

# BOUNTY OF THE WEEK

**WANTED: 3-4 EXPERIENCED DEDICATED  
INDIVIDUALS WHO CAN GET THE JOB DONE.  
NO QUESTIONS. APPLY NOW.**

## **Bounty of the Week: The Good, The Bad, & The Ugly**

On Tatooine during the Galactic Civil War, one of your own—the famed Boba Fett—went missing in action while serving Jabba the Hutt. The Bounty Hunters' Guild is paying you to retrieve your comrade, dead or alive for the good of the Guild, and to learn who was responsible. How you will respond may vary as you each have a personal connection to Fett.

Bounty hunting is a complicated and dangerous profession. If you do well you can make a profitable living, for a while.

You're a bounty hunter in the Star Wars universe post-Tatooine/pre-Endor of Return of the Jedi timeline. You and your companions work to hunt and turn in bounties for pay against the backdrop of the War, collapse of the Empire, and your own personal battles.

This game will use a hack of Monster of the Week (Powered by the Apocalypse) with special thanks to Rich Rogers for showing me the way.

# THE GOOD, THE BAD, AND THE UGLY

## **Gauntlet Community Open Gaming**

This event is scheduled to run for 4 hours. It will be recorded assuming all parties agree.

There will be 1 session in total.

The Gauntlet Inclusivity Policy will be in play and safety tools (Script Change 1 and X-Card) will be in use.

April 16, 2020 6:00 PM CST

<https://gauntlet-con.firebaseio.com/event-detail/-M3nWP2J5GS1Hazk-5ng>

## CONCEPT

On Tatooine during the Galactic Civil War, one of your own—the famed Boba Fett—went missing in action while serving Jabba the Hutt. The Bounty Hunters’ Guild is paying you to retrieve your comrade, dead or alive for the good of the Guild, and to learn who was responsible. How you will respond may vary as you each have a personal connection to Fett.

## CHAPTER 1: THE GOOD

### Hook: Sort through Debris

The Guild has heard some news but wants to confirm it about Jabba and Fett in the Dune Sea. The Guild wants the Hunters to retrieve Fett and find out what happened. You are each being offered 1 Light Pay for this retrieval assignment and 1 Medium as a group for any useful intel, as the Guild wants the matter done ASAP.

Your contact for the Guild is **Darwyn Aegius**, who is very concerned for Fett’s return dead or alive.

Scavenger Minions/Bystanders

- Jawas: Hey, Loot! (+1 to Intel for Investigate a Hunt)
- Tuskin Raiders: Pay to Pass (+1 to Intel to Investigate a Hunt)
- Hutt Minions/Bystanders (+1 to Intel to Investigate a Hunt)
- A handful of surviving non-human gangsters who are harmed and angry; camping in the sail barge wreckage: Score to Settle; Hey, Loot!

### Boba Fett (male clone of Jango Fett)

History with Fett provides a +1 shift to a related action’s roll:

- You used to run jobs with Fett before he officially joined the Guild. What job went bad and how’d you turn things around together?
- You worked for Fett for a number of years. What personal item of his did you steal? What significance does it have? Why are you bringing it with you on this assignment?
- You and Fett have dated on and off for nearly five years. What promise did you make to him that remains unfulfilled?
- You and Fett were serious rivals for years. What do you hope to prove by taking on this assignment?
- You are a secret child of Fett by blood or adoption. What legacy of his might you inherit should he be gone and what about it worries you the most should he be dead, or still alive?

### Fett’s Survival Clock

- ⇓ Safe Free of imminent danger.
- ⇕ Harmed! Suffered lacerations, broken bones, but can recover given treatment and time; also has Sarlacc parasites in his system.
- ⇕ Unstable!! Barely survived passage into the stomach where acids now burn him; old wounds open during retrieval.
- ⇕ Traumatized!!! Stressed out mentally from psychic link with Sarlacc and its many victims.
- ⇕ Dying!! Without treatment will soon die.
- ⇕ Dead! Fett’s body has given up, though the Sarlacc hasn’t. Premature hatching!

## CHAPTER 2: THE BAD

### Hook: Enter the Sarlacc (Monster/Location)

To fulfill their assignment the Hunters must venture into the Sarlacc itself to find Fett. Unfortunately, there’s dangerous debris, foul corpses, and other unknown horrors within the body of the beast.

- Non-energy weapons will only temporarily harm it
- No gangster houses are brave enough to destroy it
- It may hold untold treasures stored in it
- It’s said to have a collective psyche
- It reproduces through larvae in hosts
- Proton Torpedo or other 2+ harm energy weapon used inside near the brain network should kill it

### Sarlacc’s Countdown Clock

- ⇓ Day It’s Storm Season: A massive sandstorm suddenly shows up that prevents travel and long-range communication.
- ⇕ Shadows! Tendrils and roots plague the Hunters and surviving Minions (trip, steal, stress).
- ⇕ Sunset!! Sarlacc attacks one or more with tremors and tendrils (trip, entangle)!
- ⇕ Dusk!!! Sarlacc belches digestive gases (3-harm); sand mites emerge (2-harm swarm).
- ⇕ Nightfall!! Sarlacc psychically attacks all (3-harm, ap).
- ⇕ Midnight! Sarlacc eats (dead or alive) all in range inside or outside.

## CHAPTER 3: AND THE UGLY

### Hook: The Enemy Within

Following up on the intel. Leads back to the Guild, and possibly to Order 86.

**Intel:** 12+ (all) Rebels infiltrated Jabba’s Court, rescued Solo, blew up sail barge. Leia Organa killed Jabba. Imperial Spy fled. Jedi was there. 10-11 (first four). 7-9 (first two).

### Darwyn Aegius (Mad Scientist)

- Grew up around Correllian shipyards and good pilot
- Collects Clone War memorabilia
- Worked for Kamino cloners years ago; never the same since
- Imperial Spy (who fled sail barge) for Order 86
- Mutant Assistant (stealthy, savage)

### Sarlacc’s Hatching Clock for Fett and other characters

- ⇓ Dormant Fatigue.
- ⇕ Early Symptoms! Intense loneliness (2-stress per hour).
- ⇕ Late Symptoms!! To hunt down hosts to store for later.
- ⇕ Hatching!!! Sarlacc slugs emerge from infected, eating from the inside out (5-harm).
- ⇕ Spread!! Bites from Sarlacc slugs will infect.
- ⇕ Escape! Sarlacc that escape will work to spread or build a nest somewhere.

## THREATS

- Bounties: Boba Fett with Sarlacc parasites.
- Creatures: Various small predators, mites.
- Environment: Heat, sandstorm, sinkholes.
- Natives: Tusken Raiders (“Sandpeople”) and Jawas.
- Agencies: Rebel Alliance (scouts), Imperial (Imperial Security Bureau operatives, stormtroopers), remaining Gangsters, Bounty Hunters’ Guild through Order 86 (Imperial R&D retrieval operations to study and weaponize).