

DOSE 332D ●●●●

WANTED

NEKTEL VERUUN

10,000c

DEAD OR ALIVE



CRIMES : TERRORISM, MURDER, AND CORPORATE SABOTAGE

SPECIES : Rodian.

SEX : Male.

AGE : 42.

KNOWN ASSOCIATES : Kardamen Creel (Human Male), Helent Dubraol (Twi'lek Female).

ORIGINATOR : Prefect Harkin Rathmire, Belderone, Tion Cluster.

RECEIVER : Any Tion Hegemony Law Enforcement Office.

DETERMENT : Unwarranted loss of life or damage to private property in pursuit of subject shall result in up to 50% reduction in posted bounty. 25% reduction of payment for dead recovery.

Brief : Three standard months ago, the subject conducted the first of several terrorist attacks by setting off a violent oxygen tank explosion in the Laboratory he supervised at the Santhera Pharmaceutical R&D Complex in Freth City, Belderone, killing 14 employees. Followed up quickly with a home-made spore bomb in a Government Building, killing an additional 8 citizens.

Subject has continued his sporadic attacks, with targets ranging from transportation hubs, to local industrial facilities on planet. Each time utilizing a home-made device utilizing several unique customized biological agents of his own devising.

Authorities suspect that the Subject is allied with Kardamen Creel of Belderone, but no material evidence has been located to support the claim.

THE RODIAN BOMBER

In this investigation, the PCs pursue a dangerous terrorist and bomber on the run from the Law Enforcement on the planet of Belderone.

Homemade Spore Bombs have been set off in numerous locations across the planets Capitol City of Temmell.

Which began with a devastating detonation three standard months ago in the Wullex Administration Building in downtown Temmell, killing 27 citizens in the process, many of which were high ranking local Government Officials.

BIG QUESTION, ANSWER, AND CULPRIT

The main culprit is a male Rodian named Nektel Veruun, a former Team Lead for the Santhera Pharmaceuticals Research and Development Section out of Freth City on Belderone.

Nektel was driven to his terrorist actions as a way to try to eliminate those who ruined his life, as well as countless others, in a high level corporate cover-up that reaches to the highest echelons of power on Belderone.

The big question is, "Where is Nektel hiding?" And the answer is, "In a decommissioned water treatment plant on the outskirts of Freth City on the planet Belderone."

Nektel was given access to the abandoned facility by Kardamen Creel, who owns the facility under one of his many shell corporations, MMI Holdings. And the Rodian Bomber is using it as his base of operations to fabricate the biological munitions he uses to such devastating effect in his attacks.

MEANS, MOTIVE, AND OPPORTUNITY

Nektel was a model employee at Santhera for the vast majority of his 15 years in their employ. And was one of the fastest rising stars in their Research and Development Branch. And is still to date the youngest being ever assigned their own laboratory and research team in the company's 100 year history.

Until two years ago that is, when his team was working on a project and had a monumental breakthrough, just not in the way that they had hoped for. The team was assigned with trying to find a chemical that could be mass produced as a spray able agent that would eliminate the harmful effects of a Mycotoxin that was present in mass on the planet Dellalt.

Instead of finding a way to neutralize or eliminate the deadly effects on organic lifeforms exposed to the mycotoxins released by the sample fungus plants provided. The team instead inadvertently found a chemical compound that vastly magnified the damaging effects of the mycotoxins, to a point that organic species exposed to the modified fungus now had a staggering 85% mortality rate, instead of the original 43%.

The project was immediately scraped, and Nektels team was assigned another project to work on. And as far as Nektel knew, that was the end of the companies dealings with the Cadaverdae Fungus of Dellalt. Until a few weeks later when one of his lab assistants, a female Whipid by the name of Uksus Jefir, informed him that she noticed that all of the old samples from the Mycotoxin project were suddenly missing from the Companies Archive Storage Facility.



Uksus happened across the missing samples accidentally, when she was trying to pull some old compound mixtures at Nektel's request from one of the teams' first research projects with Santhera. And she felt she was really given the run-around by the Archive Manager when she inquired about the missing materials.

Nektel inquired about the missing material himself to his direct Supervisor, a female Arcanian called Zul Fekk, and was told that due to the highly dangerous effects that the compounds had, Santhera's Board of Directors felt that it was best to simply destroy it all, and not risk the chance that any of it could accidentally be released in the future. Zul admitted that the Board acknowledged the fact that accidental release of any Archived materials was a very slim chance indeed, due to the serious security and backup measures they operated all of their facilities with, but due to the high mortality rate, they figured "why take chances?"

While this answer satisfied Nektel, his lab assistant Uksus was not so easily convinced, and continued digging into the missing materials. And she discovered that her doubts were indeed justified, as she came across shipping manifests and receipts that proved that Santhera had in fact sold off the deadly compounds and mixture developed by their team to the Imperial Military's own Research and Development Division.

Uksus sent a frantic comm message to Nektel, informing him of all that she uncovered. And promised to bring in the documents she uncovered to his home that same night to show him. And formulate a plan to bring this news to the local authorities, so that Santhera could be held accountable for its crimes of what she feared would amount to development of a Biological Weapon.

Uksus never made it to his house that night, as she was involved in a fatal hit-and-run speeder incident enroute. And Nektel

was so sick with worry and concern as he stayed up all night waiting, he failed to make it in to work on time the next morning.

And so he was not onsite when his lab experienced a huge explosion that killed everyone inside, and was later said to have been caused by a "gas leak" from one of the pressurized oxygen tanks in the primary clean room.

Nektel, who was no fool, immediately sensed a corporate cover-up in the works. And fearing that his time was growing short, went to the local government authorities to tell them his tale. Tiv Tset, a male Bothan, was the Director of Food and Drug Administration on Belderone, and saw Nektel at once when he arrived at his office.

What Nektel didn't expect was that Tiv was being handsomely monetized by Santhera, and many other companies for that matter, to make sure things like what Nektel informed him of never made the light of day. And had already called in the cavalry, in the form of a dangerous Bounty Hunter by the name of Vexx.

Before Vexx arrived though, a small team of private security operatives burst into the FDA Directors Office and extracted Nektel, and took him to the private residence of Kardamen Creel. Creel played for Nektel the intercepted comm call from Tiv to Vexx ordering him to drop everything and make sure that Nektel was "disappeared and never heard from again".

Creel then informed Nektel of the fact that he had been secretly monitoring and recording several key members of the Belderone Government for months. But not to turn them in, like Nektel assumed, but instead to blackmail them into doing favors for him and his numerous business interests on planet.

He told Nektel that he was as good as a dead man now, with what he knew. But that if he was willing to forgo justice for vengeance, than Creel could help him



see that the individuals involved in the death of his team were forced to pay for their crimes. As long as he wasn't afraid to take some drastic measures.

And so Creel came to fund Nektels revenge plot against the people who killed nearly everyone he knew on planet.

INVESTIGATION BREAKDOWN

While there are numerous ways that the PCs can go about trying to track Nektel down and bring him to justice, this section will try to lay out the possible encounters and scenarios most likely to arise in their investigation.

While the various encounters are laid out numerically, feel free to let them play out in the way that flows naturally from the PCs actions, and adapt as needed.

ENCOUNTER I : SANThERA RESEARCH AND DEVELOPMENT COMPLEX

The most probable place for the PCs to start their investigation is at Nektels last place of employment. The Santhera R&D Complex located on the outskirts of Freth City. The complex is a huge multi-lab facility with a centralized long-term storage and environment control building known as the Archive.

There are several guard stations located around the Complexes large 20' high duracrete outer wall. The guards on shift will ask the PCs if they have an appointment, and check their IDs to see if they are on the Guest List. If the PCs present the Guards a current IPKC and a valid Target Permit from the Belderone Fugitive Apprehension Department for Nektel (at a cost of 100c per permit), then they will call in a request for escort and allow the PCs to enter the complex.

Setti Argosa

Setti is a female human in her mid-twenties, and is sent out from the Complex as the escort for the PCs group when they gain access to the facility.

Setti works as a litigator in the Legal Department, and is one of their top corporate lawyers on retainer. She will be as tight lipped as possible throughout the entire process, and will make it clear through her actions that the company is unhappy with the PCs presence.

And will try as best as they can to follow the minimal letter of the law, and get them out of there as soon as possible.

ENCOUNTER KEY CLUES

The first place Setti will lead the PCs to is the Human Resource Department. Where she will have the department head pull up Nektels file on a holo-projector for the PCs to look over.

Nektels personal file with Human Resources shows that he was a model employee for the majority of his tenure with Santhera.

And by and large the file is an unaltered record of his tenure with Santhera. With the exception of the last two years worth of entries, which have been drastically altered. And now paint a picture of the Rodian becoming more and more aggressive and unhinged.

It also shows a fake Psych Eval by an outside contractor (Dr. Lintel Laroon) that shows that Nektel was suffering from psychosis that manifested in hallucinations, and was under mandatory off-site weekly therapy sessions and prescribed a daily antipsychotic medication to help keep him balanced and firmly set in reality.

Setti will not give the PCs a copy of the file, and is impatient and tries to rush them through their review of it, stating that she has

“Better things to do them watch a bunch of under bathed mouth-breathers struggle to read simple diction!”

And if pushed, will inform the PCs that “Santhera, as per the requirements of the law of Belderone, have already handed over a complete copy of the personnel file to the Detective in charge of the *proper* investigation, Jaxx Brint”.

The file does contain his home of record, which will point to a flat on the 37th floor of the Helmoor Heights high-rise here in Freth City.

And his emergency contact is listed as one Helent Dubraol, classified as “Roommate” with the same home address, along with a Comm Number.

The PCs are going to be unable to visit Nektels laboratory, on the fact that it utterly destroyed in an explosion the day after Nektel is said to have stormed off in the middle of work one day.

Setti will also let the PCs know that Detective Brint believes that the explosion was actually Nektels first act of violence, and believes that he killed his team, suffering the effects of one of his delusions. As, according to the rumor mill in the other Labs on-site, Nektel had recently gone “off his meds”.

Aside from that, Setti will let the PCs know that there is really nothing else for them to see here, seeing as how everyone that had a personal connection with Nektel has been “murdered by his own hand”. And she will lead them back out to the guard gate they entered from.

ENCOUNTER II: 15TH PRECINCT

The 15th Precinct Building is the local Police Station that presides over the area of Freth City housing the Santhera R&D Complex. As well as the Helmoor Heights building where Nektel and Helents flat is located in.

The Desk Sergeant will know that the Detective assigned to the Nektel Murder

case is Det. Jaxx Brint, and will send word back when the PCs arrive that someone is here to discuss the Nextel case with him.

ENCOUNTER KEY CLUES

Junior Detective Sern Kau will be sent up to escort the PCs back to Det. Brints Office in the “Pit”, where all the Det. have their Offices surrounds a large open “Ready Room” where group meetings and briefings are held.

Sern is a wet-behind-the-ears Sullistan who is looking to make the planet a better place, one case at a time. He will try to make small talk with the PCs, and is in general is a very warm and open young man. He will inquire of the PCs “what brings you to the 15th today?”

And upon delivery of the PCs to Brint, he will be roughly ordered to go get him a fresh Caff and a Donut, and to “leave the real detective work to the big boys” by Brint, who obviously holds no respect for the man.

Det. Brint is an aging Human male, that has gone soft about the middle, thin of hair (though he tries like hell to make what he’s got left work with an elaborate comb-over-around-and-every-which-way), and is covered in clothes that are past the point of “desperately in need of a good wash” and crossed over into “just need to burn them and move on”.

And he literally oozes a sense of laziness and apathy, that broadcasts to all that he is just killing time till his rapidly approaching retirement.

Brint is not angry or perturbed at the PCs presence in the station, as that would require more energy and devotion than he has to give.

And was assigned this case specifically because of this fact by Chief Kest Mathis himself (who has taken substantial bribes from Santhera to keep things quiet).

Brint will reluctantly hand over the police report, along with the copy of Nektels personnel file if asked and presented with the PCs Target Permit for Nektel.

The Police Report is pretty thin given the size and scope of the crimes that Nektel has committed. But does have the following :

- A detailed report from the 15th Precinct Explosive Ordnance Disposal Team that positively identified that a small incendiary device was used to rupture the 10,000 gallon pressurized oxygen tank in Nektels lab. As they found trace amounts of the Symtexx-47 compound used by Military Forces galaxy-wide in munitions.
- Has a listing of the 8 citizens killed in the initial bombing at the Wullex Administration Building. Along with a short dossier write-up on each one (see next page for handout).
- A witness statement that positively identified Nektel Veruun at the Wullex Admin Building the morning of the attack. And this report is backed up by a short 1 minute surveillance holo-recording of Nektel entering the rear loading dock of the building in a Espex Delivery Uniform and carrying a mid-sized plastoid shipping container. And another recording 22 minutes later showing him leaving the building once again and entering an Espex Speeder Van at 10:34, which was ten minutes before the explosion.
- A Police Report filed by Tiv Tset, the Director of the Food and Drug Administration on Belderone. That says on the day of the Santhera Lab Explosion, Nektel and a group of four armed gunman entered his office in the Wullex Admin Building and threatened to kill him. But luckily got spooked off and fled before they could harm him. But of note, no surveillance holo-vid clip is attached showing them either enter or exit the building that day. Despite it being one of the most monitored buildings planet-wide.

- Lastly an eyewitness report that identified one of the Gunmen that accompanied Nektel to the FDA Directors office as a Trandoshan male called Soq Hidssa, a known long time bodyguard of local businessman Kardamen Creel. Which is what lead the authorities to start their investigation of Creel, assuming he was the party that helped monetize and supply Nektel. But no leads were found linking Creel or his companies to Nektel.

If the PCs impressed Junior Det. Kau on their way in, he will grab them on their way out, and give them the case file on the “accidental death” of Uksus Jefir, Nektels former lab assistant.

Which includes Uksus personal info including her home of address, as well as several pictures of the accident. Which shows the broken remains of Uksus speeder.

Kau will point out the circumstances of the accident he finds strange :

- It happened just a handful of hours before explosion at the Lab.
- There was a 5 minute comm called between Nektel and Uksus at 22:35, just minutes before the fatal crash.
- The fact that the crash occurred directly between Nektels and Uksus homes, making him think that she was on the way to his place when it happened.

Kau is not sure at all what it all means, but it just seems a bit too weird and out of place for him not take notice of despite that it has been excluded from the Nektel investigation file by Det. Brint. Who has written it off as just a “strange coincidence”.

But Kau thinks he is just too lazy to run it down. Especially since they “already got Nektel dead to rights on the attacks”.

Kau will then give the PCs his card, along with a comm number. And tell the PCs that if they need to, give him a call, and he will see what he can do to help them out.

DOSE 3720 ●●●●

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CASE : 34-AH-146

Wullex Admin Building Bombing

CONFIRMED CASUALTIES

Flinn Harris : Human Male, Age 49, Vice President of Product Development for Santhera Pharmaceuticals.

Deval Howbrim : Bothan Male, Age 36, Executive Assistant to Flinn Harris.

Kit Krondih : Human Male, Age 52, Deputy Director for the Food and Drug Administration, Belderone.

Jess Narwright : Human Female, Age 21, Executive Assistant to Kit krondih.

Hammond Vessel : Human Male, Age 32, Imperial Military Science Department Research and Development Liaison.

Hal Wilts : Human Male, Age 24, Imperial Attaché to Hammond Vessel.

Kex Frent : Ithorian Male, Age 43, Sanitation Engineer for the Wullex Maintenance Department.

Ulik Burrs : Arconian Male, Age 56, Sanitation Engineer for the Wullex Maintenance Department.

ENCOUNTER III: NEKTELS FLAT

Nektel lives in Flat 3714 of the Helmoor Heights high-rise in Freth City. According to records he shares this unit with Helent Dubraol, a Twi'lek female.

Helent and Nektel have been dating for years, and he was helping put her through school while she works the late shift as a Bartender at the Randy Rancor.

ENCOUNTER KEY CLUES

The PCs will arrive at the flat just as Helent is getting back home, presumably from a shopping trip, as her hands are loaded down with bags filled with food stuffs.

And she will not notice the PCs as she struggles to try and balance all of the bags, while also trying to scan her right palm to unlock and open the front door. And in the end will end up spilling most of the goods onto the tiled floor. Muttering "Kriff my life!" as she bends down to gather things up.

By this point in time, she is used to the attention and endless amount of questions from what feels like every single law enforcement agent on the entire planet. And will allow the PCs to come inside if shown their IPKCs and Target Permit, in exchange for them helping her bring all of her dropped goods inside.

Helent will tell the PCs the same thing she has told everyone else that has come to question her.

- "No she has not been in contact with Nektel at all since the Lab Explosion"
- "No she did not see it coming"
- "Nektel never showed any signs of mental instability"
- "She didn't even know he was seeing a shrink, or was on meds to try and help his condition"

She will show the PCs around the flat if they ask, and there is not much of note or outside of the ordinary stuff that normally you see in a low-rent apartment building.

Except for what she will refer to as Nektels "Workshop". Which is really just an over-crowded workbench along one wall of the flats only bedroom, and is filled with the tools and equipment of a hobbyist Droid-Maker.

As soon as the PCs get close to the bench, a tiny little mechanical construct will activate off of the motion of their movements, and will call out in a high pitched modulated voice "Raaawwww, Keltore want a protein Chip!" As the tiny little bird-like automaton comes to life.

Any PC with a rank in either Mechanics or Computers will instantly identify the Bird is from the galactically popular Kelvan Industries "Do-It-Yourself Artificial Intelligence Programing Kit" line.

Where hobbyists can start off learning how to create their very own custom AI Programs for Droids. The MK-67 is a very basic unit that was sold to help teach and demonstrate how a droid brain can be taught to learn languages and the ability to speak.

Basically the little Droid records and analyzes everything that is said in its presence, and the Programmer rewards the unit when it progresses positively with "Protein Chips" which are just tiny little metal disks.

It is an entry level unit that shows a Programmer how a unit can grow and evolve with stimulation, and positive and negative feedback.

Helent will tell the PCs just how much she hates that damn bird, and how embarrassed she would be if the damn things memory was ever released to the public, given its close proximity to the bed she and Nektel shared.

RECORDING OF UKSUS CALL TO NEKTEL

“What the kriff Uksus?” A male voice calls out, clearly with a heavy Rodian accent. “Do you have any idea what time it is?”

There is a brief pause, while the person on the other end of the comm channel replies back, but too low for the droids audio receptors to make it out.

Nektel once again starts to speak. “What do you mean you were right? What are you talking about? Proof of what?”

And the Rodians voice seems to be getting more irritated. “Calm down, slow down, and tell me what the hell is so damned important that you had to wake me up in the middle of the night for?”

“Not this again... I told you. They destroyed the samples and the compounds for safety reasons. Because of the potential for disaster if they ever got out, ok? There is no conspiracy going on with Brass. They just wanted to err on the side of caution is all.”

“What shipping manifest?” And now the voices seems more confused than angry.

“They didn’t ship it anywhere Uksus, they sent it straight to the incinerators onsite at the complex.”

“That can’t be right...” but the voice sounds less and less sure of itself. “...why would they ship it to the Imperial R&D Lab on Osyrus? Our incinerators are plenty capable of destroying the compounds in-house, they were built to handle that level of toxicity.”

“Those are some serious accusations your throwing around there. Selling of a biological agent with the kind of mortality rate that Sample 57 had is a one-way ticket to the Spice Mines of Kessel. If the Belderone Government ever found out...”

“You saw the purchase order and funds transfers?... you got copies?... why are you bringing them to me?... What do you think I can do with them, I’m just a Product Lead Uk... I got no clout with the brass at Santhera...”

And then the voices sighs deeply. “Fine... see you here in five.” And then there is the click of the comm call ending.

Locked in the droids little memory drives is the recording of when it overheard Nektel answer the comm call when Uksus called, just minutes before her death.

ENCOUNTER IV: DR LINTEL LAROON

A quick search of the local holonet will identify the office of Dr. Lintel Laroon as just a few blocks away from the Santhera R&D Complex, on the 16th floor of an executive high rise.

When the PCs arrive in her lobby, they will be asked to wait by the female protocol Droid, as the Dr. is just about done with her appointment, and will be with them in a moment.

ENCOUNTER KEY CLUES

Dr. Lintel Laroon is a female Kaminoan of an advanced age, who once served in the Cloning Program on Kamino during the Clone Wars, ensuring the mental stability of the Clones due to their advanced aging protocols.

Dr. Laroon will be unable to hide her surprise at seeing the PCs in her office, and asking questions about Nektel or his conditions. And will seem generally flustered and out of sorts.

She will be twitchy, nervous, and constantly stop mid sentence to look down to the Comlink on her desk as if desperate to pick it up and call for help.

Dr. Laroon will try to hide behind the veil of “Doctor Patient Confidentiality”. Stating that she is legally unable to divulge any information about Nektel, his diagnosis, or his treatment plan.

But the fact that the PCs are sitting here in her office and looking into the authenticity of the Evaluation and supposed prescription she wrote for Nektel. Despite the assurances of Setti Argosa that no one ever would, when she bribed her on behalf of Santhera Pharmaceuticals to make the false document trail days ago, has her somewhat mentally weakened.

And she will add ■■ to any social checks to try and not reveal what really happened to the PCs.

If the PCs succeed in getting the real story out of her, Dr. Laroon will tell them the following :

- “I have never actually met Nektel Veruun.”
- “Setti Argosa, a lawyer from Santhera, came to my office the day of the Laboratory Explosion. And told me that she needed me to hand over some documents that made it look like Nektel was derange and unhinged, so they could prove that it was him who caused the explosion.”
- “She told me that if I was unable to comply, then Santhera would terminate my contract with them, and look elsewhere for their needs from there on out.”
- “I didn’t want to do it, I really didn’t. But I couldn’t afford to lose their contract. It is easily 70% of my business, and allows me to do all the Pro-Bono work I do with the discharged Clone population here on Belderone.”
- “You see, I was one of the lead therapists back in the Clone Wars, and I feel somewhat responsible for them in a way that is impossible to describe.”

- “Thousands of Clone Troopers were released from duty out here in the Tion Cluster rather abruptly with the rise of the New Order. And Belderone welcomed them as disciplined men who could help with the large industrial boom at the time, to help get plants up and running.”
- “So for them, to continue my work in helping them cope and deal with their accelerated aging that we forced upon them... I lied.”
- “I mean, what was the harm really anyway. The Rodian killed all those people in his department, poor souls, and then has gone on to kill many others with his vile biological weapons. He is clearly unhinged as they said he was.”

ENCOUNTER V : UKSUS APARTMENT

Uksus apartment is in an even more low rent district than Nektels is, being only a lowly Lab Assistant in a metropolitan city.

And the PCs will be offered some “Death Sticks” by a strung out looking Chiss male as they walk into the lobby of the apartment building.

The Chiss man is covered in a long ragged cloak that is covered in debris and stains, and that none to subtle aroma of urine and even more unpleasant odors.

And his hood is pulled up and all but covering his face, leaving his red eyes glowing eerily from the shadows.

He will not push the sale, primarily due to the fact that his is too strung out to summon the effort, but if asked he can point the PCs to Uksus apartment, which is three floors up in the turbolift.

ENCOUNTER KEY CLUES

When the PCs arrive at Uksus apartment they will have to make an **Average (◆◆) Skulduggery or Mechanics check** to get past the meager security locks on the units front door.

Once inside the apartment, they will find that the entire place has been tossed, and none too gently at that.

No stone was left unturned either, and whoever did this was not taking any chances. Every drawer was removed and emptied, every cushion was torn open and the stuffing pulled out.

They even went so far as to remove the grills for every vent on the climate control ducts to check inside of them too. And the hard drives to all electronic devices were removed and supposedly taken, as they are nowhere to be seen.

There is nothing of value left in this unit for the players to find, as the crew that broke in before them did a really thorough job. But the team did not find any traces of the stole files that could implicate Santhera in the selling of biological material to the Imperial R&D Department on Osyrus.

But when they exit the unit, they will come face to face with an young human woman walking down the hallway toward them. As soon as she sees what unit they are coming from, her eyes will go wide, she will gasp aloud, and turn tail and try to run back into her own apartment unit.

An **Average (◆◆) Athletics check** will allow a PC to be able to catch up to the woman just as she opens her door, and hold it open.

At this point, the woman will break down, crying as she mumbles out

- “Just take it... I don’t even know why she gave it to me in the first place...”
- “... and now she’s dead...”
- “...and I am too young to die...”
- “... oh kriff! You’re gonna kill me, aren’t you?!”

When she has calmed down a bit, she will go inside and fetch a small portable disk drive that she has hidden in a small potted plant.

She will tell the PCs that the night of the speeder accident, Uksus had banged on her door in the middle of the night, and told her to keep it safe.

And that if anything happened to her, she needed to take it to the Police right away. And tell them that it was a matter of life and death that they investigate what’s on it.

The woman will tell the PCs that she had been friendly enough with Uksus, but they were not friends or anything. And though the whole thing was super weird and creepy.

And a few days later when she heard on the news feeds that Uksus had died in a hit and run speeder collision, she got really spooked.

She had wanted to take the disk in to the Police, like Uksus wanted. But the truth was, she was just too damned scared to remove it from its hiding place, much less take it in and get involved. Because she figured if she did, she might share Uksus fate.

She has never looked at the contents of the drive, and really doesn’t want to know what’s on there, she just wants this all to be over.

WHAT'S ON UKSUS DRIVE?

The drive contains all of the copied documents that Uksus was able to download and copy off of the Santhera Network before she was killed.

It contains the official internal memo to cancel the incineration of Sample 57 and all corresponding lots of product, signed by the Vice President of Product Development, a Mr. Flinn Herris.

As well as a Product Proposal Package that was shown sent to the head of Imperial R&D on Oysurus from Mr. Harris personal comms.

And the following signed Purchase Request by the Imperial along with a one million credit transfer of funds to Santhera.

At this point in their investigation the PCs have all the evidence they need to prove that Santhera Pharmaceuticals conducted an illegal product transfer.

And if they have the recording between Uksus and Nektel on the night of her death, they can also make a strong case for her “accidental death” to be reclassified as “murder”, and someone at Santhera being the number one culprit.

They can bring this information forward to the local Police, either Det. Brint or Junior Detective Kau, and this will spur the whole 15th Precinct into a more dedicated full-fledged investigation into Santhera.

But sadly, there isn’t any pay in it for the PCs that way, aside from the moral currency of doing their civic duty that is.

ENCOUNTER VI : IT’S A TRAP!

As soon as the PCs make it back out to the lobby, things are going to get a bit interesting for them.

Because the “strung-out-drug-dealing-junky Chiss” they encountered on their way in, is actually the Bounty Hunter known simply as Vexx, as Tlazz’vexx’un’dear’de is a real mouthful to say for most beings.

Vexx is under contract to Tiv Tset to make sure that this whole mess with Nektel gets blown over and does not lead back to Santhera or Tset in any way.

ENCOUNTER KEY CLUES

As soon as the PCs step out from the turbo-lift and into the foyer, Vexx (still in disguise as a drug dealer) will wave fondly to them from his spot right next to the lift doors, as the power to the building is suddenly cut off. And Vexx will scream out in panic, cringing in on himself dramatically.

The PCs will roll their **Vigilance check** for initiative vs the **Cool check** for Vexx and his group of thugs waiting outside the apartment building.

VEXX AND HIS CREW

Vexx and his thugs are not really set up to be recurring adversaries for the PCs, as so they are not going to have unique stats assigned to them in this module.

Instead you will simply be asked to use the Journeyman and Apprentice Hunter adversary stats from pages 399-400 of the EotE Core Rulebook to represent Vexx and his thugs.

And the number of Thugs (Apprentice Hunter Minions) that should be used will greatly depend on the level of difficulty the GM is looking to set for the PCs.

Although a 3-man group of minions per PC along with Vexx should be a good baseline number, as they are trying to Incapacitate and not kill the PCs in this encounter.

The first NPC slot will be taken by the group of minions hired by Vexx, and they will take their turn crack open the front door to the apartment, and toss in Stun Grenades in an attempt to disable the PCs so they can be searched for the disk.

Vexx was informed by Tiv when he handed over the hard drives he stole from Uksus apartment that there were two copies of the files she stole downloaded to portable disk drives. And they didn’t find either in the apartment.

Vexx and his crew have already retrieved the one that Uksus had on her person the night they rammed her speeder out of the sky-lanes and into the ground.

As soon as Vexx was informed by Setti that a group of strangers was looking into Nektel and Santhera, he decided to lay in wait here, knowing that it might be his best chance to intercept the disk if they somehow managed to find it, or at least try and convince them by force to leave it be and go find another bounty to pursue instead.

Vexx and his hired thugs are out for one thing, and one thing alone in this fight, the disk with the incriminating files. And they are being paid to simply retrieve it, and to not draw any more heat down on this issue while they are at it.

And so they will be going all in on non-lethal weapons, trying to incapacitate the PC's, so they can get what they came for, and then get the out.

As soon as the PCs turn their backs to Vexx, he will toss off his tattered cloak, revealing the shining armor and generous assortment of weapons that he keeps on hand. And will attempt to subdue on of the PCs in order to hold them hostage in return for the disk.

But if things turn to far away from a simple snatch and grab, and the PCs start to deal some serious damage to them, they have all been given orders by Vexx to cut tail and run. And then can re-group later and try a more aggressive ambush if needed.

If captured, the thugs themselves only know that Vexx hired them to help him retrieve a disk for some high brow clientele. But Vexx himself knows exactly what is on the disk, having already seen the evidence from both Uksus personal datapad and the disk he retrieved from her corpse.

He will refuse to give up any information to the PCs if they manage to subdue him. And will just laugh and tell them that this was all just to try and make sure he could get the bounty on Nektel for himself.

As he is secure in the knowledge that his friends are in high and influential places, and can get him out of whatever kind of trouble these ragtag hunters can get him into.

Neither him, nor any of the thugs are carrying any personal ID, or any kind of electronics or commlinks. As they knew what they were getting into, and Vexx required a Comms-Blackout to ensure they couldn't give up their employers.

INVESTIGATION INTERLUDE

After the PCs work their way through the encounter with Vexx and his thugs, it is a good time to break into their investigation and read aloud the following planetary-wide emergency news feed :

All of a sudden all of your commlinks start to go off, with the programmed warning siren call that identifies that an emergency broadcast alert is going out planet wide, which you all know is never a good thing.

And within seconds, every device capable of playing audio or video starts broadcasting the same message. Which shows the Prefect of Belderone, Harkin Rathmire himself, take the stage behind his podium in the Capitol Building and address the people of Belderone.

He informs you all that there has been another terrorist attack made by the heartless criminal Nektel Veruun. This one at the 2nd District Courthouse in Temmell City.

He asks for all citizens to remain vigilant in these dark hours, and anyone to immediately bring forward any information they have about Nektels current whereabouts so that he can be brought to justice.

After the emergency message, all of the news feeds blow up with videos, messages, and whatever else they can dredge up to get their views up. But the PCs can easily pull out the following hard facts from all of the chatter and rumors :

- Nektels attack was targeted at the Courtroom of Judge Prestat Kamber, who was in the middle of presiding over a Wrongful Death Case between the Santhera and Sulet Brak, a woman who claimed that their drug Heflin caused her husband's death.

- Setti Argosa, along with 10 other Santhera Lawyers where inside the closed door session with the Judge, along with Sulet and her own lawyer.
- Everyone inside the courtroom is presumed dead, given the size of the spore bomb and how far it spread out from there to inflict injuries and death on others outside of it.

ENCOUNTER VII : KARDEMEN CREEL

Despite the fact that by this point the PCs will most likely have figured out that Nektel was innocent of the explosion of his lab.

Let alone that Santhera Pharmaceuticals made an highly illegal sale of a biological weapon to the Imperial Military, and have been trying to cover it up, and pin it on Nektel ever since.

There is still the fact that he has decided to take matters into his own hands, and is slowly but surely killing off anyone and everyone he feels is responsible for the deaths of Uksus, and his fellow employees killed in the lab explosion.

And the only other lead they have on him at this point, is that the police report they were shown by Det. Brint had a report of Nektel and an known associate of Kardamen Creel was said to have threatened the life of the Director of the FDA on Belderone in his office.

ENCOUNTER KEY CLUES

A quick directory search will turn up that the office of Kardamen Creel is in the capital city of Temmell, on the penthouse level of the skyscraper owned by one of his companies, Farsight Industries.

Kardamen is happy to meet with the PCs despite them not having an appointment, as he has been keeping tabs on them from afar since they began their investigation. Although his security team will require them to disarm before they are lead into his office.

Kardamen takes a sort of childlike glee in the maneuvers and posturing that come with the sorts of business he conducts.

And if he is honest with himself, there is little else in this galaxy that he enjoys as much as flaunting the fact that he is going to do what he wants, when he wants, and will get away with it nearly every time.

He is secure in the fact that he has covered his traces in his dealings with Nektel. And even the Police could not track anything back to him, except for the fact that supposedly Nektel had been seen in the company of his old bodyguard, Soq Hidssa.

In fact, even the abandoned Water Treatment Plant that he set up for Nektel to use as his base of operations is owned by numerous layers of shell corporations spread out all over the Galaxy, with no good way to link them back to him.

So for the meeting with the PCs, Kardamen will be as arrogant and cocky as he can muster, enjoying immensely what he feels is the futility of the PCs to try and get anything from him.

FINAL INTERLUDE

As the PCs are wrapping up their interview with Kardamen, they will hear a disturbance from outside of his office doors, punctuated by a woman screaming.

The doors to his office will be opened by a pale looking human female, who quickly steps aside to let in a very frazzled and angry looking Rodian Male with a large device strapped to his chest.

The intruder is none other than the notorious Nektel Veruun himself. Complete with a spore bomb strapped to his chest, and a trigger release device in his right hand, that will set off the device if he removes pressure from it.

Nektel is here because he just received a communication from the encrypted channel he setup to keep in contact with Helent that she has been taken, and if he does not turn himself over to the kidnapers in four hours, she will be killed.

He knows that it is futile to turn himself in, as they are sure to kill them both as soon as he does. As he has recently learned, these kinds of people will do anything to keep things quiet for themselves.

So Nektel has decided that desperate times call for desperate measures. Knowing that Kardamen is only using him for the chaos he has created here on Belderone to further his own business needs.

He has decided to ensure that his new benefactor will help Helent out, and not simply eliminate him and leave her to die rather than risk exposing his involvement in this business.

So Nektel strapped on the largest device he had ready, and proposes to kill them all, if Kardamen does not immediately dispatch Soq and his hit squad to get her back.

And he is prepared to stand there in his posh office, with his finger on the trigger, and wait until he gets word directly from Helent that she is safe.

INVESTIGATION WRAP UP

At this point the investigation portion is over, and the PCs have finally managed to track down and positively ID the target for their bounty permit.

How they intend to bring him in to collect, well that is a different matter entirely. And the truth be told, will greatly depend on your PCs and how the rest of the investigation had gone up to this point.

Will they try to pull off some crazy plan to subdue him right there in the office, risking the spore bomb detonating and killing them all?

Will they instead offer to go and retrieve Helent from her captors, in return for Nektels word that he will come along quietly after she is free so they can turn him in to the Authorities?

Or most likely, knowing the unpredictable nature of PCs, they will come up with something totally out of left field that you never saw coming. And throw you for a loop as you scramble to work your way through it all!

Which is why this supplement ends here, and leaves the rest of the "Tale of the Rodian Bomber" up to you and your table to complete....