



# EDGE OF THE EMPIRE

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Download full sized original maps from the *Hutt Incorporated Campaign* at <http://gsa.thegamernation.org/> Search for "Hutt Incorporated."

*The Miracle Parsec* is the first module in the *Hutt Incorporated Campaign*. It is intended to be used with Fantasy Flight Games's *Edge of the Empire Core Rule Book*. *Star Wars*, the *Star Wars* logo and all references to *Star Wars* characters, locations and gear are property of Lucasfilm Ltd and the Walt Disney Corporation. *Edge of the Empire* is property of Fantasy Flight Games and Lucas Books.

# THE MIRACLE PARSEC





A long time ago in a galaxy far,  
far away...

# STAR WARS

## HUTT INC EPISODE 1 THE MIRACLE PARSEC

*Hosk is the planet of dreams,  
where the lavish holovid stars work and party,  
where unknowns from Tatodine or Corellia  
can be discovered buying a muffin at  
Biscuit Baron and become the next big celebrity.*

*It is also the planet where  
dreams of fame and fortune are dashed,  
and lives are chewed up and spit out to feed  
the massive egos of those controlling the Galaxy's  
entertainment industry.*

*It is a planet in need of heroes,  
who are willing to lay it all on the line  
for a shot at freedom*

# THE MIRACLE PARSEC





# ACT 1: THE STERLING STAR

## SETUP

The PCs are passengers or crew members on board the public transport *Sterling Star*... or they were contracted to serve as bodyguards to Morgan Wilgas, a famous middle aged Bothan holoivid actor. Morgan is en route to Hosk, the entertainment capital of the Galaxy, where he will attend the Academy of Holoivid Arts and Sciences Annual Awards Banquet. This awards ceremony, known as the Morganas, is watched by trillions across the Galaxy. It is an extremely high profile event, possibly the most famous awards ceremony in the Galaxy. Morgan Wilgas, wanting to be in touch with the common being, always travels on public transports. He and his bodyguards occupy first class.

Most beings don't know that Morgan Wilgas is Force sensitive. His gift for foresight makes him a revered guest of Doocha the Hutt. She fears bounty hunters will learn of Morgan's treasonous talents and capture him. Therefore, she sends a team of agents to protect the famous actor.

*The Sterling Star* is pulled from hyperspace by an interdictor satellite borrowed by the Blazing Chain Pirates. The rogues' leader is Morgan's estranged son, who wants to turn his father in to the Empire in exchange for a local Moff turning a blind eye to the Blazing Chain's piracy.

## INTRODUCTION FOR PASSENGERS/CREW

*It is always a big thrill taking the Coruscant-Hosk hyperspace route. You never know which celebrity's presence will grace you on this route. Last week, singer-comedienne Carrie Kirtne was a passenger. She told you she was working on an article about Wookiee percussion influence in punk, but you doubt she got much work done because Holonet Evangelist Pedric Rozess was seated next to her, haranguing her the whole time, claiming she was going to burn because of her "Sith music." Maybe she got inspiration for a new*

*song. That would be cool.*

*Anyway, renowned holoivid star Morgan Wilgas is a passenger on today's flight. He's headed to Hosk to be part of the Academy of Holoivid Arts and Sciences Award Ceremony. He's nominated for a Morgana for his work in the thriller *Along Came a Knobby Spider*. How exciting!*

## INTRODUCTION FOR BODYGUARDS

*You feel stupid babysitting an aging holoivid star, but Doocha the Hutt promised to knock a payment off your agreement for the new starship you're picking up on Hosk. You look across first class at Morgan Wilgas, dressed in a tuxedo, curly white fur and a meticulously trimmed beard. His holoivids are legendary. You just hope he doesn't catch you reciting lines from them. Morgan is nominated for a Morgana- the most prestigious acting award in the Galaxy. The award ceremony is tonight. This job might be lame, but it promises to offer hobnobbing with celebrities.*

Aside from PCs and Morgan, there are only a few other passengers in first class. Zappa Zonka is an eccentric Gran candy factory owner, maker of Zappa's Sweet Asteroids...now with Snozberry bites. He is reclusive and recently shut down his operation. After a visit to the forest moon of Endor, he has plans to start things back up, with a secret new labor force. Zonka is paranoid and cryptic. He possesses candies that operate the same way poisons and stimpacks do. If forced to defend himself, Zonka uses his candy cane vibrosword.

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Ceelis Goss is an eccentric Aqualish holovid writer who looks like he spent the last week sleeping in a dumpster. He keeps asking detailed questions about how crime scenes work and then shoots down all responses, claiming they are technically unsound. He knows way too much about rigor mortis and decay. Ceelis is obsessed with the bizarre. Weird tales are the quickest way to get his attention, especially if they are true. He has skill with a light blaster but does not carry one.

## MEANWHILE IN COACH

Coach passengers include acclaimed holovid director Strash Sei and his wife, famous singer-actress Kith Sei. Strash and Kith met on the set of *Busteromuchomacho and the Sith Temple of Doom*. Kith played the leading lady who screamed a lot in the face of danger. They are traveling to Hosk for the Morganas. Strash is presenting a lifetime achievement award to Cerean Producer Odo Kestin. The couple is traveling with their four adopted children: a Camaasi, a Rodian, a Quarren and a Wookiee. The Quarren twelve year old daughter has a crush on Juus, a Trandoshan musician known for violent lyrics about hunting and killing. He's seated at the back of the coach cabin.

Strash will not act in combat unless he thinks his family is directly in danger. Kith will scream loudly when adversity strikes. This forces all characters in coach to make an Easy Discipline check. On a failure, the character is stuck with a Setback die for all his actions for the duration of the encounter.

Juus is all about technology. He is trying to learn the music mixing and recording applications on his datapad. He has a ceremonial drum and quetarra plugged into the datapad through a womp rat's nest of cables. Wearing dark sunglasses, the entertainer does not want to be disturbed from his attempt to become free of the studio system and produce music independently. If he is disturbed during combat, Juus will use Scathing Tirade to rant against the enemy. If he realizes it would negatively affect his image

to not attack, he uses his claws.

Allow the PCs to move about and interact with one another and the NPCs. Morgan is happy to tell stories to anyone who engages him. All tales eventually transform into a story of how he used to be a Bothan Spy, before going into the entertainment industry, which is a more lethal career than espionage. He drinks expensive cocktails made with Whyren's Reserve whiskey, which is very rare and expensive.

## LAYOUT

The coach section is a two story high double decker. There are two turbolifts to ferry passengers between the levels. Each level has a tiny refresher and crew cabin, used for preparing snacks, recharging serving droids and sleeping during long flights.

This flight features a male Twi'lek steward called Chee. He is competing for Attendant of the Year and goes annoyingly above and beyond the call of duty. There is also an attentive female Ithorian attendant called Aawaia who constantly rolls her eyes at Chee.

Two twin female Zeltron attendants, Luxa and Luma, keep first class passengers happy. They are professional, flirting only to an appropriate degree.

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## EARNING YOUR CREDITS

Once all the PCs have had ample time to get to know everyone on board:

*The stars revert from the streaking lines of hyperspace to the pin points of real space. The ship bounces as if it was suddenly picked up by a Geonosian hydra and shaken in its maw. Ahead of the ship is the cause of the sudden reversion: an interdicator satellite with a logo of a blonde haired smiling human, wearing a combat helmet and giving the thumbs up. Beneath the logo are the words: A fine product of Beeblebrox Things That Go Boom or Zap.*

*A PX 119 Longarm Enforcer, called Raging Bothan, docks with the Sterling Star. A voice booms from all the speakers. "This is Captain Rhoa Kwi of the Blazing Chain Pirates. Remain calm. Stay in your seats. We are here to bring a fugitive to justice."*

*"I knew they were coming," Morgan says.*

*"You knew we were coming, didn't you, Morgan?" Captain Kwi asks over the speakers.*

*The boarding ramp door slides open, and six Blazing Chain Pirates march onto the ship. Children cry. Someone releases his bowels in fear. Morgan turns to his bodyguards and says, "Well, it looks like the Hutt had a good idea after all. Make me proud, boys."*

The Blazing Chain Pirates are Force sensitive. They can use the Force to make their blaster bolts change direction and go around corners.

## FIGHT DECK

The six pirates spread out and take cover behind seats or in the turbolifts. Give the PCs a round to fight before bringing in Captain Kwi.

*A tall muscular Bothan with dark fur wearing laminate armor and a cape strides down the aisle as if he's walked this walk a hundred times, and everyone is in the same places now as they were the previous 99. Captain Kwi takes position behind the doorway leading into First Class. "You're coming with me, Morgan," the Captain shouts.*  
*"I'm not afraid of you, son."*

Captain Kwi is Morgan's estranged son. Morgan was always working when Kwi was growing up. He came to resent his father's celebrity. Kwi headed to the Outer Rim and became a violent drunkard. A Blazing Sun captain noticed the Bothan's Force Sensitivity and recruited him. The angry young Bothan quickly climbed the ranks, eventually commanding his own ship. As the Empire began cracking down on piracy in the Outer Rim, Kwi devised a plan to appease the local Moff by capturing a Force Sensitive alien celebrity. In return, the Moff would turn a blind eye to the Blazing Chain's activities.

If Captain Kwi is defeated, the *Raging Bothan* unlatches from the *Sterling Star* and escapes to hyperspace. The other Blazing Chain pirates make a hasty retreat back to the *Raging Bothan* to try to escape. There are a dozen more Blazing Chain pirates on board the *Raging Bothan*.

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## COST OF FAILURE

If Morgan gets killed or captured, Dooha the Hutt increases the PCs' obligation to him by 10. When the *Sterling Star* lands, a limousine airspeeder is waiting for them. Askrik, Dooha's Captain of Security and Vaping Troublemakers, a notoriously bloodthirsty Trandoshan, is at the controls. He busts the PCs' chops for failing then gives them their new assignment. Proceed to "Trandoshan Talk" and adjust the text as necessary to account for Morgan's absence.

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## FRUITS OF VICTORY

*The transport touches down at the interplanetary transport landing pad. As you look down the tunnel connecting the Sterling Star to the terminal, you see thousands of beings and droids carrying bright lights and cameras. Morgan smiles, and a pair of shades scroll down from an implant in his forehead to cover his eyes. Morgan flashes a legendary smile and lets the cameras and reporters do their jobs.*

*"Thank you. Thank you," Morgan says. "The real heroes are these fine folk who protected me from vile pirate scum. Don't elbow them aside or I'll be on your ass."*

Let the PCs have a chance to bathe in the limelight, posing for pictures and making speeches. Note what they say. These sound bites can emerge on vidscreens all across Hosk at the most inappropriate or appropriate of moments. Advantages or Threats can make these clips resurface in the media.

Morgan asks the PCs to join him in the repulsor limousine and ride with him to the Miracle Parsec, the red carpet leading into the Morganas Ceremony. Once he gets out of the limo, the Academy will handle his security. However, he wants the PCs to return five hours later with the limousine to provide him with security at the after party.

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*The limousine pulls onto a boulevard five clicks long, a parking lot of limousine speeders all lined up in front of the Neimoidian Theater. After two hours of waiting, you reach the red carpet. "Here we are," Morgan says. "The Miracle Parsec. Every actor and wannabe actor dreams of this walk."*

*The doors slide open, and the limousine is filled with a blinding light that you feel tanning your flesh.*

PCs with fur need to make an Easy Resilience check to withstand the bright lights. PCs suffer a point of strain for every Failure rolled.

*Morgan rises from the limousine like a king. The limo shakes from the impact of the screaming throngs. The limo door slides shut. All is dark and silent as the speeder begins to move, sweeping you away from the Miracle Parsec.*

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# ACT 2: A BIG BREAK

## SETUP

The PCs are caught in a triple cross. Dooha sends his chief enforcer Askirk to have the PCs scare Iluma, a Zeltron artist and philanthropist. Askirk claims Iluma owes Dooha credits and won't pay. Truthfully, Iluma has blackmail information on Dooha, and Dooha wants to scare her away from using it.

Meanwhile, Dooha's new partner, notorious con artist Zaphod Beeblebrox, is scheming with Iluma to pull off a jewelry heist the morning after the Morganas. With all the celebrity-rented jewels being returned, the haul should be epic. Zaphod has put together a team to pull off the heist. He has also set up the PCs up to take the fall for him and inadvertently let the robbers get away by tricking the PCs into driving a vehicle identical to the getaway speeder in the vicinity of the crime minutes after the heist. Even the transponder has been altered to convince authorities the PCs are the robbers. Iluma and Zaphod plan to rendezvous with the robbers at Point Nadir.

Iluma is double-crossing Zaphod. She hired a second team to wait for the robbers at their freighter. When they pull up with the jewels, Iluma's team will vape Zaphod's team and bring her all the jewels.

The Hosk Security Force figures out the PCs are patsies but insist they help sniff out some leads.

## TRANDOSHAN TALK

Askrik, Dooha's Captain of Security and Vaping Troublemakers, a notoriously bloodthirsty Trandoshan, is at the controls of the limousine. He takes the PCs a few clicks from the commotion and refuses to respond to any PC requests. When Askrik is confident they are far enough away from prying eyes, he lets the speeder hover fifty meters above the pavement.

*The Trandoshan slides the blaster proof glass partition aside and smiles. "Dooha is pretty fracking proud of you kids," the Trandoshan says. "She's so overjoyed she wants to give you a chance to halve your first payment on your sweet new ride. There's an uppity artist, Iluma, who owes Dooha half a million credits, and she doesn't seem to respect Dooha's flexible payment schedule. Dooha needs you to put the fear into her. Motivate her to start the credit flow. Here's her address. She's going to the Morganas After Party at the Glow Dome. Guess where Morgan Wilgas wants to go after the awards? Can you say, 'Glow Dome?' Take care of things, all right? You might never have to hand over a credstick to Dooha."*

If Morgan is dead, Askirk gives the PCs valid invitations to the After Party.

Askrik will take the PCs to get food, to visit contacts, to purchase illicit supplies, whatever. However, he insists the PCs are back in the limousine in time to pick up Morgan Wilgas on the Miracle Parsec.

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## ILUMA'S CONDO

The PCs might try to get business out of the way by visiting Iluma at her condo during the Academy Awards.

*The condo is a large studio filled with nude female mannequins. There's a bar to the side, by large bay windows that overlook the Corulag Commerce shopping center across the street. A large canvas is in the center of the room, a painting in progress. Men find it both disturbing and erotic. Women find it insightful to the female psyche.*

Iluma isn't home, however three of the five members of a mercenary team she's assembling are hanging out at her condo, smoking hookas and drinking Corellian brandy while rubbing up against the mannequins Iluma decided to decorate her condo with.

When the PCs are discovered, the mercenaries become incredibly tense and look for any excuse to become violent. Hands drop to holstered blaster pistols.

*Colell Dubist, the human leader of the motley bunch, dressed in tight black bantha leather pants and jacket... shirt absent... arches a bushy black eyebrow and takes a swig from a bottle of Ithorian Mist whiskey. "Are you going to tell us who you are, or should we just start blasting each other?"*

## GLow DOME

*On top of a plateau, overlooking Adarion City, a hundred spot-lamps swing and sway in the sky over a dome that shines like a star gone supernova. The bass can be felt a kilometer away.*

There is a private party tonight, explains a kowakian monkey lizard piloting a juggernaught, in the clearest Basic the PCs have ever heard. Proper invitations are required for admittance. Morgan Wilgas has the proper invitations, which the kowakian monkey lizard collects. He asks if the guests want complementary glow shades or have their own. Higher fashion glow shades models may be purchased inside.

Custom shades provide a bonus to social checks based on price. Door shades provide a two Setback die penalty to social checks. Candle Shades provide a single Setback die penalty and cost 100 credits. Firelight Shades provide no social penalty and cost 500 credits. Inferno shades provide a Boost die and cost 1000 credits. Big Bang Shades cost 10000 credits and provide a two Boost dice bonus to social skills inside the Glow Dome. Big Bang Shades are worn by the most fashionable celebrities and are surgically installed, functioning like cybernetic ware. They retract when needed and adjust opacity for perfect vision in any lighting situation. For an extra 10000 credits they function as macrobinoculars, as described on pg 175 in the *Core* rules. To use the macrobinocular function, the user must spend a maneuver to make an Easy Computer check.

Without glow shades, characters gain the Critical Injury: Blinded. The difficulty to heal is increased to Daunting. Droids suffer a Setback die penalty to all checks requiring vision while inside the Glow Dome, because their programming does not take into consideration operation inside the Glow Dome. Droids that work in the Glow Dome do not have this penalty.

*Spotlights. Chase lights. Explosions and pyrotechnics all over the place. It is overwhelming.*

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PCs who have not been to the Glow Dome before must make a Average Resilience check to avoid suffering a Setback die to all skill checks made until the character rests for an hour outside the Glow Dome. The extreme heat and massive sensory overload easily overwhelms new guests.

*After you pass the entry tunnel, you find a giant rave including five stormtroopers grinding on the dance floor. A Gamorrean gyrates over. One of the troopers bends over, and the Gamorrean feigns spanking the stormtrooper. You see a Hutt jumping on a trampoline and a Twi'lek sprouts wings and flies into the rafters. "Don't mind anything you see here," Morgan tells you. "There are hundreds of holoprojectors around. Everything is an illusion. And be nice to the lighting technicians. They can alter your appearance for good or for bad. And the holographic appearance follows you until they choose to alter it. See."*

A PC now looks like a Rodian in a tuxedo and top hat. Another PC looks like a Zeltron in a wedding dress. Bribing the lighting team is the only way to get to choose one's appearance. They make lots of credits this way.

## IDENTITY

Roll on the table to see what each PC's holographic overlay looks like upon entry.

1. Jawa on ice skates
2. Dug in a party dress
3. Hairy pirate in puffy shirt
4. Wookiee in cowboy hat
5. Geonosian with clown makeup
6. Burning Quarren
7. Santa claus
8. ET
9. Upside down astromech
10. Caf pot
11. Giant construction droid
12. Lady Beta Aldrete

## CORRINA'S GAME

The bartender, a young female Zeltron wearing a minimum of clothing, smiles at a PC. "So, what do you do, honey? Are you a holovid producer? Are you famous?" This is Corrina, one of the Glow Dome's owners. She loves practical jokes and intends to have some fun at the PC's expense. After some flirting, Corrina says, "I have a break in fifteen minutes. Buy me a dozen Pandoran roses and meet me at the lighting booth. Then, we can go somewhere a little more private... and dimly lit." Finding a vendor who has Pandoran roses requires an Average Streetwise check.

Corrina will not be at the lighting booth in fifteen minutes, but her twin sister Kalenda will be. Kalenda has serious allergies to Pandoran roses and will lose her temper at the PC's actions.

For Kalenda, use Corinna's statblock but replace Corinna's Charm skill with the Coerce skill.

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## YOU GOT SERVED

*A Twi'lek male heads straight for you, accompanied by three friends. They are identically dressed. Their flowing clothes billow out behind them. "I am Nova, personal assistant to Lady Aldrete. She says you do not belong here. Perhaps a tapcaf would be more your style. This is a club. Look around you. It's hot. It's vital. You are lame nerfherders. Either prove yourselves, or be gone."*

*Nova and his companions strike a performance pose then make complex dance movements, wowing the crowds.*

*"Served! Served! Served!" the crowd screams.*

*"Respond, or be gone," Nova growls.*

*Behind Nova, you see a five foot four human female, about twenty four years old with red hair and freckles. Her hair, makeup and clothes are worth a couple hundred thousand credits. She chugs a bottle of brandy and flings it aside. Then, she lets herself fall. Like a wave, Nova and company bend to catch her then lift her, carrying her forward. They place her on the ground directly in front of the PCs. She strikes a dramatic pose.*

*"Respond or be gone," Lady Beta Aldrete whispers*

With an Easy Core Worlds check, PCs know Lady Beta Aldrete is the heir to a major shipping corporation. She lets the board handle all the work and spends her time traveling, partying and creating celebrity scandals. If the PCs don't respond, they will not even be served at the bar.

The challenge involves not only hot dance moves (Average Athletics), an Average Resilience check and acting sexy (Average Charm or Deceit checks), but a team member must take the holographic controls (he is only allowed to alter the controls on his team's projectors) and come up with creative dramatic imagery to accompany the dancing.

The challenge can include Coerce checks to make

Aldrete or her dancers falter (adding a Challenge die to their next check), or the lighting operator can make the systems sluggish for the competing lighting operator by making an Average Computer check.

The challenge is won by comparing the total number of Successes after canceling out Failures. Whoever has the highest number of Successes wins. In the event of a tie, the highest number of Advantages wins. The dance team must select a primary dancer. The backup dancers act by aiding another as described in the *Core* rules. Aldrete's dancers have Athletics 3 and Resilience 3.

Winning the dance contest results in Beta Aldrete rewarding the PCs with an open bar tab. She leaves afterwards. PCs gain a Boost die bonus to social skill checks while in the Glow Dome the rest of the evening.

Losing the contest results in the PCs suffering a Setback die to all social skills in the Glow Dome this evening.

Aldrete's team goes for a Lost World theme, dressing Aldrete in a leopard-skin loin cloth. She dances with gun-darks in a disturbingly enticing manner. Then, the Twi'leks climb on top of one another so they can combine to create the hologram of a large dancing rancor who chases the dancing Aldrete, eventually catching her, becoming charmed by her, releasing her and then dancing with her.

## ILUMA

Iluma is a Zeltron heiress and administrator to many Galactic charities. Most of her time is spent hobnobbing with fringe artists. She can be found drinking Tatooine Sunsets with a trio of surrealist holovid artists. They are dressed as Morgana statues, with masks overlaying the statues' heads. One wears a Hutt mask, another a rancor mask and the third dons a Darth Vader mask. The artists are dressed this way to represent the vileness and corruption inherent in the Academy's political system. Apparently, the protest involves wearing the costumes, drinking lots of Tatooine Sunsets and avoiding all media

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and celebrities. Knox, Vlad and Odo paid the lighting booth operators an exorbitant amount to not receive a holographic overlay. The guests do not know this and think the costumes are their overlays.

If the PCs try to intimidate Iluma in front of her friends, the surrealists giggle, refusing to believe the PCs are a credible threat or that Iluma would possibly do anything deserving of this treatment. It must be a clever joke. If Doooha is mentioned, Iluma takes control of the conversation.

*"Oh, so this is Doooha's scheme, is it? How coy. Is his thunder lizard some place nearby? Tell Doooha to demand credits from me only when I owe her credits... which I don't. In fact, I'm the one who knows why Doooha got kicked out of Nal Hutta. That embarrassing fiasco is why she sent you here to rough me up, or bust my balls, in the parlance of our times. Do you wish to break my kneecaps, or are we through?"*

Iluma is telling the complete truth and knows she has the advantage over Doooha. She is not inclined to being publicly served by grunts.

If Iluma is attacked by the PCs, the surrealists and eight security guards immediately intervene and arrest the PCs. They will be released in the morning, bailed out by Zaphod in exchange for a favor. Go to the briefing in "Beeblebrox Encore."

## BEEBLEBROX

*During the festivities, a voice shouts, "Morgan! You fracking furry-faced bastard."*

*A tall human with long blonde hair, surgically installed Big Bang glasses and a shirt so loud it stands out over the laser light show, swaggers up to Morgan.*

*Morgan smiles. "Zaphod, what? I thanked you during my acceptance speech."*

*"You put me at the end."*

*"You were second."*

*"So that's how you thank your manager?"*

*"My wife was first."*

*"And don't you love me more, my furry hug factory?"*

*"I do," Morgan says and pats his manager on the back.*

Morgan introduces the PCs. *"This is my manager, Zaphod Beeblebrox, the most powerful being in the room."*

*Zaphod clears his throat. "The Galaxy. The most powerful being in the Galaxy. I know what you're thinking. Palpatine is most powerful. After spending ten minutes with me in a hot tub, I gave him such a jar to his manhood he's still trying to make up for it by making giant space penises."*

*"Star Destroyers," Morgan explains.*

*"Is it penises or pea-nye? I like pea-nye. Get the dictionary people on the com. Make it happen."*

Zaphod proceeds to hit on attractive female PCs.

Eventually, Zaphod sends Morgan to get everybody a bottle of champagne. That's when he reveals his motives.

*"I represent all the major talent: Ardin Terrsyn, Bror Phanan and Doooha the Hutt. You know Doooha. Doooha knows you. And she wants me to relay to you that she's got her Hutt panties in a bunch over this Iluma business and won't let it go. Like a wampa defending the last bit of tauntaun meat. Know what I mean? Anyway, the Honorable Doooha the Hutt wants you to break Iluma's legs. Not in front of everyone but before you split the planet in your new ship. You guys are professional. I love you. Do this, or Doooha will take your ship back."*

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## ILUMA'S AFTER PARTY SCHEDULE

Iluma understands the importance of an alibi, even with a perfect plan in place. Therefore, she will make the rounds to every after party scheduled until after the heist. Her itinerary can be found by stealing her datapad or asking various friends of hers. Morgan Wilgas can be used as a contact to get invitations to the parties but will not go himself. His influence gives the PCs a Boost die to skill checks made to get into the parties.

2:00am-5:00am Gem of Hosk: Lady Beta Aldrete is taking her personal luxury train for a VIP spin around Hosk. PCs who defeated Lady Aldrete in the dance contest can easily worm their way into an invitation. Otherwise, the PCs may need to seduce someone who is invited. Iluma dances the night away in Club DecaDance, a night club on the train.

5:15am-7:15am: HoloCity sign: The famous HoloCity sign that overlooks the city has a series of platforms behind it that have been rented out for a sunrise mimosa cocktail party. PCs can actually sneak into this party by climbing the mountain or attempting to sneak through holes in the security perimeter.

7:30-8:45am: Biscuit Baron: A coffee and biscuit shop has been rented out for VIP caffination and recovery from the evening's debauchery before the final big party.

9:15am-12:30: *Lady of Mindor*: 310 meters long, accommodating 600 passengers and a thousand tons of cargo capacity, the *Lady of Mindor* has enough stuff to keep the buffet running and engines firing for 300 days in space. Boasting a Class Two hyperdrive, the 19 million space yacht has a casino, including Jubilee Wheel and sabacc. The lounge has arcade games like *Starfight*, *Point 5*, *Bounce*, *Liar's Cut*, and *Vector*. The *Lady of Mindor* is accessible via shuttle from TaggeCo's private landing pad. Only guests with proper invitations are allowed on the shuttles.

## ZAPHOD'S ENCORE

*Zaphod shows up at one of the after parties wearing only a banana hammock and cape. He hands everyone drinks and says, "Hey, I know you guys missed me, so I've come round to give you lots of credits. And don't think of this as a really cool good looking guy asking you for a favor. Think of it as a cool guy going to shower you with creds for a quickie. I need a ride from Lady of Mindor to Ardin Terrsyn's condo. I'm going to get a personal tour of her tattoos. You can't rent a limousine today for any cost. Believe me, I tried, so I bought my own, But I need a driver. It would look bad to drive myself over to Ardin's pad and have to parallel park that sonofabitch myself. I'll give you twelve thousand credits to just drive me to Adrin's condo. Noon. It might help you with that debt to Dooha, right?"*

Zaphod gives the PCs the code cylinders for both their new ship and the limousine airspeeder. He also tells where their new ship is berthed at a hangar bay overlooking the Miracle Parsec.

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## PATSIES

Zaphod wants to trap the PCs in the area of the heist in an identical vehicle (transponder and everything) to the getaway vehicle. He does not intend to be on the limousine when it happens, so he calls the PCs at the last second with a change of pickup location.

*"What are you doing at the Lady of Mindor? I'm at Biggs Saper's Comedy Club, the Storm Pooper. I don't have to tell you, but that is the coolest sign I have ever seen. Biggs calls the stormtrooper on the logo 'Tommy,' but I call him 'hilarious.' Pick me up. I'm going to be late taking Ardin's bantha leather panties off."*

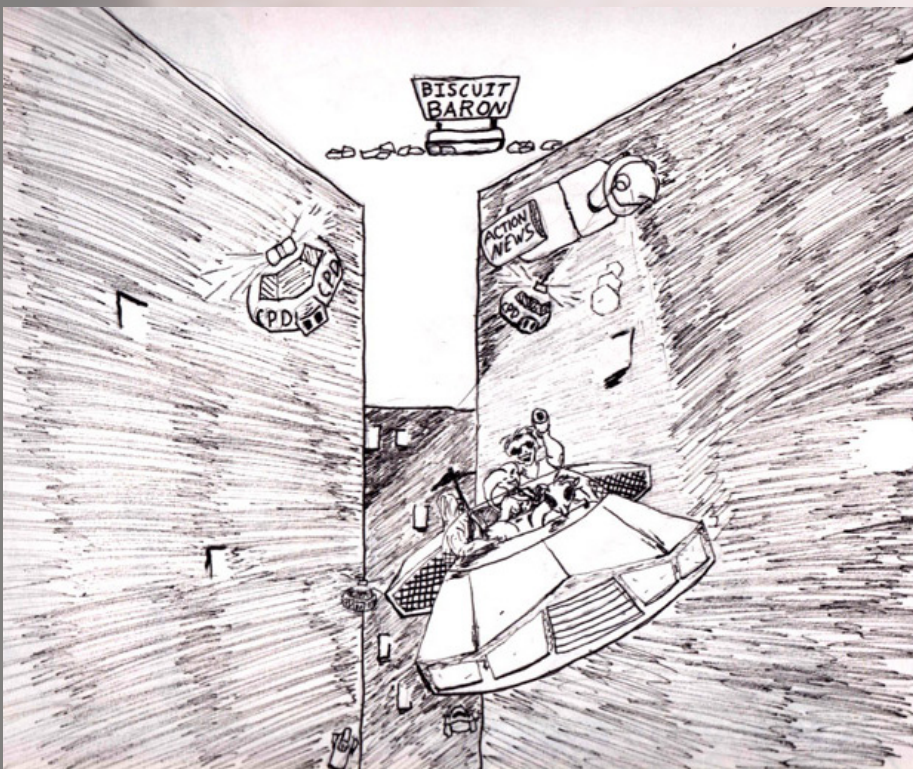
Changing direction and heading for the comedy club puts the PCs in the middle of the neighborhood where the jewelry heist is underway.

*HoloCity air speeders race past you, sirens blaring, lights strobing. Media airspeeders shadow the neighborhood, sending their spotlights criss-crossing the block.*

PCs may choose to tune in to one of the local holonet stations and monitor the broadcast. Failure to learn what's going on results in a Challenge die being added to initiative Vigilance checks once the police misidentify their vehicle.

*"This is Dak Tari for Technicolor Gundark Holonet Broadcasting. Seconds ago, bandits pulled off a daring daylight jewel heist in MidTown. It is believed the criminals made off with an extraordinary amount of jewels. This morning, all the celebrities who attended last night's Morganas returned leased gems to the store. Most of these gems would normally not be at the store, so the thieves made off with an incredible haul. This just in! Hosk Law Enforcement has released a description of the getaway vehicle. Hey, is that it?"*  
*A spotlight zaps down from the hovering media air speeders and blinds you. The spotlight sticks with you wherever you go. The sirens become louder as police vehicles turn around and head toward you!*

PCs can either run for it or surrender.



# THE MIRACLE PARSEC



## BORN TO RUN

PCs trying to lose their pursuers suffer two Setback die on all Pilot (planetary) and Streetwise checks, because of the media spotlights. The heroes can lose the spotlight by going down narrow alleyways or into the sewers. PCs may make Average Streetwise checks to navigate through alleys and pedestrian ways.

### SPENDING YOUR DICE

Threats can be spent to add an additional police vehicle to the chase. Three Advantages may be spent to eliminate a vehicle from the chase. Despair can be spent to add a road block in the form of an ion fence that will shut down the engines if the speeder passes through it. Triumphs can be spent to escape the police.

The GM should only roll for the police vehicles when the PCs are in the open, and the vehicles' gunners have clear shots. The PCs' rolls determine how badly the chase is going for them. The chase ends when the PCs shake all pursuing vehicles, crash, surrender or find an escape route. If the PCs end up with eight pursuing vehicles, the chase automatically ends in capture.

If needed, use the stats for the Storm IV Cloud Car on pg 248 of the *Core* for the police vehicles. Use the *Core's* stats for the Corporate Sector Security Police on pg 401 for the Hosk Security Force pilots and gunners.

## SEWERS

The chase might proceed into the sewers. Sewers are dark and narrow. It is very easy to get lost down there. Piloting through the sewers requires two Setback dice to account for the darkness and narrow tunnels. PCs make Hard Streetwise checks to navigate through the endless maze-like pipes.

Despair can be spent to have the PCs encounter a sarlacc in the sewer.

### SARLACC HAZARD

If a character's vehicle encounters a sarlacc, the pilot suffers a Challenge die in his Pilot (Planetary) dice pool. If he rolls Despair on his Pilot (Planetary) check, the sarlacc successfully grabs the character. The pilot must make a Hard Pilot (Planetary) check, or the sarlacc manages to bite the vehicle. The vehicle is pulled underwater and suffers 4 points Pierce 2 bite damage each round the vehicle is in its maw. Escape can be made with a Average Pilot (Planetary) check with a Challenge die in the pool.

Triumph can be spent to find a way out of the sewers. Three Threats can be spent to add a police vehicle to the chase. Three Advantages can be spent to eliminate a pursuer.



## THE MIRACLE PARSEC





## SURRENDER

The PCs are immediately taken into custody, and the limousine airspeeder is impounded and disassembled. It only takes the Hosk Security Force minutes to learn the following, though the police will not reveal this during the interrogation.

1. There were no jewels in the PCs' limousine airspeeder. The only illegal substances in the vehicle were ones brought on board by the PCs.
2. The limousine speeder's computer did not place the PCs anywhere near the robbery at the time of the crime and getaway.
3. Following the credit trail regarding the recent purchase of the limousine airspeeder links the speeder to several known fronts for the crime lord Dooha the Hutt. Chief Inspector Jowkazza and his Chadra Fan assistant Special Agent Daly Apis separately interrogate the PCs. Every Failure left on the PCs' skill checks during the interrogation counts as a point of strain the PC suffers. When the PC's strain threshold is reached, the PC cracks and can no longer resist. Chief Inspector Jowkazza knows the PCs did not commit the robbery but were caught piloting an airspeeder identical to the getaway vehicle and with its transponder altered to appear as the getaway vehicle. The investigators want the PCs to provide leads. Jowkazza informs the PCs they can be charged as accomplices, for tampering with an investigation and transponder. In exchange for hitting the streets and feeding him a lead or two, he will let them go, as long as they promise to leave the planet.

The best evidence the PCs have to work with is from a security camera outside the jewelry store. During the blaster exchange with police, a proactive security guard tossed a grenade. One of the crooks threw himself on it. The blast burned away his mask and most of his torso's armor, revealing the robber to be a Barabel with a shock-boxing glove tattooed on his left bicep.

## TURNING IN ZAPHOD

Zaphod is already off planet and waiting to rendezvous with Iluma and receive his share of the loot.

If the PCs tell about Zaphod, Jowkazza says that Zaphod is a known con artist and crime lord in his own right. There have been rumors of him partnering with a Hutt. There aren't many leads concerning Zaphod for the police to follow up on.

## ARDIN

The PCs know Zaphod was planning to meet up with Ardin Terrsyn. They might pay a visit to the 42 year old brunette actress with the pouty lips and myriad of symbols tattooed across her body. She wears a wide-brimmed hat and custom-tailored jacket and blouse that showcase her curves.

Ardin gets very upset if the PCs suggest she was having an affair with Zaphod. She says, "He was my agent, and I want to get my hands around his throat. He talked me into wearing that stupid dress. Now I'm a laughing stock." The dress in question Ardin wore on the Miracle Parsec made her look like a were-tauntaun. Ardin appeared as her sensuous human self from head to just above her cleavage. Below that, she looked like she had the body of a tauntaun, complete with an unwieldy tail. She was unanimously voted worst dressed at the Miracle Parsec. Ardin changed into something less stupid before going to the after parties. Zaphod has not been taking her calls.

# THE MIRACLE PARSEC



## THUD

An Average Streetwise or Underworld (with a Setback die) check reveals the Barabel in the security footage to be Thud Raine, nephew to the infamous shockboxer Tull Raine. Thud followed in his uncle's footsteps and trained to be a professional shockboxer. The match that should have cemented his career was instead dubbed "the most painful shockboxing match ever seen." Thud's manager and home gym is on Hosk.

Thud's former manager, Asteroid Biggs, is a Quarren who always has a cig in his mouth, standing ringside, yelling at shockboxers turning themselves into bantha burger meat. Asteroid does not trust the PCs. He thinks they are trying to dig up dirt on his shady actions, including making some of his shockboxers throw fights and lacing his fighters' protein shakes with spice.

This is a social encounter. Successes on social checks count as strain to both the PCs and Asteroid. Since Asteroid is a henchman and has no Strain Threshold, the strain counts toward his Wound Threshold. When Asteroid's Wound Threshold is reached or beaten, he gives up and gives the PCs information. Until then, he is accusatory and cagy.

Once the PCs convince Asteroid they aren't investigating him and are dealing with him straight, Asteroid pours drinks from a bottle in a brown bag. PCs need to make an Average Resilience check to avoid becoming nauseous and gaining a Setback die to all skill checks for the rest of the scene.

*Asteroid says, "Thud was a nice kid. Nephew of the legendary Tull Raine, so I assumed there would be some raw talent. His raw talent was taking a beating like nobody's business. I've never seen anyone take more punches without falling over. 'Swing kid! Hit him!' I'd yell, but Thud would just stand there like he didn't know how to use his fists. One day Thud came in all excited. He'd gotten an agent. Real smooth talker. Convinced me to set up a fight for Thud with the Champ. Most painful fight I've ever seen. Fifteen rounds of the Champ beating the Sith out of Thud. I never heard from Thud after that night. Maybe he got wise and is running the intercom at a Biscuit Baron."*



PCs can make Computer checks to find footage of Thud's last fight. In a clip shot just before the event, Thud can be seen with his new agent, Zaphod Beeblebrox, dressed in Darth Vader armor, but no helmet- that would hide his golden locks.

If the PCs find the information tying Zaphod to Thud, Jowkazza agrees the PCs can go but should leave Hosk immediately.



## ACT 3: HANGAR OF DEATH

### SETUP

The PCs arrive at their hangar to find the jewel thieves standing in front of a vacant landing pad. The getaway limousine is there. The thieves are waiting for their getaway pilot to show up with his Skipray Blastboat. He won't be showing up, because young bounty hunters captured him and took off with his ship.

The PCs must navigate through the carnage and get to their ship without the baddies getting on board. Jowkazza accuses the PCs of what becomes known as the Miracle Parsec Massacre and deploys a blast boat to intercept them before they leave the system.

### HANGMAN

*The hangar is dark except for the novelty holographic signs scattered about, helpful for intoxicated pilots to remember where they parked. Your ship is docked next to the rancor with a chef's hat and spatula. The rancor shows its teeth as it carries its spatula like a club, threatening to bash anyone who passes beneath it. The chef must be burning something, because black smoke billows out from next to the new AR-37 Paragon-Class Custom Light Transport you will soon be taking off inside. As you reach your ship, you see an Aqualish back up from behind the AR-37, blasters firing. A series of quick shots coming from behind the AR-37 drops him dead.*

*You get close enough to see a limousine speeder, identical to the one you were piloting, smashed and burning. In the shadow of the giant rancor chef sign, multiple bodies are strewn about. Thud Raine is there, guarding a briefcase. Next to him stands a man dressed in tight black bantha leather pants and jacket... shirt absent. He arches a bushy black eyebrow and takes a swig from a bottle of Ithorian Mist*

*whiskey, throws it over his shoulder so it breaks over Thud's head, and draws two large blaster pistols. "So you plan to triple cross me? Eat my lasers!"*

*Colell Dubist blasts the controls to the blast doors, forcing them to close and lock you in the hangar. Beyond the lip of the hangar bay doors is a fifty story drop to the Miracle Parsec.*

Thud is the only surviving member of the jewel thief team. He has suffered 12 Wounds, 8 Strain and a Critical Injury: Scattered Senses (Remove all Boost dice from skill checks until the end of the encounter).

Two of Iluma's team have been dropped. Two others took 5 points of Wound Damage and are Critically Injured: Bowled Over (knocked prone and suffer 1 Strain). Colell Dubist is not hurt.

The getaway vehicle is not usable. Black smoke gushes from its engines.

Fixing the control panel requires an Average Mechanics check to ascertain what needs replacing, then going to the storage room or on board the AR-37 to find the correct parts. Then, an Average Mechanics check is needed to fix the control panel. It should not be something that can be done in one combat round.

Colell's goal is to escape with the briefcase of jewels. He will do anything to achieve these ends.

If the PCs open the docking ramp to the AR-37, they can be sure enemies will hurry on board.

The PCs could race their landspeeder, loaned to them by the police, and pilot out the docking bay doors and try to jump to a nearby rooftop or to the street below. Use the X-34 Landspeeder stats from *Core* pg 251. Either stunt requires a Hard Pilot (Planetary) check. In this case, Colell steals the PCs' ship. Reclaiming the ship is beyond the scope of this adventure.

## THE MIRACLE PARSEC



## SPENDING YOUR DICE

Triumph can be used to have a third party vehicle fly into the hangar and place itself between the mercenaries and PCs. Triumph or Despair can be used to have the ship-charging generators explode, knocking down anyone near it and causing fire damage. Three Advantages can be spent to have a docking bay astromech wander into the crossfire, creating cover for a round. Three Advantages can be spent to have the burning getaway speeder's hatch pop open, revealing two blaster carbines and two frag grenades.



# THE MIRACLE PARSEC





## WHEN THE SMOKE CLEARS

If the PCs get the jewels, they make eternal enemies of Zaphod, Iluma, Colell and associates. Zaphod shows up in the third module of this campaign. The PC last seen by Colell with the jewels gains +5 Crime Obligation for taking the loot. The other NPCs can show up if the PCs' obligations are chosen at the start of a session.

The PCs might turn the jewels over to Jowkazza. This keeps the law from pursuing them.

The PCs might try to keep the jewels. Add a group obligation +20 for being wanted by the Hosk Security Force.

The jewels are too hot to sell right now. The PCs must wait for the heat to cool off. The PCs are also wanted for the Miracle Mile Massacre in the docking bay and will not be able to go near a civilized planet without drawing attention to themselves. This is another +10 group obligation. The PCs will have to go to the Unknown Regions until the authorities stop looking for them.

Colell might take the jewels and escape. In this scenario, Colell delivers the jewels to Iluma at Point Nadir, a secret shadowport in the bowels of a comet. Iluma sends Zaphod links to news feeds about the Miracle Parsec Massacre. He knows things went poorly for his thieves and distances himself from the entire affair. Colell vows to avenge his friends who died in the Miracle Parsec Massacre and will come after the PCs. Without the jewels being turned over, Jowkazza puts a bounty on the PCs, pinning the massacre on them.

If the PCs interrogate Colell or one of his associates, they learn the jewels were to be taken to Point Nadir and given to Iluma. Colell has the coordinates. If the PCs sincerely aid Jowkazza with his investigation, Jowkazza provides the PCs with an IOU. If they need him to vouch for their good character, he will do what he can.

Unless the PCs turn in the jewels, they are going to be chased off planet.

## I CAN SEE MY STUDIO FROM HERE

The PCs take off in their new AR-37 Paragon-Class Custom Freighter. The sensors trigger the alarms. Hosk Security Force launches a Skipray Blastboat (pg 259 *Core*).

*You are caught in the congested splacelanes inching their way to the outer marker, where you will be allowed to jump to light speed. As your sensor's display starts blinking, the gridlock comes to a halt. All orbiting billboards go from showing holovid trailers and fashion advertisements to Hosk Security Force orders to stop traffic in the spacelanes and allow Hosk Security through. Wanted criminals are about to be apprehended. That's when you're hailed from a distant blast boat. Jowkazza growls over the com: "Power down your ship. You are under arrest for multiple counts of murder, conspiracy to commit theft and arson, plus tampering with an HSF investigation. Failure to comply will result in usage of deadly force."*

The blast boat starts at Average range. Surrender results in a month long detainment and a trial resulting in the PCs being found innocent of all charges.

The PCs can also run for it and jump to light speed. Use the chase rules in the *Core* pg 241.

The blast boat and PCs suffer a Challenge die to piloting and attacks because of the traffic.

## THE MIRACLE PARSEC



## SPENDING YOUR DICE

Advantages can be spent to get improved cover behind bulk freighters. Threats can be spent to have pilots in the gridlock start blasting the PCs' ship as space rage, resulting in a Setback die. Triumph can be used to have Juus lose patience and turn his new starfighter around and start blasting the Blastboat. Despair can be spent to have the PCs lose power as a result of a Blastboat shot, orbiting billboards exploding and ionizing the ship... resulting in a boarding action with Jowkazza, Daly Apis and 3 Hosk Security Force officers (use Corporate Sector Authority Security Police stats from the *Core* pg 401).

Read once the PCs escape to lightspeed:

*The stars bend in front of you, oddly reminiscent of your experiences on Hosk. Finally the pinpoints become those wonderful streaks of light that lets you know you have escaped Hutts, security agents, mercenaries and who knows how many masterminds behind the jewel heist. With a lot of beings looking for you, you are optimistic. How bad could things get? After all, you now have your own ship.*

## POSTSCRIPT

The PCs might track Iluma down to get revenge (and possibly the jewels). They might try to get supplies in local systems but are refused, or bounty hunters and law enforcement try to arrest them. The heroes should quickly learn they are in hot water and need to lie low in the Unknown Regions. That's where the next module picks up the thread.

# THE MIRACLE PARSEC

