

Depths of Dorumaa

Broken Orbits I

A One-Round Living Force Adventure

by Michael S. Webster

The resort moon of Dorumaa has been a wonderful place for a vacation. It's beautiful beaches and placid seas have been perfect for rest and recreation. It still would be if not for the strange meteorites falling upon the beaches and towns. And now, a huge meteorite has splashed down just off Greentree Point. Will its recovery provide an important clue to this hazard? This is part 1 of the *Broken Orbits* trilogy. An adventure for Living Force heroes levels 1-6.

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Depths of Dorumaa is a standard RPGA Network tournament. A four-hour time block has been set aside for this event but the actual playing time will be about three and a half hours.

It is a good idea to ask each player to put a nametag in front of him or her. The tag should have the player's name at the bottom and the hero's name, species and gender at the top. This makes it easier for players to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use: *No-vote scoring*: The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

1. *Partial scoring*: The players rate the game master and the scenario on their player-voting sheet, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
2. *Voting*: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually require advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

A note about the text: Some of the text in the module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Character Earnings

At the beginning of the round, if the characters are employed, they receive their pay. No matter how much time has passed since the previous round, they receive pay for one week. Characters who are not employed but who have profession or craft skills may roll against those skills to see how much they have earned from their profession or craft in the last week. Use the method in the core rules (Craft: pg. 72 *Check result times 20 credits*; Profession: pg. 80 *Check result times 50 credits*). Note that characters may use only one of the above methods and must choose which before rolling (Employment, Craft or Profession).

Post-Scenario Paperwork

In addition to filling out a scoring packet, the Judge needs to do the following after a Living Force game:

1. Sign and date each player's passport. Players are responsible for keeping track of their own experience points. If the convention coordinator has provided passport stickers, put one in the box for the scenario.
2. Ask each player for their credit total (original total, minus anything spent, plus anything earned/won/otherwise gained in the scenario). Write the new total on a fresh Republic Credit Chip and tear up the old one. You don't need to be concerned with every single credit -- this is just a way to keep track of general amounts of money.
3. Sign and date any additional certificates. Be sure to put the character name in the space available.
4. Sign/date/notate any metagaming certificates that require your attention. These should be evident from the metagaming certificates.

Issuing Force and Dark Side Points

Issuing Force Points: When heroes perform cinematically heroic actions, don't forget that you may issue a Force point for such activities. Because this is a heroic campaign, we expect heroism - and encourage judges to reward it. In the course of a standard Living Force event, there are many opportunities for heroism. If a Living Force hero performs in a way that is heroic, dramatic, and cinematic, then a Force Point is definitely in order. Our favorite story involved the hero at the premiere, who leapt from a moving speeder, grabbed a vine, and swung on that vine to attack someone in another moving speeder. THAT is dramatic, cinematic heroism!

Not everything will be that extreme, and you don't have to jump from a moving speeder to earn a Force Point, but if a hero does something that makes you, the judge, say, 'Wow,' then they should probably get a FP.

The core rules (pg 157) define "Dramatic Heroism" as follows:

To qualify as an act of dramatic heroism, an action must fulfill three criteria:

- It must accomplish a significant task in the defense of good or the defeat of evil;
- It must occur at a dramatically appropriate time (usually the climax of the adventure); and
- It should require significant risk on the part of the hero.

Issuing Dark Side Points: Unfortunately, it is impossible to produce an exhaustive list of all the possible ways people can get Dark Side points. There are just too many ways that the beginnings of "evil" can manifest themselves.

To quote the Dark Side book... "Evil is not always easy to recognize. An innocent act may ultimately result in great suffering. An act of revenge may save the lives of millions of people. The pure at heart can lash out in anger. Evil may lurk beneath a mask of virtue. Whether an act is evil or not often boils down to a question of motivation, and motivation can be hard to identify.

"When a Gamemaster is in doubt about whether to award a Dark Side Point to a character, he or she should consider the character's motives: Did the character act out of anger? Hatred? Cruelty? Vengeance? Pride? Did the character choose an option simply because it would allow her to spill an enemy's blood? Was greed or envy involved? Jealousy?" (Great section, beginning on page 41, which illustrates the problem fairly precisely.) The GM must assess the motivations of the character, and if those motivations derive from the base emotions that are the path to the dark side, then a DSP is appropriate.

General Notes to the GM

When running this adventure, or any *Star Wars* adventure, keep in mind the *Star Wars* adventures should seem like the *Star Wars* movies. The action should flow quickly and the players should not get caught up in too many details of what they are doing. Describe things in sweeping statements, and recall scenes from the movies when necessary to help players visualize what is going on. More than anything else, have fun.

This is an adventure for low-level Living Force characters, and therefore characters levels 1 through 6 are appropriate. If a player brings a higher-level character to your table, explain that he or she must use a lower-level hero to play in this event. If your players do not have heroes, help them create new ones (see your event coordinator for hero creation instructions).

GM Overview

Meteorites have been falling on Dorumaa for the past couple days. Normally, the rare meteors burn up in the Dorumaan atmosphere. The recent meteors have made it down to the surface and destroyed property, but there have been no injuries.

These meteorites are odd in that they are not the stony or iron types normally found. Rather these are comprised of some other kind of metal. Analysis of these meteorites indicated that it is the same refined material that is used for starship hulls. It's not the base ore, but rather the refined material. In fact, it is from actual spaceships.

About 145 years ago, there was a great conflict between the pirate minions of Dark Jedi Kibh Jeen and the occupants of the Cularin system. These battles took place throughout the system, but primarily among the asteroid belt where the pirates based their activities. The starship debris from these conflicts mingled with the planetary debris.

Recently someone has been searching among the debris. It seems they have not been finding what they seek, for the starship debris has been pushed out of the asteroid belt, heading towards the inhabited planets of the Cularin system.

Most of the debris that has fallen on Dorumaa has been fairly small. Now, a large piece has struck in the deep ocean off Greentree Pointe. Examination of this meteorite would show that it was part of a spaceship hull that had fought and died in the asteroid belt against pirates. First, though, the heroes must reach the meteorite.

When Dorumaa was a planet in its own right, its oceans teemed with life. The explosion that turned a neighbor into the Cularin asteroid field knocked it out of orbit and those oceans flash-froze.

Fifteen years ago, terraforming warmed the planet and melted the seas. Much of the life in those seas died with the flash freezing, and others did not survive long after the melting. However, other creatures survived and the oceans are teeming with life.

One such creature, the last of its kind, was hibernating when Dorumaa was flung out of its orbit. The flash-freeze put it in a form of suspended animation.

The melting of the seas didn't arouse this leviathan of the deep, but the meteor did.

The Leviathan, a huge, whale-like creature, existed on Dorumaa before the shift in orbit in the hundreds. All but this one died when Dorumaa froze, but it has survived because prior to giving birth, the Leviathan's race hibernates during the gestation period.

A normally peaceful, intelligent creature, the Leviathan is highly agitated because of the disturbances around her. Upset not only by the meteorite strike and waking to find herself alone in the oceans, but also by the

two groups of small humanoids in the water near where she is about to give birth.

One group is the heroes on their way to retrieve the meteorite. The other group is a band of local pirates who, while tracing the meteorite, has found the Leviathan.

After the seas melted, the bodies of Leviathans were looted for their ivory-like teeth, which fetch a lucrative price on the black market. These pirates, looking to make some credits, seek to destroy this last Leviathan.

Not only must the heroes try to recover the meteorite, but they must also protect themselves and the Leviathan from the pirates as well as protecting themselves from the Leviathan without hurting her or her unborn calves.

Encounter 1: Spring Break

A break in routine brings the heroes for a bit of R&R on the resort moon of Dorumaa. Looking for a vacation, they find themselves in the middle of a meteor shower, and helping in the aftermath.

Encounter 2: Splash Down

A meteor far larger than anything that has yet fallen on Dorumaa strikes in the deep ocean off of Greentree Pointe. The heroes are requested to retrieve the object.

Encounter 3: Run Silent, Run Deep

The heroes track down the means to recover the meteorite and dive into the sea for it. This encounter introduces the players to non-combat activities underwater.

Encounter 4: There is that Leviathan

As the heroes struggle to recover the meteorite, the Leviathan becomes aware of their activities and attacks to protect its breeding ground.

Encounter 5: Caught Between a Meteorite

Shortly after the heroes interact with the Leviathan, pirates enter the area, further agitating the Leviathan.

Encounter 6: All Creatures Great and Small

After the pirate threat is eliminated, the heroes may attempt to calm the Leviathan, even if by moving away. She gives birth to a male and a female calf, and more than likely dies. The heroes must now care for the calves, if they are to survive.

Encounter 7: A Whale of a Tale

The heroes are able to recover the meteorite and take the calves to a marine biology research station. They

discover the connection between the Asteroid Belt and the meteorite, and that other parts of the system are experiencing the same thing.

Opening Crawl

Dorumaa: The resort world of the Cularin system. Its sandy beaches and temperate waters are a testament to the miracles of terraforming. Once a water planet teeming with life, it was flung from its orbit and froze.

Technology melted the ice and turned it into the perfect place for fun and relaxation . . . but there is always a cost. It's the currency that may be surprising.

Encounter 1: Spring Break

Key ideas of this encounter: Witness the meteor strike; exercise their heroic sides by rescuing various innocents.

The tourism brochures touted the warm waters and sandy beaches of Dorumaa invitingly. What better place, then to take a well-deserved holiday?

The trip to the water world was uneventful, even pleasant. From the time you arrived, the pleasures of Dorumaa have been laid before you. Currently you are enjoying the brilliant beaches and waters at Greentree Pointe.

Playing in the surf, or lounging on the beach, your ears pick up an eerie scream. Looking up, you see a fireball hurtling from the sky, arcing overhead. It seems so close you can almost feel the heat coming off it as the friction of the atmosphere tries to slow it down.

You watch the object pass overhead and appear to go below the horizon. For a second you think that it may have passed through the atmosphere when a bright flash momentarily blinds you.

Blinking the glare away reveals a column of smoke, steam and light where the object obviously struck the ocean. Moments later the sound of its fall hits you like a fist. Staggering in the assault of sound, the thought comes unbidden: tidal wave.

Looking back out to see you can barely make out the tiny ridge. Vision magnification shows a wall of water, 30 meters high and approaching rapidly.

A number of gorskins, which had been standing on the shore, lumber back into the sea and submerge.

Turning back toward the town, you realize that there wasn't only one object. Small fires burn where other pieces of the object struck.

A gorskin is a giant sea turtle. It looks like a giant sea turtle, except that its head is much bonier and covered with plates. It has a vaguely kilassin look, and

anthropologists believe that it might have been related to Cularin's large creatures.

The heroes have a number of options open to them. There should be enough to keep all of the heroes busy. Let them be creative – everyone should have a chance to shine here. Try to tailor opportunities to the skills of the heroes present.

- **Get people off the beach.** The offshore breakers will help reduce the threat of the wave coming in, but it will still be enough to flood the entire beach, taking with it everyone there. Diplomacy, Bluff, and even just herding people toward the reinforced buildings (mostly the hotels) can all be effective.
- **Help the frantic mother.** A Sullustan mother with six offspring is trying desperately to get them under control. They don't recognize the danger (or speak Basic) and keep scattering. It's a bit like herding cats, and she could use all the help she can get.
- **Rescue the little boy riding the gorskin.** As the wave nears, they can see (Spot DC 15) a small figure clinging to the back of a gorskin that is about to submerge. He had been swimming and ventured out too far.
- **Rescue someone trapped by the fire.** On land, the fires are mostly contained. One building, however, is still giving the emergency crews some difficulty. A meteorite crashed through the building, cutting off escape for the residents still within. The emergency teams have been able to get out all but one. A man is trapped on the roof of the three story building where he was trying to put out fires. Crumbling parts of the building are preventing the workers from helping him. Bold heroes can brave flames and take stairs; there's a crane that is slightly damaged but can be repaired (DC 15)... use your imagination.

Encounter 2: Splash Down

[Key ideas of this encounter: Provide motivation and means to investigate the splash-down site.]

Blankets and water are brought to you as medics make sure that you and those that you helped are all right. As they minister to you, a well-dressed young Human male approaches.

Smiling at those gathered, he expresses his gratitude to all those who worked to keep the resort safe. You can feel the genuineness of his appreciation, although as evidenced by the anxious rubbing of his hands, he is nervous speaking to so large a gathering. In particular, he points out those heroes who were instrumental in preventing loss of life. He turns,

shakes hand with those gathered, and talks with a few media organizations.

He extricates himself, finally, and stops near you. "I would like to thank you in particular. Your assistance here is today has been greatly appreciated," he says smiling warmly, though you can see the anxiety shadowing his eyes. "I am El'Tar Miskin, concierge here at Greentree Pointe. And I have a favor to ask of you."

"When you have recovered, please come to the 'Greentree Aquaristraunt' for dinner tonight, my treat, and we can talk about—" He glances over his shoulder at the newsies. "Just ask for me. Again, thank you for your help."

After spending some time in the limelight (newsies will want statements, after all) the heroes can return to their rooms and get cleaned up before their reservation at the Greentree Aquaristrant.

The Aquaristrant has a fairly small storefront, mainly consisting of the hostess station, a waiting area and a bar. Past the curtains is a gravrail that takes customers to their tables beneath the plassteel domes beneath the waves.

If the heroes don't mention they are guests of El'Tar Miskin, prompt them. Otherwise it could be a long wait...

Seconds after mentioning the name, 'El'Tar Miskin', you are shown into the gravrail. The car goes from a darkened tunnel to a tube through the ocean. In the near distance you can see the plassteel dome with all manner of ocean life swimming about through the debris-clouded water.

As the capsule docks inside the dome and you exit, a sharply dressed Ithorian bows and beckons you to follow him. As you weave through the restaurant you can see all manner of species eating, talking and looking around at the life forms even more diverse than they. Set into a coral reef, the Aquaristrant weathered the underwater storm with no more than a few tiny leaks. The view must be magnificent when the water isn't full of silt and debris from the ocean floor.

The Ithorian escorts you to a lift in the center of the dome. Motioning you inside, he says, "Enjoy your stay". The doors close and you rise up onto the top portion of the dome, where a private table has been set up.

"I am so glad you could make it," beams El'Tar. "Allow me to introduce you to the Head Manager of the Dorumaa resort, Mar Daghreb."

A Human woman, probably in her late twenties, with a dark complexion and long black hair pulled

back into a pony tail, rises. She greets you each warmly, asking where you come from, family and such. You get the feeling that you are a genuinely welcome guest.

After some discussion about each of the heroes (which would be a good time for introductions), they can order dinner and have an enjoyable meal. El'Tar will defer discussion until after the meal, saying that he prefers to put pleasure before business today. After dessert, you can all sit back and relax under the dome.

"I am sure you are under no misconceptions about why we asked you here, and thanking you for your assistance in one of them," begins Mar. "It is our opinion that you might be able to do a little work for us. We would like to have the object that crashed into the ocean recovered for further analysis. Wse want to determine where it came from, and also why it wasn't picked up by our anti-meteor defenses."

She refills her drink and offers to fill anyone else's. "If we can resolve that, then we can find out why our customers and staff were endangered." You realize that she is not only concerned about the condition of the resort, but also of her people.

"At this moment, I don't know how much we can provide to compensate you for your services, but I can offer reimbursement for your itinerary, and an extension for another week on us. We will also supply the necessary gear."

If pushed to state an amount, she will say that she can promise at least 1,000 credits per person in recompense, but will not seem irate at having to come up with a figure. She's still determining how much the damage will cost the corporation and isn't sure what her disposable resources are.

El'Tar steps forward and hands you a datapad. "This contains some of the information you will need. There are topographical scans of the area, as well as a list of items that you are authorized to purchase or rent. I would suggest that you go to Rena Laut, who rents watercraft. We have a standing account with her, as well as a diving instructor, Sarken Rimk. Directions to both are on that card."

"Finally," concludes Mar, "considering how well you handled yourselves today, we're sure you can handle yourselves in dangerous situations. There are dangers in the ocean, ones that I would be afraid to send my regular employees to risk."

El'Tar Miskin: Male human Expert 5; Init +1; Defense 12 (+1 class, +1 Dex); Spd 10m; WP 12; Atk +4 ranged (3d6, blaster pistol); SV Fort +4, Ref +2, Will +5; SZ

M; Rep 1; Str 11; Dex 13; Con 12; Int 14; Wis 13; Cha 16.

Skills: Bluff +6, Computer Use +6, Diplomacy +9, Knowledge (business) +7, Knowledge (Cularin system) +5, Knowledge (spacer lore) +6, Profession (hotel staff) +4, Profession (clerk) +7, Sense Motive +3, Treat Injury +3; Read/Write Basic, R/W Sullustese, Speak Basic, Speak Sullustese, Speak Tarasinese

Feats: Alertness, Great Fortitude, Trustworthy, Weapon Group Proficiency (simple weapons)

Mar Daghreb: Female human Expert 8; Init +2; Defense 14 (+2 class, +2 Dex); Spd 10m; WP 11; Atk +8/+3 ranged (3d6, blaster pistol); SV Fort +2, Ref +4, Will +6; SZ M; Rep 4; Str 12, Dex 15, Con 11, Int 15, Wis 11, Cha 15.

Skills: Appraise +8, Bluff +8, Computer Use +5, Diplomacy +10, Gather Information +9, Knowledge (business) +14, Knowledge (Cularin system) +11, Knowledge (galactic society) +8, Profession (resort manager) +10, Sense Motive +6; Read/Write Basic, Speak Basic.

Feats: Persuasive, Sharp-Eyed, Skill Emphasis (Diplomacy), Skill Emphasis (Knowledge [business]), Weapon Group Proficiency (simple weapons).

Encounter 3: Run Silent, Run Deep

Key ideas of this encounter: Get the heroes equipped and give them a chance to ask questions about Dorumaa.

The heroes need to visit Rena's to get a skimmer, which will take them to Sarken Rimk's for the rest of their gear.

Near the docks on Greentree Pointe are the rental offices of Rena Laut. It consists of a small building that also acts as her home, when she's indoors. As you arrive you see a middle-aged Human woman with long, sun-bleached hair, gesturing expansively and talking to a small group of Gungan tourists. As you approach you can overhear:

"... here's the thing. What you got is a lot of water. Lots of things live out there. Some of them aren't too nice. So, what you got to do is just expect that when you go out, you might not be coming back. Not that I expect anything bad to happen to you, since if I did, you wouldn't be taking my boat with you. But if something were to happen, I've gotta tell you, it wouldn't be the first time. Especially since you may not know everything there is to know about how to

pilot one of my boats. Now, did you say you wanted a guide for this trip, or no?”

The Gungans seem to chuckle among themselves and waive her offer. Rena shrugs her shoulders and unhitches their boat after they board. She turns and regards you as if she was aware of you listening. “I’m Rena. You the folks Greentree called about who wanna rent a boat?”

The skimmer Rena rents out is a standard speeder configured for ocean use. It’s mainly used for sightseeing and pleasure boating. Because of its repulsorlifts and station-keeping ability, it’s also adequate as a diving platform. She will advise them to be wary of the dangers, but doesn’t offer her services as a guide, having been told by El’Tar that he feels the heroes are competent.

Rena knows a lot about the waters of Dorumaa and a little about what lives in them.

- She can confirm that their topographical maps are as accurate as anything available. The bottom does shift in the currents, so it may not be 100 percent.
- A lot of strange dead things bobbed to the surface when the moon was warmed up; lately, though there have been some pretty strange *live* things. So far it hasn’t been a big problem, but smart sentients should be wary on the open seas.
- Saken should be able to rent them harpoon guns; it probably wouldn’t hurt to get something like that.
- Blasters don’t work very well under water – and lightsabers have been known to short out if not waterproofed. She doesn’t know how to do that, but anything that keeps water out of the sensitive innards ought to do it.
- They’ll need to go to Sarken’s for the rest of their gear – she only rents skimmers.

Rena Laut: Female Human Expert 3; Init +0; Defense 11 (+1 class); Spd 10m; WP 9; Atk +2 ranged (3d6 blaster pistol); SV Fort +0, Ref +1, Will +5; SZ M; Rep 0; Str 11, Dex 10, Con 9, Int 13, Wis 14, Cha 12.

Skills: Knowledge (Dorumaa system-seas) +7, Knowledge (Cularin system) +5, Pilot +9, Survival +5, Spot +3, Treat Injury +5; Read/Write Basic, Speak Basic.

Feats: Alertness, Dodge, Skill Emphasis (Pilot), Weapon Group Proficiency (simple weapons).

The heroes’ next destination is Whitesand Island to visit Sarken Rimk’s. He can get them the diving gear that they will need.

As you approach the island, you see that it is appropriately named. You had thought that the beaches on Greentree Pointe were white, but that was

merely Yellow Star white while these beaches are White Star white.

Within moments of docking the skimmer, you see your destination. The low building is set a few meters from the shoreline and is marked “Diving Lessons”. Before it a male Gungan is working on what appears to be a small turbine with handles.

“Yousa lookin’ for bombad diving instructor? That’sa mesa! Sarken Rimk. Isa teaching yousa swimming deep? Yousa needin’ this here bombad diving shuttle! Taking yousa deeper than fins.”

If the heroes need any gear they can obtain it here. A lot of his stock was unsecured and washed out by the wave; he’s still recovering it. He has:

- 8 pressure-compensating wetsuits in various sizes
- A case (24) of breathers
- 1 harpoon gun (ranged attack, 1d6 piercing)
- 4 net guns (ranged attack, max range 4 meters; str check DC 25 to break free)
- lights
- 12 sonar detectors (but the case was damaged in the wave, and he isn’t sure how well they will work). They should detect out to 15 meters.

He also has what he refers to as ‘diving shuttles’. Diving shuttles look like short torpedoes with a headlight on the front and a turbine to the rear. The handholds control speed and the diver’s feet control the direction. The diving shuttles serve to help pull the diver around and down. If the diver lets go, then the engine shuts out and stays in place.

Sarken will show the heroes with how to use the gear properly, and what equipment to use to recover the meteorite. Sarken will not accompany the heroes, as he has no one to watch his shop.

If they ask him questions, he knows the following:

- Theysa bombad big t’ings in deysa water... but he doesn’t bother them and so far they haven’t eaten him. So far.
- Theysa good people at Greentree Pointe. Payen da bills good, taken good care of theysa people.
- Yousa watches yousa backs – dat thing gotta be bombad big and yousa might have competition.
- Itsa gonna be not so good to see; whatever atsa was, it gotta have stirred up lotsa bottom, left a crater.
- Tisen a great place to live and work, when things not fallin’ outa da sky.

Sarken Rimk: Male Gungan Expert 4; Init +0; Defense 11 (+1 class); Spd 10m; WP 9; Atk +3 ranged (3d6,

blaster pistol); SV Fort +2, Ref +1, Will +1; SZ M; Rep 0; Str 15, Dex 10, Con 12, Int 13, Wis 9, Cha 10.

Skills: Jump +1, Knowledge (Dorumaa) +4, Knowledge (Cularin system) +1, Profession (teacher) +3, Repair +2, Spot +3, Survival +4, Swim +12; Read/Write Basic; Speak Basic.

Feats: Athletic, Skill Emphasis (Swim), Weapon Group Proficiency (simple weapons)

Encounter 4: There is that Leviathan

Key ideas of this encounter: Accustom the heroes to underwater rules; find the crater and deal with an awake and cranky Leviathan.

You pilot the skimmer out to the coordinates supplied to you. The deep blue sea extends to the horizon in all directions. Even to those who are used to the vast emptiness of space, it is still disorienting.

Helping each other with the gear you plunge into the warm Dorumaan waters. Checking your breathers one last time, you adjust your floatation compensators and sink as the waves close above your head.

The wetsuits the heroes are using will protect them from the pressure and they do not risk the bends.

Give them a little time to accustom themselves to the way water slows their movement and affects their perceptions. (See the Underwater rules in the appendix.) Visibility is limited to 4-6 meters, even with lights. Beyond that the heroes can only see murky forms and will have some difficulty telling friend from foe.

As you approach the 90-meter depth where the topographical database says the ocean floor should be, you don't see it. Descending farther, you find the ocean floor, 40 meters lower than it should.

This is simply because this was where the Leviathan rested during her hibernation. Now that she's awoken and about there's a significant depression in the sea bottom. Any heroes watching out for anything suspicious or threatening may make Spot Rolls (DC 20) to detect something very *large* lurking in the murk.

Scans of the area locate the impact crater a kilometer away. The water is extremely cloudy with sediment and debris, blocking the light from the diving shuttles.

A quick survey of the crater determines that it is about 300 meters in diameter and 80 meters in depth. A quick triangulation and you find the center of the

crater, locating the meteorite. The half-buried object is the size of a beach ball! You begin preparations to lift the meteorite--

The Leviathan was quietly patrolling the area when the strange creatures came into her sensory range. She's been keeping a close eye on them to see if they would leave the area. Since they have not, she must convince them otherwise and attacks.

Keep in mind that the Leviathan is intelligent, and that she doesn't want to kill these annoying creatures – she just wants them to go away. Especially with tables of low-level heroes, be aware of the quantity of damage the Leviathan can do. She will brush by one of the heroes with her body as her first attack; preferably the one farthest away. This is a colossal creature – emphasize the pressure of the water slamming into them, driving them down into the mud, and that it seems to stretch for a very long time. She will swim off and try to drive the heroes away again unless they attack her and hurt her.

If any kind of significant damage is done to her, however, she will bite and/or tail-slap to defend herself so that she can birth her calves in peace.

She is merely trying to protect her territory prior to the birthing of her calves. Appropriate skills will detect this (DC 15). She's empathic, and if the heroes project benign intent she will understand them.

Leviathan

When Dorumaa's seas were unfrozen, corpses of this beast were found floating on the surface. It was assumed that none had lived. At least one, however, was in hibernation prior to the flash-freeze of the seas. Entering a kind of suspended animation, she survived until she was woken by the intrusion of the meteorite.

Leviathan, adult: Aquatic herd animal 5; Init +1 (Dex); Defense 10 (+7 natural, -8 size, +1 Dex); Speed Swim 20m; VP/WP 65/200 – currently 10/20 due to hibernation; Atk +8 melee (2d6+10, slam) or +8 melee (4d6+10, bite) or +8 melee (3d8+10, tail slap); SQ darkvision, empathic; SV Fort +11, Ref +3, Will +3; SZ C; Rep 0; Str 30, Dex 12; Con 25; Int 10; Wis 9; Cha 10.

Skills: Swim +12, Hide +11, Move Silently +8

Feats: Power Attack

Encounter 5: Caught Between a Meteorite and ...

Key ideas of this encounter: Fight off the poachers and defend the Leviathan.

Three rounds after the Leviathan attacks, poachers who are after the beast attack as well. They mean to kill her and loot her corpse for the valuable ivory and other materials her body can provide. The corpses that floated up when Dorumaa was terra-formed were a veritable gold mine of derivative products. Also, if they can get their hands on the meteorite, that may prove valuable as well. They don't plan to let anyone stop them.

They have a small submersible similar to the A-Wing, with a pilot in front who can fire blasters and a gunner in back with a harpoon gun.

[Note that underwater penalties have been applied to defense and damage, with the exception of the pilot and gunner.]

Angaar: Male Rodian Thug 6; Init +0; Defense 12 (+2 class); Spd 10m; VP/WP -/18; Atk +6/+1 melee (1d6+1, vibroblade), +6/+1 ranged (2d6, blaster pistol); SV Fort +6, Ref +4, Will +2; SZ M; Rep 3; Str 12, Dex 15, Con 12, Int 8, Wis 8, Cha 9.

Skills: Intimidate +4, Jump +4, Swim +4.

Feats: Toughness, Toughness, Track, Weapon Group Proficiency (vibroweapons).

Equipment: Diving gear, diving shuttle, weapons, breath mask w/ comlink.

BolaBar: Male Gungan Thug 2; Init -2; Defense 10; Spd 10m; VP/WP -/15; Atk +1 melee (1d6, vibroblade), +0 ranged (2d6, blaster pistol); SV Fort +4, Ref +0, Will +0; SZ M; Rep 1; Str 11, Dex 14, Con 12, Int 8, Wis 10, Cha 9.

Skills: Intimidate +2, Listen +2, Swim +8

Feats: Weapon Group Proficiency (vibroweapons)

Equipment: Diving gear, diving shuttle, weapons, breath mask w/ comlink.

Callen: Male Human Thug 2; Init -2; Defense 10; Spd 10m; VP/WP -/15; Atk +1 melee (1d6, vibroblade), +0 ranged (2d6, blaster pistol); SV Fort +4, Ref +0, Will +0; SZ M; Rep 1; Str 11, Dex 14, Con 12, Int 8, Wis 10, Cha 9.

Skills: Intimidate +2, Swim +4

Feats: Weapon Group Proficiency (vibroweapons)

Equipment: Diving gear, diving shuttle, weapons, breath mask w/ comlink.

Trina: Female Human Thug 2; Init -2; Defense 10; Spd 10m; VP/WP -/15; Atk +1 melee (1d6, vibroblade), +0 ranged (2d6, blaster pistol); SV Fort +4, Ref +0, Will +0; SZ M; Rep 1; Str 11, Dex 14, Con 12, Int 8, Wis 10, Cha 9.

Skills: Intimidate +2, Swim +4

Feats: Weapon Group Proficiency (vibroweapons)

Equipment: Diving gear, diving shuttle, weapons, breath mask w/ comlink.

Harkaan - Pilot: Male Human Thug 4; Init +2; Defense 13 (+1 class, +2 Dex); Spd 10m; VP/WP -/15; Atk +6 melee (2d6, vibroblade), +6 ranged (3d6, blaster pistol); SV Fort +5, Ref +3, Will +1; SZ M; Rep 2; Str 12, Dex 15, Con 12, Int 8, Wis 10, Cha 9.

Skills: Intimidate +3, Swim +3.

Feats: Toughness, Weapon Group Proficiency (vibroweapons).

Equipment: Diving gear, diving shuttle, weapons, aquata breather w/ comlink.

Pardo - Gunner: Male Rodian Thug 4; Init +2; Defense 13 (+1 class, +2 Dex); Spd 10m; VP/WP -/15; Atk +4 melee (1d6, vibroblade), +4 ranged (2d6, blaster pistol); SV Fort +5, Ref +3, Will +1; SZ M; Rep 2; Str 12, Dex 15, Con 12, Int 8, Wis 10, Cha 9.

Skills: Intimidate +3, Swim +3.

Feats: Toughness, Track, Weapon Group Proficiency (vibroweapons).

Equipment: Diving gear, diving shuttle, weapons, aquata breather w/ comlink.

Divestream AquaSkimmer

Craft: Divestream AquaSkimmer Huntsman; **Class:** Aquatic; **Cost:** 5,000 (new), 2,500 (used); **Size:** Large (5.43 meters); **Crew:** Varies (1 pilot, 1 gunner); **Passengers:** None; **Cargo Capacity:** 25 kilograms; **Speed:** 30 m (submerged), 100 m (surface); **Defense:** 15 (+2 size, +3 armor); **Hull Points:** 20; **DR:** 3

Weapon: Laser cannon; **Fire Arc:** Front; **Attack Bonus:** +3 (-1 size, +2 crew, +2 fire control); **Damage:** 3d6; Range: 5m (submerged), 20m (surface)

Weapon: Harpoon cannon; **Fire Arc:** Rear; **Attack Bonus:** +5 (-1 size, +2 crew, +4 fire control); **Damage:** 4d6, trip; Range: 5m (submerged), 10m (surface)

Angaar, BolaBar, Callen and Trina will engage the heroes while Harkaan and Pardo go after the Leviathan in the submersible. If the fight turns against them, the poachers will flee.

They will try and keep the heroes pinned between the Leviathan and the meteorite, increasing the amount of debris in the water.

The Leviathan will attack any of the humanoids in the water, in particular the submersible. The gunner in submersible will be doing his best to hurt her, so her first objective will be to bite the submersible in half. It is probable that the Leviathan will come to the realization that both groups are not enemies, especially if the heroes refuse to use lethal damage on her and/or concentrate on the poachers.

Encounter 6: All Creatures Great and Small

Key ideas of this encounter: Watch/assist the birth of the calves; try to save them and their mother.

The poachers have either been slain or driven off, and the Leviathan has ceased her attacks. In fact, she isn't moving. A quick examination reveals that her breathing is slow and labored, and she is going through some severe muscle contractions.

A successful Treat Injury or Animal Handling skill check (DC 15) will determine that the Leviathan is in labor and is about to deliver. She is in very poor shape. The trauma of the overextended hibernation, the abrupt awakening, and the attack has proved too much, even for such a powerful life form.

The calves, however, may be able to survive. The heroes will have to come up with a way to save the calves.

Leviathan, calf (2): Aquatic herd animal 1; Init +1 (Dex); Defense 14 (+7 natural, -4 size, +1 dex); Speed: Swim 20m; VP/WP 10/60; Atk +3 melee (2d6+5, slam) or +3 melee (4d6+5, bite) or +3 melee (3d8+5, tail slap); SQ darkvision, SV Fort +6, Ref +2, Will +0; SZ H; Rep 0; Str 20, Dex 12; Con 15; Int 7; Wis 5; Cha 12.

Skills: Swim +6, Hide +2, Move Silently +6

Feats: Power Attack

Once born the calves will nuzzle their dying mother, crying mournfully. A huge eye focuses on them, then turns to the heroes, and returns to her children. A grunt and squeal from the mother tells the children something as the light in her eyes fades. *[Note: It is possible for the heroes to save the mother, but she is very badly damaged, by freezing, thawing, birth and the poachers.*

DC 32 on a check using Heal Another or Treat Injury can stabilize her. It does not guarantee her long-term survival]

The calves wail mournfully again and then turn to the heroes and nuzzle them as adopted family. Not that they are not impressed mothers, but rather pod-friends.

Encounter 7: A Whale of a Tale

Key ideas of this encounter: Turn the meteorite (and calves, if they survived) over to the professionals; name the calves.

Paraphrase as needed to adjust for the outcome the heroes experienced.

Returning back to Greentree Pointe, you are greeted by crowds attracted by the meteor [and calves/Leviathan if any survived].

A skimmer pulls up and El'Tar Miskin climbs out to open the door to allow Mar Dagheb to exit. They both seem pleased at the results as a flatbed skimmer arrives to haul the meteorite away.

"Excellent, work!" congratulates Mar. "We can analyze this and find out why our scanners didn't track it and shoot it down. I hope you enjoy the rest of your vacation. We'll have our expression of gratitude ready for you when you leave. Until then, enjoy all we have to offer."

At the mention of the Leviathan and her calves, a pleasantly surprised expression crosses both their faces. El'Tar, looks especially pleased, "It's too bad, she [or they] didn't survive. But I'm sure that the Marine Biology Research Station here on Dorumaa will be able to find out if we can find any more survivors."

If the calves survived, add the following:

"And I think we should allow our intrepid discoverers should be given the honor to name them," suggests Mar as she and the gathered news crews await the heroes suggestion.

For the next week you are treated to all that the resort has to offer: dining, dancing, trips, and even some souvenirs. Your visits to the Research Station are serious media events as your every move is covered for the first few days. You are almost glad to return home.

Conclusion

After an enjoyable extended vacation, you board your transport back home. On the voyage back, sitting back and relaxing in first class as you pat the pay packet that was waiting for you at the front desk as you checked out. A Holonews report catches your attention as it announces existence of a previously thought extinct species on Dorumaa.

The report goes on to describe how it was discovered that at least one still survived after the flash freezing and thawing of the Dorumaan seas, but that it did not survive the stresses of awakening and fight against poachers and died. (Unless, of course, the mother survived... if so, paraphrase.)

If the calves survived, read the following:

“In death,” the report continues, “there comes life. The mother died so that her children may live, a testament to the love a mother has for her children.

“The calves are currently undergoing observation at the Dorumaa Research Station, and a search is underway for other surviving specimens. In gratitude to those that saved them, they have been named [insert names here], after the heroes that rescued them.”

If the calves died, read the following:

“Unfortunately, this ‘Leviathan’ was pregnant with two calves. Who, despite the best efforts of the group who helped defend her against the poachers, died at birth.

“The Dorumaa Research Station is examining the remains in hopes that they might find other specimens, and have better luck in finding additional survivors.”

Continue with the following:

The reporter adjusts her tone for the next story. “In a related story, the same team that encountered the Leviathan also recovered the meteorite off of Greentree Pointe.

“This object has been under analysis since its recovery. The preliminary results are that it is comprised of a high degree of the metal that starship hulls are made of. Considering that this metal is an alloy, the experts conclude that it is somehow a dense piece of a starship hull.

“Analysis of the path the meteor followed before impact shows that it originated from within the Asteroid Belt. We will be following this story as it unfolds.”

“Meteors seem to be the order of the day as a spectacular meteor shower is being seen in the skies of Uffel...”

Here Ends, “Depths of Dorumaa”

Experience Point Summary

Experience is calculated as follows for Living Force events.

- 1) Experience awards in Living Force are not made for achieving objectives, but instead for successfully completing an adventure of a given length. Thus, if the heroes survived and accomplished the primary goal of the adventure, they receive full Adventure Experience (600 xp for core LF plot scenarios, 350 for non-core LF scenarios).

- 2) Assign discretionary role-playing experience (0-400 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially. Do NOT automatically award max role-playing XP; consider carefully how well the players stayed in character. This is your opportunity to reward appropriately cinematic behavior, so use it!

Adventure Experience Award:

Did the heroes recover the meteorite? If so, each hero who survived receives 600 xp.

Adventure Experience:	600 xp
Roleplaying Experience:	0-400 xp

Total Possible Experience:	1,000 xp
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If the heroes did not complete the scenario because of time constraints, but were “on the right track,” you may award ½ adventure experience. If the heroes succeeded in saving the leviathan calves, award them ¾ adventure experience.

Loot Summary

If it’s not on this list, the PCs cannot keep it. This is a house rule that overrides what they may actually acquire in the scenario. Certificates are not supplied for standard equipment, but it should be assumed that any equipment the heroes find which is not listed here cannot be kept or is non-functional for one reason or another.

The heroes are assumed to have returned the skimmer and diving equipment. They won’t be able to conceal it to take it off Dorumaa.

Various Souvenirs

- Gear from the poachers (the submersible is too damaged) Up to 4 vibroknives and blasters.
- Chip of the meteorite (if they think to chip any off)
- Credit chip worth 1,000 cr. (one per hero)

Appendix A: Underwater Adventuring

The *Star Wars* Core Rules do not cover underwater activity, so here are some rules to assist you in conducting the underwater activity during this module. Some of the rules here, such as breathing devices, are covered in the rulebook, but are repeated here for convenience. These rules pertain to the waters of Dorumaa, and may not be representative of the effects of water on other worlds.

Breathing

All species in the *Star Wars* RPG are oxygen breathers, and can hold their breath for certain periods of time (see below), Gungans longer than others. The most common method of breathing under water is the use of Breath Masks or Aquata Breathers.

Drowning

Any character can hold her breath for a number of rounds equal to twice their Constitution score. After this period of time, the character must make a Constitution check (DC 10) every round in order to continue holding her breath. Each round, the DC increases by 1. When the hero fails her Constitution check, she begins to drown. In the first round, the hero falls unconscious, losing all remaining vitality points, and is fatigued. The following round, she loses all remaining wound points and is dying. In the third round, the hero drowns. Native water breathers cannot drown.

Movement

Swimming

Heroes make swimming checks each round to see if they move forward in the water. A successful Swim check (DC 10) allows the heroes to swim one-quarter speed as a move-equivalent action or one-half speed as a full-round action. Roll once per round. If the heroes fail, they make no progress through the water. If they fail by 5 or more, they start to drown. Heroes underwater (whether drowning or swimming underwater intentionally) suffer a cumulative -1 penalty to Swim checks for each consecutive round they've been underwater. Proper equipment (scuba fins, diving shuttles) negate the need for swimming checks.

Vehicles

Water skimmers are modified speeders for travel on the surface. Some are capable of operation underwater as well as on the surface. Diving shuttles are actually small turbine or propeller driven devices for diving. These devices are fairly slow compared to skimmers, but considerably

faster than swimming alone. They move at a rate of 10m.

Speech

Speaking underwater is not difficult. Speaking intelligibly is impossible. Unless the hero is wearing a Breath Mask, he cannot speak underwater, and only at limited ranges (2-4 meters) unless comlinks are used.

Visibility

The extent of visibility is dependent on the depth and clarity of the water. Ordinarily the waters of Dorumaa are both clear and deep – however, due to the meteorite's crash landing, they are currently filled with silt and debris. Even with artificial lights, visibility is limited beyond about

Temperature

Normally, the deeper you go, the colder you get. The oceans of Dorumaa are artificially kept warm, even at fairly deep levels. Well before the temperature can drop enough to be a hazard, the water pressure would have crushed any surface dweller.

Combat

Heroes or creatures without a swimming speed suffer a -2 penalty to initiative and attack rolls and lose their Dexterity adjustment to Armor Class.

Slashing, bludgeoning, and natural weapons only do half damage. Piercing weapons do normal damage. Thrown weapons have their ranges reduced to 1 meter.

Even if the hero or monster has a swimming speed (such as native aquatic species), it still inflicts half damage with slashing or bludgeoning weapons (but not claws) unless it has a freedom of movement effect. Piercing melee weapons and specially designed piercing missile weapons do normal damage underwater. Thrown weapons and missile weapons not designed to work underwater are useless underwater. The maximum Dex bonus that can be applied while underwater is +2. Characters who have lower Dex maximum allowances due to armor are still constrained to the lowest number.

Blasters - Blasters, like any other weapon, are affected by the water, but differently than other ranged weapons. The water attenuates the blaster bolts so that the range increments are halved. Damage is -1d.

Lightsabers - Lightsabers have a 25% chance of shorting out if not waterproofed. Otherwise they ignite normally underwater. Attacks are at -2, damage is -1d.

Critical Event Summary

Depths of Dorumaa

1. Was the meteor recovered? Yes No
2. Did the heroes save the Leviathan? Yes No
3. Did the Leviathan calves survive? Yes No
4. Did the Heroes come up with a new name for the Leviathan species? Record below.

Convention Coordinator:

To report these results (for events during the month of September 2001 only), you may US mail them to:

RPGA - Living Force, P.O. Box 707, Renton, WA 98057-0707

Or email to: LFPlots@living-force.net

Or fax to: (425) 687-8287 Attention Living Force Critical Events

Check <http://www.living-force.net> for other methods.