

Lets Go Shopping

The player-characters visit the infamous Kaoch Yokon Gun Bazaar on the teeming planet Arsubar. Their hoped-for pleasant day of shopping in the Arsubaran slums takes a turn for the worse, of course, and all they get is trouble.

Kaoch Yokon

The Arsubaran slum known as Kaoch Yokon hosts a semi-permanent weapons market that attracts the worst from the galaxy's underbelly—just like the player characters. This adventure is a series of short, unrelated encounters that can be run between larger-scale adventures. If the GM wants these to lead to more detailed scenarios, that is possible, but this session is a good interim run when the player-characters have some money to burn. Perhaps they are just coming back from some adventure, and have a few days or hours for R&R. Maybe they live on Arsubar and need to stop by. Whatever the reason, they are coming to visit the bazaar.

The bazaar is held in the rough shanty town called Kaoch Yokon. Since Arsubar is densely populated, there are many such areas on the planet's surface. The bazaar is near a ground-landing spaceport, and many offworlders frequent the shops and stalls. The player-characters can land their ship at the port and walk the quarter-mile or so to the bazaar. The port is cheap, just 500 credits a berth for the day, and there are many ships here. They come and go almost constantly, only loosely regulated by an air traffic controller some 30 miles distant, in the heart of the far less seedy city of Ligon.

Kaoch Yokon is a warren of project-style apartment high-rises. Many are abandoned and filled with squatters, while ruthless slum lords rule others and extort the rent with a cadre of knee-breakers. The once-wide streets are now choked with makeshift hovels constructed of industrial scrap and canvas. The winding paths between run with raw sewage and are choked with pedestrians during the day. Many streets are completely enclosed as walkways and bridges have been constructed between the buildings above and subsequently occupied by even more squatters. The smells of millions of unwashed people, bizarre alien dishes being cooked, and open sewers permeate the air. Dark alleyways lead off the main streets, sometimes providing shortcuts, and sometimes leading to a gang hideaway or a dim cul-de-sac.

There is some police presence, however. The cops travel through here in groups of five, a sergeant and four troop-

ers. When on assignment here, they are heavily armed and armored, and they are ready for trouble. Most of these police officers won't start trouble—they've got better things to do than get killed—but they will intervene to stop any major firefights or property-damaging skirmishes. It is legal to carry sidearms here, but heavy ordinance (rifles, military-grade weaponry, explosives) will warrant a hassling from the police.

Kaoch Yokon Patrol Sergeant: Arsubaran fighter; level 2; CR 2; Medium-size; HD 2d10+2; hp 17; Init +1; Spd 20 ft.; AC 16; Atk =+3 melee (1d8+1, security baton), +3 ranged (1d8\$, heavy stunner; 1d10, heavy scatter blaster); SV Fort +4, Ref +1, Will +1; Str 12, Dex 13, Con 13, Int 10, Wis 12, Cha 13.

Skills and Feats: Climb -1, Intimidate +5, Jump -1, Search +2, Spot +2, Alertness, Combat Reload, Point Blank Shot, Rapid Shot.

Possessions: Security baton, heavy stunner, heavy scatter blaster, ceramic plate armor, 3 standard power pacs, 2,250c.

Kaoch Yokon Patrol Trooper: Arsubaran warrior; level 2; CR 1; Medium-size; HD 2d8+2; hp 14; Init +1; Spd 20 ft.; AC 16; Atk =+3 melee (1d8+1, security baton), +3 ranged (1d8\$, heavy stunner; 1d8, medium blast pistol); SV Fort +4, Ref +1, Will +0; Str 13, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb -1, Intimidate +5, Jump -1, Search +2, Spot +2, Alertness, Point Blank Shot.

Possessions: Security baton, heavy stunner, medium blast pistol, ceramic plate armor, 3 standard power pacs, 800c.

The Kaoch Yokon Gun Bazaar

The famous Kaoch Yokon Gun Bazaar is held in an open area, once conceived as a public square, and now crammed with makeshift vending stalls. It is crowded with people almost 24 hours a day. Vendors often live at their shops, for if they are left unattended, other sellers will try to take the spot over.

There are scores of vendors at the gun bazaar; some good,

some fraudulent, some in a grey area in between. Other vendors sell booze, food, etc. Listed below are a few of the notable stalls, but there are obviously many more not detailed. GMs can use these, or add more if they desire. If there is some item or clue the GM wants to deliver to the party, this is a good place to do it, in among the many gun sellers and the rough clients they attract.

A. Gun Stand

This is one of the many stalls at the bazaar that has a selection of standard firearms. Most guns from the book can be had, with varying levels of reliability, and sold at standard list prices.

B. Food Stand

This is one of many stands in the bazaar that serve up local fare. It's a touch better than ship's rations due to the spices, but it's all processed. They can't afford any fresh ingredients around here. A meal ranges in price from 200 to 800c.

C. Outfitter

This is one of many stands in the bazaar offering up a bit more than guns. They carry a small selection of weapons, but also spacefaring gear of various varieties. Most of the gear listed in the book can be found at these stands, at standard pricing.

D. Booze Stand

This stand sells homemade rotgut, and probably does a brisk trade. The price is cheap by the shot or cup, between 100 to 400 credits depending on potency.

E. Gambling Stand

This is a stand run by a bookie, betting on sporting events or running a 3-card monty scam. Characters are free to waste their money here, but remember that the odds always favor the house. Gambling against one of these guys raises the Gamble check DC by 5.

1. Bazaar Guides

A whole bunch of people, mostly young men and kids, hang around this area trying to spot anyone who might hire them as guides through the bazaar. They will approach passers-by and offer to show them around, very insistently. Many of these have special deals with some of the vendors to guide people to their stalls. When the characters come by this location, they are mobbed by shouting guides, each trying to convince the characters to hire him. One particular

street kid is especially insistent, running along beside the characters and continuing to try to get them to hire him even as they are walking into the bazaar. He is only asking 500 credits to show them around, and he is fairly honest. He has deals with Moxie Trick and Mad Jack McGee to show people to their stalls.

Kid: Arsubaran citizen; level 1; CR 2; Medium-size; HD 1d4-1; hp 3; Init +3; Spd 30 ft.; AC 13; Atk = -1 melee, +3 ranged; SV Fort -1, Ref +3, Will +0; Str 8, Dex 16, Con 8, Int 14, Wis 10, Cha 12.

Skills and Feats: Gather Information +4, Knowledge: bazaar +4, Profession: guide +4, Diplomacy +4, Run, Dodge.

Possessions: 342c.

2. Garb's Knives

Garb's stall sells all sorts of bladed weapons, all attractive in a deadly way. They are hand-crafted by Garb himself, and cost four times the normal value. On the other hand, they give the user a +1 melee attack bonus and a +2 bonus to damage when they hit. Garb has clients grip some clay-like substance, and then hand-wraps the handle to each individual's specifications.

Garb is a walking advertisement for his own product. A burly (even for a Hacragorkan) man, he sports hundreds of ridged scars across his face, arms, and bare torso. It is well known that in the evenings he hosts pit fighting in a nearby warehouse (location 2A), and often participates himself. Garb is a brisk and direct individual, and has no patience for haggling. His prices are final. A counteroffer is usually greeted with a threat of violence, and if he really takes offense, he will insist on fighting the insulter at his pit match that evening.

Garb won't do anything to make sure a character shows at a pit match, but he will spread nasty rumors of cowardice if he issues a challenge that goes unanswered. If Garb sees the character again after he misses the match, Garb will call insults to the character and generally attempt to provoke him. Garb will not try to kill any character he challenges, instead Garb will try to leave a good mark on him. If a character happens to kill Garb, there will be an outcry, and many of his loyal clients will have a grudge against the character. Also, many other merchants in the bazaar will turn the character away.

Garb: Hacragorkan fighter/expert; level 1/2; CR 2; Medium-size; HD 1d10+2d6+6; hp 20; Init +0; Spd 30 ft.; AC 10; Atk =+5 melee (1d4+3, knife), +2 ranged; SV Fort +4, Ref

+0, Will +3; Str 16, Dex 11, Con 14, Int 13, Wis 10, Cha 10.

Skills and Feats: Appraise +7, Craft: swordsmith +10, Intimidate +6, Profession: shopkeeper +4, Skill Enhancement: Craft, Power Attack.

Possessions: Selection of hand-crafted knives, knife (+1 melee, +2 damage), 58,431c.

3. Moxie Trick's Fine Jewelry

Moxie is a fence, pure and simple. She pays a percentage to the local law to operate here unmolested, and she will take in and sell goods of doubtful provenance. You never know what you might find at her stall, because you never know what someone may be trying to move. On display are a bunch of cheap rings and necklaces, but customers who ask for "today's special" will be shown back into the tent behind the counter.

The "special" tent is occupied by whatever Moxie has to sell, as well as her husband Buddy (he is also her accountant), and her bodyguard, Carl Doon. Doon is a thuggish looking Arsubaran armed with a burst energy pistol and an electrified sword. He stands near the entrance with arms crossed, and does not speak to any visitors, only eyes them suspiciously. Buddy Trick is seated behind a desk (with a hidden heavy scatter blaster taped underneath it, within easy reach of the accountant), wearing a slick suit and green eyeshade. If any transactions are made, he makes swift calculations on a touchscreen adding machine. He and Moxie are flexible on pricing, but they will not go lower than 75% of asking price on anything.

Today, Moxie has the following items:

- Ten crates of nutritional supplement (ship's rations—about a year's supply). She's asking 45,000c for these.
- A companion android she took as payment for a debt from one of her colleagues on Stakes. The android looks like a beautiful Arsubaran woman with an Aldo-Maxo logo on her forehead, and will sit on the crate at the back of the tent directing smoldering looks at anyone who glances its way. The android will not talk unless directed to by Moxie, however. Moxie wants 500,000c for the android. Moxie won't tell characters this, but the robot is stolen, and the wealthy businessman for whom it was designed (it looks like his deceased wife, albeit an idealized version) already has a team of bounty hunters looking for it. This could spawn an adventure all on its own.

- A crate of five assault energy rifles. They have Ryjyllian military markings, and are quite a bargain at 50,000c.
- Half-a-dozen Devalkamanchan security transponders, fresh from the factory. Each is imprinted with a unique code not currently flagged by the Republic's border patrols. Each one is probably good for several trips across the border, at least according to Moxie. She wants 500,000c for these.
- One bottle of Jhardeen liqueur, illegal to import outside of Saldrala. This was once destined for the Grand Saldrala's table, most likely. Moxie wants at least 1,000,000c for this.
- A box of fresh calaba fruits. Here on Arsubar, fresh food like this is nearly impossible to come by. She wants 1,000c for these.
- A sealed document tube with a G'n'van Merchants' Bank logo on it. Moxie hasn't been able to break it open, and she's willing to sell it in this condition for 50,000c.

You can add more to Moxie's stock, but this is a good indication of the type of things she has to offer: a variety of shady items she picks up here and there. Moxie is willing to buy hot merchandise off the players, as well, and her stall is a good place to unload ill-gotten goods. She is fair, and is willing to trade items of equivalent value. If there is some item you want to get into your character's hands, Moxie's is a good place to put it.

Moxie Trick: Ken Reeg rogue; level 3; CR 3; Medium-size; HD 3d6; hp 13; Init +6; Spd 30 ft.; AC 15; Atk =+2 melee (1d4, garrote; 1d4, knife), +4 ranged (1d8§, repulsor pistol); SV Fort +1, Ref +5, Will +2; Str 10, Dex 15, Con 11, Int 12, Wis 13, Cha 16.

Skills and Feats: Appraise +10, Bluff +9, Diplomacy +9, Disable Device +7, Forgery +7, Gather Information +9, Sense Motive +7, Spot +7, Systems +7, Evasion, Uncanny Dodge (Dex bonus to AC), Trap Sense +1, Sneak Attack +2d6, Improved Initiative, Skill Enhancement: Appraise.

Possessions: Crowbar, sonic scanner, blast weave, garrote, knife, repulsor pistol, 34,772c.

Buddy Trick: Ken Reeg expert; level 3; CR 12; Medium-size; HD 3d6; hp 13; Init +0; Spd 30 ft.; AC 13; Atk =+1 melee, +2 ranged (1d10, heavy scatter blaster); SV Fort +1, Ref +1, Will +7; Str 9, Dex 11, Con 10, Int 18, Wis 15, Cha 11.

Skills and Feats: Appraise +11, Forgery +11, Gamble +9, Gather Information +7, Innuendo +9, Knowledge: Arsub-

aran law +11, Knowledge: Arsubaran underworld +11, Knowledge: accounting rules +11, Profession: accountant +9, Systems +11, Point Blank Shot, Iron Will.

Possessions: Heavy scatter blaster, blast weave, green eye-shade, adding machine, lockbox with 258,431c.

Carl Doon: Arsubaran fighter; level 4; CR 4; Medium-size; HD 4d10+8; hp 34; Init +3; Spd 30 ft.; AC 17; Atk =+6 melee (1d6+4, electrified sword), +7 ranged (2d6, burst energy pistol); SV Fort +8, Ref +4, Will +1; Str 15, Dex 16, Con 14, Int 10, Wis 11, Cha 9.

Skills and Feats: Intimidate +7, Spot +4, Quick Draw, Point Blank Shot, Rapid Shot, Weapon Focus: burst energy pistol, Weapon Specialization: burst energy pistol.

Possessions: Helz-Bellen burst energy pistol (+1 attack bonus), electrified sword, armaflex shirt, 58,431c.

Android: Robot citizen; level 1; CR 2; Medium-size; HD 1d4; hp 4; Init +0; Spd 30 ft.; AC 10; Atk =+0 melee, +0 ranged; SV Fort +0, Ref +0, Will +0; Str 10, Dex 11, Con 11, Int 10, Wis 10, Cha 16.

Skills and Feats: Listen +2, Profession: courtesan +4, Spot +2.

Possessions: None.

4. Nano-Healer Shop

This shop purports to sell nano treatments. It is a short counter with a large tent behind. Inside the tent is some medical equipment, cots, and a couple of white-coated technicians who deliver the treatment. The guy selling treatments out front is very persuasive, but is not a medic himself. Of course, the treatments are partially a fraud. They are using nano-healers, but they are out of date and their chemical memory has begun to decay. Characters treated will heal 4d6 hit points, but the nano-healers leave thick, ugly scar tissue behind. This won't affect the character any more than cosmetically, but if an individual comes here more than once, the scars begin to build up and will reduce his attributes. Dexterity will go down by one point for every two treatments received at this tent, and Strength will be reduced by one point for every four treatments. These ability losses are permanent.

Barker: Arsubaran expert; level 1; CR 2; Medium-size; HD 1d6; hp 6; Init +0; Spd 30 ft.; AC 10; Atk =+0 melee, +0 ranged; SV Fort +0, Ref +0, Will +0; Str 10, Dex 11, Con 11, Int 10, Wis 10, Cha 15.

Skills and Feats: Bluff +6, Diplomacy +6, Perform +6, Sense

Motive +4.

Possessions: 3,556c.

Medics: Arsubaran medic; level 2; CR 2; Medium-size; HD 2d6; hp 10; Init +0; Spd 30 ft.; AC 10; Atk =+1 melee, +1 ranged; SV Fort +3, Ref +0, Will +3; Str 10, Dex 11, Con 11, Int 14, Wis 13, Cha 11.

Skills and Feats: Knowledge: nanotech +7, Heal +10, Profession: doctor +7.

Possessions: Basic medical gear (swabs, disinfectant, needles, etc.), 2,000c.

5. Mad Jack's Guns

Mad Jack McGee is a bit of a legend around here. His stall has been running as long as the bazaar has been around, and he has a reputation as a good, if dangerous, source of weaponry. Mad Jack both buys and sells all sorts of weapons, and is even willing to take guns in trade. His stock constantly varies, but character can find just about any gun they are looking for, and they are all guaranteed to work.

The back of his stall has a pitted masonry wall with three blasted and holed suits of armor on dummies standing in front of it. Mad Jack, a short, hyperactive Arsubaran with a shabby hat crammed down to his eyebrows, talks non-stop about the weapons that he sees, both his, those offered in trade, and those carried by passers-by. He has an encyclopedic knowledge of every feature and drawback of nearly every weapon on the market, and has a tendency to demonstrate his points by grabbing a weapon and firing it at the dummies at the back of the stall.

Mad Jack McGee: Arsubaran expert; level 4; CR 2; Medium-size; HD 4d6; hp 19; Init +1; Spd 30 ft.; AC 11, Atk =+3 melee, +4 ranged (2d6, burst energy pistol); SV Fort +1, Ref +2, Will +6; Str 11, Dex 13, Con 10, Int 17, Wis 14, Cha 11.

Skills and Feats: Appraise +13, Craft: firearms +10, Diplomacy +7, Knowledge: firearms +13, Repair +10.

Possessions: Various and assorted firearms, 27,359c.

6. Discount Leëëfield Arms

This is a hastily arranged stall with two scruffy and nervous-looking Arsubarans manning it. They have a huge stack of brand-new Leëëfield weapons that they are selling for half-price (off the already low Leëëfield price). If characters want to buy in bulk (five or more guns of any type), they get an additional 20% discount. These guys are clearly trying

to unload hot merchandise, and they aren't too picky. If they can get some money, they're willing to make a deal quickly. A number of other patrons are here as well taking advantage. One of the vendors keeps looking around, and a security patrol will appear at the edge of the bazaar while the characters are at the stall. The two guys running the stand will quickly conclude any transactions and then flee, leaving their merchandise behind. Three of the troopers give chase, and the sergeant and fourth trooper come over to the stand. If anyone is still standing around at that point, the sergeant will inform him that this is stolen merchandise and it must be returned. All of the other patrons of the stand will disappear, and the bazaar thins out a bit until the troopers have seized the goods and carted them off.

Thieves: Arsubaran rogues; level 1; CR 1; Medium-size; HD 1d6; hp 6; Init +5; Spd 30 ft.; AC 13; Atk =+0 melee (1d4, knife), +1 ranged (1d8, medium blast pistol); SV Fort +0, Ref +3, Will +1; Str 10, Dex 12, Con 11, Int 12, Wis 12, Cha 13.

Skills and Feats: Spot +4, Hide +4, Move Silently +5, Bluff +5, Sneak Attack +1d6, Weapon Finesse, Improved Initiative.

Possessions: Blast weave armor, knife, medium blast pistol, 2,500c.

7. Surhass' Military Surplus

Surhass has a lot of military hardware with Saldrallan Stellar Fleet markings for sale. The stuff is actual surplus, but Surhass is not legally allowed to move the goods outside the Union. There is equipment of all sorts at his stall, combat-grade body armor (mostly medium weight pieces, and fitted for Saldrallans, so no leg armor), assault weapons, grenades, ammunition, bayonets, fatigues, canteens, and other supplies. His prices are reasonable, he is open to negotiation, and the goods are high-quality.

Surhass of the Shesshir Clan: Saldrallan rogue; level 2; CR 2; Medium-size; HD 2d6; hp 10; Init +1; Spd 30 ft.; AC 14, Atk = +1 melee, +2 ranged (1d8, medium blast pistol); SV Fort +0, Ref +4, Will +3; Str 11, Dex 12, Con 10, Int 13, Wis 16, Cha 17.

Skills and Feats: Appraise +6, Bluff +8, Diplomacy +8, Disable Device +6, Forgery +6, Move Silently +8, Profession: smuggler +8, Sense Motive +8, Search +5, Sneak Attack +1d6, Evasion, Scent, Poisonous Bite.

Possessions: Various Stellar Fleet surplus, blast weave armor, medium blast pistol, 34,638c.

8. Gun Faker

This small booth has a short selection, only five guns. All are very nice-looking, and bear the Helz-Bellen logo. There is an energy rifle, a burst energy pistol, a medium blast pistol, an assault energy rifle, and a heavy blast pistol displayed on the counter. The vendor is asking only 1.5 times the normal price for these weapons, a significant discount off the regular Helz-Bellen markup. If asked about the discount, the guy will be evasive but he definitely gives the impression that they are hot. This is actually not the case. These weapons are fakes, and the guy has forged the Helz-Bellen logo on inferior guns. They are in all ways standard weapons, but it takes an Appraise check of 27 to spot the fakery.

Forger: Arsubaran expert; level 1; CR 2; Medium-size; HD 1d6; hp 6; Init +0; Spd 30 ft.; AC 10; Atk =+0 melee, +0 ranged; SV Fort +0, Ref +0, Will +1; Str 10, Dex 11, Con 11, Int 16, Wis 12, Cha 15.

Skills and Feats: Bluff +6, Diplomacy +6, Sense Motive +5, Forgery +7.

Possessions: 4,372c.

9. Callon's Defensive Arts

Jim Callon specializes in defense. His stand has armor of all varieties, including a single mobile battle suit looming in an intimidating fashion over the counter. His trade is brisk in light pieces, but he has medium and heavy armor in stock as well. Callon is relatively honest, but most of the stuff comes from unfortunates who died inside, and occasionally disturbing stains and blast marks are visible on the armor Callon sells. Callon is a former Arsubaran space marine who doesn't put up with bull. He does respect a person who looks like he can take care of himself, however.

Jim Callon: Arsubaran fighter/expert; level 2/1; CR 22; Medium-size; HD 2d10/1d6+6; hp 25; Init +1; Spd 30 ft.; AC 15, Atk = +4 melee (1d4+2, long knife), +3 ranged (1d10, double ray pistol); SV Fort +5, Ref +1, Will +3; Str 14, Dex 13, Con 15, Int 13, Wis 12, Cha 10.

Skills and Feats: Intimidate +5, Knowledge: armor +6, Survival +6, Diplomacy +4, Appraise +4, Spacer, Space Combat, Quick Draw, Combat Reflexes.

Possessions: Various and assorted armor, armaflex shirt, long knife, double ray pistol, 27,359c.

10. Great Deal on Power Pacs

This isn't really a stall. It's just a single guy with a pallet of power pacs. He is stopping passers-by and attempting to sell them at a dirt cheap price. The pallet contains six gross of power pacs (864 power pacs). Normally, this would go for 86,400c, but this guy wants only 35,000c for the whole lot. He will sell all or nothing. If the characters want to test the power pacs, he will crack open the top flat and let them pick one. These are all perfectly fine. The remaining five flats, however, contain spent power pacs. In total, 144 power pacs are usable in the whole lot.

Con Man: Arsubaran expert; level 1; CR 2; Medium-size; HD 1d6; hp 6; Init +0; Spd 30 ft.; AC 10; Atk =+0 melee, +0 ranged; SV Fort +0, Ref +0, Will +0; Str 10, Dex 11, Con 11, Int 10, Wis 10, Cha 15.

Skills and Feats: Bluff +6, Diplomacy +6, Perform +6, Sense Motive +4.

Possessions: 1,443c.

Random Encounters

The following encounters will take place during the characters' trip to the bazaar. They don't need to be played in any particular order, and a new one could be introduced while the characters are still dealing with fallout from a previous encounter, or are still looking for some item in the bazaar.

Black Cat and Striker

While browsing the guns, the characters pass two bounty hunters; a Ryjyllian named Ahrwarl awp Greowr, nicknamed "Black Cat," and her partner, Blackhawk AX007/42RF1073, known as "Striker." Black Cat is a Ryjyllian with a rare dark coloration. Her fur is black/dark brown all over, not just in her mane. She wears a tight-fitting black synthetic flight suit and is heavily armed. Her partner, a robot she calls Striker, is a sleek Blackhawk assassin drone, with a hunchbacked chassis reminiscent of a hunting insect. He is equipped with fully automatic assault rifles in his arms.

Black Cat gets a gander at one of the characters as he goes past and mistakes him for a wanted criminal (or maybe it's no mistake). Black Cat and Striker will begin to tail the character at a discreet distance. They want to try to catch him alone and do a snatch, but if they follow for a long time (an hour or two) and there is no sign of a split, they will make their move regardless. The characters have a chance to spot the pair before they make a move. A Spot check

against a DC 25 will allow a character to recognize that these dangerous-looking characters are tailing the group.

When Black Cat and Striker are ready to attack, they will split and approach the character from two directions. They will choose an area where they can cut off escape routes. The bazaar is a good place, because many of the walkways between the stalls have no exits except at either end. Black Cat will attempt to approach to hand-to-hand range and make a sudden assault to incapacitate the character. She will use only subdual attacks.

If she can subdue the character, Striker will seize him and they will move as rapidly as possible through the streets toward the nearest law enforcement station. This will take the pair roughly 15 minutes, as the station is some distance through the crowded streets. The characters could attempt to intercept along this route if they are quick enough.

Once at the station, the captured character is in some trouble. The cop station has about 20 officers on duty (per standard stat block above), four of them sergeants. Black Cat will tell the attending officer who she thinks her prisoner is, and a lookup will occur. If she was mistaken and the character is not wanted (or is wanted, just not on Arsubar), the cops will refuse to take custody. This will descend into a twenty-minute shouting match between Black Cat and the officer, but Black Cat won't be able to get anywhere. Striker will stand by the door and monitor the street while this goes on. If the characters arrive to rescue their friend at this point, the cops won't jump in to aid Black Cat, but they won't tolerate a brawl on their front step either and may just arrest everyone. Black Cat, certain the character is wanted somewhere, will then try to take the character back to her starship. This is another thirty-minute journey through the streets.

If the character *is* wanted, the cops will do a scan and check-in, then take custody. The scan process takes another ten minutes, but the cops will join Black Cat in attempting to prevent any rescues at this point. Once the locals have custody and her arrest is logged, Black Cat will leave. It's not her problem anymore. Any rescue attempts after this must be staged against the police forces.

If Black Cat ended up taking the character to her ship, she will do a lookup against the Infocity databanks. If the character is wanted just about anywhere in the galaxy, the warrant will show up here. She will lock him in her brig and head toward whatever jurisdiction will pay her the most for the marker. If she really was wrong, and the character isn't wanted anywhere, she will dump him on the street and

make good an escape before he wakes up.

Black Cat: Ryjyllian bounty hunter; level 4; CR 4; Medium-size; HD 4d10+8; hp 34; Init +2; Spd 30 ft.; AC 16; Atk +7 melee (1d6+3, short sword; 1d4+3, claws), +6 ranged (2d6\$, stun net; 1d8, med. blast pistol; 1d8\$, heavy stunner); SV Fort +6, Ref +3, Will +2; Str 16, Dex 15, Con 14, Int 10, Wis 12, Cha 12.

Skills and Feats: Gather Information +8, Intimidate +5, Search +5, Sense Motive +6, Spot +4, Move Silently +8, Run, Expertise, Rage, Low-Light Vision, Trace, Track, Subdual Attack, Quick Draw, Favored Environments: slums, dense urban.

Possessions: Short sword, stun net, medium blast pistol, heavy stunner, armaxflex shirt, 8,225c.

Striker: Robot space pirate; level 4; CR 4; Medium-size; HD 4d8+8; hp 27; Init +3; Spd 30 ft.; AC 17; Atk =+4 melee, +7 ranged (2d8, energy assault rifle); SV Fort +6, Ref +7, Will +3; Str 10, Dex 17, Con 15, Int 10, Wis 14, Cha 10.

Skills and Feats: Disable Device +7, Search +7, Spot +9, Move Silently +10, Multidexterity, Two-Weapon Fighting, Sneak Attack +1d6, Evasion.

Possessions: Two integral energy assault rifles, integral armaxflex chassis coating, 4,558c.

GRS Superstition: Medium cruiser; Maneuverability +3; Structure 5, Medium-size, HD 6d6, Hardness 1; hp 19 (serious 10, disabled 5); Speed 4.

Weapons: 2 small blast cannons (1d10).

Armor: Medium hull plating (AC 2), full directional shields (AC 2), 4 chaff countermeasures (AC 1), heat burst countermeasures (AC 3).

Mr. Roboto

As the characters move through the messy Kaoch Yokon streets, they see a gang of six thugs with sticks and pipes beating on someone in an alley. This is obviously no normal mugging. The victim is struggling to rise and the thugs are viciously pounding on his back and head, knocking him to the ground. They do not relent even when he is down. They are clearly trying to beat him to death.

If the characters move into the alley to intervene, one of the thugs will spot them and call the attention of his comrades. With a couple of final kicks and clubbings, the group stops and stares at the approaching characters. The leader of the thugs will call a challenge before the characters are

too close. The gang won't explain who the guy is or what they were doing, and will try to intimidate the characters to leave. If the characters don't back down but continue to approach, the thugs will start a brawl. They don't really have the will for a real fight, however. As soon as one of their number is killed or knocked out, the rest will flee.

Reaching the victim, the characters find him feebly attempting to rise again. At this range it is now obvious that he is a robot, and many of the wounds reveal hydraulic pumps and circuitry inside. The robot is heavily damaged, and will not speak to the characters, only repeating, "-is order to Garb in the Ka-" over and over and twitching violently. The robot was sent by its owner, Drusil Barbagul, to deliver an order to Garb for a custom sword. The robot can be repaired, but it will be a difficult and time-consuming job (DC 30, taking several hours and 20,000c for new parts). Its memory can also be hacked (Systems check DC 25) to recover the order it keeps repeating. If the characters figure out who the owner is and/or get the message delivered to Garb, Barbagul will reward them for their service with 25,000c (especially if they return the robot—add another 10,000c for that). Garb will also be grateful, and offer them a 20% discount on one of his weapons.

Thugs: Arsubaran warriors; level 2; CR 1; Medium-size; HD 2d8+2; hp 14; Init +1; Spd 30 ft.; AC 14; Atk = +3 melee (1d6+1, club), +3 ranged (1d6, standard energy pistol); SV Fort +4, Ref +1, Will +0; Str 13, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +4, Intimidate +5, Jump +3, Run, Combat Reflexes.

Possessions: Club (stick or iron pipe), Leeefield Arms standard energy pistol, studded leather jacket, 45c.

Damaged Android ("Wallace"): Robot citizen; level 1; CR 2; Medium-size; HD 1d4; hp 4 (-8 current); Init +0; Spd 30 ft.; AC 10; Atk = +0 melee, +0 ranged; SV Fort +0, Ref +0, Will +0; Str 11, Dex 11, Con 10, Int 12, Wis 13, Cha 14.

Skills and Feats: Profession: servant +8, Listen +5, Spot +5, Skill Enhancement: Profession.

Possessions: Tattered clothing.

Damsel in Distress

The characters are moving through the street when an Arsubaran woman runs headlong into one of them and falls on her butt. She is a pretty young thing, unarmed (though she does have an empty holster at her hip) dressed in ground-sider clothes. A group of tough-looking guys is shoving its

way through the crowd behind her, and she will struggle to her feet, looking about for an escape route. Behind the characters, two other toughs emerge from the crowd and she is obviously trapped. Desperate, she turns to the character who knocked her down and says, "Help me."

The leader of the thugs, a lean, scarred Ken Reeg named Lefty Trips, has two men as backup behind him and another two on the other side of the characters. He stops a few feet away and warns the characters not to interfere. He tells them his boss wants her back, and he's here to deliver whether they like it or not. He will precipitate a fight if necessary, and doesn't pull punches. His goal is to get the girl, a rogue named Annabelle Tomasa, and any fighting will aim for that end. He will only fight long enough to seize her, then try to move off. If the fight is going against him, he will retreat and go get reinforcements. He'll bring back a dozen men the next time, hunting down the characters and Annabelle if they are still around after an hour or so.

Annabelle's story is not too pretty, anyway. She cozied up to Armand King, the son of a local slum lord, and stole over 2,000,000c from him. Armand still has a torch lit for her, and is trying to win her back. His dad, Armand King Sr., is not so forgiving, however. He sent Trips to get her back and plans to force her to tell him where the money is, then drop her off a building. Annabelle is just trying to get off-planet, and will offer some money to the characters if they can help with this. Under no circumstances will she let them know how much money she has, and will try to pay them as little as possible (she'll start by offering 5,000c).

If the characters don't help her, she'll be grabbed by Lefty and dragged off to her fate. If they fight Lefty and his guys off, but won't help her get off-planet, she'll disappear into the crowds. Lefty will still come back around with more guys trying to find out where she is. Even though the characters will have no idea where she went, try telling that to Lefty. He'll continue to harass them until they kill him and/or all his thugs.

If the characters do try to help her escape off-world, Armand King Jr. will track them down before they leave. He will show up with an android bodyguard and try to convince Annabelle to come back to him. She wants to get out, and knows Jr. can't protect her against Sr. She will not want to alienate him, in case Sr. gets hold of her, but she will be unyielding in her refusal of him. At last, desperate, Jr. tells her he wants to come along. Annabelle will try to read the characters as she reacts to all of this. If they seem disgusted by her rejection of Armand Jr., she will take him

along (and ditch him at the first opportunity after they get off-world). Otherwise, Jr. is left behind, sad and forlorn.

If the characters are even a bit slow, or spend too much time mucking about with Jr., Armand King Sr. will track them down. He brings along a veritable mob of thugs, two for every player character, and Trips if he isn't already dead. He will be after Annabelle, and his son will get in the way. She will try to get the characters to move out and get her off-world, and may start a firefight to do it. This final confrontation will depend almost entirely on what the player characters do. Just remember what each of the NPCs wants, and play out the conflict between them. Annabelle wants to get off-planet alive and with as much of the money as possible, preferably without Jr., but she is willing to let him tag along so she can ditch him later. Armand Jr. is in love with Annabelle, and wants to be with her. He doesn't care about the money or his father. Armand Sr. wants his son and the money and no more Annabelle, and he doesn't care how he gets any of these things.

Lefty Trips: Ken Reeg space pirate; level 5; CR 5; Medium-size; HD 5d8; hp 26; Init +3; Spd 30 ft.; AC 17; Atk = +6 melee (1d6+1, short sword), +8 ranged (2d6+2, burst energy pistol); SV Fort +4, Ref +7, Will +3; Str 12, Dex 16, Con 10, Int 15, Wis 14, Cha 12.

Skills and Feats: Gather Information +9, Intimidate +9, Search +10, Sense Motive +9, Spot +10, Sneak Attack +2d6, Evasion, Uncanny Dodge (Dex to AC), Trap Sense +1, Careful Shot, Far Shot.

Possessions: Short sword, modified Helz-Bellen burst energy pistol (+2 attack, +2 damage), armaflex shirt, 6 power pacs, 12,481c.

Lefty's Thugs: Arsubaran warriors; level 2; CR 1; Medium-size; HD 2d8+2; hp 14; Init +1; Spd 30 ft.; AC 14; Atk = +3 melee (1d4+1, knife), +3 ranged (1d8, medium blast pistol); SV Fort +4, Ref +1, Will +0; Str 13, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +4, Intimidate +5, Jump +3, Run, Point Blank Shot.

Possessions: Knife, medium blast pistol, ballistic cloth armor, power pac, 1,000c.

Annabelle Tomasa: Arsubaran rogue; level 2; CR 2; Medium-size; HD 2d6; hp 10; Init +1; Spd 30 ft.; AC 13; Atk = +0 melee, +2 ranged; SV Fort +0, Ref +4, Will +1; Str 9, Dex 12, Con 11, Int 14, Wis 13, Cha 18.

Skills and Feats: Bluff +12, Diplomacy +9, Disable Device

+7, Forgery +7, Gather Information +9, Listen +6, Search +7, Sense Motive +6, Spot +6, Systems +7, Skill Enhancement: Bluff, Seduction, Sneak Attack +1d6, Evasion.

Possessions: Blast weave, 5,536c, bank codes for account with over 2,000,000c.

Armand King, Jr.: Arsubaran aristocrat; level 1; CR 2; Medium-size; HD 1d8; hp 8; Init +0; Spd 30 ft.; AC 10; Atk = +0 melee, +0 ranged; SV Fort +0, Ref +0, Will +2; Str 12, Dex 11, Con 10, Int 12, Wis 10, Cha 12.

Skills and Feats: Diplomacy +5, Gamble +5, Knowledge: high society +5.

Possessions: Fashionable outfit, 42,481c.

Blackhawk 11A-43214 (Jr.'s bodyguard): Robot fighter; level 5; CR 5; Medium-size; HD 5d10+10; hp 42; Init +7; Spd 30 ft.; AC 22; Atk = +8 melee (1d6+3, bayonet), +8 ranged (2d6, burst energy pistol); SV Fort +6, Ref +4, Will +4; Str 16, Dex 16, Con 14, Int 10, Wis 16, Cha 8.

Skills and Feats: Listen +4, Spot +4, Improved Initiative, Quick Draw, Careful Shot, Precise Shot, Weapon Focus: burst energy pistol.

Possessions: Fashionable outfit, integral armax flex coating, integral personal defense screen, integral bayonet, burst energy pistol.

Armand King, Sr.: Arsubaran aristocrat; level 6; CR 3; Medium-size; HD 6d8; hp 26; Init +0; Spd 30 ft.; AC 10; Atk = +4 melee, +4 ranged; SV Fort +2, Ref +2, Will +5; Str 10, Dex 11, Con 10, Int 18, Wis 15, Cha 16.

Skills and Feats: Intimidate +12, Diplomacy +12, Sense Motive +11, Knowledge: high society +13, Profession: businessman +11.

Possessions: Fashionable outfit, 31,221c.

The Delivery

Walking through the streets, a seedy fellow catches the sleeve of one of the characters. Getting the character's attention, he tells the character he wants him to deliver a message to another dangerous part of town. He is offered a quick 5,000c for this, up front. The message is to go to a man called Gerhard Talyn, a local loan shark.

Talyn is relatively east to find, set up in a one of the grungy buildings near the market. He has four bodyguards in the place, and will see the characters if they tell the guards they have a message for him. The message tells Talyn that

the seedy fellow, Astro Grindar, is going to default on a loan. It offers a lot of apologies and excuses, but it is obviously not satisfying to Talyn. He seems enraged when he reads it, and demands to know who the characters are that they are delivering this news. This could turn nasty if the characters cop a serious attitude. Talyn is short-tempered, and he and his thugs have itchy trigger fingers. If the characters merely explain the true circumstances, Talyn is rude but not violent. He tells them how stupid they are to take a job like that without knowing the facts, but goes on to tell them he will give them 10% of the value of Grindar's loan if they bring him in alive (Grindar owes 2 million credits, so the characters will get 200,000c).

Grindar, of course, will be tough to find, now that he has delivered his message he tries to lose himself in the slum. He is holed up in a cruddy squatter's flat in one of the residence towers near the bazaar. The target number for the Trace check to identify where he is hiding is 22. When the characters find him, he will try to escape, crawling out onto the ledge outside the window, and then leading them on a chase through the squatter town high above the streets. He will use every trick he can to try to escape, and when finally cornered, will fight like a trapped rat. Once he is captured and delivered to Talyn, Talyn will pay the characters the agreed amount.

Gerhard Talyn: Arsubaran space pirate; level 4; CR 4; Medium-size; HD 4d8+4; hp 23; Init +2; Spd 30 ft.; AC 16; Atk = +4 melee (1d6, saber), +6 ranged (1d8, medium blast pistol); SV Fort +5, Ref +6, Will +1; Str 11, Dex 13, Con 12, Int 14, Wis 10, Cha 12.

Skills and Feats: Appraise +9, Bluff +8, Intimidate +8, Quick Draw, Point Blank Shot, Combat Reflexes.

Possessions: Saber, medium blast pistol, armax flex shirt, 3 power pacs, 45,537c.

Talyn's Thugs: Arsubaran warriors; level 2; CR 1; Medium-size; HD 2d8+2; hp 14; Init +1; Spd 30 ft.; AC 14; Atk = +3 melee (1d4+1, knife), +3 ranged (1d8, medium blast pistol); SV Fort +4, Ref +1, Will +0; Str 13, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +4, Intimidate +5, Jump +3, Run, Point Blank Shot.

Possessions: Knife, medium blast pistol, ballistic cloth armor, power pac, 1,000c.

Astro Grindar: Arsubaran rogue; level 2; CR 2; Medium-size; HD 2d6; hp 10; Init +7; Spd 30 ft.; AC 15; Atk = +1

melee (1d4, knife), +4 ranged (1d8, medium blast pistol); SV Fort +0, Ref +6, Will +1; Str 10, Dex 16, Con 10, Int 14, Wis 12, Cha 13.

Skills and Feats: Balance +8, Bluff +5, Climb +5, Escape Artist +8, Gamble +6, Hide +8, Jump +5, Move Silently +8, Run, Improved Initiative.

Possessions: Knife, medium blast pistol, blast weave, power pac, 320c.

Bait and Switch

As a character passes through an especially crowded area, a pickpocket lifts a prized possession and makes a break for it. There are far too many people around to open fire (-4 for firing into melee, -4 to -7 for half to three-quarters cover), and the character must give chase. The fleeing pickpocket ducks into one of the many crumbling apartment buildings around the market and darts up some stairs. If the characters follow, they find that the stairwell has been walled off but for a narrow hole they must climb up through. Waiting above are the pickpocket's confederates, six thugs. They will attack as soon as a character pokes his head through the hole (+2 flanking bonus, +1 higher ground bonus, +2 defender climbing bonus, and defender cannot use Dex in AC). Their goal is robbery, and if they meet unusually strong resistance and two or three of them go down, the rest will flee, splitting up and scattering into the depths of the building.

Gang Members: Arsubaran warriors; level 2; CR 1; Medium-size; HD 2d8+2; hp 14; Init +1; Spd 30 ft.; AC 14; Atk = +3 melee (1d6+1, club), +3 ranged (1d8, medium blast pistol); SV Fort +4, Ref +1, Will +0; Str 13, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +4, Intimidate +5, Jump +3, Run, Point Blank Shot.

Possessions: Club, medium blast pistol, studded leather armor, power pac, 500c.

© 2004 Galileo Games, Inc. All rights reserved. 'd20 System' is a trademark of Wizards of the Coast and is used according to the terms of the d20 System License version 5.0. A copy of the license can be found at www.wizards.com/d20.

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and

distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

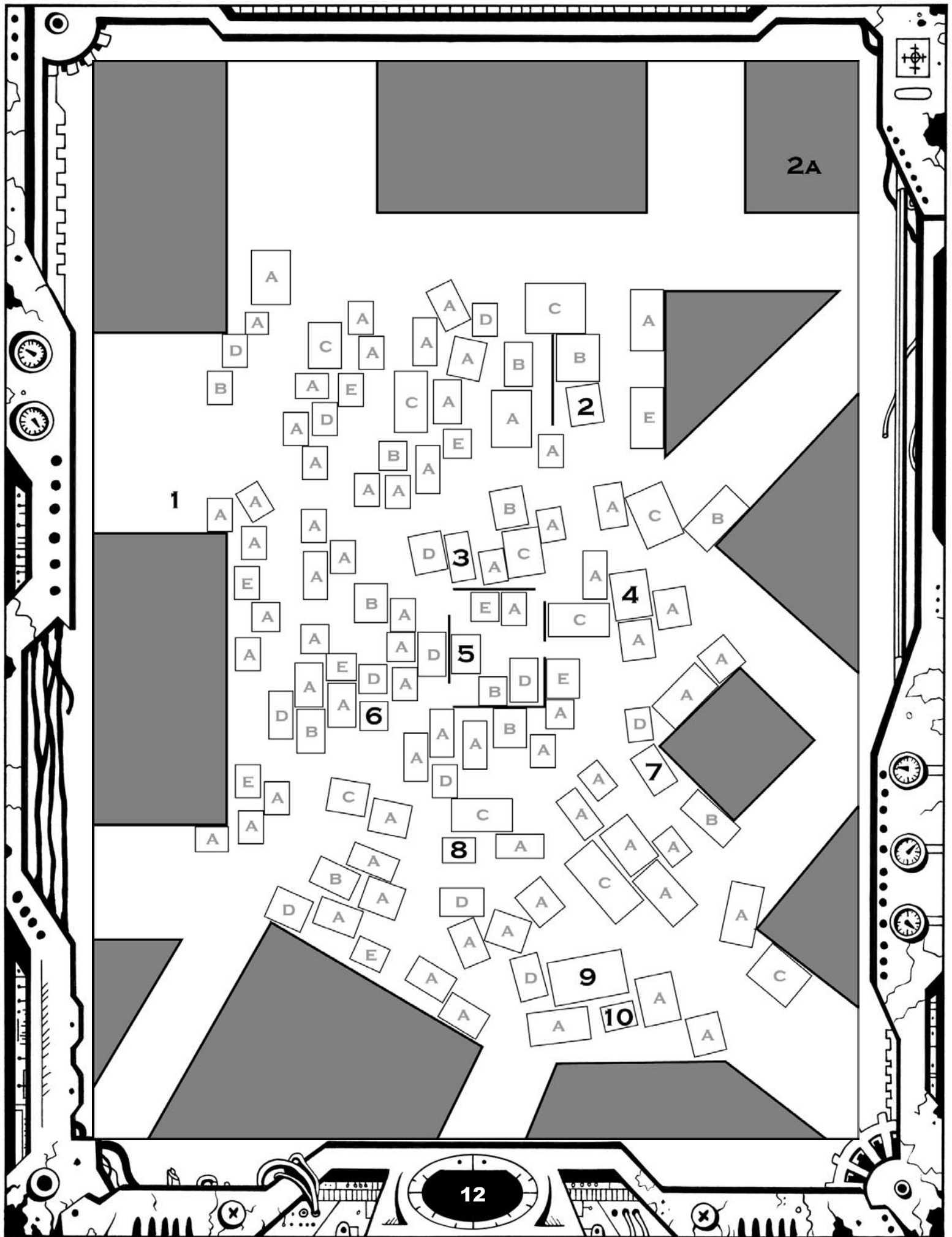
12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.



2A

1

2

3

4

5

6

7

8

9

10

12