set the mood.

A five year old Rodian girl named Coridu wakes up in the middle of the night and hears movement in the family room. She creeps into the front room and finds a stranger moving about. From the back, the intruder looks like Santa Claus. Something seems a bit odd about him. Maybe it's the horns on his head. Maybe it's because Santa Claus is shoving the duraplast Life Day tree up the chimney.

However, the plucky child tugs on Santa's coat. Slowly, perhaps reluctantly, the bearded man turns around.

"Santa, why are you taking our tree?" the Rodian girl asks with a voice so tender it would melt Darth Vader's heart.

Santa seems to ponder this question. Then, he says [scream like a Tusken Raider] and bashes the little girl on the head with a gaffi stick, knocking her unconscious... but not before her terrified screams wake up everyone on the block. They dash out of bed and find their decorations, food and gifts are gone. They run into the streets and discover the duraplast trees and garland have vanished.

Unfortunately, Coridu's house is the last target, and the Sand People hurry to their bantha-hauled wagon and take off into the darkness toward Beggar's Canyon.

CHASING THE GRINCHES

If the Tusken escape Anchorhead with the Life Day goodies, it is up to the PCs to pursue the fleeing Tusken into Beggars Canyon. A PC may try to convince Fixer to lend him his podracer. A PC who pilots the podracer can overshoot the Tusken before they reach the upper half of the Needle and then block their path.

The *Stalwart Gungan* is way too large to fly through the canyon.

Piloting a borrowed or stolen landspeeder or swoop bike, or riding a ronto allows the PCs to catch the Tusken on a narrow path leading to the top of the Needle.

The Tusken must successfully make the banthas move six range sectors to reach the Needle's peak. They do this by making Survival checks. The banthas can only move two range bands per initiative pass. Motivating the banthas to move one range band has a difficulty of ♦. Moving them two range band sectors has a difficulty of ♦♦.



CHASE ADVANTAGE/THREATS

As the vehicles wind through the canyon walls, Advantages may be spent normally or as follows:

2 Advantages: Upgrade an Ability die on an ally's Athletics skill check if that ally jumps from his mount or vehicle to another mount or vehicle. This upgrade must be used before the player who declared this Advantage begins his next turn.

2 Advantages: Force the Tusken to go through a cave. The cave has total darkness and takes a full initiative round to traverse. When the characters emerge, they are in the same range band sector from the peak they were in before entering the cave.

3 Advantages: Cause an enemy to become distracted and hit his head on a jutting ledge. The character is considered Staggered.

GMs are encouraged to spend Threats as follows:

1 Threat: A character gets dust in his eyes. This hazard adds a Setback die to the character's next die pool.

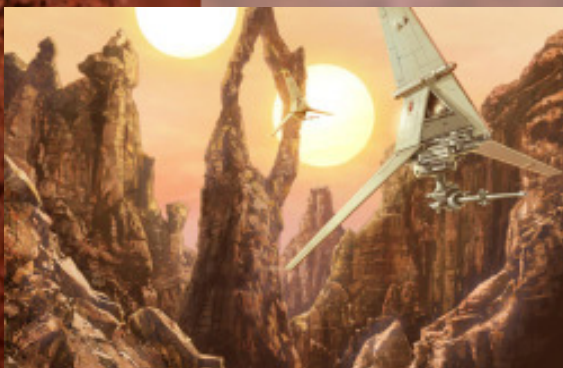
2 Threats: The path to one side of a vehicle begins to crumble. This could literally be a decaying part of the path or a rockslide. This adds 2 Setback dice to the character's next Pilot or Survival check pool.

3 Threats: A brave Jawa wearing a mask over his eyes leaps onto a mount or vehicle where a droid is riding. He draws an ion pistol, scheming to steal the droid.

4 Threats: The vehicle or mount moves past a slumbering krayt dragon that swipes its tail about, adding two Challenge dice to the target's next Pilot or Survival die pool.

4 Threats: The vehicle or mount is forced to go through a very narrow hole in a stone wall. The next Pilot check has a difficulty of ♦♦♦♦.

NEEDLE'S PEAK



If the sled reaches the Needle's Peak without intervention, the Tusken Raiders dump the sled full of Life Day joy over the edge. If the Tusken are defeated in the 4th or 5th range band sector and the sled is out of control, it continues to move toward the peak at its current speed. The banthas go over the edge, dragging the sled behind them.

EDGE
EMPIRE

How the Grwth Stole Life Day

RETURN

The PCs return to a heroes' welcome if they bring back the Life Day celebration goodies. Success earns the PCs each a single die upgrade on a social skill check used to influence an Anchorhead resident.

If the PCs don't return the goodies, the mood is hopeless and sullen. The GM is encouraged to downgrade a single Proficiency die from each PC during a social skill check made to influence an Anchorhead resident.

INTERLUDE: THE DROID TIED THE SHIP TOGETHER

When the PCs return to the *Stalwart Gungan*, they find Boba Fett waiting for them with a Gammorean thug. If a PC remained with the ship or there was no opportunity for Fett to infiltrate the *Stalwart Gungan*, Boba Fett remote activates the landing ramp using a code obtained from a corrupt docking bay manager.

Boba Fett immediately fires a whipcord around Watto. If the Watto PC is not present, Fett goes after the nearest target. Boba knocks the PC over and yells, "Where's the money, Watto? Where's the fracking credits? Jabba says you're good for it."

If other PCs get involved, Boba Fett fights with a guarded stance and explains, "Watto's wife Kaddy owes two hundred fifty thousand credits to Jabba. I'm here to collect." Boba Fett then whips it out and urinates on R5-D4. Unless a PC thinks to perform a check that would increase the chance of Boba Fett being electrocuted by defecating on the droid, he is in no danger.

"You think about paying your wife's debts," Boba Fett threatens and leaves.

The PCs should quickly devise that Fett has confused the PC Watto with the merchant Watto. The PCs may choose to call on Big Watto. If not, Bibfort gets in touch with the PCs over the com and begs them to meet him in Watto's private residence. It is an emergency. He will make it worth their while.

BOBA FETT (NEMESIS)

Brawn ◆◆◆◆

Cunning ◆◆◆◆◆

Presence ◆◆◆◆

Agility ◆◆◆◆◆

Intellect ◆◆◆

Willpower ◆◆◆◆

Skills: Athletics 2, Brawl 2, Coerce 3, Cool 2, Deceit 2, Discipline 2, Gunnery 2, Melee 2, Negotiate 2, Outer Rim 3, Perception 2, Pilot (space) 2, Ranged (heavy) 3, Ranged (light) 3, Resilience 2, Skullduggery 2, Streetwise 3, Survival 2, Underworld 3, Vigilance 2

Talents: Adversary 3, Armor Master, Armor Master (Improved), Confidence 2, Nobody's Fool 3, Steely Nerves

Soak/Defense: 7/2

Thresholds: Wound: 20 Strain: 20

Equipment: superior armored clothing (3 soak/defense), blaster carbine (Ranged (heavy); Damage 9; Critical 3; Range [Medium]; stun setting), wrist flamethrower (Ranged (heavy); Damage 8; Critical 2; Range [Short]; Burn 5, Blast 2), miniaturized rocket launcher (Gunnery; Damage 14; Critical 2; Range [Long]; Blast 8, Breach 1, Limited Ammo 1), whipcord (Ranged (light); Damage 2; Critical -; Range [Short]; Entangle 3); hardened knuckles (Brawl; Damage 5; Critical 4; Range [Engaged]; Disorient 3), jet pack, electrobinoculars, helmet comlink, utility belt, extra reloads (3), glow rod (2), stimpack (3), datapad

TOYADARIAN TEARS

Bibfort hurries the PCs down Watto's palatial residence's main hall, where holographic statues recreate Watto's meetings with important politicians and businessmen, including Lando Calrissian and Senator Palpatine, before he became Emperor. *Bibfort explains, "Kaddy Watto has been kidnapped by Tusken Raiders. The kidnappers contacted us about an hour ago. They say they will kill her if we don't give them one million credits. Watto is prepared to make a very generous offer to have you act as bagmen. You will be paid ten percent of the drop... after the job is performed, of course."*

You reach a three story high white marble door. Bibfort pulls it open and steps back, allowing you to enter. Watto's private study is a replica of a rainforest at perpetual sunset. A small waterfall trickles down from the ceiling over stones from Toydaria before filling a decorative pond a meter off the ground and then flowing through a drain to be recirculated. Watto sits in his hover chair so his feet are barely submerged in the pond. He stares blankly into the waterfall, where a dim hologram of a blonde-haired eight year old boy and a woman who seems to be the child's mother stare back at him from the bubbling foam.

Watto speaks, "Kaddy is the love of my life. I've made mistakes — horrible mistakes — how I treated others. I did not know how to love. Things are done that cannot be undone. No amount of wealth or success will ever set things right. Are you surprised by my tears? What makes a hero? Is it overcoming greed and self-interest to do right? Go. Bibfort will fill you in on the details."

Bibfort escorts the PCs out of the jungle study and closes the door after them. He says, "We'll provide you with a cargo skiff and communicator. When the kidnappers get in touch I'll contact you with the details of the exchange."

Use the X-34 Landspeeder's stats on pg 166 of the *Beta* for the cargo skiff's statistics.

Allow the PCs the rest of the day to prepare.

The people demanding the ransom are not Tusken nor are they kidnappers. They're friends of Kaddy who unknowingly provide their Twi'lek pal with an alibi while she's at the Lars Base with her Tusken lover.

The credstick Watto eventually provides the PCs is empty. This cannot be verified without accessing the funds through an IGBC credit transfer center.

Watto is using this kidnapping as an excuse to make credits disappear under Nath's nose. For too long, he's felt like Nath's pet.. It's time to embezzle and frame the PCs.

SCENE 4: HANDOFF

Bibfort calls the PCs on the com just after sunset and asks them to return to Big Watto's Lots. He provides the frequency the kidnappers will use. "They called about an hour ago," Bibfort says. "They said to head toward the Pit of Carkoon. This case contains a credit chip with a million credits loaded onto it. Watto wanted me to remind you: Kaddy's life is in your hands. Her life is in your hands."

You spend Life Day's night zipping through the Dune Sea as the temperature plummets. You reach a series of dunes, no different than anything else you've seen the last fifteen minutes.

There is a call over the com. A digitized voice says, "You're approaching a glowing green bantha skeleton. When you get there, throw the credstick at the skeleton. Then leave. No funny stuff."

Have the PCs make a Perception check. On a success, they find a painted green glow-in-the-dark bantha skeleton at the top of a dune. They also think they see things moving at the bottom of the dune. This is the sarlacc.

FIGRIN D'AN (HENCHMAN)

Brawn ◆

Cunning ◆◆◆

Presence ◆◆◆◆

Agility ◆◆◆◆◆

Intellect ◆◆◆◆◆

Willpower ◆◆◆◆◆

Skills: Charm 3, Cool 1, Negotiation 1, Perception 1, Pilot Planetary 1, Streetwise 1, Ranged Light 1, Outer Rim 1

Talents: Convincing Demeanor, Wheel & Deal, Plausible Deniability, Inspiring Rhetoric, Researcher 1

Soak/Defense: 3/0

Thresholds: Wound10

Equipment: Blaster Pistol (Ranged [Lgt]; Damage: 6; Critical: 3; Range: Medium; Stun setting)

ACKMENA (HENCHMAN)

Brawn ◆◆◆

Cunning ◆◆◆◆

Presence ◆◆◆◆

Agility ◆◆◆◆

Intellect ◆◆◆

Willpower ◆◆◆

Skills: Charm 3, Coerce 1, Cool 2, Deceit 2, Negotiation 1, Streetwise 2, Vigilance, Ranged Lgt 1, Lore 1

Talents: Smooth Talker, Wheel & Deal, Kill With Kindness x2

Soak/Defense: 2/0

Thresholds: Wound 12

Equipment: Blaster Pistol (Ranged (Lgt)), Damage 6, Crit 3, Rage: Medium; Stun setting
Vibro knife (Melee); Damage +3; Critical 3; Engaged, Pierce 1, Vicious 1

MAX REBO (HENCHMAN)

Brawn ◆◆◆

Cunning ◆◆◆

Presence ◆◆◆◆

Agility ◆◆

Intellect ◆◆◆

Willpower ◆◆◆

Skills: Charm 4, Cool 2, Negotiation 1, Perception 2, Ranged (lgt) 1

Talents: Smooth Talker, Wheel & Deal, Kill With Kindness x2

Soak/Defense: 2/0

Thresholds: Wound: 12

Equipment: Combat knife: (Melee); Damage: 2; Critical: 3; Engaged
Frag Grenade: (Ranged [lgt]); Damage: 8, Critical: 4; Close, Blast 6)

The kidnapers have three speeder bikes hidden beneath a camoflague tarp. When the PCs drop the credstick, the kidnapers plan to zip over, grab the credstick and disappear.

The PCs may try to overwhelm the kidnapers. In this scenario, a fight breaks out on a dune overlooking the Pit of Carkoon. If a character moves within medium range of the sarlacc, he is subject to the sarlacc hazard. Characters within the hazard area suffer a Challenge die in their pools. If they roll Despair, the sarlacc successfully grabs the character and pulls him a sector closer. If the creature reaches Engaged range, he is subject to a bite attack. If the bite attack hits, the character is pulled into the pit. Grabbed characters can attack the sarlacc. On a successful attack (include two challenge dice and ♦♦ difficulty in the pool), the sarlacc releases the character.

For the fight at the Pit of Carkoon, offer players to spend Advantages the following ways:

2 Advantages: The target drops a held item. The item slides down the dune a range band closer to the Sarlacc Pit.

3 Advantages: The target slides a range band closer to the sarlacc.

4 Advantages: If the target is in medium range or closer to the sarlacc, the sarlacc grabs the target.

4 Advantages: The target's vehicle flies straight up into the air, trailing black smoke. It does not come back down until the end of the initiative round. Targets on the vehicle are Staggered until the end of the next combat round.

GMs are encouraged to use the following disadvantages:

1 Threat: A woort pops out of the sand and surprises the character. He gains a setback die in its next die pool.

2 Threats: A woort pops out of the sand and spits sticky goo onto the character's face. He suffers a Setback die in all its dice pools until the end of his next turn.

3 Threats: The painted bantha skeleton splinters. A bone fragment lodges in the character's hand. He flinches and fires a wild shot. Flip a coin. The shot goes after the last target the character attacked or it attacks a random character engaged with the original target.

4 Threats: The dune the character is standing on collapses beneath his feet. Characters stuck inside the dune begin to suffocate after two rounds.

4 Threats: The character falls over and tumbles a range band closer to the sarlacc. The target is prone at the end of the tumble.

The PCs may try to stealthily follow the kidnapers back to their base. The kidnapers take a roundabout route to Anchorhead and park behind the Anchorhead Cantina. They won't discover the credstick is empty until morning. If the PCs threw a ringer that does not resemble credits (eg dirty underwear), the kidnapers discover the ruse within half an hour. In both situations, the kidnapers advance to Toe Threat.

The PCs may decide to keep the credstick and run. In this case, as they head for their ship, skip to Jabba's Rockin' New Year.

CAPTURED KIDNAPPERS

Captured kidnapers can be forced to talk. They reveal that they know Kaddy socially. She offered them a chance to make credits by pretending to kidnap her. They don't know where she is.

TOE THREAT

The trio of kidnapers gathers in the back room of the Anchorhead Cantina and decides to scare Watto, motivating him to pay them. They bribe the Weary Traveler's owner, Dar, to let them surgically remove his blue-skinned Twi'lek slave's toe, with the promise of a large cash payment. The slave is taken to the Anchorhead Cantina's basement and remains bound there after her toe is removed. Dar plans to keep her there until he receives the credits to have her toe replaced. He'll take her to Dr. Evazan's clinic in Mos Eisley to have the procedure performed.

Ackmena and conspirators hire a messenger droid to deliver the toe to Watto. Bibfort and Watto gather a couple of bodyguard droids and climb into Watto's mini barge to collect the PCs and demand answers about what happened with the drop and where Watto's credits are.

MORNING AFTER

The module progresses depending on how the PCs handled the drop.

1. The PCs do their job honestly. The kidnapers discover the credstick is empty and take the actions described in Toe Threat.
2. The PCs fight the kidnapers who escape. Proceed to Toe Threat.
3. The kidnapers are killed. Proceed with Watto's Barge, only there is no toe. Watto and Bibfort are concerned Kaddy will die, since they don't know where she's being held.

The kidnapers are captured and interrogated. The PCs learn Kaddy wasn't captured. Proceed with Watto's Barge, only there is no toe, and Watto goes ballistic accusing the PCs of stealing his credits.

WATTO'S BARGE

A miniature sailbarge sails up to you. Two bodyguard droids hustle you inside, where Bibfort and Watto sit on bantha leather-upholstered chairs, scowling at you.

Use the Security droids from *Beta pg 205* as the bodyguard droids.

"What the blazes happened?" Watto sputters.

"Kaddy was not returned. This is very disconcerting," Bibfort adds.

Let the PCs try to talk their way out of this.

"You stole my credits," Watto eventually accuses. "I have informed the kidnappers they should do whatever it takes to get their money off you."

If the kidnappers delivered a toe, Bibfort shows it to the PCs.

Watto says, "Carbon flush! I will not abide another toe." The barge doors open, and the bodyguard droids remove the PCs from the vehicle.

TOE RIDDLES

The PCs might recall or ask around about another blue-skinned Twi'lek in Anchorhead. If successful, they learn about Lyn, a slave-waitress at the Anchorhead Cantina. If they go there, Dar the bartender grumbles it's Lyn's day off. He doesn't know where she is.

If the PCs go off the rails or run out of options, a skiff piloted by Boba Fett, in the company of his Gamorrean sidekick, pulls up to the PCs. Go to Jabba's Rockin' New Year.



SCENE 5: JABBA'S ROCKIN' NEW YEAR

Whether intercepted wandering Anchorhead or heading back to the ship, Boba Fett and the Gammorean show up on a skiff.

"Jabba wants to see you scum," Boba Fett says. "He knows which Watto you are. He wants to see the bantha poodoo Watto... and his companions."

Fett and the Gammorean will fight if there's resistance. Their goal is to knock the PCs out and deliver them to Jabba's Mos Eisley Townhouse.

The Desilijic Complex is a block house dwarfed by the Mos Eisley Inn.

You are led into a hallway where Weequay, Nikto and Gamorreans run around pantless, high on spice, humping anything that moves. The screams of victimized dancing girls reverberate down the halls. After a few steps down a hallway to your left, a pair of heavy blast doors part before you, revealing Jabba's audience chamber.

The Bloated One rests on his repuslor sled, tail wagging in time to the music of Sy Snoodles and Droopy McCool. Max Rebo seems to be missing. In the center of the room is a holographic golden tower. Hovering above the tower is a physical sphere that looks like a golden, slowly rotating Death Star.

Above the Death Star is a mesh net that protects Jabba's guests from the bloodthirsty Kayven whistlers (which look like a cross between a monkey and a bat). Ordinarily, a cage hangs above the mesh. The cage is used to raise prisoners from the audience chamber floor to the area above the mesh to be devoured by the Kayven whistlers. Today, the cage hangs just below the mesh. Inside it, arms and legs bound to the cage's bars, is a teenage human girl.

The Alderaanian girl is Lomina Venutton. Jabba plans to have the the golden Death Star fire, disintegrating the Alderaanian survivor at the stroke of midnight on New Year's Eve. Then, the Death Star will light up, flashing "Happy New Year" before it explodes in a colorful burst.

Bib Fortuna holds a tray containing green champagne. He offers a glass to each PC. Though the drink looks disgusting, it is rather tasty. Taking a drink allows the PCs to upgrade a single ability die to be used on a social skill in Jabba's presence. Failure to participate allows the GM to downgrade a single Proficiency die used to make a social skill check in Jabba's presence.

"The Exalted Jabba the Hutt bids you welcome. You are well met this holiday season," a protocol droid says, translating Jabba's Huttese.

"Mighty Jabba wishes to continue celebrating in your company. You only

need to provide Jabba with the credits Kaddy owes him. You may keep the rest."


Allow the PCs to try to worm their way out of this. Good roleplaying and successful negotiation should result in the PCs being released. Failure is met with Gingerbread Death.

If combat breaks out, Jabba has four Weequay thugs, four Nikto thugs and four Gammorean thugs defend him. Boba Fett is not paid to do any fighting under these circumstances. He stands aside, enjoying the battle.

Gammorean thugs can be found in Beta pg 206.

If the PCs surrender or are defeated, proceed to Gingerbread Death.

NIKTO THUG (MINION)



Brawn ◆◆◆ **Cunning** ◆◆◆
Presence ◆◆◆ **Agility** ◆◆◆◆◆
Intellect ◆ **Willpower** ◆◆◆◆◆


Skills: (Only can be used in groups) Leadership 1, Streetwise 1, Education 1, Core Worlds 2, Underworld 1, Outer Rim 1, Xenology 1.

Talents:

Soak/Defense: 3/0

Thresholds: Wound 15

Equipment: Blaster Pistol: (Ranged [Lgt]: Damage: 8; Critical: 3; Range: Medium; Stun Setting)



DRUNKEN WEEQUAY THUG (MINION)



Brawn ◆◆◆ **Cunning** ◆◆◆
Presence ◆◆◆ **Agility** ◆◆◆
Intellect ◆◆◆ **Willpower** ◆◆◆◆◆

Skills: (Only usable when in a group) Resilience 1, Perception 1, Skulduggery 1, Stealth 1, Melee 1

Talents:

Soak/Defense: 1/0

Thresholds: Wound: 14

Equipment: Vibroknife: Melee: Damage: 3; Critical: 3; Engaged; Pierce 1 (Ignore 1 point of soak), Vicious 1 (add 10 to crit)



SCENE 6: GINGERBREAD DEATH

You are bound. Hungover guards aim weapons at you as Jabba decrees your doom. The protocol droid translates: "A holiday tradition in the mighty Desilijic clan is a reading of The Gingerbread Man. Almighty Jabba read it to his little punky muffin and for his enjoyment will have you recreate the story in the middle of the Dune Sea."

The PCs, arms bound behind their backs, are shoved aboard two skiffs with one Weequay thug per PC on board. Jabba's majestic sail barge follows the skiffs to the middle of the Dune Sea, where a scout announces he's found signs of a krayt dragon's presence.

A turret emerges from the sail barge. It looks like a human eye, complete with eyelashes, attached to a hose. One by one it blasts the PCs with cookie dough. The guards use their vibrostaffs to cook the dough onto the PCs' clothes. The procedure causes two points of strain per PC.

If PCs ask to make Perception checks and are successful, they hear howling and notice the sands abnormally shifting on a nearby dune.

Finally, on Jabba's command, the guards remove the PCs' binders and force them to walk the plank. The PCs harmlessly fall into the sands.

The goal is to lure the hungry krayt dragon to chase and eat the PCs. Jabba orders his barge and skiffs to fall back to the top of a nearby dune to safely enjoy the show, which he viewsthrough macrobinoculars.

The krayt dragon starts at Extreme Range from the PCs when it bursts from a dune and deeply inhales, savoring the gingerbread aroma before moving to attack.

KRAYT EXPECTATIONS

Slightly smaller than the greater krayt dragon, the canyon krayt dragon is still an incredibly dangerous foe, making its home in the rocky canyons and jagged mountains on the edge of the Jundland Wastes. Its stomachs contains the same "dragon pearls" as larger krayt dragons and are consequentially hunted by those brave, skilled, or stupid enough to do so. The only thing the canyon krayt dragon fears is a greater krayt dragon, and they sometimes clash in titanic struggles when they stray too far into each other's territory.

Abilities:

Knockdown: (can spend Triumph to knock a target prone after a successful attack), Lethal Blows 2

Devour (can spend Triumph to begin to devour a target after a successful attack. The target is ensnared and automatically takes

damage at the beginning of the Krayt Dragon's turn. A creature that is killed is completely devoured and digested.)

Tremorsense A Krayt Dragon is able to automatically sense the location of anything that is in contact with the ground within 30 meters

Silhouette: 3

CANYON KRAYT DRAGON (NEMESIS)



Brawn ◆◆◆◆◆
Presence ◆◆◆◆◆
Intellect ◆◆◆◆◆

Cunning ◆◆◆◆◆
Agility ◆◆◆◆◆
Willpower ◆◆◆◆◆

Skills: Athletics 2, Brawl 3, Coerce 2, Resilience 3, Perception 2, Survival 2

Talents: Adversary 2, Durable 2, Feral Strength 3, Intimidating 3, Knockdown, Lethal Blows 2 Devour, Tremorsense

Soak/Defense: 12/0

Thresholds: Wound 55

Equipment: Massive claws, teeth, and smashing tail (Brawl: Damage 13; Critical 3; Range [Engaged]; Concussive, Disorient 3, Pierce 3)

GALACTIC LAMPOON'S LIFEDAY VACATION

After spending a round dealing with the krayt dragon, the PCs see a Jawa sand crawler decorated with thousands of multi-colored lights, making its way along the horizon.

With some luck, hustle and skill the PCs can reach the sandcrawler which is at Extreme Range from them. A TTL droid's receptors emerge from beneath the crawler's bridge to negotiate on behalf of Jawa Captain Griswol. PCs can gain a boost die to their negotiations by suggesting they wish to make a purchase.

The captain will give the PCs a ride back to Anchorhead if they manage to connect the last string of lights to the power converters by making daring climbs across the top of the crawler. Also, the Jawas need help getting more power from their old generator. Failure could mean electrocution or destroying the sandcrawler.

SCENE 7: CONFRONTING WATTO

The PCs will probably remember the plot of *Big Lebowski* or figure out that Watto double-crossed them by providing an empty credit chip. This could lead to an explosive confrontation between Watto and the PCs.

Eventually, Watto will tire of the accusations and cut off his accusers by saying, *"You have your story. I have mine. I say you stole my credits. Who will the Hutts believe? A respected merchant or some bum freighter jockeys?"*

The door slides open behind Watto. A voice calls out. "The Hutts will believe me, Watto."

A pair of twin Rodians stands in the doorway. They wear black suits and sunglasses. Ahead of them, wearing a black form-fitting suit is a Zabrak female. The 40-something Zabrak has short black hair and displays a malicious sneer. "You stole money from the business. I am responsible for those credits, which belong to the Desilijic clan. Do you know how Hutts feel when they learn a trusted friend has stolen from them? I don't. No one does... because no one has survived a Hutt's wrath after this happens."

The Rodians step forward, shielding Nath, the Zabrak woman. They draw large blaster pistols. Nath draws a vibrodagger.

The PCs will probably try to cut a deal with Nath to let them go. Nath shakes her head. *"The problem... little freighter jockeys... is that no one has ever seen a Hutt get screwed over...and lived. Knowledge of this event cannot leave this room. So, I hope you had a wonderful Life Day, because it was your last."*

If the kidnappers had not been dealt with yet, they enter through a warehouse door that closes and locks behind them.

"You owe us a million credits!" Figrin shouts at the PCs.

"We owe a bartender ten grand to fix his slave's foot," Ackmena protests.

Then, Kaddy enters through the side door. She's wearing a halter top, tight bantha leather shorts and a helmet, which she immediately removes so she can seductively fling back her lekku.

"Where the Sith were you?" Watto shouts.

"Visiting a friend," Kaddy lies. "Is there any Padme's Lover's Ale in the fridge?" Kaddy sees Mayday or another potential male mate.

"Hello there, stranger. Want to go to my room with some cold bottles of Wampa's Little Helper?"

Everybody rolls initiative.

Kaddy can be manipulated by using Advantages and Threats. If none of the PCs choose to control her this way, she continues to throw herself at Mayday, wrapping her arms around him and

kissing him. This bogs Mayday down, adding a setback die to his skill checks.

If the GM feels particularly nasty, Boba Fett and the Gamorrean can be added to the mix.

NATH (NEMESIS)

Brawn ◆◆◆

Cunning ◆◆◆

Presence ◆◆◆◆

Agility ◆◆◆◆

Intellect ◆◆

Willpower ◆◆◆

Skills: Athletics 1, Coerce 2, Cool 2, Discipline 1, Negotiation 2, Perception 1, Skulduggery 2, Streetwise 2, Vigilance 3, Brawl 2, Melee 4, Underworld 2

Talents: Adversary 1, Command, Durable, Field Commander, Grit, Strong Arm, Tinkerer

Soak/Defense: 4/0

Thresholds: Wound 14 Strain 14

Equipment: Vibro knife (Melee): Damage: 3, Critical: 3; Range: Engaged; Pierce 1 Vicious 1

HONKA AND TEERIK (HENCHMEN)

Brawn ◆◆◆

Cunning ◆◆◆◆

Presence ◆◆◆◆

Agility ◆◆◆◆

Intellect ◆◆

Willpower ◆◆

Skills: Discipline 1, Stealth 1, Surveillance 1, Survival 1, Vigilance 1, Ranged Lgt 2, Ranged Heavy 2, Underworld 1

Talents: Expert Tracker, Point Blank x2, Frenzied Attack, Knockdown

Soak/Defense: 4/0

Thresholds: Wound 12

Equipment: Blaster Carbine: (Ranged [Heavy]; Damage: 10; Critical: 3; Range: Medium, Stun Setting)
Heavy Blaster Pistol: (Ranged [Lgt]; Damage: 8; Critical: 3; Range: Medium; Stun Setting)
The carbine is equipped with an under barrel flame projector and spread barrel.

Escape is by far the best strategy. The PCs are way out-gunned and out-matched.

The final fight either takes place in Watto's luxurious private residence or in his warehouse. Either way, the quickest way out requires hacking into Watto's computer. Watto and Bibfort carry a code cylinder that improves characters' access to the computer. During the encounter, Bibfort should fumble with his code cylinder. Advantages can be spent to make him drop the code cylinder, resulting in a mad scramble.

With the code cylinder, hacking the system is ♦♦♦. Without the code cylinder, add two challenge dice to the skill check.

Once the computer is hacked, characters can access different systems including: Accounting, Security, Communications, Scheduling and Personal: Top Secret. The Personal system contains a holovideo showing Watto and the blonde-haired boy from the waterfall hologram building a droid. The droid's photoreceptors turn on, and the boy runs around yelling, "Yippie!"

"You got it," Watto proudly praises. "You're a prodigy. I expect big things from you."

"I'll name this droid Prodigy," the boy says.

If the fight takes place inside the mansion, offer the players the chance to spend Advantages to:

1 Advantage: A chandelier crashes, causing the next enemy to suffer a setback die.

2 Advantages: The chandelier swings low so the character can hop onto it and swing to any space in the room as a free maneuver.

2 Advantages: The door to Watto's sunset rainforest study opens. The fight can spill over into an area with lots of concealment and cover.

3 Advantages: The chandelier collapses on the NPC of choice, causing 5 Wound damage and knocking the him prone.

If the character is using the computer, he may spend Advantages to:

2 Advantages: Program the fireplace chimney to open for maintenance.

3 Advantages: Locate a secret passage that can secretly move a character to another spot in the room if he spends two maneuvers.

4 Advantages: The character can steal half a million credits from Big Watto's Lots. This creates or increases an obligation concerning owing money to Jabba or being wanted by Jabba.

GMs may spend Threats to:

- 1 Threat:** A statue or bookcase falls in front of a possible exit.
- 2 Threats:** The acting character knocks over an aquarium full of giant flies, which are food for Watto's pet woot. The character who knocks over the fly box suffers a Challenge die on his next turn.
- 2 Threats:** The computer locks up as Imperial Tunes forces an update. Add a Challenge die to the next Computer check.

If the fight takes place in the warehouse, encourage PCs to spend Advantages to:

- 2 Advantages:** Knock over crates. Two enemies of choice lose track of where the acting character is. The character may spend a free maneuver to hide.
 - 2 Advantages:** Find a cargo skiff.
- PCs using the computer may spend Advantages to:*
- 1 Advantage:** The computer operator learns about Watto's prototype packaging peanuts. Add a drop of water to the Queen peanut, and it will rapidly reproduce, creating blizzard-like concealment.
 - 2 Advantages:** The computer operator learns where the Queen peanut is stored.
 - 2 Advantages:** The computer operator realizes this is familiar software. Upgrade an Ability die to a Proficiency die for all further Computer checks on this computer.
 - 3 Advantages:** The computer operator learns where a jetpack is stored in this warehouse.
 - 4 Advantages:** The character can steal half a million credits from Big Watto's Lots. This creates or increases an obligation concerning owing money to Jabba or being wanted by Jabba.

GMs are encouraged to spend Threats to accomplish the following:

- 1 Threat:** A Twi'lek leg lamp breaks. Watto directs his next attack against the character who caused the lamp to break.
- 2 Threats:** Loadlifters remove the character's cover.
- 2 Threats:** The fire alarm goes off. As a security precaution, the doors are sealed. Add a Challenge die to any attempt to use a computer to open them.

2 Threats: After the fire alarm sounds, fire suppressant foam is sprayed everywhere. The next ally to act suffers a Challenge die.

3 Threats: The warehouse is actually a freighter. Commands are accidentally made to initiate the launch sequence. At the end of the next initiative round, the warehouse takes off into space. Make sure doors and windows are closed!

Characters using a computer may suffer these Threats:

1 Threat: The character using the computer is involuntarily signed up for massive amounts of spam. This Threat may continue into other modules. On the character's turns, his com makes loud beeps indicating many messages being received. The distraction causes a Setback die each round until the character silences his com.

2 Threats: The computer gives the character's personal datapad a virus, adding a Challenge die to skill checks when trying to use it.

HAPPY ENDINGS

The PCs flee Anchorhead as local heroes and fugitives of Jabba the Hutt's association. Increase any obligation concerning Jabba by 5. If the PCs managed to steal from Big Watto's Lots, increase the obligation by 10.

Despite the chaos, you're certain you made life in that should-be ghost town a little bit better. [Read only the missions that were accomplished]. Cami had a wonderful Life Day. The magic continues each day she cares for the cloudberry bush. Then, her work will be fulfilled as she picks ripe cloudberry bushes and serves them at her wedding. Watto can now sell his Twi'lek leg lamps. Momaw Nadon spends the New Year safe at home after almost being blasted by Ponda Baba. Muftak and Hadida spend a romantic Life Day together by the lake on Naboo. Kabe spends the 75 credits he conned out of you on alcoholic beverages and passes out well before the New Year arrives. The Darklighter family worries for their son Gavin but know he's going to be all right on his journey to join the Rebellion. As for you, you have that new droid... and you can barely smell the Mandalorian piss anymore. That means you have more time to play some well-deserved Moisture Farmville 2. Eh, forget it. That game isn't much fun anymore.