



SWURPG ADVENTURE

The Signal from Tellan-7

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This is the complete adventure. Read it before session 1; reference the act-by-act sections during play. Players should read the [spoiler-free overview](#) instead — every twist, NPC, and ending is below.

If this is your first time running a SWURPG adventure, the [Adventures hub](#) covers how to run an encounter, the DC ladder, ad-hoc decision making, pacing, and other general guidance that applies to every adventure. This document handles the Tellan-7-specific content.

Synopsis

A coded distress signal has been broadcasting from an abandoned communications relay on Tellan-7 — a small ice-and-rock moon at the edge of frontier space — for three weeks. The signal is being keyed by **Sevren Doh**, a marooned xenobiology researcher whose ship was sabotaged by people who didn't want his findings to surface. He's hiding in the relay's inner sanctum, rationing emergency supplies, and running the only signal he could without revealing his identity.

Thessa Vaas, a Falleen salvage broker who runs a small office above the spaceport cantina at the nearest inhabited port, hires the PCs to investigate. She tells them it's salvage and recovery work; she doesn't tell them she has reason to suspect a person is alive at the other end and wants Sevren's research data more than she wants Sevren himself.

The PCs travel to Tellan-7, fight off frontier wildlife at the landing zone, encounter a small competing salvage crew (which they can fight, befriend, or sneak past), traverse the outer compound through environmental hazards, solve a small puzzle to open the inner chambers, and find Sevren — frightened, weakened, but alive.

Then the **Wraith Hand** arrive. A pirate crew under the calm, professional command of **Captain Vex Krell**, hired by the same parties who sabotaged Sevren's ship to finish what was started. They want Sevren dead and the data destroyed.

The PCs face a moral choice: extract Sevren (combat finale), destroy the relay and flee with him (no intel recovered), negotiate with Vex (Persuasion DC 18 with leverage), or betray Sevren to the pirates for credits (dark path with sequel hook).

Each branch resolves into a return to the spaceport, payoff with Thessa Vaas (who may herself try to short-change them), and a clean advancement from Lv 1 to Lv 2 for the entire party.

The Real Story

What the PCs uncover over the course of the adventure — staged as paydirt rather than dumped at the front:

Sevren Doh is the lead researcher on a small private xenobiology survey. His team was studying anomalous biotech in this sector — a project he'll only describe in vague terms because the PCs aren't his clients. The findings would reshape the local biotech market.

His ship was sabotaged. A coolant-line failure forced him to crash-land near the relay. He survived; the rest of his team didn't. He's been broadcasting from inside the facility since because his ship's transmitter is gone.

The people who sabotaged him hired the Wraith Hand. Vex Krell knows Sevren by name; this is targeted, not opportunistic.

Thessa Vaas is a fixer, not a friend. Her contract is genuine — she'll pay — but she has her own buyer for any data Sevren carries. If the PCs bring Sevren back warm and uncooperative, she'll lean hard for them to "encourage" him to share. If they bring Sevren in cold, she'll pay them slightly less but ask fewer questions.

The signal itself is real. Sevren wasn't faking distress for credits; he genuinely needs help. His distress code happens to match a deprecated commercial broker pattern, which is how Thessa picked it up.

GM The crucial GM call

The adventure does NOT pre-decide who the moral "good guys" are. Thessa is a fixer. The Wraith Hand are paid professionals. Sevren is a researcher with secrets and some moral grey of his own (his work was unlicensed in this sector). Don't telegraph villainy. Let the PCs read the room and decide for themselves.

How the Party Met

Pick one of the four general framings from the [Adventures hub](#) and lock it in before session 1. The default — *The Patron Hired All of You* — works best for new groups: Thessa Vaas posted a public contract, each PC saw it independently, and they all show up at table 7 in the back of the cantina.

For Tellan-7 specifically, here's how each pre-made character from the bank naturally got drawn into Thessa's contract. Use these to hand each player a 2-line "why you're here" on session 1.

Per-Pre-Made Hook Tie-Ins

If you're running with the bank's pre-made characters, here's how each one naturally got drawn into the contract. Use these to hand each player a 2-line "why you're here" on session 1.

NPC KEL BANTRA (HUMAN SOLDIER) — Default 4 — frontline

Kel saw the contract pinned to a security board outside the spaceport's freight terminal. The pay matches three weeks of his usual guard work, and the moon's reputation as a "quiet, low-traffic" job appeals to him. He shows up early, sober, and folds his bedroll the same way every morning.

NPC LYRRA VISHETH (TWI'LEK SCOUNDREL) — Default 4 — stealth/social

Lyrra was already running through the spaceport on a separate slicing job when she overheard Thessa Vaas asking around about her at table 7. She walked in, ordered a drink, and asked what Thessa needed. The answer intrigued her enough to take the contract — and nothing about an abandoned relay broadcasting old codes adds up.

NPC LESSA (NAUTOLAN FORCE ADEPT) — Default 4 — Force/support

Lessa felt the signal three days before Thessa told her about it. Through the Force, she sensed someone alive at the other end — frightened, not yet desperate. When she walked into the cantina to ask if anyone had heard about a moon called Tellan-7, Thessa was already waiting at table 7, having been told by another patron that Lessa might come asking.

NPC ROHEB (MON CALAMARI LEADER) — Default 4 — face/tactical

Roheb's courier ship was due for resupply at the spaceport when Thessa forwarded the contract to him directly via long-range comms. They've worked together twice before; she trusts his discretion. He's bringing the *Foamwalker* over and assembling a crew because she'll pay extra for a captain on the ground.

NPC KARRU (WOOKIEE JEDI PADAWAN) — Alternate — Force/melee

Karru's master, Tehne Vral, sent him to investigate the signal as a solo training mission. Whatever the era of your campaign, the order (Jedi or otherwise) heard the distress code through its own channels and deemed it worth a Padawan's attention. Karru arrived at the spaceport, found Thessa Vaas already negotiating with other interested parties, and joined the contract to keep the assignment legitimate.

NPC TESSEN BRUNEP (SULLUSTAN TECH SPECIALIST) — Alternate — slicer/medic

Tessen recognized the encryption pattern of the signal the moment it hit the spaceport's relay nodes — it's a deprecated SoroSuub commercial broker code, the kind used to ping freight systems for cargo authentication. She walked into Thessa's office unprompted with three pages of decryption notes. Thessa doubled the contract.

Act I – The Contract

Estimated length: 1 session (~3 hours) **What it teaches:** social skill checks, group skill challenges, initiative, cover, attack rolls

Act 1 is mostly about getting the PCs talking, signing the contract, and feeling out the world before the dice get serious. The wildlife combat at the end is **deliberately easy** — its job is to teach the table how initiative, attacks, and cover work, not to threaten the party.

Scene 1.1 – The Cantina Meeting

Location: A cantina above the spaceport at the nearest inhabited port to Tellan-7. Choose a name that fits your campaign era ("Old Drovak's", "The Halfway Light", "The Reggin Tap" — anything frontier-feeling).

📖 READ ALOUD

The cantina is dim, low-ceilinged, and smells like old caf and warmer engine grease. Two suns through the dust haze make it always feel like late afternoon. The room is half full — pilots arguing over a sabacc table near the door, a hooded smuggler nursing a tall blue drink in the corner, a pair of locals throwing dice. At table 7 in the back, a Falleen in a cracked salvager's coat lifts a four-fingered hand and beckons you over. There are five chairs at her table. Four of them are empty.

NPC THESSA VAAS — Falleen Salvage Broker — Patron

Voice: Slow, careful Basic with a slight hiss on sibilants. Pauses before answering, especially the questions she finds inconvenient.

Motivation: Wants Sevren's research data. Doesn't say so. Will pay fairly for the contract regardless.

Abilities: STR 8 (-1) · DEX 10 (+0) · CON 10 (+0) · INT 14 (+2) · WIS 15 (+2) · CHA 14 (+2)

Stats: TR 1 · AC 12 · HP 22 · Persuasion +5 · Deception +5 · Insight +6

Thessa is somewhere past 80 standard years. Her green skin is pale at the edges with age; the spines along her brow ridge have gone gray. She runs a small three-room office above this cantina; the contract she's offering is one of two hundred she's brokered this year. She's seen everything.

📖 READ ALOUD

The Falleen waits until each of you has sat down before she speaks. Her voice is quiet, deliberate, with a soft hiss on the sibilants. "Thank you for coming. I have a contract that requires... careful people. There's a moon called Tellan-7 at the edge of the frontier — abandoned, except that three weeks ago its old communications relay began broadcasting a coded distress signal in a language nobody has heard in living memory." She pauses, lets the silence sit. "I'd like you to go and find out who is calling. Bring back what can be brought back. The pay is good. The risk is unclear. Shall I tell you more?"

What Thessa offers

The contract. Travel to Tellan-7. Investigate the source of the relay signal in the abandoned communications outpost. Recover any usable data. Bring back anyone alive.

The pay. 800 credits per PC on completion, plus a 25% bonus if data is recovered intact. Half on signing.

The information. The signal started three weeks ago. It's a coded distress pattern she doesn't recognize but a contact ran through three databases before hitting a partial match. She'll share decryption notes if asked.

The catch. Other crews are interested. She's heard at least one — possibly two — has dispatched ships in the last week. She doesn't know who.

What Thessa won't say

That her contact identified the encryption pattern as a deprecated commercial broker code with a paid use history in **xenobiology trade**

That her buyer for any recovered data is offering her 12,000 credits regardless of provenance

That she'd rather have the data than the survivor, if there is one

If the PCs press with **INSIGHT · DC 15**, they get a sense she's holding something back but not what. With **INSIGHT · DC 20**, they correctly suss that her interest is in data more than persons.

Player questions and Thessa's answers

PLAYER ASKS	THESSA SAYS
"Why us?"	"You showed up. The crews I've worked with twice this year are already booked."
"Who else is going?"	"Independent salvagers, probably. Pirates, possibly. I don't know names."
"What's the relay?"	"Pre-Republic communications infrastructure. The station's empty. It's been empty for as long as anyone alive remembers."
"What's the signal saying?"	"Old code. Decryption is ~70% — mostly numerals and a position fix. Some text that looks like a name, but the broker hasn't pinned it."
"Can we negotiate?"	PERSUASION · DC 12 — on success, +50 credits per PC. On a critical success (natural 20), Thessa offers 1d4 medpacs from her own supply as a goodwill gesture.

GM

If a PC is a Force user, Lessa or Karru can sense Thessa is not lying about the contract but is concealing something tangentially related — the buyer, the broker, or the data. This is a passive **Use the Force** check (no FP cost — sensing emotional honesty is the skill's baseline read), OR a PC who wants the deeper read can spend **1 FP on Telepathy** for a surface-thought scan. Either way, don't reveal specifics — just confirm the gut feeling.

The contract scene ends when the party signs and Thessa hands over the half-payment in cred-chips. She gives them the position fix, the partial decrypt, and a single warning: "Whoever else is going, don't be the second crew to land. Good luck."

Scene 1.2 – The Approach

Location: Whatever ship the party uses (their own, a chartered freighter, a leased shuttle). The flight is a few hours' transit through Outer Rim space.

The party has three reasonable approaches. Don't pre-decide which is "correct" — each has a tradeoff.

⚡ DECISION POINT HOW DOES THE PARTY APPROACH TELLAN-7?

- A Direct burn.**
Fastest. Plot a course, jump in, land at the standard salvage zone marked on Thessa's chart. Roll **PILOT · DC 12**. On a success, smooth landing — go to Scene 1.3. On a failure, you arrive but the wildlife was already alerted to your engine wash. **In Scene 1.3, the wildlife encounter starts with the creatures already engaged — no surprise round for the PCs.**
- B Scan first.**
Cautious. Drop out of hyperspace at the moon's outer orbit and run a long sensor sweep before approaching. Roll **USE COMPUTER · DC 14** or **KNOWLEDGE: GALACTIC LORE · DC 14**. On a success, the party detects a **second ship in orbit** — a small skiff hidden against the moon's nightside, drive signature consistent with a salvage vessel. On any result, you can choose to land at the standard zone OR a more secluded one (no wildlife encounter; skip directly to Scene 2.1 the next session).
- C Hire a guide.**
Local-knowledge play. The spaceport has two prospectors who know the moon. For 50 credits, one of them — a quiet old Devaronian named Brann — points out a sheltered landing zone on the moon's leeward side. The wildlife encounter in Scene 1.3 runs with **only 2 creatures instead of 4** because the LZ is naturally defensible. Brann won't come along; he wants nothing to do with the relay.

GM

The "scan first" branch is the discovery channel for the rival salvage crew in Act 2. If the party picks it, foreshadow that crew now — they'll feel less like a random encounter when they show up in Scene 2.2.

If the party picks "direct burn" and fails the Pilot check, that's still fine — the wildlife encounter just gets a small twist (no surprise round). Don't penalize them further.

Scene 1.3 – The Landing Zone

Location: A flat-ish stretch of frosted basalt and snow at the edge of the relay's outer perimeter. The relay's main spire is visible against the sky, maybe 800 meters away. Wind, no vegetation, low ambient light from the moon's parent gas giant.

 READ ALOUD

The ramp lowers. Cold hits you first — sharp, dry, with the iron tang of mineral ice. You step out onto a slab of dark stone scoured smooth by centuries of wind. The relay is a black silhouette against the gas giant's pale glow, half-buried in drifts. Your breath fogs. Your boots crunch. And from the broken ground to your left — three quick, low shapes detach from the rocks and start moving toward you, fast.

⚔ COMBAT WILDLIFE: TELLAN ROCKMAWS (3, OR 4, OR 2 — SEE APPROACH)

TR	AC	HP	SPEED
1	12	8	30 ft (climb 20 ft)

Attack: Bite +3 (1d6 piercing)

Saves: STR +1 · DEX +2 · CON +1

Skills: Stealth +4 (in rocky terrain), Athletics +3 (climbing)

GM TACTICS

Rockmaws are pack ambushers — agile, low-slung, scaled, about the size of a large dog. They open by trying to flank, attacking in pairs to deny back-to-back PC formation. They retreat when reduced to ≤ 2 HP, fleeing into the rocks. They will not pursue if the PCs hold their ground; this is a teaching encounter, not a TPK.

The number of rockmaws scales by approach (default burn → 3, fail → 3, scan first → 3, guide → 2). For larger parties (5–6 PCs), add 1 rockmaw to make 4. For smaller parties (2–3 PCs), drop to 2.

Mechanic to teach this round: initiative + cover.

Roll initiative. Each PC adds DEX mod (and PB if any class trait grants it).

Walk through one PC's turn slowly, calling out the action economy: "Your Action is your attack. Your Bonus Action is — do you have one? Some classes do, some don't. Your movement is up to your Speed."

Point out cover: the broken basalt provides **half cover (+2 AC)** for any PC standing behind a rock. Rockmaws ignore it (they climb).

On the rockmaws' turn, narrate clearly. "The lead rockmaw moves to flank Lyrra. Bite attack — that's 1d20 + 3, against your AC of 13 — I rolled 14, that's a hit. Damage: 1d6 piercing — 4 damage. Take 4 off your HP."

When the first rockmaw drops, narrate the rest fleeing. Don't push the encounter past 3 rounds.

Loot per defeated rockmaw (PCs may scavenge after the fight):

1 set of teeth + claws — 25cr to a curio dealer at the spaceport

1 small scaled hide patch — 10cr or used as a Tier-1 leather padding

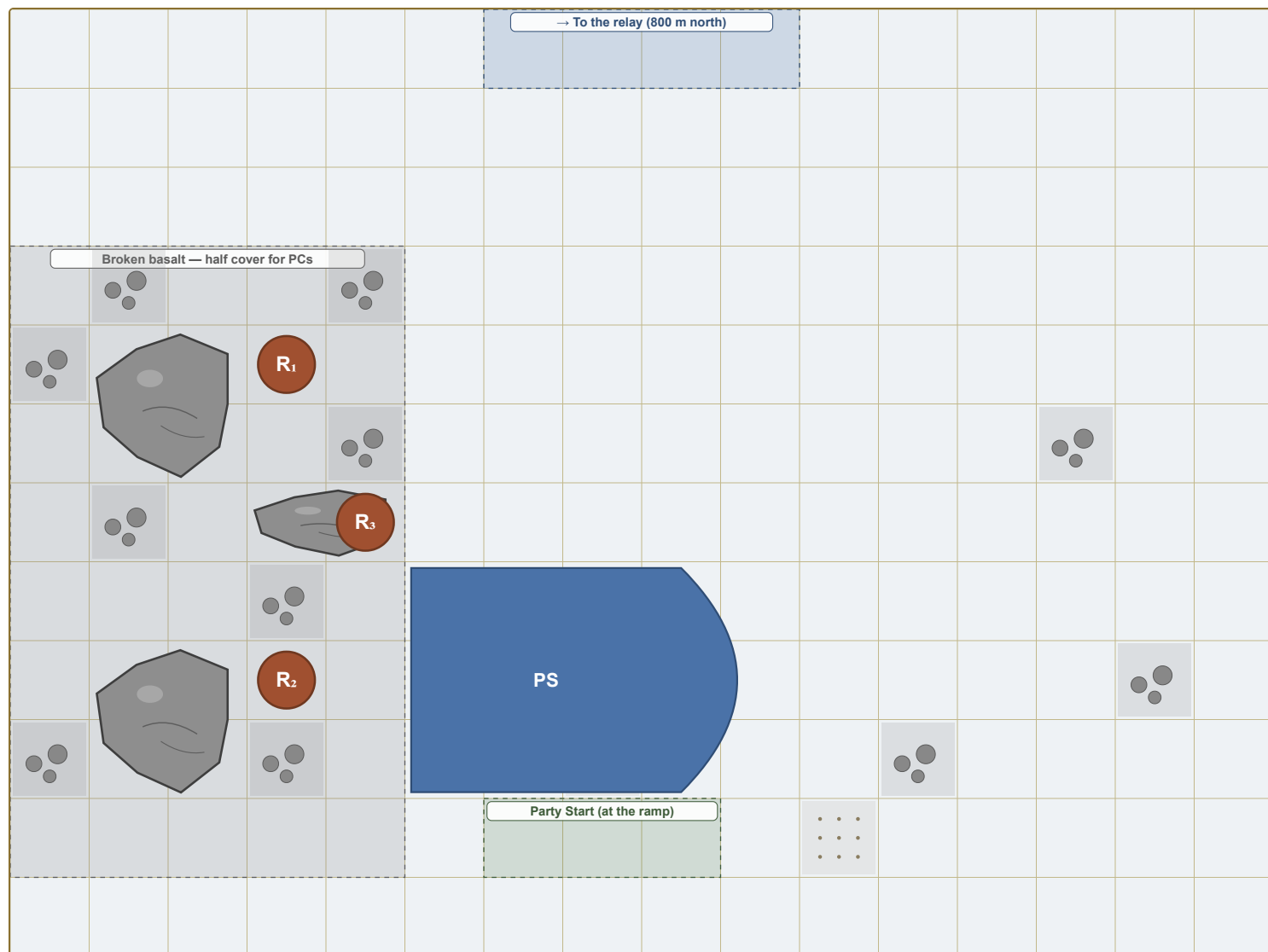
On a successful Knowledge: Sciences DC 13, the PC also harvests **1 venom sac** per rockmaw — used as a single-use poison: on the next successful melee hit within 24 hours, deal +1d4 poison damage and the target makes a CON save DC 11 or is Poisoned for 1 minute.

Total scavenge value if all rockmaws are looted (default 3): ~75–100cr + 1d3 venom sacs (player choice: keep or sell at 100cr each).

THE LANDING ZONE — TELLAN-7

GRID: 5 FT / SQUARE N ↑

FROZEN BASALT FLATS



TERRAIN KEY



Rocks / scree



Difficult terrain

LEGEND

R₁ Tellan Rockmaw (pack lead)

R₂ Tellan Rockmaw

R₃ Tellan Rockmaw

PS Party's ship

BB₁ Broken basalt outcrop (half cover)

BB₂ Broken basalt outcrop (half cover)

BB₃ Broken basalt outcrop (half cover)

Teaching encounter — first combat for a new party. Half cover from the broken basalt grants +2 AC to PCs but NOT to rockmaws (they climb). 3 rockmaws default; 2 for 2-3 PCs, 4 for 5-6 PCs. Rockmaws retreat at ≤2 HP and flee into the rocks; don't push the encounter past 3 rounds. Don't crit, don't optimize — pacing > simulation. After the fight, the party can scavenge teeth/claws/hides + (Knowledge: Sciences DC 13) venom sacs, then approach the relay to the north.

GM

This is the **teaching encounter**. Don't crit. Don't optimize the rockmaws' choices. Lean toward the PCs' favor — the goal is for every player at the table to take a turn, see the math work, and feel competent.

If the encounter ends very fast (PCs roll well), narrate the rockmaws as a brief, sharp engagement and move on. If it ends slow (PCs roll badly), rockmaws break and run sooner than the rules say. Pacing > simulation.

After the rockmaws flee, the party can approach the relay. End Act 1 here unless your group is rolling fast. Most tables will land the contract discussion + approach + landing combat in a single 3-hour session and reach the relay's outer compound in session 2.

Act II – The Facility

Estimated length: 2 sessions (~6 hours total) **What it teaches:** Heroic Surge, Expertise, group skill challenges, Force use (if applicable), parley vs combat decisions, problem-solving under pressure

Act II takes the party from the wildlife-strewn landing zone, through the relay's collapsing outer compound, past or through a rival salvage crew, into the inner sanctum where Sevren Doh has been hiding. It is the longest act and contains the adventure's most variable content — the rival crew can be a fight, a negotiation, or a stealth sequence; the inner puzzle adapts to whichever PC takes the lead.

Scene 2.1 – The Outer Compound

Location: A semi-collapsed perimeter ring around the relay's main tower. What was once a small science outpost is now a labyrinth of fallen support struts, drifting snow, dead service droids, and corridors that go dark every few meters. The relay's main spire rises through the center.

READ ALOUD

The outer compound was a research station once. Now it's a graveyard of bent metal and frost. The main door is wedged half-open, drifted with snow on the inside. Old emergency lighting still flickers in places — a dim red pulse every few seconds that throws shadows long against the corridor walls. The air inside is thin and stale. Your breath plumes white. Somewhere deep in the structure, machinery still hums, faint but constant.

The compound has three hazards the party must navigate. Run them in order or let the party choose paths — the layout branches at a central junction and both paths lead forward.

OUTER COMPOUND + CREW QUARTERS

GRID: 5 FT / SQUARE N ↑








OUTER COMPOUND



TERRAIN KEY

-  **Wall**
-  **Difficult terrain**
-  **Hazard — N₂ pocket**
-  **Crate — Dead service droid**
Half cover (+2 AC / +2 DEX saves)
-  **Door**
-  **Boulder — Collapsed beam**
Three-quarters cover (+5 AC / +5 DEX saves)
-  **Light source — Emergency light**

LEGEND

-  **Ha** Hadia Verel (Devaronian salvage captain)
-  **Pe** Pell (Sullustan slicer)
-  **Br** Brakk (Trandoshan muscle)
-  **MK** Medical kit
-  **SA** Half-disassembled sensor array
-  **NC** Nutrient crates (camp supplies)
-  **RP** Reactor coupling panel (Use Computer DC 14)

Scene 2.1 hazards: A=Athletics DC 13 collapsed corridor (1d4 damage on fail), B=Endurance DC 12 to hold breath through the nitrogen pocket (1d6 nonlethal on fail), C=Use Computer DC 14 at the reactor panel to disable, otherwise CON save DC 13 per crossing PC. The Service Shaft bypasses the Crew Quarters wing entirely (no encounter with Hadia's crew). Central Junction is the decision point.

Printable true-scale version (1 in = 5 ft): swurpg.com/battle-maps/signal-2-outer-compound.pdf

Hazard A – The Collapsed Corridor

A long stretch of the eastern access tunnel has partially collapsed. The party can pick through the rubble, but the floor is unstable.

ATHLETICS · DC 13 to traverse without dislodging anything. On a failure, the PC takes 1d4 damage from a falling support and the rest of the party rolls a Dexterity saving throw (DC 12) or also takes 1d4. On a critical failure (natural 1), the PC is briefly trapped under rubble — Athletics DC 12 next round to free themselves.

KNOWLEDGE: SCIENCES · DC 12 or **MECHANICS · DC 12** to identify which sections are load-bearing and route the party safely. On success, no rolls needed.

Hazard B – The Oxygen Pocket

A maintenance bay's atmospheric processors failed long ago, and a drift of unbreathable nitrogen has pooled in a low section of the compound. PCs walking through must hold their breath.

ENDURANCE · DC 12 (Constitution-based) to hold breath while crossing. On failure, take 1d6 nonlethal damage and exit gasping.

Force Hint: A Force user can sense the dead-air pocket from outside with no roll required — sensing environmental hazards is what passive [Use the Force](#) does at face value (no FP cost). Reward the player for thinking to listen to the Force here.

MECHANICS · DC 14 to bypass the pocket by rerouting an old vent — clears the pocket for everyone. Tessen Brunep's Expertise makes this trivial; lean into the Tech Specialist's moment.

Hazard C – The Radiation Trap

An old reactor coupling near the inner door has cracked. The corridor's exterior walls are still intact, but the floor plates are radiating low-level energy. Walking across exposes the party to ~20 seconds of radiation.

USE COMPUTER · DC 14 at the wall panel to power down the coupling. On success, the corridor is safe.

Without a power-down, each PC crossing rolls a **Constitution save DC 13**. On failure, take 1d4 radiation damage and gain Disadvantage on their next ability check (about 5 minutes of disorientation).

GM

This is the **Heroic Surge teaching scene**. If a PC fails one of these checks hard (or rolls a natural 1), prompt: "You can spend a Heroic Surge Point now to reroll." That's how the mechanic shows up at the table.

If your party isn't using Heroic Surge in this campaign, ignore that prompt — the hazards are still passable through teamwork and skill checks alone.

By the end of Scene 2.1, the party has reached a central junction with two paths forward: a crew quarters wing (where the rival salvage crew is camped, Scene 2.2) and a service shaft that bypasses to the inner facility (skips the rival crew). The party can choose, or split.

Scene 2.2 – The Other Crew

Location: The crew quarters wing. Three independent salvagers have set up a small camp here — a portable heater, a medical kit, two crates of nutrient supplies, and a half-disassembled sensor array they're trying to extract. They arrived two days before the PCs.

NPC HADIA VEREL — Independent salvage captain — Devaronian

Voice: Quick, dry, low-frequency. Never raises her voice. Talks fast when she's nervous, which is most of the time.

Motivation: Wants to extract the sensor array, leave clean, and not end up dead. She has no idea about Sevren or the Wraith Hand.

Abilities: STR 11 (+0) · DEX 14 (+2) · CON 12 (+1) · INT 13 (+1) · WIS 13 (+1) · CHA 12 (+1)

Stats: TR 1 · AC 13 · HP 24 · Persuasion +4 · Stealth +5 · Mechanics +5 · Blaster Pistol +4 (1d10 energy)

Hadia leads a three-person crew. She's been salvaging frontier worlds for fifteen standard years and she chose this job because the relay's documented history said "no inhabitants." She's regretting that choice. She's heard the party land — she's been listening for two hours — and she's prepared to parley, fight, or flee depending on who walks in.

NPC PELL — Slicer — Sullustan

Voice: Bright, fast, slightly too loud for a salvage crew. Constant nervous patter.

Motivation: Wants the relay's data archives. Doesn't care about people in the way.

Abilities: STR 8 (-1) · DEX 13 (+1) · CON 10 (+0) · INT 16 (+3) · WIS 11 (+0) · CHA 12 (+1)

Stats: TR 0 · AC 12 · HP 16 · Use Computer +6 · Mechanics +5 · Blaster Pistol +3

NPC BRAKK — Muscle — Trandoshan

Voice: Speaks Dosh natively, broken Basic. Single words and short phrases mostly. Doesn't smile.

Motivation: Loyalty to Hadia. He owes her two life-debts and is paying them off slowly.

Abilities: STR 16 (+3) · DEX 10 (+0) · CON 14 (+2) · INT 9 (-1) · WIS 11 (+0) · CHA 8 (-1)

Stats: TR 1 · AC 14 · HP 28 · Vibroblade +5 (1d8+3 slashing) · Athletics +5

When the PCs reach the wing, Hadia hears them coming and calls out before they can spot her — she's smart enough not to be ambushed in her own camp.

READ ALOUD

A voice calls from around the bend: "If you're not pirates, walk slow and keep your hands visible. I have one finger on a panic switch and three crew in cover. We can talk this out."

⚡ DECISION POINT WHAT DOES THE PARTY DO?

A Parley (recommended for new GMs).

Walk forward, hands visible, talk. Hadia steps out, blaster holstered, one hand near it. **PERSUASION · DC 13** opens the conversation. On success, Hadia is willing to share what she knows and trade resources.

What Hadia knows:

The relay's interior is intact — power is still flowing somewhere deep.

She heard "movement" from the inner sanctum two days ago. Footsteps, muffled coughing.

A second ship is in orbit. She picked it up on her own scanner yesterday. Her best guess: pirate-class drive signature. She's been packing fast because she does not want to be here when they arrive.

What she'll trade:

Two medpacs for 200cr.

The location of an unlocked maintenance hatch that bypasses the puzzle door (Scene 2.3) — for 300cr or a favor owed.

A field-modified comm scrambler (1) that resists tracking — gift, in exchange for the party not blocking her exit.

She'll leave once the conversation ends. She's gone before Act III.

B Fight.

Hadia, Pell, and Brakk fight from cover. Hadia uses her panic switch to drop a tripped barricade across the corridor — half cover for her crew, full cover for the PCs from a different angle. Brakk closes to melee; Pell hangs back and shoots; Hadia tries to negotiate again at half HP.

Tactics: Hadia fights to disable, not kill — she'll surrender or flee at ~25% HP. Brakk fights to the death if Hadia is killed. Pell surrenders at 25% HP and pleads.

On the party's victory, they can search the camp for what Hadia would have offered (medpacs, scrambler, hatch location) — but with no guidance on the hatch's exact location, the puzzle door in 2.3 is the only path forward.

Loot from the rival crew (combat path only):

Hadia Verel (TR 1) — 200cr cred-stick, **Sporting Blaster Pistol** (her Lv 1 backup sidearm), **comm scrambler**. *Her primary blaster pistol took a direct return-bolt to the power cell during the fight — slagged. Salvage parts ~50cr to a tinkerer.*

Pell (TR 0) — 50cr, **Computer Spike +1** (~250cr value), datapad with personal notes (1 sequel-hook contact name).

Brakk (TR 1) — 150cr, **Brakk's Reinforced Vibroblade** (see explanation below).

2× Medpac I from the camp medkit.

Total: ~450cr cash + ~700cr in usable gear. Combat path is *more* lucrative than parley, but costs the party Hadia's intel about the second ship and the bypass hatch. GM may emphasize that tradeoff in the moment.

C Sneak past.

The party can avoid the wing entirely via the service shaft they spotted at the junction. **STEALTH · DC 14** as a group check (each PC rolls; success on majority). The shaft is tight, unheated, and dangerous —

ATHLETICS · DC 12 partway through to navigate a sharp drop. PCs who skip 2.2 entirely arrive at Scene 2.3 with no rumors and no hatch shortcut.

GM Brakk's Reinforced Vibroblade

Type: Melee weapon, level 1. Damage: 1d8 slashing/piercing.

A field-modified vibroblade — short, heavy, weighted toward the hilt the way Brakk liked it. Mechanically lighter and lower-tier than a standard Vibroblade, but tuned for tripping bigger opponents. **Once per long rest**, on a successful melee attack against a target larger than the wielder OR carrying a heavy weapon, the wielder may force the target to make a Strength saving throw DC 12 or be knocked prone. Players add it to their sheet as a custom melee weapon (1d8 slashing/piercing, finesse, light) with this trip ability noted.

GM

The rival crew is **not** the Wraith Hand. They are scared, tired, and mostly want to leave. The Wraith Hand are still in transit. Make sure the party understands the difference — Hadia will explicitly say "we're salvagers, not pirates" if asked.

If your party went "scan first" in Scene 1.2 and saw the second ship in orbit, Hadia confirms it's NOT her — her ship is grounded near her camp. That's the foreshadow paying off.

Scene 2.3 – The Inner Door

Location: A pressure-sealed bulkhead deep in the relay's lower corridors. This is the door to the inner sanctum where Sevren is hiding. It has not been opened in roughly thirty years. The console beside it still has power.

 READ ALOUD

The corridor narrows here, deepening into the relay's foundations. The walls shift from utilitarian metal to a darker, denser material — the original construction of whatever predecessor civilization built this place. The door ahead is two meters of pitted alloy, sealed against an inset frame. The control panel is small, recessed, and lit with a single soft blue glyph.

This is a **group skill challenge**. The party needs **3 successes before 2 failures** to open the door. Each PC contributes one roll per round. The challenge represents about 10 minutes of cooperative work.

PUZZLE GROUP SKILL CHALLENGE: THE INNER DOOR

Each PC picks ONE skill per round. They cannot use the same skill twice in a row. Available skills (all DC 14):

Mechanics — physically manipulating the door's recessed frame.

Use Computer — slicing the panel's authentication.

Knowledge: Sciences — reading and interpreting the predecessor glyphs.

Knowledge: Galactic Lore — identifying which civilization built it.

Use the Force (if applicable) — sensing the door's mechanism by touch. Force user can spend 1 FP to gain Advantage on the roll.

Success ladder:

3 successes before 2 failures: door opens. Proceed to Scene 2.4.

2 failures, 0–2 successes: door is locked harder than before; the party must use the bypass hatch (if Hadia gave them the location) OR rest 1 hour to try again (door re-locks the panel after a failed attempt).

If the party has the bypass hatch from Scene 2.2 trade: they can skip the challenge entirely and crawl through the maintenance route. Cinematic but undignified.

Tessen Brunep moment: if the party has Tessen, her Mechanics + Use Computer Expertise gives her +PB×2 on those rolls — typically +6 at L1. Lean into it; let her lead the slicing.

Karru/Lessa moment: Force users sense the door is "old, deep, patient" — the personality of whoever built it. Reward roleplay with a successful Force-Sense roll regardless of mechanical outcome.

When the door opens, the party hears the first sound from beyond it: a hesitant cough, hastily muffled.

Scene 2.4 – The Survivor

Location: The inner sanctum. A single circular chamber, three meters across, lined with what was once delicate predecessor circuitry now coated in three weeks of human residence — a bedroll, a portable heater, empty nutrient-pack wrappers, a small stack of data cartridges, and a battered field datapad running a homemade signal-keying script.

In the corner, behind a hastily erected supply-crate barricade, **Sevren Doh** sits with his back against the wall, a fading glow-rod across his lap, and a small holdout blaster pointed at the doorway with shaking hands.

NPC SEVREN DOH — Marooned xenobiologist — Human

Voice: Educated, exhausted, soft-spoken. Pauses to think. Dry humor when his guard is down.

Motivation: Survive. Get the data off this moon. Honor the team that died with him on the way down.

Abilities: STR 9 (-1) · DEX 10 (+0) · CON 10 (+0) · INT 16 (+3) · WIS 13 (+1) · CHA 12 (+1)

Stats: TR 0 · AC 11 · HP 14 (currently 9 — wounded) · Knowledge: Sciences +6 · Holdout Blaster +2 (1d8 energy, 20 ft range)

Sevren is in his early fifties — gray at the temples, still strong but sleep-deprived to the point of tremors. He's been alone for three weeks on dwindling nutrient packs. His left arm is in an improvised sling. He's smart enough to be terrified of strangers and patient enough not to fire first.

📖 READ ALOUD

"Don't move. Please. Don't — don't move." His voice is hoarse from disuse. The blaster wavers. "Tell me who sent you. Tell me a name I can trust."

This scene is **all roleplay**. Sevren is genuinely terrified and will not fire unless someone makes a sudden movement or lies clumsily. The party's goal is to get him to lower the blaster.

Building trust

PERSUASION · DC 13 to convince him the party isn't a threat. On a critical success (natural 20), he laughs from sheer relief.

INSIGHT · DC 12 to read his emotional state. Reveals he's afraid of pirates specifically, not "salvagers" — useful data for the conversation.

Mention Thessa Vaas's name. He doesn't know her. But hearing a patron's name (vs. "we're here for the data") shifts him toward parley. The mention does not increase the DC; it just gives the GM permission to roleplay Sevren as more cooperative.

Passive Use the Force check — Lessa or Karru can sense Sevren is not a threat AND is not lying when he eventually speaks (no FP cost — sensing emotional honesty is the skill's baseline read). A PC who wants confirmation with mechanical certainty can spend **1 FP on Telepathy** for a surface-thought read. Either way, share the conclusion with their player.

TREAT INJURY · DC 13 to tend his arm wound. He'll let Tessen or any character with medic profession do this; it builds trust significantly. Treats his HP up by 1d6 (currently 9 → up to 14 cap).

After 1–3 rounds of conversation, Sevren lowers the blaster. He will not hand it over — it's the only thing keeping him alive, in his view — but he will sit and talk.

What Sevren reveals

In rough order, as the conversation progresses:

He's a xenobiologist. His team — three other researchers — died when their ship crash-landed three weeks ago. Coolant-line failure on approach.

He's been broadcasting from the relay because his ship's transmitter is destroyed. The relay's old systems still work; he keyed an old commercial-broker pattern because it was the only protocol he could force through the ancient hardware.

Asked what he was researching: he hesitates. **PERSUASION · DC 15** to push for the answer. He'll say: "Anomalous biotech. A mineral-bound biological organism native to this sector that shouldn't exist by any conventional taxonomy. We were three weeks from publishing."

The crash wasn't an accident. **INSIGHT · DC 14** on his demeanor reveals he believes someone sabotaged the ship. He has the data to prove the coolant-line failure was deliberate.

He has a backup of the research data on a small data cartridge he keeps in his coat pocket. This is what Thessa wants. This is what the Wraith Hand have been hired to destroy.

GM

Critical pacing call: end Session 2 (or whatever session this scene falls in) on the conversation with Sevren. The Wraith Hand should NOT arrive in the same session — let the party process what they've heard, plan their exit, maybe rest, and meet the climax fresh.

When you do narrate the Wraith Hand's arrival, do it as the cliffhanger hook for the NEXT session — boots on the upper level, voices, blaster fire from above. End there.

By the end of Act II, the party has met Sevren, learned the truth (or most of it), and is preparing to extract him — when the Wraith Hand arrive. End Act II here.

Act III – The Choice

Estimated length: 1–2 sessions (~3–6 hours) **What it teaches:** branching decisions with real consequences, climax math, parley vs combat, leveling up

Act III is the payoff. The Wraith Hand have arrived. Sevren is alive, weak, and in the inner sanctum. The party must choose — and the choice is genuinely open.

Scene 3.1 – The Wraith Hand Arrive

Location: The relay's outer corridors and the inner sanctum. Vex Krell and her crew enter via the same outer door the PCs used. They move tactically — no shouting, no panic — and they know exactly what they're looking for.

If the previous session ended on a cliffhanger, restart here.

READ ALOUD

A new sound, faint at first — boots on metal, the thump of an outer airlock cycling. Then voices in the upper corridors, low and disciplined. A bright beam sweeps down a hallway you crawled through earlier. Sevren Doh closes his eyes for a long second and exhales like a man who knew this was coming and had been hoping to be wrong.

A woman's voice carries down — calm, measured, almost friendly: "Sevren. We've been looking for you. Let's not make this difficult. Send your new friends out first. They'll be paid, and they'll live."

NPC CAPTAIN VEX KRELL — Wraith Hand pirate captain — Human

Voice: Calm, professional, uses people's names. Talks like a manager closing a difficult quarter.

Motivation: Finish the contract. Sevren dead, data destroyed. She doesn't want to kill the PCs unnecessarily — she'd prefer they walk away — but she will if she has to.

Abilities: STR 13 (+1) · DEX 14 (+2) · CON 13 (+1) · INT 14 (+2) · WIS 15 (+2) · CHA 13 (+1)

Stats: TR 3 · AC 14 · HP 32 · Heavy Blaster Pistol +5 (1d10+2 energy) · Persuasion +5 · Insight +5 · Tactics +6

Vex is in her late thirties, lean, with the bearing of someone who used to be navy and got out. Her crew is ex-military, well-equipped, and disciplined. She uses first names. She is genuinely willing to negotiate. She is also genuinely willing to kill the entire party if she has to.

The Wraith Hand crew with her:

NPC BREL — WRAITH HAND OPERATOR — Tactical support · 2 of these for default party

Voice: Terse, military rhythm. Speaks only when necessary.

Motivation: Loyalty to Vex. Paid well, fed well, willing to die for her if it comes to it (it usually doesn't).

Abilities: STR 12 (+1) · DEX 14 (+2) · CON 12 (+1) · INT 11 (+0) · WIS 12 (+1) · CHA 9 (-1)

Stats: TR 1 · AC 13 · HP 18 · Blaster Rifle +4 (1d10+1 energy, 80 ft) · Stealth +4

NPC TANN — SNIPER-OVERWATCH — Long-range support · 1 always present

Voice: Bored, dry, cracks one joke at the worst possible moment.

Motivation: Wants to retire on this one. The contract pays enough.

Abilities: STR 10 (+0) · DEX 16 (+3) · CON 11 (+0) · INT 12 (+1) · WIS 13 (+1) · CHA 10 (+0)

Stats: TR 2 · AC 13 · HP 16 · Sniper Blaster +5 (2d8 energy, 200 ft, single shot per round)

For a 4-PC party: Vex + 2 Brels + Tann (4 enemies, parity). For 2–3 PCs: Vex + 1 Brel + Tann (drop one Brel). For 5–6 PCs: Vex + 3 Brels + Tann (add a Brel).

The Decision Point

This is the core moral choice of the adventure. The PCs decide what to do — in character, at the table, under pressure. Don't push them toward any branch.

⚡ **DECISION POINT THE WRAITH HAND ARE INSIDE. SEVREN IS BEHIND YOU. WHAT DO YOU DO?**

- A** **Extract Sevren — Combat finale.**
Fight your way out with Sevren in tow. Highest reward (full pay + 25% data bonus from Thessa), highest risk. Go to **Scene 3.2A — The Stand**.
- B** **Destroy the relay + flee.**
Wreck the data, the signal source, and the inner consoles, then escape through the bypass tunnels. The Wraith Hand find nothing of value but will pursue. Sevren survives if the PCs are quick. Go to **Scene 3.2B**.
- C** **Negotiate with Vex.**
Walk out unarmed, hands visible, and try to talk her down. Hard but possible — she's a professional, not a sadist. Go to **Scene 3.2C**.
- D** **Betray Sevren.**
Hand him over. Walk away with credits. The dark path. Go to **Scene 3.2D**.

GM

This is the **central decision of the adventure**. Resist the urge to telegraph a "right" answer. All four branches are mechanically supported, narratively complete, and have a sequel hook.

If your players seem stuck, ask questions in character — never out of character. "What does Sevren say to you?" "What does Vex see when she looks at you?" Let them work it out.

If your players try a fifth option (e.g., "we set a trap and lure Vex in alone"), accommodate it. Build it on the fly using the [How to Run an Encounter](#) ad-hoc principles. That's the adventure being good, not being broken.

Scene 3.2A — The Stand (Extract)

Location: The corridor between the inner sanctum and the bypass exit. Vex's crew are spread across the upper corridor; Tann holds overwatch from a high vantage; Brels move to flank.

✘ COMBAT COMBAT: WRAITH HAND STRIKE TEAM

TR

3

GM TACTICS

Vex coordinates from cover, calling shots and offering parley between rounds — 'We can still walk away from this.' She uses her superior tactics bonus to grant ally Brels Advantage on their first attack each round (a free Aid action). Tann holds overwatch, sniping any PC who steps out of cover. Brels use Suppressive Fire on the party's strongest melee combatant. Vex herself fights smart — uses cover, retreats if reduced below 50% HP, and will accept surrender from any PC.

Walk this fight at the table:

Round 1. Roll initiative for everyone. Tann from overhang gets +5 Dex bonus. Vex calls out: "We have you flanked. Last chance to walk." Players roll a Charisma save (DC 14) or take a 1-round morale debuff (Disadvantage on next attack). Force users are immune.

Rounds 2–4. Tactical fight. Encourage cover use, Heroic Surges, Force powers. The Brels go down at 18 HP each — relatively quickly.

Round 5+. Vex surrenders OR retreats if reduced below 16 HP. Tann flees to the upper level if Vex falls. The fight ends.

Sevren during combat: he stays in the inner sanctum. He has 9 HP, a holdout blaster, and panic-fires once at any pirate who reaches him (+2 attack, 1d8 damage). Otherwise he ducks.

If a PC drops to 0 HP: standard death save rules apply (3 successes stabilize, 3 failures kill). The Wraith Hand are not coup-de-grâce unconscious PCs; they're trying to win the fight, not commit war crimes.

Reward on success: Sevren is rescued. Vex is captured or killed (PC choice — capture grants intel about who hired her in the Conclusion).

Loot from the Wraith Hand strike team:

Captain Vex Krell (TR 3) — 1,000cr emergency cred-stick, **Wraith Hand insignia** (unique trophy — see explanation below), **Encrypted Comm Disc** (see explanation below). *Vex's Heavy Blaster Pistol took a hit through the bolt-pack during the fight — slagged. Salvage parts ~75cr to a parts dealer.*

Brel × 2 (TR 1 each) — 100cr each, **Medpac I** each, plus each Brel's holdout sidearm (a **Sporting Blaster Pistol**, Lv 1 — Wraith operators carry one as a backup). *Their primary blaster rifles took multiple hits and are unsalvageable as weapons; ~50cr each in scrap parts.*

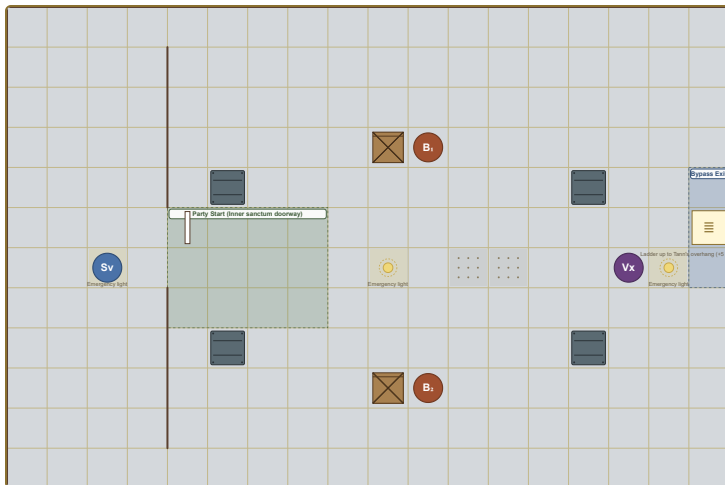
Tann (TR 2) — 300cr, **Long-Sight Scope** (intact — see explanation below). *Her sniper rifle fell from the overwatch perch when she dropped — barrel and optics shattered, scope module survived.*

Total: ~1,500cr cash + ~700cr in immediately usable gear (medpacs + 2 sporting pistols) + ~225cr in scrap + 3 unique trophy/lore items + the **Long-Sight Scope** (saleable now or saved for a future rifle) + the **data cartridge** Sevren carries (see Scene 3.3 for valuation). This is the climax payoff; lean into it.

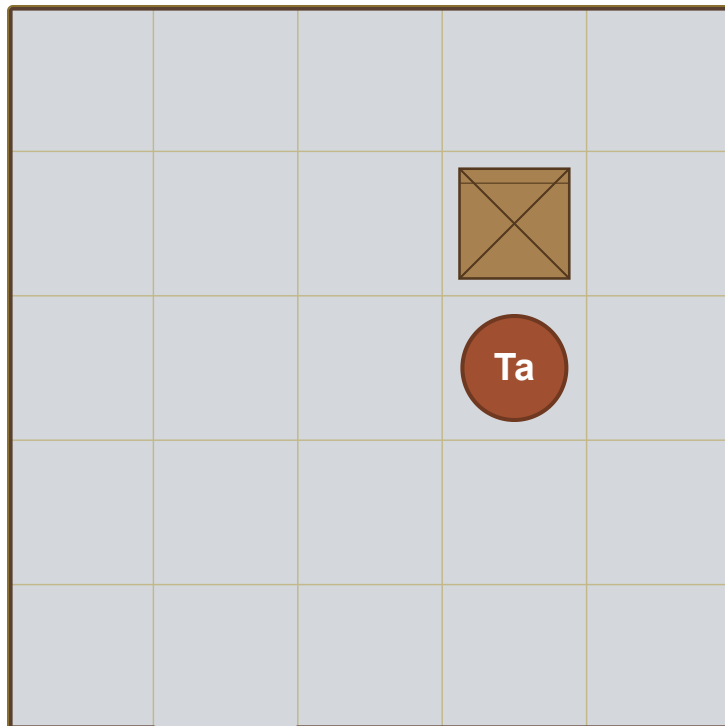
THE STAND — WRAITH HAND STRIKE TEAM

GRID: 5 FT / SQUARE N ↑

LOWER CORRIDOR



TANN'S OVERHANG








PANEL CONNECTIONS

Lower Corridor ≡ Tann's Overhang — Ladder up to Tann's overhang (+5 DEX sniper vantage)

TERRAIN KEY

-  **Wall**
-  **Door**
-  **Cargo container — Cargo container**
Three-quarters cover (+5 AC / +5 DEX saves)
-  **Crate — Supply crate**
Half cover (+2 AC / +2 DEX saves)
-  **Difficult terrain**
-  **Light source — Emergency light**

LEGEND

-  **Sv** Sevren Doh (Lower Corridor)
-  **Vx** Captain Vex Krell (Lower Corridor)
-  **B₁** Brel 1 (Wraith Hand operator) (Lower Corridor)
-  **B₂** Brel 2 (Wraith Hand operator) (Lower Corridor)
-  **Ta** Tann (Sniper-overwatch) (Tann's Overhang)

Tann's sniper position has +5 DEX from elevation — he can see and shoot anyone in the Lower Corridor not behind FULL cover (walls/cargo containers from the right angle). Round 1: party rolls CHA save DC 14 vs. Vex's morale debuff (Force users immune). Vex retreats at 16 HP. Tann flees to the upper level if Vex falls.

Printable true-scale version (1 in = 5 ft): swurpg.com/battle-maps/signal-3-2a-the-stand.pdf

GM Wraith Hand insignia

Type: Unique trophy. Tier: not applicable (story item).

A small etched durasteel pin Vex carried as a mark of crew rank. Other pirate, smuggler, and gray-market NPCs *recognize* the Wraith Hand brand.

Mechanical effect: Once per future adventure, when negotiating with a pirate-aligned, smuggler-aligned, or other gray-market NPC, the carrier may add their Proficiency Bonus to a Persuasion check. The check counts as a "professional courtesy" recognition; success grants safe passage, introductions, or one favor. It does NOT work against law-aligned NPCs or factions hostile to the Wraith Hand's employers.

GM Encrypted Comm Disc

Type: Gear (Lv 1). Weight: 0.1 kg. Cost equivalent: ~400cr.

A palm-sized data disc with hardware-encrypted comm logs from the Wraith Hand's last six contracts. Unsliced, it's worthless — and dangerous if the wrong people see the carrier with it.

To slice: Use Computer DC 16 (one attempt per long rest). Each success reveals one entry from the log. Each entry is a sequel hook the GM can use to start a follow-up adventure: a contact name, a target, a location, a betrayal someone is about to commit. Roll or pick.

GM Tann's Long-Sight Scope (weapon upgrade)

Type: Tier-1 weapon upgrade (ranged). Installed on a two-handed ranged weapon in 1 hour with Mechanics DC 13. Compatible with any Ranged (Medium) or Ranged (Heavy) weapon — works on the Lv 3+ blaster rifles the party will start using as they level up. Saleable value to a gunsmith: ~600cr.

Mechanical effect: While the wielder uses the Aim action before a ranged attack at Long Range, they ignore the standard Long-Range disadvantage. Stacks with other ranged-attack bonuses.

After the fight, the party can extract Sevren via the bypass tunnels and return to their ship. Go to **Scene 3.3 — The Return**.

Scene 3.2B – Destroy + Flee

The party decides the data is too dangerous and Sevren has been through too much. They wreck the inner consoles, the data cartridge, and the signal-keying script Sevren had been running. They escape via the bypass tunnels.

READ ALOUD

You move fast. Sevren grabs his coat, his bedroll, the holdout blaster, and the data cartridge. Tessen — or whoever's leading — overloads the inner console with a clean shorted bypass. Sparks. The signal dies. The relay goes silent for the first time in three weeks. You run for the bypass tunnels.

The escape is a **chase scene** rather than a combat. Use the following sequence:

ATHLETICS · DC 13 for each PC to navigate the bypass tunnels at speed. Failure means 1d4 damage from a hard bump.

STEALTH · DC 13 as a group check to evade the Wraith Hand sweep. Success: clean escape. Partial: one Brel catches up briefly — quick 1-round skirmish (1 enemy, 18 HP).

PILOT · DC 14 to lift off ahead of the Wraith Hand's ship pursuing.

If the party makes it out, Sevren survives but the data is gone. Thessa will pay the base contract (800cr per PC) but no data bonus. Vex will report her contract failed but Sevren is presumed dead — which sets up a sequel hook (he isn't, and the people who hired Vex will eventually realize).

Go to **Scene 3.3 — The Return**.

Scene 3.2C — Negotiate

The most difficult path mechanically — but the most narratively rewarding for a roleplay-forward party.

The party walks out unarmed, hands visible. Vex meets them in the corridor. The conversation that follows is structured around three rolls that build trust or break it.

Round 1 — Establish credibility

PERSUASION · DC 15 — convince Vex you're not a threat and you're not interested in her contract.

Critical success (natural 20): Vex listens. The conversation continues.

Success: Vex is willing to keep talking. Round 2 begins.

Failure: Vex's tone shifts. She gives a 5-second warning. The party can back out (combat begins — go to 3.2A) or try Round 2 with Disadvantage.

Round 2 — Find the leverage

Vex is hired help, not the principal. She's willing to be flipped if the deal is right. The party needs to identify what to offer.

The leverage available, depending on what the party uncovered:

Sevren's data is more valuable than Vex's contract. He has detailed evidence of the sabotage of his ship — including the names of the people who hired Vex. The PCs can offer Vex this evidence (or a copy of it) so she has leverage on her own employers. **PERSUASION · DC 16**.

Thessa Vaas's identity. If the party knows Thessa wants the data, they can offer to broker a meeting between Vex and Thessa — a different deal for the same data, on better terms. **PERSUASION · DC 15**.

Their own loyalty. If the party offers to walk away and never speak of this — Sevren disappears, the data is destroyed, Vex tells her employers the job is done — Vex finds the offer compelling. **PERSUASION · DC 14**.

Each PC gets one assist roll. Force users may spend 1 FP to gain Advantage on the lead negotiator's roll.

Round 3 — Close the deal

If the party reaches Round 3 with a viable offer, Vex agrees. The terms will vary based on what was offered, but the practical result is the same: the Wraith Hand leave. No combat. Sevren survives. The data is destroyed or transferred per the deal.

Reward: No combat, no death, full base pay from Thessa (no data bonus — the data was destroyed or transferred).

Sevren is alive and grateful. Vex is not a future enemy; she may even be a future ally if the party needs muscle they can hire.

Go to **Scene 3.3 — The Return**.

Scene 3.2D – Betray (Dark Path)

The party hands Sevren over to Vex. He realizes what's happening too late — maybe his blaster comes up, maybe he runs, maybe he just stares.

READ ALOUD

"Take him. We're done." The words sit heavy in the corridor air. Sevren turns to look at you — really look — and you can see him reading every face, calculating. He doesn't say anything. There isn't time. The Wraith Hand close in. Vex nods, professional and unsmiling, and gestures her crew to escort Sevren out. The data cartridge in his coat goes too.

Vex pays the party a parting bonus — **2,000 credits, divided** — for not making her job complicated. She thanks them with the cold professionalism of someone closing a transaction. Sevren is taken away.

Sevren doesn't survive. The PCs hear about it later — a cargo ship "missing in transit" with no survivors. The data is destroyed.

The PCs collect a **reduced payment from Thessa** (300cr each — she's unhappy they didn't bring back data or person, but she pays for the reconnaissance). Their reputation in the spaceport quietly tarnishes; news travels.

Sequel hook: the people who hired Vex notice the PCs were involved and decide to keep an eye on them. Whether that becomes a vendetta or a recruitment offer is up to the GM.

Go to **Scene 3.3 — The Return** with reduced rewards and a darker tone.

GM

The betrayal path is unusual but legitimate. Don't moralize at the table. Let the consequences land in the fiction. If your group is uncomfortable with the dark path, they probably won't pick it; if they pick it, lean into the weight without making the GM the punisher.

Scene 3.3 – The Return

The party returns to the spaceport. Whatever happened on Tellan-7, they meet Thessa Vaas one last time at table 7.

The conversation depends on what the party brings:

Sevren alive + data intact: Thessa is professional but visibly pleased. Pays the full 800cr per PC + 25% data bonus + an extra 200cr per PC because she "appreciates clean work." Asks if she can hire them again. **Sequel hook:** yes, she can.

Sevren alive + data destroyed: Thessa is irritated but pays the base 800cr. She's polite about it; she'll work with them again, but the bonus tier is closed. Sevren goes into hiding under his own arrangements.

Sevren rescued via negotiation, data transferred to Vex's employers: Thessa is suspicious — she'll figure out the deal eventually. Pays 600cr per PC. Doesn't offer follow-up work. **Sequel hook:** she may try to get the data back from Vex's employers, dragging the PCs in months later.

Sevren betrayed: as in 3.2D — 300cr per PC, reputation damaged.

In each case, the PCs **advance from level 1 to level 2** at the end of the session. No XP math; the adventure is the milestone. Update sheets, roll up new HP, claim the new level's class traits. Done.

Optional final scene: a cantina debrief. The party decompresses, cleans up, plans their next move. If the GM wants to seed a campaign, this is the place to drop the next adventure's hook.

GM Sevren's Data Cartridge — story-relevant unique item

Type: Gear (unique). Weight: 0.05 kg. Holds ~3.2 TB of Sevren's complete xenobiology research (anomalous biotech, sabotage evidence).

Valuation (depends on path):

To Thessa's pre-arranged buyer: **8,000–12,000cr** (Thessa skims the middle; party gets the 25% data bonus on top of base contract).

To Vex's employers (negotiate path, if traded): they pay nothing, but they DO call off the contract — value is "everyone walks away alive."

On the open black market (PCs go around Thessa): up to **20,000cr** but Thessa's network finds out within 1d4 weeks → reputation hit.

Destroyed (3.2B path): no credit value, but the survivor lives free.

The cartridge is the **lever** for every Act III branch. Where it ends up is the story's actual moral question.

Loot Reference

Quick at-the-table summary of every loot drop in the adventure. Use it to hand out rewards mid-session without flipping pages.

All loot is calibrated for a Lv 1–2 party. Higher-level NPC weapons are narrated as damaged or destroyed during the fight — the party can salvage parts (credit value) but can't equip the weapons themselves. Easy GM line if a player asks: *"The bolt that took down the captain went through her sidearm first — the power cell's slagged."*

SOURCE	CREDITS	GEAR / ITEMS
Tellan Rockmaws (Scene 1.3, 3 default)	—	75cr in claws/teeth + 1d3 venom sacs (Knowledge: Sciences DC 13)
Hadia Verel (Scene 2.2, combat path)	200cr	Sporting Blaster Pistol, comm scrambler, 50cr scrap from her ruined primary
Pell (Scene 2.2, combat path)	50cr	Computer Spike +1, datapad
Brakk (Scene 2.2, combat path)	150cr	Brakk's Reinforced Vibroblade
Crew camp (Scene 2.2, combat path)	—	2× Medpac I
Captain Vex Krell (Scene 3.2A)	1,000cr	Wraith Hand insignia, Encrypted Comm Disc, 75cr scrap from her ruined Heavy Pistol
Brel × 2 (Scene 3.2A)	100cr each	Sporting Blaster Pistol each (sidearm), Medpac I each, 50cr scrap each from ruined rifles
Tann (Scene 3.2A)	300cr	Long-Sight Scope (saleable now, fits a future Lv 3+ rifle); rifle itself destroyed
Sevren's Data Cartridge	—	Story-relevant unique; valuation in GMNote above
Thessa Vaas payoff (3.3, full success)	1,000cr per PC	—

Adventure totals (best case, all combats + full payoff, 4 PCs):

Cash from kills + scavenge: ~2,200cr (incl. salvage scrap)

Patron payoff: 4,000cr

Gear items: 3 Sporting Blaster Pistols (Lv 1, equippable now) + 1 named vibroblade + 1 comm scrambler + 1 computer spike + 4 medpacs + 1 ranged scope (saleable or saved) + 2 unique trophy/lore items + the data cartridge

Per-PC walk-away: ~1,500cr cash + 1–2 immediately usable items, plus L2 advancement.

Path tradeoffs:

Parley with Hadia (Scene 2.2) sacrifices ~600cr in gear loot but gains the 2nd-ship intel and the bypass hatch + a comm scrambler gift.

Negotiate with Vex (Scene 3.2C) sacrifices the climax loot (~2,200cr cash + scope + insignia + comm disc) but means no death and Vex as a future contact.

Betray (Scene 3.2D) gives the party 2,000cr from Vex but only 300cr per PC from Thessa + reputation hit.

Cast of NPCs

Quick-reference for every speaking NPC in the adventure. Stats are repeated from the inline cards above; this section adds dialogue snippets and "what they know" notes you can lean on at the table.

Thessa Vaas – Falleen Salvage Broker

Role: Patron · **Location:** Spaceport cantina, table 7, above her three-room office.

Voice: Slow, careful Basic with a slight hiss on sibilants. Pauses before answering, especially the questions she finds inconvenient. Smiles rarely; when she does, it doesn't reach her eyes.

Motivation: Wants Sevren's research data. Has a pre-arranged buyer at 12,000cr. Will pay the contract honestly regardless of what the PCs bring back, but pays *more* for data than for survivors.

Dialogue snippets:

(Hiring) "I have a contract. It pays. The terms are reasonable. I'd appreciate your time."

(Asked about the signal) "Pre-Republic broker code, partial decrypt. I don't pretend to read it; I just know what the ping is worth."

(Asked about other crews) "I posted publicly. People talk. Word gets out. I cannot control who else picks up the contract."

(Closing the deal at her office) "Don't be the second crew to land. Good luck."

Abilities: STR 8 (-1) · DEX 10 (+0) · CON 10 (+0) · INT 14 (+2) · WIS 15 (+2) · CHA 14 (+2).

Stats: TR 1 · AC 12 · HP 22 · Persuasion +5 · Deception +5 · Insight +6 · Holdout Blaster +2 (1d8 energy, 20 ft).

What she knows but won't say: the data buyer's name, the price tier, the broker network that decoded the signal pattern. The PCs cannot extract this from her short of being extremely persuasive (Persuasion DC 22+) or threatening her physically (Intimidation DC 18, which costs the relationship).

Sevren Doh – Marooned Xenobiologist

Role: The Survivor · **Location:** Inner sanctum of the relay (until extracted).

Voice: Educated, exhausted, soft-spoken. Pauses to think. Dry humor when his guard is down. Speaks about his research with reluctant precision.

Motivation: Survive. Get the data off this moon. Honor his three dead colleagues by making sure the work isn't lost.

Dialogue snippets:

(First meeting) "Tell me a name I can trust. Please."

(After parley) "I haven't slept in four days. I am extremely sorry if I shoot somebody in the next ten minutes. Please don't make sudden moves."

(Asked about the research) "Anomalous biotech. Mineral-bound biological organism native to this sector. We were three weeks from publishing."

(After learning the Wraith Hand are coming) "I knew. I knew. I just hoped to be wrong."

(If extracted successfully) "Thank you. I — thank you. I owe you the truth, when there's time."

Abilities: STR 9 (-1) · DEX 10 (+0) · CON 10 (+0) · INT 16 (+3) · WIS 13 (+1) · CHA 12 (+1).

Stats: TR 0 · AC 11 · HP 14 (currently 9, wounded) · Knowledge: Sciences +6 · Treat Injury +4 · Holdout Blaster +2 (1d8 energy, 20 ft).

The data cartridge: standard datacrystal in a reinforced sleeve. Holds ~3.2 TB of his research notes, raw observations, sabotage evidence, and a timeline of the events leading to the crash. Worth between 8,000cr (black market) and 12,000cr (Thessa's buyer) and 25,000cr (the people who hired Vex, who would happily pay it back from him to bury the work).

Hadia Verel – Independent Salvage Captain

Role: Rival crew leader (Scene 2.2) · **Location:** Crew quarters wing.

Voice: Quick, dry, low-frequency. Never raises her voice. Talks fast when she's nervous, which is most of the time on this job.

Motivation: Extract the sensor array, leave clean, not end up dead. Has no idea about Sevren or the Wraith Hand. Will leave when convinced the PCs aren't a threat to her crew.

Dialogue snippets:

(First meeting) "If you're not pirates, walk slow and keep your hands visible."

(Trading) "Two medpacs, 200 credits. Take it or leave it. I'm not in a haggling mood."

(Mentioning the second ship) "Pirate-class drive signature. I don't know who, but I know what. I'm packing fast."

(If fight breaks out) "We don't have to do this. We don't *have* to do this. Last warning."

Abilities: STR 11 (+0) · DEX 14 (+2) · CON 12 (+1) · INT 13 (+1) · WIS 13 (+1) · CHA 12 (+1).

Stats: TR 1 · AC 13 · HP 24 · Persuasion +4 · Stealth +5 · Mechanics +5 · Blaster Pistol +4 (1d10 energy).

Crew abilities:

Pell (Sullustan slicer): STR 8 (-1) · DEX 13 (+1) · CON 10 (+0) · INT 16 (+3) · WIS 11 (+0) · CHA 12 (+1) · AC 12 · HP 16 · Use Computer +6.

Brakk (Trandoshan muscle): STR 16 (+3) · DEX 10 (+0) · CON 14 (+2) · INT 9 (-1) · WIS 11 (+0) · CHA 8 (-1) · AC 14 · HP 28 · Vibroblade +5 (1d8+3).

Captain Vex Krell – Wraith Hand Captain

Role: Antagonist · **Location:** Arrives in Act III via outer airlock; enters via upper corridor.

Voice: Calm, professional, uses people's names. Talks like a manager closing a difficult quarter. Does not raise her voice. Does not threaten unless she means it.

Motivation: Finish the contract. Sevren dead, data destroyed. She prefers PCs walk away unharmed; she will not hesitate to kill them if they don't.

Dialogue snippets:

(Calling out to Sevren) "Sevren. We've been looking for you. Let's not make this difficult."

(To the PCs, opening parley) "We have you flanked. We can do this clean. Walk away. You'll be paid, and you'll live."

(Mid-combat, calling between rounds) "We can still walk away from this. Your call."

(If captured) "Tell my employer I held up my end. Tell them I expect to be retrieved."

(If defeated and they let her live) "Smart. You know I won't forget."

Abilities: STR 13 (+1) · DEX 14 (+2) · CON 13 (+1) · INT 14 (+2) · WIS 15 (+2) · CHA 13 (+1).

Stats: TR 3 · AC 14 · HP 32 · Heavy Blaster Pistol +5 (1d10+2 energy) · Persuasion +5 · Insight +5 · Tactics +6 · Reaction: Tactical Aid (grant ally Advantage on attack as a Reaction once per round).

The contract. Vex was hired three weeks ago by a syndicate intermediary who didn't give a name. The contract is for Sevren Doh, dead, and any data he carries, destroyed. Pay is 60,000cr to the Wraith Hand, split per the crew's standard rules.

Wraith Hand Crew (Brel × N + Tann × 1)

Brels: Tactical operators. Terse military rhythm; speak only when necessary. Loyalty to Vex.

Abilities: STR 12 (+1) · DEX 14 (+2) · CON 12 (+1) · INT 11 (+0) · WIS 12 (+1) · CHA 9 (-1).

Stats: TR 1 · AC 13 · HP 18 · Blaster Rifle +4 (1d10+1 energy, 80 ft) · Stealth +4.

Tann: Sniper-overwatch. Bored, dry, cracks one joke at the worst possible moment. Wants to retire on this contract.

Abilities: STR 10 (+0) · DEX 16 (+3) · CON 11 (+0) · INT 12 (+1) · WIS 13 (+1) · CHA 10 (+0).

Stats: TR 2 · AC 13 · HP 16 · Sniper Blaster +5 (2d8 energy, 200 ft, single shot per round).

Tellan Rockmaws (Wildlife)

Role: Teaching combat (Scene 1.3).

Pack-ambusher predators native to Tellan-7. Low-slung, scaled, about the size of a large dog. Hunt in coordinated groups of 3–5. Retreat when reduced to ≤ 2 HP — they're not stupid. Not a TPK threat; their job is to get the table comfortable with combat math.

Abilities: STR 11 (+0) · DEX 14 (+2) · CON 10 (+0) · INT 4 (-3) · WIS 11 (+0) · CHA 6 (-2).

Stats: TR 1 · AC 12 · HP 8 · Bite +3 (1d6 piercing) · Speed 30 ft (climb 20 ft) · Stealth +4 (rocky terrain) · Athletics +3 (climbing).

Encounter Reference

Quick-look table of every encounter in the adventure. Use this during play to pull stats fast.

SCENE	ENCOUNTER	TYPE	DCS / STATS	DEFAULT COUNT
1.1	Thessa Vaas (cantina)	Social	Persuasion DC 12 (negotiate +50cr); Insight DC 15 (read her), DC 20 (clock the data motive)	1 NPC
1.2	Approach choice	Skill check	Pilot DC 12 / Use Computer DC 14 / 50cr	—
1.3	Tellan Rockmaws	Combat	TR 1, AC 12, HP 8, Bite +3 (1d6)	3 (default)
2.1	Collapsed corridor	Hazard	Athletics DC 13 / Knowledge: Sciences DC 12	—
2.1	Oxygen pocket	Hazard	Endurance DC 12 / Mechanics DC 14	—
2.1	Radiation trap	Hazard	Use Computer DC 14 / CON save DC 13	—
2.2	Hadia + Pell + Brakk	Social/Combat	Persuasion DC 13 (parley) / Stealth DC 14 (sneak)	3 NPCs
2.3	Inner Door	Group skill challenge	DC 14 across multiple skills, 3 successes before 2 failures	—
2.4	Sevren Doh	Social	Persuasion DC 13, Insight DC 12, Treat Injury DC 13	1 NPC
3.1	Decision point	Story choice	Extract / Destroy / Negotiate / Betray	—
3.2A	Wraith Hand strike team	Combat	Vex TR 3 (HP 32), Brel × 2 TR 1 (HP 18 each), Tann TR 2 (HP 16). Charisma save DC 14 round 1.	4 NPCs
3.2B	Bypass-tunnel chase	Skill	Athletics DC 13, Stealth DC 13, Pilot DC 14	—
3.2C	Negotiate Vex	Social	3-round Persuasion challenge, DCs 14–16	1 NPC focus
3.2D	Betrayal	Roleplay	No rolls; consequences only	—
3.3	Return to Thessa	Social	Variable based on outcome	1 NPC

Conclusion + Leveling

Outcomes summary

BRANCH	SEVREN	DATA	VEX	PAY (PER PC)	REPUTATION
Extract	Survives	Recovered	Defeated/captured/dead	800cr + 200cr bonus	Excellent
Destroy + flee	Survives	Destroyed	Reports failure	800cr base	Good
Negotiate	Survives	Variable	Walks away (potential future ally)	600cr	Mixed
Betray	Killed	Destroyed	Job complete	300cr + 500cr from Vex	Tarnished

Sequel hooks

Pick one to seed a follow-up adventure if your group wants to continue:

Extract path: Vex's employers notice the loss and dispatch a more serious team. The PCs are now on a syndicate watch list.

Destroy path: Sevren tries to rebuild his research from memory; word leaks; the PCs are pulled back in to protect him.

Negotiate path: Vex Krell reaches out to the PCs with a contract of her own — she's freelance now, and she remembers professionals who treated her like one.

Betray path: Sevren's death is investigated by his university's ethics board. Their investigator finds the PCs first.

Leveling: L1 → L2

The end of this adventure advances the entire party from level 1 to level 2. **Do not track XP** — the adventure is the milestone. At the table, after the final scene:

Each PC adds **one Hit Die** of HP. They roll the die OR take the "average" value (e.g., d8 → 5, d10 → 6, d6 → 4) plus their CON modifier.

Each PC gains the level-2 traits for their class. Most starter classes get a notable trait at L2: Soldier gets Weapon Discipline and Second Wind, Scoundrel gets Quickdraw and Lucky Break, Jedi Padawan gets Lightsaber Form Basics, Force Adept gets Adept Force Channeling, Leader gets Inspiring Leadership and a second-tier trait, Tech Specialist gets Field Medic.

PCs may **change a single trait choice** they made at L1 if it no longer fits — Soldier's Weapon Familiarity (Melee vs. Ranged) is the common one.

Force users gain access to additional Force Powers per their class. Have them pick at the table from the [Force Powers](#) catalog.

Update the [Character Builder](#) records (or the PDFs, if printed) before next session.

Closing scene suggestion: a quiet cantina drink. Each PC reflects on what they did. The GM can drop the next adventure's hook here, OR end the campaign clean if this was a one-off.

GM Quick Reference Card

Print this section if you're running at the table.

Difficulty Class ladder

DIFFICULTY	DC	USE WHEN
Easy	10	Trained PC, favorable conditions
Medium	15	Default for uncertain outcomes
Hard	20	Genuine risk, untrained or under stress
Heroic	25	Reach with meaningful failure penalty

Heroic Surge usage suggestions in this adventure

Scene 2.1 hazards: if a PC fails an Athletics or Endurance check, prompt for Heroic Surge to reroll. Builds the habit before Act III.

Scene 2.3 puzzle: if the party hits 1 failure on the group skill challenge, prompt the lead PC to spend a Surge for an automatic success on the next roll.

Scene 3.2A combat: if a PC drops below 25% HP, prompt Surge for defense (Disadvantage on next enemy attack against them).

Force Power suggestions per scene

Force Powers cited below are from the [Force Powers catalog](#). "Passive Use the Force" is a no-FP-cost skill check, not a power. All powers listed are available to Force-using classes at L1+.

Scene 2.1 oxygen pocket: Passive [Use the Force](#) check (no FP cost) — sensing environmental hazards is what the skill does at face value. The Force user smells the dead air before stepping into it.

Scene 2.3 inner door: [Force Perception](#) (1 FP, Action) substitutes Use the Force for Perception on the door's authentication mechanism, OR [Farsight](#) (1 FP, Bonus Action) for Advantage on the lead PC's next roll against the door.

Scene 2.4 Sevren: Passive Use the Force check (no FP) confirms Sevren is not lying. Alternatively, [Telepathy](#) (1 FP, Action) for a surface-thought scan. [Force Healing](#) (2 FP) accelerates his recovery for the climax.

Scene 3.2A combat: [Force Push](#) (1 FP) breaks Brel positioning. [Force Jump](#) (1 FP) reaches Tann's overwatch position. [Force Healing](#) (2 FP) keeps a fallen PC up.

Scene 3.2C negotiate: Passive Use the Force check (no FP) confirms Vex's willingness to deal — useful intel for the lead negotiator. A PC who wants the read with certainty can spend **1 FP on [Telepathy](#)** for a surface-thought scan.

Pacing checkpoints

End Session 1 at the resolution of Scene 1.3 (after rockmaws).

End Session 2 at the resolution of Scene 2.2 (after rival crew).

End Session 3 at the cliffhanger of the Wraith Hand arriving (end of 2.4 / start of 3.1).

End Session 4 at the resolution of Act III (whichever branch).

Optional Session 5 for an extended debrief, leveling, and sequel hook setup.

That's the adventure. Run it loose, lean into the party's choices, and remember: when in doubt, ask "what's the most fun result?"

Good luck, GM.