

Dorumaa's Children

A One-Round LIVING FORCE Tournament

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Two years ago, the last of the Leviathans of Dorumaa gave birth to a pair of calves. These two giant children have played in the moon's ocean, attracting a great deal of attention. Some of it, from a man named Rufus Trammel, they could have done without. Now, one of the calves has disappeared. Can the heroes of Cularin find it before it's too late? An adventure for heroes levels 1-9. This scenario is a stand-alone episode.

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Dorumaa's Children is a standard RPGA Network tournament. A four-hour time block has been set aside for this event but the actual playing time should 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.

Reporting the game for RPGA: The RPGA tracks adventures for the Player Rewards program. The Senior GM or Event Coordinator should provide a form to the GM for this purpose. Both the GM and the players need to list their name and RPGA number on the form.

GMs of RPGA tournaments are expected to be familiar with the RPGA Rules and Penalty documents. These are available as downloads from the RPGA web site at www.rpga.com.

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 intended for the players is 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.

House Rules

There are a large number of players throughout the world playing LIVING FORCE, and it's impossible to supervise them the way one might in a home campaign. As a result, we have a few house rules. These are outlined here for you.

Atoning for Dark Side Points

Heroes may, at the discretion of the GM, atone for Dark Side Points acquired during play by spending one Force Point to atone for one Dark Side Point. Heroes may only atone for one DSP per scenario played, and only if, in the judgment of the GM, the hero shows proper remorse and understanding of the dangers of the dark side. Players are required to keep a running total on their log sheets of all Dark Side Points ever acquired, even if the hero has atoned for them.

Dissipate Energy

Dissipate energy only works against energy damage to Wounds. It has no effect against vitality damage or stun weapon attacks. Also, the DC for the Fortitude saving throw should be "10 + damage dealt," not just "damage dealt".

Illusion

Use of the Illusion skill allows a save when the hero views or otherwise interacts with the illusion. If the player succeeds at the save, the illusion is seen as an outline only, and anything that might have otherwise been hidden inside or behind the illusion is visible. Illusion cannot be utilized to create "an illusion of nothing"; it cannot make something invisible.

Stun

If a hero hit by a stun attack makes his or her Fortitude save, the hero is unaffected by the stun attack and takes no damage. A hero who fails the Fortitude saving throw is unconscious for 1d4+1 rounds. This ruling includes heroes in the area of effect of a stun grenade. This house rule supersedes the rules in the *SWRPG-RCR*.

Hero Earnings

At the beginning of the round, if the heroes are employed, they receive their pay. No matter how much time has passed since the previous round, they receive pay for one week. Heroes may not have more than one employer. Heroes who are not employed but who have Entertain, Gamble, or Profession skills may roll against those skills to see how much they have earned in the last week. Rather than using the method in the core rules for Entertain or Gamble, however, use the method described for the Profession skill on page 96; that is, roll the check, and then multiply the result by 100 credits to determine the amount you made that week. Note that heroes may use only one of the above methods each round and must choose which before rolling (Employment, Entertain, Gamble, or Profession). Per the rules, you may take 10 on Entertain or Profession checks, but not on Gamble. There is no pay for unskilled labor in the LIVING FORCE campaign.

Issuing Force and Dark Side Points

Issuing Force Points: When heroes perform cinematically heroic actions, you may issue a Force Point. 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 is 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 178) 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 *Star Wars Roleplaying Game Dark Side Sourcebook*... "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.

Wookiees, Rage and Dark Side Points: Per the sidebar on page 182 of the *Star Wars Roleplaying Game Revised Core Rule Book*, Wookiee Force users do not gain Dark Side Points for following their natural tendencies and using the Wookiee rage species ability. They do receive a Dark Side Point, however, if they incorporate Wookiee rage with any of their Force skills.

In addition, while in a Wookiee rage, a Wookiee Force user can't call upon the Force (except for calling upon the Dark Side when using a Force point). All other uses of the Force require more calm and peace than the Wookiee can manage while in the natural frenzy.

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 mechanical 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.

LIVING FORCE adventures are not designed purely to kill characters. If you believe a combat is genuinely too tough for a group you are running, scale it down. If you believe it will be far too simple, scale it up—within reason. Do your best to keep fights cinematic and interesting, and if someone dies because they made a glorious sacrifice, that's fine. What we want to avoid are the "dumb" deaths that result from a string of bad dice rolls. That's not cinematic, and it's not what *Star Wars*, or LIVING FORCE, are about.

This is an adventure for to low- to upper-level LIVING FORCE heroes, and therefore characters levels 1 through 9 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

Two years ago, a meteor strike in the oceans of Dorumaa kicked off a string of extraordinary events. Possibly the most remarkable effect was the waking of a creature that had lain dormant for centuries, flash frozen when Dorumaa was kicked out of its original orbit. The Leviathan, sorely wounded by its ordeal, survived long enough to give birth to two calves. (All this occurred in the scenario "Depths of Dorumaa").

Since the discovery of the Leviathan calves, Titon and Jessel, they have become celebrities of sorts. Marine biologists from across the galaxy have become fascinated by the creatures, evolving all manner of strange theories about the origin of the species. In some circles, the disappearance of the Cularin System was viewed as a disaster because of the loss of the Leviathans, not because of the loss of millions of "regular folks".

For some, this level of interest always converts to credit chips, and Rufus Trammel is such a person. Trammel is a poacher, a crime lord or, in his own words, an "acquirer of exotic biologics". Now, he has found a buyer for a Leviathan, for a price more than worth the effort, and he has gathered the resources and personnel for an ambitious snatch.

Unfortunately for Trammel, the heroes of Cularin are on hand to throw a hydro-spanner in the works.

Tracking the stolen Leviathan is no easy task,

however, and the heroes must first follow the poachers back to their base. Here they discover that they have an extremely narrow time window to affect a rescue. The heroes also have the opportunity to rescue a scientist the poachers kidnapped to help with the logistics of moving the Leviathan.

The Leviathan's trail is cold, but the Force is with the heroes – one of Trammel's lackeys is not at their hideout at the moment, and the heroes may be able to get the information they need from him.

With the Leviathan located, the heroes travel to the holding pen only to find Jessel is being loaded aboard a ship. The heroes must fight off the poachers and return Jessel to the open sea.

Encounter 1: That Sinking Feeling

The Dorumaa Research Institute runs occasional trips out for tourists and friends of the Institute to view the Leviathans at sea. While watching Titon, the heroes of Cularin are alerted that Jessel is in distress. Their Institute pilot makes for Jessel's location, but accidentally grazes a reef in the process. The heroes must take over, and get their damaged sub to Jessel to find out what is disturbing him.

Encounter 2: One of Our Leviathans is Missing...

The heroes arrive at the scene and find no Jessel, only his tracking beacon. The heroes must determine what happened to the Leviathan and where it went.

Encounter 3: The isle of Rufus Trammel

Following a faint trail, the heroes come to the hideout of Trammel's poachers. With no sign of the Leviathan, the heroes must sneak on to the floating shantytown to find more information.

Encounter 4: In the Interests of Science

The heroes can witness a meeting where Trammel outlines the plan to move the Leviathan that evening. Trammel has some specialist help in the form of a galactic expert in the Leviathans. The Kel Dor in question is not there voluntarily, however, and the heroes have an opportunity to free him.

Encounter 5: A Difference of Opinion

Back on the sub, the heroes witness the cut and thrust of scientific debate as Solwyn and the rescued Kel Dor call each other names. The rescued scientist does not know where the Leviathan is kept, but knows a man who does.

Encounter 6: The Crystal Wasters

A name mentioned at the meeting leads them to a surfer's

hangout. The surfers won't talk to the heroes until they have proved themselves. Depending on species it's time to hang anywhere from six to twelve.

Encounter 7: Fish and Ships

The heroes arrive at the island where Trammel has been holding Jessel, just as the poachers begin loading him into their ship. The heroes must reach the control tower to prevent the Leviathan being loaded, while avoiding harm to Jessel himself.

Important Notes to Judges: While this module is a sequel of sorts to "Depths of Dorumaa", it isn't necessary for the players to have played that scenario. Judges are encouraged read the articles on the Wizards of the Coast LIVING FORCE website which give more details on the Leviathans and Rufus Trammel (reprinted here as GM Aid 1 and GM Aid 2.)

Clarification regarding tiering notation: when you see something like "DC 15/20/25", use the lowest DC for the lowest tier, the middle for mid-tier and the highest for high tier. In this scenario, tiers are for character levels: 1-3, 4-6 and 7-9. Higher level heroes are unlikely to find the combats in this scenario challenging.

Opening Crawl

A thing of wonder and beauty is a thing of value. Some see value in terms of knowledge and understanding; some see value simply in experiencing that wonder. But even the pleasant resort moon of Dorumaa has its share of people who can only see value in terms of credits...

Encounter 1: That Sinking Feeling

Key ideas of this encounter: the heroes get to meet one of the Leviathans at rest during a trip on a survey sub. When alarms go off indicating the other Leviathan is in danger, the sub is damaged and the heroes must keep the sub sea-worthy and go to the Leviathan's rescue.

This adventure begins with the heroes already aboard an excursion to see the Leviathans of Dorumaa. Before starting, it might be helpful for the heroes to establish why they would be on this trip. Possibilities include:

- Personal interest. Heroes who played *Broken Orbits 1: Depths of Dorumaa* may be interested in seeing how the Leviathans are getting on since their discovery.

- Scientific interest. The Leviathans have become scientific celebrities over the last two years, and anyone interested in the life sciences would probably snap up the chance to join this excursion. Likewise, the debate about whether the Leviathans are Force sensitive continues, so Jedi or Adepts may be interested in that aspect or sent by the Academy.
- The tourist gene. The Leviathans have become *the* thing to see on Dorumaa, particularly because so few people actually get to do it.

It is also a good idea to establish what equipment the heroes have with them. The Institute would not approve of heroes carting heavy weaponry on their excursion, but heroes should have the opportunity to bring along other equipment that they feel they might need. This is certainly a situation where heavy weaponry would be disallowed, or at least discouraged, even for heroes who have permits.

The heroes are all aboard the sub *Scientific Method*, on an excursion trip provided by the Dorumaa Research Institute. After the discovery of the Leviathans, the DRI assumed the role of watchers and protectors of the calves. They don't like to disturb their charges too often, but occasional trips for scientists, financiers, and heroes can be arranged. Give the heroes Player Handout 1, which contains a transcript of a documentary about the Leviathans that the heroes may have seen.

Solwyn is a Human research student at the DRI. Fascinated by the Leviathans, he takes every chance he can to study them first hand.

Read or paraphrase:

The Leviathan's hide glistens as your sub's lights play across its surface, picking out details on the magnificent creature. The Leviathan tilts gracefully in the water, showing you more of its underbelly, and you get the distinct impression it is enjoying the attention.

"Beautiful, isn't she?" asks Solwyn. From his tone it sounds like the research student is delighted to be your pilot and guide for this little excursion. "I never get tired of watching them," he adds in a hushed voice, "although it is a shame Titon is not about at the moment. The pair of them together is even more impressive."

Spend a few minutes letting the heroes introduce themselves if they need to, and ask what they wish about the Leviathans. Solwyn chatters quite happily about his favorite subject. Use the following as a guide to Solwyn's answers. Don't spend too long on this though, because things are about to pick up.

I thought the Leviathans were called <flerg>?

They were originally. I'm afraid some galactic scientists got involved and they were renamed.

So where is Jessel then? *I'd need to check the sensor logs to be sure. Sometimes they stay together -- there seems to be quite a bond between them -- but more often they swim apart. It's easier for them to find food that way. About ... let's see, yes, just under 100 kilometers from our current position.*

What do they eat? *(Solwyn laughs) Whatever they want! Seriously, mostly smaller fish and crustaceans. They just eat a lot of them.*

How big is she? *Just a little over twenty meters now. Her mother was much bigger, and we expect this beauty to eventually outgrow even Dorumaa's Nus Whales. Even now, we estimate she weighs about 85,000 kilos.*

Is she intelligent? *Yes, we think so. It is difficult to be entirely sure, but my professors certainly think she's more intelligent than your average research student. (Solwyn rolls his eyes)*

How do you keep track of them? *We tagged them both with tracer beacons. We can use them to monitor the Leviathans' locations, their bio signs, and at a fairly gross level, their emotional state.*

Are they really shaped like Mon Cal space ships? (Referring to the article "Rebirth" on the Wizards of the Coast LIVING FORCE website, reprinted here as Player Handout 1.) *Ah, Rahring's fantastic stories. Possibly. I know I've never seen a Mon Cal space ship, so I can't really say. I would say the Leviathans seem to be a perfect shape for their size -- very efficient at moving through water. Perhaps these Mon Cal just designed a ship that is as efficient?*

Once the heroes have had a chance to ask a few questions, or if they ever ask if the Leviathans have any predators to beware of (ah, irony), read the following:

Without warning, various indicators lights blink to red on an instrument panel by the view ports. Solwyn gasps and swivels his seat back to the sub's controls. "That's the monitor panel for Jessel's tracer," Solwyn calls over his shoulder as his hands dance across the sub's controls "I've got a lock on his position, see if you can find out what's ..."

The Force sensitive among you feel a wave of raw emotion flood through the sub, an echo of anguish and despair, and Titon begins to move away at speed.

Distracted for a fleeting moment, Solwyn's hand finds the wrong control. The sub shudders, rolls, and there is an ear-splitting screech as it grinds along the seabed! Solwyn falls from his chair and slides across the deck as water begins to pour in.

Have the heroes make Reflex saves (DC 12) as the sub rolls, throwing everybody about. Those who fail take

1d6 Vitality damage in general bumps and bruises.

Several things need to be done in fairly short order here, preferably simultaneously (in fact it may help to call for initiative to keep things orderly). Try to make sure that every hero has something to do. Also, keep the action tight and tense, but don't let the heroes drown. Fudge the DCs as you need to, without lessening the drama.

If anyone acts in a heroic and dramatic manner, there may be an opportunity for a Force Point. Note that one need not *spend* a Force Point to earn one.

Getting the sub off the seabed

Solwyn's misstep has locked the motors on full ahead, and the ship is continuing to grind along, causing the hull breach to worsen. The heroes need to make three skill checks to get the *Scientific Method* back into free water. There is a co-pilot's chair so one other hero may assist with these rolls. The first two checks may fall back to Repair from Pilot (at a higher DC) if there is no pilot among the heroes.

- The first check is to power down the main turbines so that the *Method* doesn't dig in any further. The Pilot DC is 10/13/16, the Repair DC is 15/18/21.
- The turbines are clogged with silt. There are controls to clear them, but unless the hero is an experienced sub pilot, finding them may prove difficult. Pilot DC 12/16/20 or Repair DC 17/21/25. Give the pilot a +2 competence bonus if he or she is an experienced sub pilot.
- To actually get back to the clear blue, a final Pilot check is required. The controls are sluggish and fight the pilot, particularly if there is still a gaping hole in the sub. DC 15/18/21. If the hull breach hasn't been fixed yet, add 10 to the DC as the rushing water fights the sub's turbines. If none of the heroes is has ranks in Pilot (which cannot be used untrained) and Solwyn is not conscious, skip this check. Otherwise, Solwyn can make the check if there is no pilot among the heroes.

Fixing the hull breach

The heroes must find panels to patch the hull, maneuver them into place and then fasten them there.

- A DC 10/13/16 Search check finds a locker with emergency repair materials. There is one panel big enough to patch the current breach. Alternatively, the heroes may want to rip up deck plates. A DC 10/13/16 Repair check lets them harvest a suitable piece.
- Getting the panel in place is difficult against the rush of water, and requires a Strength check (DC 14) to position it and keep it in place long enough to attach it there. Two people can co-operate on this check. Force users may apply Move Object to this task, either assisting the Strength check, or

attempting to hold the patch themselves. The weight of the water makes this difficult beyond the weight of the plating, so this has a DC 20 and costs 4 VP.

- Fixing the seal in place requires a Repair check, normally DC 12/15/18. If the pilot is still attempting the check to stop the turbines, raise the DC by 5, as the breach keeps getting bigger.

Checking out Solwyn

Solwyn is not seriously hurt, but is out cold and (as the sea rushes in) in danger of drowning.

- A standard (DC 15) Treat Injury check or a medpac is required to return Solwyn to consciousness.
- Solwyn is a dead weight, so dragging him out of harm's way requires a DC 8 Strength check (or DC 20 Move Object (4 VP)) check should do the job.

Monitoring the Leviathans/Sending a distress call

Heroes might have several reasons for going to the control panels, including sending a distress signal and locating the Leviathans.

- The sub's communication array was on the side that was damaged, and is not there at all now, so sending a message using that is not possible. A Computer Use check (DC 10/14/18) allows the heroes rig a distress beacon that can be picked up by any nearby craft. Alas, there aren't any around at the moment. The poachers deliberately chose a time when both Leviathans were in remote locations.
- Comlinks have a range of 50 kilometers and there is nobody in range to call at the moment – not even the poachers, who are about 70 kilometers away, with Jessel.
- Monitoring the Leviathans requires a Computer Use check (DC 15/18/21) for each Leviathan. If the check is successful for Titon, the heroes can tell she is moving very fast in almost a straight line, bearing 192. If the check is successful for Jessel, they can tell the Leviathan is 70 kilometers away, on a bearing of 192. If the hero monitoring Jessel makes a Treat Injury check (DC 15/18/21) he or she can also tell he is in pain, and his life signs suggest he has been drugged.

Going through the equipment lockers

Not something that needs to be done right now of course, but sooner or later someone is likely to get around to it. The sub is reasonably well stocked for a science mission, with a range of survival gear, tools and emergency and medical supplies. Highlights include:

- No weapons. This is a scientific mission, and the sub is normally well equipped to run away if it gets into trouble.

- Wetsuits for all. The DRI would have ensured there were suits in all sizes represented on this expedition.
- Survival rations for a few days, plus toolkits, glow rods and a portable heater.
- A medkit and a couple of medpacs.

If all else fails

If the heroes make this hard work, and you don't feel comfortable massaging the DCs any further, the heroes can just abandon ship. If everyone grabs a breather, they can make it to the surface.

Eventually, the sub fills with water and the engines stall. The heroes can then go down and salvage the sub. The heroes can continue the adventure, but most of the sensitive equipment is ruined, and the *Method* is sluggish and slow until it gets back to dry dock.

Once the *Scientific Method* is up and running again, Solwyn asks the heroes to accompany him to go to Jessel's aid. If the heroes give chase immediately, they pass Titon in about ten minutes. She remains steadfast on her course.

The heroes are of course at liberty to limp back to civilization instead, but it's not terribly heroic of them.

If the heroes have no pilot amongst them, Solwyn can manage the controls. He doesn't make a habit of running aground. If one of the heroes would rather pilot, Solwyn is content to sit at the back and nurse his head.

Encounter 2: One of our Leviathans Is Missing

Key ideas of this encounter: The heroes discover that Jessel has been stolen, and must determine how to track him

It takes the Scientific Method just over an hour to reach Jessel's location. Through most of the journey the warning indicators at the Leviathan's monitoring station flashed red, and then, quarter of an hour ago, every reading but the locator fix flat-lined.

As the Method approaches the designated spot, Solwyn's nerves are contagious. Half expecting to find a dead Leviathan, you round a reef and find ... nothing. Almost nothing, in fact, as a blinking light in the blue outside shows the location of Jessel's tracking beacon.

The heroes can work the *Method's* sensor array to pick up any clues, or they can put on wetsuits and head outside. Titon catches up with them again in about

twenty minutes.

Information outside

There are sufficient wetsuits and gear for all the heroes if necessary. The heroes can go out and retrieve Jessel's beacon, or they can just search the area.

- Anyone going outside should make Survival checks. Heroes making DC 12/15/18 notice that there is very little sea life in the area at the moment.
- Once the heroes have snagged the beacon, a Disable Device, Repair or suitable Knowledge check of DC 15/18/21 confirms that the casing was damaged in a collision, but that the fastening was cut, probably with a vibrodagger. The beacon is still functional.
- If the heroes conduct a search of the surrounding reef, let them make Search checks and consult the table below. The heroes can take 20 on this check, and up to three people may co-operate.

DC	Information Gathered
5	Sure is wet out here.
10	Some of the reef here is shattered – something very big and heavy smashed into it and broke off chunks.
15	The shattered remains of an Aquata breather
20	There is little or no blood in the water.
25	Two plastic tubes, each about 20cm long. They appear to be the remains of sedative darts
30	About 30 meters south west of where the heroes found the beacon are a few frayed strands of a tow cable. (GM info: this broke when the poachers first tried to drag Jessel away.)

Using the Track feat

The track feat is not really designed for tracking a sub (or Leviathan) through the sea, and the poachers have not helpfully dragged their sub across the reef. Still, have the hero generate a Survival total. If they make DC 35, they find enough casual scuffs and organic residue to suggest that Jessel may have been moved southwest.

Using the sensors

The *Method* has a wide array of sensor equipment used in its survey and scientific missions, but it still can't work magic. Just like the *Method*, the poachers' sub used turbines, so there is no handy ion trail to trace. Still there are some tell-tales for the heroes to find. Have the hero make a Computer Use check and consult the table below. The hero may take 20 on this check.

DC	Information Gathered
5	There's been a sub here recently, in fact it's still here, and it's yours.
15	There are enough residual energy signatures around to suggest that energy weapons have been fired in the area – recently too.
20	Trace pollutants in the water supports the idea of at least two subs having been in the area before you arrived.
25	At the extreme range of the sensors, there is something big and mobile. It's only there for a moment before it passes out of range. Whatever it was, it was southwest of you.

Titon's arrival

The Leviathan has been following its sense of where it last felt its brother, and has just caught up. Use Titon's arrival to confirm the heroes' choice of direction, or to provide a clue if they are otherwise stuck.

The proximity alert on the Method's console begins to ping, as something large and fast moving approaches.

Outside, Titon heaves into view. The Leviathan circles the spot where her brother was taken and lets out a forlorn cry which rumbles through the sub, causing loose items to rattle and an unsecured canister to fall with a bang.

If the group has any Force users who use Empathy they can sense a mix of dismay and determination. Titon is searching for her brother but seems momentarily confused. Then the Force users get a wave of relief as Titon senses -- something.

With a flick of her tail, Titon moves away. Hesitantly at first, but with growing confidence, the Leviathan heads southwest.

One way or another, the heroes are (hopefully) persuaded to continue the search to the southwest.

Encounter 3: The Isle of Rufus Trammel

Key idea of this encounter: While the heroes haven't found the Leviathan, they have found the lair of the poachers. It's heavily defended and too fortified to attack (particularly since the Method lacks weaponry), but it is possible to sneak aboard.

Titon slows to a halt and twitches her fins, her massive head casting about. The trail is too cold for her to follow, but perhaps she has led you far enough. On the surface, a few kilometers away, a vast shadow

darkens the water – some sort of craft or habitation.

What the heroes are seeing is the shadow cast by crime lord Rufus Trammel's base of operations on Dorumaa. The island is made of various skiffs and ships hooked together for stability – but all of the transports are still functional, so the “island” can be dispersed in all directions at a few minutes notice.

Making any kind of assault on the island would be foolhardy at best. Even if the heroes survived, the key players amongst the poachers would be able to vanish long before the heroes could corner them. Make sure the heroes understand this – describe weapon arrays and active sensor sweeps to discourage attempts to drive the Method in there.

Don't overplay this though, because the island is still their best lead. The details below assume that the heroes simply sneak aboard, but if the group wishes to get trickier, go with the flow. If the group come up with a reasonable plan for getting on to the island (liberal uses of disguises or Affect Mind, for example) then let them explore that way. If the plan is particularly creative and entertaining (and doesn't involve a full scale assault), give the heroes a +1 circumstance bonus on skill checks as they move around the island.

If a stealth assault doesn't occur to the heroes Solwyn can help by suggesting the following:

Solwyn muses aloud “The seas around here are still teeming with life – look, I see Frenda fish, Welataks and Gurfes. I doubt they could scan all the organics that pass beneath their island. Perhaps you could, I don't know, sneak aboard?”

Run the infiltration of the island carefully. Unless the heroes are phenomenally careless, they should make it through to witness Trammel's meeting (there is plenty of time for blaster fire later). Still, there's no need to let the heroes know this.

Here are a few things to throw at the heroes as they navigate the island looking for someone important, or any sign of a Leviathan.

- The island floats 10m above the sea, and the heroes need to get aboard. Spot checks DC 15/18/21 would be appropriate to find a secluded spot to use their ascension guns or other appropriate equipment. (If your group has no ascension guns, provide a few ladders that trail down to sea level).
- The island is rigged with cameras and security systems. Let the heroes make Spot checks and the hero with the highest result notices a camera “just in time”. Once the camera is spotted, it's fairly easy to avoid it. Hide rolls DC 10/14/18 to get past the camera undetected, or Disable Device DC 10/14/18 to finagle a temporary hole in the security

net.

- Trammel doesn't rely just on electronic security; patrols regularly wander the island too. Trammel's crew consists mostly of humans, Gungans, Twi'leks and a few Rodians, and the patrols typically consist of two poachers at a time. A typical patrol makes its Spot checks at (+1/+3/+5).

If you need to run a fight, the stats are in GM Aid 1 at the end of this scenario. Choose the level of Thug appropriate to the Tier that you are running. Note that repeated use of energy weapons, particularly blasters, would definitely count as 'phenomenally careless' and could bring the whole island down on their heads.

Have the heroes make Search and Listen checks as they go. If they are looking for information or evidence then come up with an empty Quonset hut, or the equivalent, that they can snoop through.

- Search checks don't find any Leviathans hiding in a cupboard, but at a DC 15/18/21 will turn up enough documentation to indicate that this island belongs to Rufus Trammel. Anybody making a Knowledge (Cularin) or Knowledge (Streetwise) DC 15 can recognize the name of an infamous poacher and crime lord. Additional information on Rufus Trammel is in Player Handout 2 and his stats are in GM Aid 1.
- The first hero to generate a Listen check DC 10/14/18 overhears two poachers chatting.

"Rufus is up at his meeting," says one of the poachers, nodding to the ship that sits at the center of the island "I wouldn't bother him with that just now. I wouldn't bother him till we've got that whale gone."

"It's a big old fish, how yousa t'ink da boss gonna move it?"

"Search me. He's got a ship coming in to lift it from wherever he stashed it, he's got no other choice."

The heroes should proceed to Rufus's ship and Encounter 4. If you feel it's would enhance the tension and excitement of the scene, have them make Hide checks along the way but don't have them fail based on a bad dice roll.

If it all goes horribly wrong

If the heroes are spotted before reaching the meeting in Encounter 4 and have to retreat, there could be a problem.

Fortunately, while the heroes were causing havoc on the island, Solwyn tracked one poacher sneaking out. This was Denal, off to visit with the Crystal Wasters, and if the heroes decide to follow this lead, they can still make it to Encounter 6.

Encounter 4: In the Interests of Science

Key ideas of this encounter: The heroes arrive at the center of the island in time to catch the tail end of a meeting Trammel is conducting. The heroes learn enough to know that Trammel has the Leviathan, but not where. As the meeting breaks up, the heroes have a chance to rescue Trammel's captive scientist.

This encounter is intended to evoke the scene in *Star Wars: Episode II Attack of the Clones* where Obi Wan witnesses the meeting on Geonosis. The heroes should learn more about what's going on but shouldn't be able to interfere. When you judge the heroes to be about 30 meters away, they should be able to see clearly enough.

You approach the ship at the center of the poachers' island, keeping to the shadows and away from the cameras.

Quite a crowd has gathered on a platform in front of the ship. Three dozen of them seem to be cut from the same cloth as all the other rogues and scoundrels that inhabit the island, but three figures catch your attention as being different.

One is a Kel Dor – he is dressed in plain overalls, with his breath mask in place, but you notice he is not wearing his goggles, and his hands are held in front of him in binders.

The second is a frail looking, balding Human male, standing towards the back of the group of spectators. He seems to be watching the proceedings with a slight smile.

Finally, center stage, is a massive Human. Barrel-chested and black-bearded, he looks like a pirate straight from a holo-vid. He stands head and shoulders above the rest of the crew, and seems to have everyone's attention.

The heroes are still too far away to hear normally. They may attempt to Enhance senses, or get closer. The heroes should be allowed to get closer to the meeting so they can hear:

The man at the center of the crowd says: "So, everyone understands what needs to be done? I want the perimeter groups in place within the hour. I want the place sealed up tight. Colim, Lye-em ... your people are ready?"

He receives tight nods from two of the on-lookers.

"Denal? Where is Denal? If he's off playing surfer with those Crystal Wasters again, I will personally cut him in half. Miliac, you take that group instead. And please shoot Denal next time you see him."

“Questions? Anything else? Anyone?” he pauses “Good. Mr. Trammel, do you have anything else you need us to do?”

The slight man at the back smiles broadly at the group. “Remember,” he says “if this goes without a hitch tonight, you will all be seeing bonuses you’ve never dreamed of. I’m sure you will do me proud.” He paces towards the captive Kel Dor.

“But it is very important that the Leviathan survives the trip. That is certainly one hitch I can do without. I’m sure you agree professor?” He puts a friendly hand on the Kel Dor’s shoulder “Are the transportation arrangements we have outlined satisfactory?”

The Kel Dor’s answer is inaudible, but seems to please Trammel. “Excellent. Proceed, Captain. Parx.”

Trammel heads into his ship and the meeting begins to break up, each man going to his assigned duty. The heroes could jump any of the security groups as they leave, but it’s a risky business. Each security team consists of six thugs, at least one of whom tries to sound the alarm if they are attacked. If the heroes want to fight, run the combat, including reinforcements as needed. If the heroes make it back to their sub with a prisoner they can skip straight to encounter 7.

However...another opportunity is about to present itself.

The captive Kel Dor is among the last to be escorted away and as his three guards march him towards the ship, he stumbles; his breath mask comes loose, clattering away across the platform, perilously close to the edge and the sea below.

Two of the guards watch the Kel Dor choke, while the third grudgingly wanders over to collect the mask. They are the only guards in sight.

If the heroes move *right now* they can cover the ground to the Kel Dor and rescue him before the rest of the island knows what’s going on. Let the heroes check for any monitors, or anyone with a view of the Kel Dor and his guards, but if they dither too long, the moment passes.

If the heroes can close the 30 meters to the captive, defeat the guards and get themselves and the prisoner into the water quickly enough, they can get away scot-free. Cue jumping from the platform into the sea and other cinematic stunts.

- Use the thugs from GM Aid 1. Choose the level of thug appropriate to the Tier that you are running.
- Heroes should make Intelligence or Wisdom checks (DC 8, in the heat of the moment) to remember to get their own breathing gear in place. If the heroes don’t think to use breathing gear, they run the risk of drowning. You might wish to review

the drowning rules on page 287 of the RCR.

- It’s a 10-meter drop to the sea from the platform. Surviving the drop unscathed requires a Swim check (DC 10/13/16) to dive into the water and take no damage. If the Swim check is failed, falling damage is 3d6. A Tumble check of DC 15 can reduce the falling damage to 2d6. We’re forgoing the Reflex save usually required for falling because the water isn’t a hard surface at this height. Heroes may come up with other ideas to get back down into the water without damage. Again, try not to kill the heroes for being heroic and jumping off the platform.

Use your judgment on how fast “fast enough” is. If this gets drawn out into a long firefight, the heroes fail at their rescue attempt. If the heroes keep the momentum flowing, it should be possible for them to get away.

If anyone acts in a heroic and dramatic manner, there may be an opportunity for a Force Point. Note that one need not *spend* a Force Point to earn one.

The heroes can leave the prisoner to his fate and just slink away, though it’s not very heroic. If they do so, you may have to paraphrase your way through Encounter 5.

Encounter 5: A Difference of Opinion

Key idea of this encounter: The heroes get to question the prisoner they’ve rescued (if they did), check in with Titon and generally take stock before they enter the fray again.

Talking to the Professor

Note that Solwyn disagrees with many of the professor’s theories about the Leviathans and interjects his own comments and mocks any scientific claims the professor makes.

Who are you? ***My name is Professor Rahring. Thank you very much for rescuing me.***

Why did they have you prisoner? ***I am the greatest authority on the Leviathans. When that Trammel person decided to steal one alive, he knew he would need me to vet the arrangements. I would be flattered if I wasn’t so furious.***

Do you know where the Leviathan is being held? ***I’m sorry, no. They took me to see him this afternoon, but they only gave me my goggles to inspect their hoist. Without them, I’m all but blind. It’s quite painful as well.***

When is Trammel planning to move the Leviathan? ***Tonight. We only have a very few hours.***

So what can we do now then? ***I don’t know. Wait,***

that Parx fellow mentioned Danel? He wasn't at the meeting. Danel knows where the Leviathan is – he was the one who took me to see him.

Great. Where's Danel? *I have no idea.*

Talking to Solwyn

Professor Rahring returns Solwyn's attitude, mocking Solwyn or leaping to agree when Solwyn runs himself down.

How are you holding up? *My head hurts, but I'm okay.*

Several craft departed the island recently; did you track where they went? *I'm truly sorry, but no. I was monitoring Titon's vitals – her emotional state is exhausting her – and by the time I noticed the ships it was too late to track them. I'm sorry. If we've lost Jessel because of it I'll never forgive myself.*

Does the name Danel mean anything to you? *Danel ... Danel. Yes, yes I think I've heard that name, and not in a good context. But I can't think where.*

How about the Crystal Wasters? *Yeah. They're a group of surfers; they're often in this area this time of year. They occasionally act as spotters for us at the Institute -- let us know if they see anything interesting or new. They are an okay group, a bit cliquy, but I didn't think they were involved in anything illegal.* The heroes may know this information themselves if they make a Knowledge (Cularin) check of DC 20.

Can you find them? *I ... maybe. (Solwyn plays with the sensors panel and after a crackle of static, he picks up the faint sound of a Bith Jazz band). Yes! Sounds like somebody having a party, and it's not coming from Trammel's island. If we follow this signal, there's a good chance we'll find them.* Likewise, if the heroes make a DC 15/18/21 Computer Use check they can find the music.

How good? *Er ... pretty good, I'd say. Um. Fairly. Better than average, anyway.*

Great. *(Solwyn smiles wanly)*

Talking to Titon

If there are Force users in the group, they may wish to attempt communication with Titon. Use of Empathy or Telepathy should work, but communication cannot do more than convey emotions at this time. Offering reassurance to the Leviathan is a nice thing to do.

Moving on

If Solwyn (or one of the heroes) can trace the Crystal Wasters, proceed to Encounter 6.

If nobody remembers the Crystal Wasters you can either have Rahring suggest it, or you can have Titon rouse herself enough to lead the heroes to Encounter 7. Try not to use the *deus ex Leviathan* if you can avoid it,

so if the heroes can come up with a reasonable alternative, let them run with it to Encounter 7.

Encounter 6: The Crystal Wasters

Key ideas of this encounter: Although the heroes have missed Danel, the surfers can tell the heroes where he went. But before they do, the heroes must prove themselves worthy of the information.

The Crystal Wasters are a group of surfers who travel Dorumaa with the seasonal tides. They are a motley crew of Humans, Gungans and a couple of Cereans.

Solwyn directs you to an archipelago to the east of Trammel's island. There, you bring your battered sub to the surface, and open it up to fresh air.

On one of the nearby islands, a mixed group of Humans, Gungans and Cereans watch you curiously. They have a portable oven set up at one end of the beach, and the smell of baking fish reminds you how long it's been since your last meal.

This is a role-playing encounter, and should be treated as such. The Wasters have no idea that Danel is in to anything shady and would not have let him join if they had known. Danel is not with the group at the moment.

Threatening the Wasters won't help much. If the heroes start pressuring them, they leave immediately – and shooting the surfers in the back as they leave is definitely worth a DSP.

If the heroes choose diplomacy and conversation the Wasters treat them well. Their spokesman, a Cerean named Ko-oda, invites the heroes to join them for their meal.

If the heroes explain why they are looking for Danel, Ko-oda nods.

"It's a sad tale and we want to help, but we have to see both sides here. Danel is one of us, though not for much longer if what you say is true.

"I know where Danel goes, and that is more than likely where the Leviathan is being kept. I can tell you where that is."

Ko-oda watches the suns as they dip below Almas. The glowing planet hangs above you, casting light onto the breaking waves of high tide.

"I can't just give up one of our own, but if you were one of us, it would be different. Then we would be keeping it in the family."

He smiles at his own solution. "Yes, bring up the spare boards, let's see who among our new friends is fit to join the Wasters!"

It seems that if the heroes want the information from the Wasters they have to surf for it. If one (or more!) of the heroes have Profession (surfer), Entertain (surfing) or Knowledge (surfing) now is their chance to impress everyone with it. Have the hero make a skill check. If they make a DC 12/15/18, Ko-oda gives them the information they need. If they make a 15/18/21, Ko-oda awards them a prize surfboard, and invite the hero to join the Wasters.

If nobody in the group has a specific surfing skill (more than likely) anyone wishing to take part may use the Balance skill. If the heroes have Profession, Entertain or Knowledge skills in related fields (skating, gymnastics, snowboarding, for example), give them a +2 competence bonus on their roll.

- The first check is DC 12 and allows the hero to get on the board without falling straight back in. The heroes can retry this as often as they need to, though the Wasters get a good laugh at it.
- The second check is DC 15/18/21 and lets the hero ride a fairly gentle wave in to shore. Ko-oda lets the heroes have two attempts each at this.
- The third check is DC 20/23/26 as Ko-oda directs the hero's timing to catch a much fiercer swell. If a hero makes this check (and they only get one chance), then everyone is impressed with his or her efforts.

The Wasters actually want to help the heroes, so as long as at least one hero makes the second check, Ko-oda gives the heroes the information about the island Danel has been visiting.

If any hero makes the third check, Ko-oda invites them to join the Crystal Wasters, and awards those heroes each a prize surf board.

If it all goes horribly wrong

Hopefully, with all heroes getting two attempts at the second check, *someone* should make it. Still, dice are funny things, and if nobody on your table makes the check (or nobody wants to), this could leave the heroes stuck.

If it comes to this, have Ko-oda apologies for not being able to help, and then have him give the heroes a message for Solwyn.

“I have seen some fascinating new species recently; tell Solwyn he really should take a look at the islands 40 kilometers west of here. He should look soon, too.”

Of course, if the heroes follow this up, they can get close enough to the Leviathan's prison to see the arrival of Trammel's freighter. If they don't follow this up, the scenario ends about here.

Encounter 7: Fish and Ships

Key ideas of this encounter: The heroes have finally tracked the Leviathan to the island where it is being held. They must prevent the poachers from taking it off planet, and reunite Titon and Jessel.

There are several ways that the heroes might reach Encounter 7, so you may need to adjust some of the descriptions. Most notably, if the heroes did not rescue Professor Rahring in Encounter 4, he can be found here on the quayside.

If anyone acts in a heroic and dramatic manner, there may be an opportunity for a Force Point. Note that one need not *spend* a Force Point to earn one.

Approaching the Island

Having located the island where Trammel is keeping Jessel, the heroes must get close enough to stop the loading. Keep an eye on the amount of time you have left – if time is running short, skip the approach and go straight to the finale.

- Probably the safest approach to the island is for the heroes to don their wetsuits and swim into Jessel's holding pen. There are sensors down here, so you may want to have the heroes generate Swim checks and then either Hide or Disable Device rolls to bypass the security. Finally the heroes encounter the barrier that is keeping Jessel in. It is a simple metal grid, sturdy enough to keep the Leviathan in place. The heroes have to cut themselves an opening – a lightsaber can do the job, but make the hero make an attack roll, if a natural 1-4 is rolled and the saber is not waterproofed, it shorts out, and the Jedi is going to need a second cell if they want to use their lightsaber in the fight ahead.
- If the heroes approach in their sub, it certainly alerts the security sensors; when running the fight, the heroes can't get surprise. They still need to cut through Jessel's barrier.
- The heroes may wish to approach at sea level – either swimming or in the sub. In this case, they can get to the island easily, but four six-man security teams guard the surface, plus there are active sensors on board the smuggling ship (they don't want interruptions). Anyone crossing the ground between shore and ship must make a DC 18/21/24 Hide check if they don't want to be spotted. If any hero fluffs this roll, the entire group is detected, the alarm goes off, and the clock starts ticking.

Taking the starship

The heroes may elect to simply steal Trammel's starship and off-load Jessel at a safe distance. If

consulted, Solwyn and Rahring are dead set against this plan, due to the stress it could put on Jessel.

It really is a poor choice, since there are far more guards on the surface of the island, but it is an option. Anybody making a Computer Use check DC 10/13/16 on the *Method's* sensor array detects 24 guards in plain sight around the island.

If the heroes insist on this approach, the poachers successfully load Jessel aboard in five rounds, and the ship takes off two rounds later. Thus, the heroes have only seven rounds to get aboard. The heroes face stiff opposition from the security teams at ground level (who shoot to kill), and must then break into the ship. This is a Computer Use DC 15/20/25 check. Once inside, it takes a DC 15/18/21 Disable Device check to prevent any surviving poachers following them aboard.

The ship has a crew of six thugs and a pilot who must be overwhelmed to claim control of the ship. The thugs run interference while the pilot locks himself on the flight deck and begins messing with the environmental controls to subdue the intruders, until the heroes can either break onto the bridge or find spacesuits. (See the RCR p. 287 for suffocation rules.)

Assuming the heroes are successful, at the end of the scenario the Dorumaa authorities impound the ship.

Preventing the loading

As the heroes arrive, Jessel is being moved into the hold of the specially prepared starship. It's a delicate task, both to perform and to interrupt. Trammel had originally intended to use tractor beams or modified repulsors, but the water proved troublesome. Instead, he ordered Parx to use an old fashioned mechanical crane.

Most of the light from Almas is hidden by the massive bulk of a specialized freighter, which fills the cave entrance. Fusion lamps are scattered around the cave, casting harsh illumination on the occupants.

The bearded man you saw at the meeting oversees the operation, standing near two men operating an archaic mechanical crane.

Scattered around the area, hands by blasters, are a number of Trammel's men, looking around nervously.

But most striking is the bulk of the Leviathan Jessel, currently suspended above the water of the central pool. It is held in a massive sling, gallons of water pouring off it, as the Leviathan is slowly hoisted into the back of the freighter.

Roll for initiative and start counting rounds. If the heroes swam in they start in the pool near Jessel; if they sneaked in over the island, they start near the cave mouth. If (and only if) the heroes swam in without tripping alarms, they can have a round of surprise.

Just cutting the winch mechanism could risk injuring the Leviathan, so the heroes' first order of business should be to gain control of the winch. They have ten rounds from when initiative is rolled to do this – if they cannot do it in that time, Jessel is loaded aboard the ship and the ship will depart.

Remember that Jessel weighs in excess of 85,000 kilos. This makes the DC of a Move Object on him 35, and the vitality cost is 32. The hero needs to keep the skill active for two rounds (and so pay the vitality cost twice) to maneuver Jessel out of the winch safely.

Jessel himself is currently well, but tranquilized. He is not be able to contribute to this fight.

Consult the map (GM Aid#2) for help running this combat. Note that Rufus Trammel is not on the island at the time the Leviathan is being loaded, so the heroes cannot capture him this time.

The poachers' strategy and weaponry change depending on tier. This fight can be tough, particularly for low-level tables, so you may need to reduce numbers. However, the heroes do not need to take out all the opposition, as long as they get control of the winch and take down Captain Parx.

The poachers and Parx fight to the death or until the heroes gain control of the winch. As soon as they lose control of the Leviathan, the poachers begin to flee.

Captain Parx has apparently seen far too many holo-vids about pirates, because he plays the role to the hilt. He blusters, shoots at the person who seems to be the largest threat, taunts the Jedi (if there are any) to come up and fight him "man to man". In melee he uses his vibroblade to good effect.

The smugglers in the ship are monitoring the fight, and leave as soon as it is obvious that their job is a bust. The crew is not part of Trammel's organization and feels no obligation to help the poachers if the deal goes sour.

Tier 1 (levels 1-3)

There are up to four poachers plus Parx in the cave, plus one poacher able to snipe from the cave mouth

As soon as the fight breaks out, the two poachers by the crane mechanism crouch behind the console, giving themselves three-quarters cover (+7 defense). One continues to operate the winch, while the other holds an action to shoot anyone who gets too close.

The other poachers (plus the sniper) take pot shots at the heroes, trying to keep them away from the console. The snipers are using blaster pistols and start at least 20m away from the action; meaning most of their shots are at -4.

Captain Parx challenges anybody with a lightsaber first, trusting to his men to deal with the lesser threats. If there are no Jedi, he challenges the most threatening looking hero.

Tier 2 (levels 4-6)

There are six poachers plus Parx in the cave, plus two poachers able to snipe from the cave mouth

As soon as the fight breaks out, the two poachers by the crane mechanism crouch behind the console, giving themselves three-quarters cover (+7 defense). One continues to operate the winch, while the other holds an action to shoot anyone who gets too close.

The other four poachers in the cave take pot shots at the heroes, trying to keep them away from the console.

The two snipers provide cover for Parx, combining fire to take down opponents if Parx is being swamped. The snipers use blaster carbines and only suffer a -2 penalty for range.

Captain Parx challenges anybody with a lightsaber first, trusting to his men to deal with the lesser threats. If there are no Jedi, he challenges the most threatening looking hero. If both crane operators are felled, Parx tries to disengage to reclaim the console.

Tier 3 (levels 7-9)

There are up to twelve poachers plus Parx in the cave (two poachers at every x on the map), plus four poachers able to snipe from the cave mouth

As soon as the fight breaks out, two of the poachers by the crane mechanism crouch behind the console, giving themselves three-quarters cover (+7 defense). One continues to operate the winch, while the other holds an action to shoot anyone who gets too close.

The other poachers in the cave take pot shots at the heroes, trying to keep them away from the console.

The snipers provide cover for Parx, combining fire to take down opponents if Parx is being swamped. The snipers are using blaster rifles and suffer no range penalties when firing at targets near the crane. The snipers use their Heroic Surge early in the combat to try to thin the enemy ranks.

Captain Parx challenges anybody with a lightsaber first, trusting to his men to deal with the lesser threats. If there are no Jedi, he challenges the most threatening looking hero. If both crane operators are felled, Parx tries to disengage to reclaim the console.

Conclusion

The heroes lower Jessel back into the water, releasing the mesh that was holding him in the pool.

Jessel breaks through the barrier and heads out to open sea. Immediately, you hear Titon's cry, which Jessel echoes, and you know they are going to be fine, at least until the next time.

With nothing left to fight for, the remaining

poachers scatter. The local authorities can pick up those that managed to get away.

The trip back to Greentree Pointe and the Institute is a pleasant one, marred only by the constant sniping between Solwyn and Rahring. The Kel Dor scholar is already talking about a new documentary to broadcast his new findings.

Perhaps this time, Rahring might put you in the documentary, but somehow you doubt it.

If the heroes are forced to retreat, or are otherwise unsuccessful, they can still be of help by reporting these events to the authorities. Solwyn and the Kel Dor can corroborate their testimony and this gives the authorities some ammunition with which to go after Trammel. They may even be able to recover the Leviathan. Solwyn and Rahring are grateful for their aid, in any event.

Here Ends Dorumaa's Children

Experience Point Summary

Experience is calculated as follows for LIVING FORCE events.

- 1) Experience awards in the SWRPG 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 roleplaying 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 stop Trammel from stealing Jessel? If so, each hero who survived receives 350 XP.

Adventure Experience:	350 XP
Roleplaying Experience:	0-300 XP

Total Possible Experience:	650 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.

Dorumaa, including meals and a luxury suite.

Loot Summary

If it's not on this list, the heroes cannot keep it. This is a house rule that overrides what they may actually encounter in the scenario.

Encounter 6

Ko-oda gives whomever joined the Wasters a mastercraft surfboard.

Mastercraft Surfboard

This surfboard is so finely made that it gives the user a +1 equipment bonus to all Balance checks when surfing. The underside of the surfboard displays an ocean scene that features Almas hanging over crystal blue waters. The topside of the board can be decorated as the hero sees fit.

Encounter 7

All Tiers:

(Only if Parx is killed or captured)

Heavy Blaster Pistol

This stylish heavy blaster pistol belonged to Captain Parx, and has "Parx" inlaid in silver on the grips.

Tier 1

Up to six blaster pistols, depending upon how many smugglers were defeated. (no certificates)

Tier 2

Up to six blaster pistols (no certificates).

2 Mastercraft Blaster Carbines (if the snipers are killed or captured)

Mastercraft (+1) Blaster Carbine

This superbly made weapon is clearly custom made. Its superb tooling provides a +1 equipment bonus to hit and it does 3d8+1 damage.

Tier 3

Up to 12 blaster pistols (no certificates).

2 Mastercraft Blaster Rifles (if the snipers are killed or captured)

Mastercraft (+1) Blaster Rifle

This superbly made weapon is clearly custom made. Its superb tooling provides a +1 equipment bonus to hit and it does 3d8+1 damage.

Conclusion

One Week at Greentree Pointe Resort (one for each hero)

The Dorumaa Research Institute is grateful to the hero named above for their timely intervention and rescue of Jessel. To show their appreciation, they have paid for a one-week stay at the Greentree Pointe resort on

Player Handout 1 – Excerpt from a documentary on the Leviathans

The following is an excerpt from a documentary produced by the Alliance for the Creation of Habitable Environments about the calves and their mother, a large portion of which was a recreation of the rescue of the calves – with a great deal of dramatic license. The following is an excerpt from the documentary, hosted by the Kel Dor xenobiologist A. Rahring. Dr. Rahring is well-regarded in the field, and had begun the documentary prior to the disappearance of the calves; during their absence, he did a great deal more research, and came up with some startling insights about the creatures.

Welcome back to “A Galaxy Befuddled.” Over the last two hours, I’ve offered you glimpses into the way these wondrous sea creatures live, and brought up the strange disappearance of their mother. It must have been particularly hard for the youngsters to have to face the oceans of Dorumaa without her, and no survey craft has yet been able to find a trace of her existence. Some claim that she didn’t survive the birthing and rescue of her calves – but if this is the case, where is her corpse? Others claim that she may have been whisked away by those who would profit from her disappearance – but if this is the case, why not take a calf, which would be much easier to transport? This is one of the mysteries that lay before us.

There is a third possibility that may or may not bear further exploration. Cularin has always been a place very strong in the Force. It maintains a precarious balance, in terms both of the species present and of the political, social, and economic pressures that exist in such a small region. While the calves have not, to our knowledge, shown any hint of Force sensitivity, is it not possible that the reason their mother was able to survive, frozen, for so many centuries was that she entered some version of what the Jedi term a “Force trance?” It might be possible that she has done this again, and somehow rendered herself undetectable as a life form. Now, I’m no Jedi, only a simple xenobiologist, but I suggest that there may be something to this theory. If these creatures are actually sensitive to the Force, how much we could learn from them!

The calves present a special challenge. Thus far, Titon (the female), and Jessel (the male; these are the names my team assigned them, since if the calves actually have names, they have yet to tell anyone what they are) have done admirably in taking care of themselves. They also show a remarkable affinity for one another, but not so much that they are inseparable. In fact, they are apart nearly as much as they are together. They roam the seas of Dorumaa, sometimes separated by as much as a thousand kilometers, but we have observed, on a number of occasions, them turning simultaneously and starting toward one another. They meet precisely, and then swim off together to search the oceans more completely.

The team that was reporting in from Cularin might have been hoped to collect a great deal of data during their absence, but as it turns out, the entire system was a mass of nothingness, a moment that passed before the citizens even knew they were gone. Thus, most of the research that we accomplished during the time that Cularin was in absentia was done outside the system. Or, all of it.

Over the course of the past decade, we have sought any evidence regarding the nature of the leviathan calves. We have explored the watery depths of places like Naboo, and found nothing that seems to match the sentience and kindness of these gigantic creatures. We have examined what little genetic material we could obtain from the calves, and have deduced that the conditions on Dorumaa, and the creatures with whom they share those seas, are not such that they could have evolved in that climate. They must have been brought there at some point, far in the past. The obvious questions are, “By whom?” and “To what end?”

One of these questions is answered when we examine the body shapes of the leviathan calves – or so we believe.

A diagram fills the screen. At the top of the diagram is Titon. At the bottom is a smooth-lined starship. Titon’s image moves atop the image of the starship, and the match is almost perfect.

As you can see, the body structure of the calf is very, very close to that of this Mon Calamari-designed ship. We have yet to obtain hard data to support that these creatures exist on the Mon Calamari homeworld, but it is possible that they may, and entirely likely that if they do not now, then at one point, they did. What is puzzling about this is that the Mon Cal norm is not to travel, or to populate other planets, but instead to stay home and keep themselves away from the prying eyes of outsiders. If we are correct, and these calves are part of a species that evolved on the Mon Calamari homeworld, that still leaves us needing to understand why their progenitors were taken from their homes and brought to Cularin. This is very difficult to say, without knowing when the transportation actually occurred, but we continue to look into the issue.

It is time for another break. When we return, we will bring you recent footage of the calves, the first images of Titon and Jessel since the disappearance of Cularin...

Player Handout 2 – Rufus Trammel

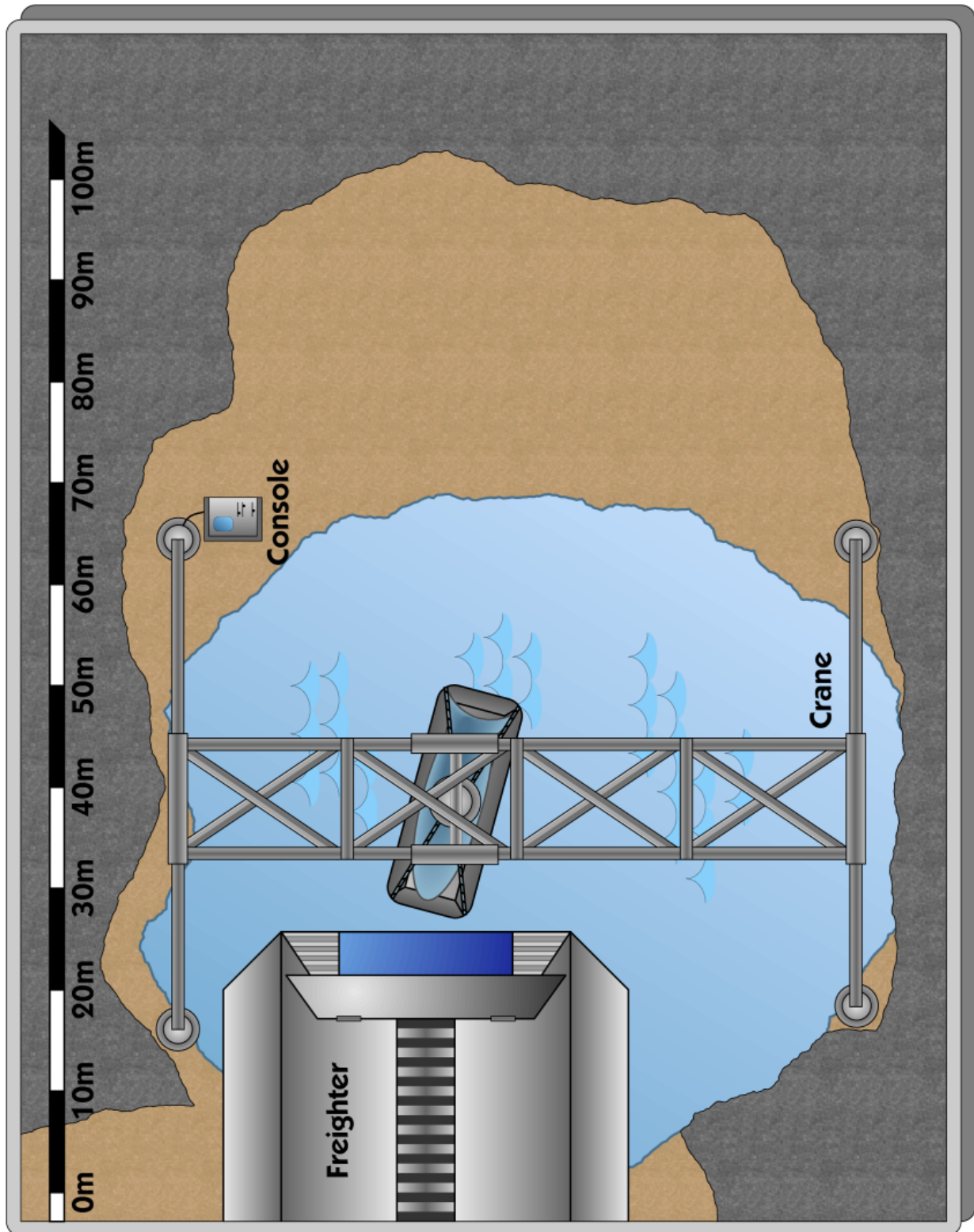
Rufus Trammel is a "procurer of all things exotic." Trammel has spent the last 10 years of his life building a reputation as a fairly unpleasant man who can get just about anything for his clientele. Of late, he has been focused on exotic wildlife, and the waters of Dorumaa have attracted his attention, along with that of dozens of other poachers. He has been seen making business inquiries throughout Cularin. It's said that he even met with Velin Wir (the previous head of the Metatheran Cartel in Cularin) -- though the Metatheran Cartel remains officially silent on all matters of business at this time.

Interestingly, Nirama's organization has actively denied any dealings with Trammel, going so far as to publicly castigate Trammel for his dealings on Blathar III. After Trammel left the moon, non-native viruses wiped out much of the indigenous plant life, making the specimens Trammel harvested on his visit some of the last in the galaxy. While he sold multiple samples of each back to the government of Blathar III, details of the arrangement were never made public. Many speculate that Trammel may have made as much as 3 million credits off the deal.

Trammel recently put in a bid on a private platform on Tolea Biqua, but withdrew it when the bid became public knowledge (a leak that was not at all covert on the part of Nirama's organization), retreating to a yacht skiff he uses to travel Dorumaa. While he rarely pilots the skiff himself, often he can be seen in the ship's bow, resting his elbows on the railing and letting the cool, tangy breeze blow through his thinning hair. On occasion, he ventures into the tourist communities to drink and gather information. It's whispered that he has individuals on every staff on the moon on his payroll -- just in case anything interesting comes up. Trammel clearly thinks there's something worthwhile lurking beneath the beautiful blue waters of Dorumaa, but as yet, no one is quite certain what that would be.

Trammel is a skinny Human with sandy hair that exists primarily around the fringes of his head. He looks small and frail, but he possesses a friendly, ready smile and a warm handshake that he always holds a half-second longer than is comfortable.

Player Handout 3 – Map of the Cave



GM Aid #1: NPC Statistics

Encounter 1: That sinking feeling

Solwyn Tamm, Human Tech Specialist 2; IM +1; Def +4; Spd 10 m; VP/WP 10/10; Atk +1 melee (1d3, fist), +2 ranged; SQ Skill Emphasis, Research; SV Fort +0, Ref +2, Will +2; SZ M; FP 0; DSP 0; Rep +0; Str 11, Dex 13, Con 10, Int 15, Wis 12, Cha 14.

Skills: Computer Use +10, Knowledge (Marine biology) +10, Knowledge (Dorumaa) +7, Pilot +6, Profession (Research scientist) +6, Speak Basic, R/W Basic, Speak Ryl, Speak Tarasin

Feats: Skill Emphasis (Computer Use), Skill Emphasis (Knowledge (Marine biology)), Trustworthy

Encounter 3 & 4

Low Tier (average hero level 1-3)

Trammel's Poachers, Various Thug 2; IM +0; Def 10; Spd 10 m; VP/WP 0/15; Atk +3 melee (1d6+1, baton) or +2 ranged (3d6, blaster pistol); SV Fort +4, Ref +0, Will +0; FP 0; DSP 0; Rep +0; Str 13, Dex 11, Con 12, Int 8, Wis 10, Cha 9

Equipment: Blaster pistol, Baton

Skills: Intimidate +3, Listen +0, Spot +0

Feats: Armor (Light), Weapons (simple, blaster pistols), Toughness

Mid Tier (average hero level 4-6)

Trammel's Poachers, Various Thug 4; IM +0; Def 11; Spd 10 m; VP/WP 0/15; Atk +6 melee (1d6+1, baton) or +5 ranged (3d6, blaster pistol); SV Fort +5, Ref +1, Will +1; FP 0; DSP 1; Rep +1; Str 14, Dex 11, Con 12, Int 8, Wis 10, Cha 9

Equipment: Blaster pistol, Baton

Skills: Intimidate +5, Listen +2, Spot +2

Feats: Armor (Light), Weapons (simple, blaster pistols), Weapon Focus (blaster pistol), Toughness

High Tier (average hero level 7-9)

Trammel's Poachers, Various Thug 6; IM +0; Def 12; Spd 10 m; VP/WP 0/18; Atk +8/+3 melee (1d6+1, baton) or +7/+2 ranged (3d6, blaster pistol); SV Fort +6, Ref +2, Will +2; FP 0; DSP 2; Rep +1; Str 14, Dex 11, Con 12, Int 8, Wis 10, Cha 9

Equipment: Blaster pistol, Blast helmet and vest, Baton

Skills: Intimidate +5, Jump +4, Listen +2, Spot +2

Feats: Armor (Light), Weapons (simple, blaster pistols), Weapon Focus (blaster pistol) Toughness

Rufus Trammel, Human Scoundrel 8/Noble 1/Crimelord 4; IM.+6; Def 20; Spd 10 m; VP/WP

65/13; Atk +7/+2 melee (1d3-1, fist), +10/+5 ranged (3d6, blaster pistol); SQ Illicit Barter, Better Lucky Than Good, Sneak Attack +2d6, Call in Favor, Resource Access; SV Fort +4, Ref +8, Will +10; SZ M; FP 1; DSP 6; Rep 13; Str 8, Dex 14, Con 13, Int 14, Wis 10, Cha 16.

Equipment: custom-made blaster pistol, skiff yacht *Mine Mine Mine*.

Skills: Bluff +22, Computer Use +5, Escape Artist +9, Forgery +8, Gather Information +13, Knowledge (Alien Species) +7, Knowledge (Markets) +13, Knowledge (Aquatic animals) +15, Listen +6, Diplomacy +17, Move Silently +10, Profession (Poacher) +4, Sleight of Hand +17, Spot +10, Sense Motive +12, Intimidate +13, Speak Basic, R/W Basic, Speak Neimoidian, Speak Ryl, Speak Rodese, Speak Caarite.

Feats: Weapons (simple, blaster pistols), Improved Initiative, Trustworthy, Skill Emphasis: Bluff, Infamy, Skill Emphasis: Sleight of Hand, Persuasive, Dodge.

Encounter 7: Fish and Ships

The poachers' strategy and weaponry change depending on tier. This fight can be tough, particularly for low-level tables, so you may need to reduce numbers. However, the heroes do not need to take out all the opposition, as long as they get control of the winch and take down Captain Parx.

The poachers and Parx fight to the death or until the heroes gain control of the winch. As soon as they lose control of the Leviathan, the poachers begin to flee.

Captain Parx has apparently seen far too many holo-vids about pirates, because he plays the role to the hilt. He blusters, shoots at the person who seems to be the largest threat, taunts the Jedi (if there are any) to come up and fight him "man to man". In melee he uses his vibroblade to good effect.

The smugglers in the ship are monitoring the fight, and leave as soon as it is obvious that their job is a bust. The crew is not part of Trammel's organization and feels no obligation to help the poachers if the deal goes sour.

Low Tier (average Hero level 1-3)

Trammel's Poachers (up to 4), Various Thug 2; IM +0; Def 10; Spd 10 m; VP/WP 0/15; Atk +3 melee (1d6+1, baton) or +2 ranged (3d6, blaster pistol); SV Fort +4, Ref +0, Will +0; FP 0; DSP 0; Rep +0; Str 13, Dex 11, Con 12, Int 8, Wis 10, Cha 9

Equipment: Blaster pistol, Baton (club)

Skills: Intimidate +3

Feats: Armor (Light), Weapons (simple, blaster pistols), Toughness

Parx's Snipers (2), Human Thug 2; IM +0; Def 10; Spd 10 m; VP/WP 0/15; Atk +3 melee (1d6+1, baton) or +2 ranged (3d6, blaster pistol); SV Fort +4, Ref +0, Will +0; FP 0; DSP 0; Rep +0; Str 13, Dex 11, Con 12, Int 8, Wis 10, Cha 9

Equipment: Blaster pistol, Baton (club)

Skills: Intimidate +3

Feats: Armor (Light), Weapons (simple, blaster pistols), Toughness

Captain Parx, Human Soldier 2; IM +1; Def 16; Spd 10 m; VP/WP 22/14; Atk +5 melee (2d6+2, vibroblade) or +4 melee (1d4+4 unarmed) or +3 ranged (3d8, heavy blaster pistol); SV Fort +5, Ref +1, Will +0; FP 0; DSP 0; Rep +0; Str 14, Dex 12, Con 14, Int 12, Wis 10, Cha 14

Equipment: Heavy Blaster pistol, vibroblade, combat gloves

Skills: Computer Use +6, Intimidate +7, Knowledge (streetwise) +6, Knowledge (Cularin) +6, Pilot +2, Profession (Poacher) +5, Spot +2

Feats: Armor (Light), Weapons (simple, pistols, rifles, heavy, vibro), Martial Arts, Defensive Martial Arts, Weapon focus (Vibroblade)

Mid Tier (average Hero level 4-6)

Trammel's Poachers (6), Various Thug 2; IM +0; Def 10; Spd 10 m; VP/WP 0/15; Atk +3 melee (1d6+1, baton) or +2 ranged (3d6, blaster pistol); SV Fort +4, Ref +0, Will +0; FP 0; DSP 0; Rep +0; Str 13, Dex 11, Con 12, Int 8, Wis 10, Cha 9

Equipment: Blaster pistol, Baton (club)

Skills: Intimidate +3

Feats: Armor (Light), Weapons (simple, blaster pistols), Toughness

Parx's Snipers (2), Various Thug 1/Soldier 1; IM +2; Def 14; Spd 10 m; VP/WP 10/12; Atk +3 melee (1d6+1, baton) or +5(+6) ranged (3d8+1, mastercraft blaster carbine); SV Fort +5, Ref +2, Will +0; FP 0; DSP 0; Rep +0; Str 13, Dex 14, Con 12, Int 10, Wis 10, Cha 9

Equipment: Mastercraft (+1) Blaster carbine, Baton (club)

Skills: Computer use +1, Intimidate +4, Profession (mercenary) +1, Survival +2, Swim +3

Feats: Armor (Light), Weapons (simple, pistols, rifles), Weapon focus (Blaster rifle), Dodge

Captain Parx, Human Soldier 5; IM +1; Def 18; Spd 10 m; VP/WP 52/15; Atk +8 melee (2d6+2, vibroblade) or +7 melee (2d4+4 unarmed) or +6 (+7) ranged (3d8, heavy blaster pistol); SV Fort +6, Ref +2, Will +1; FP 2; DSP 2; Rep +0; Str 14, Dex 12, Con 15, Int 12, Wis 10, Cha 14

Equipment: Heavy blaster pistol, vibroblade,

combat gloves

Skills: Computer Use +6, Demolitions +6, Intimidate +10, Knowledge (streetwise) +6, Knowledge (Cularin) +6, Pilot +3, Profession (Poacher) +8, Spot +2, Swim +5

Feats: Armor (Light), Weapons (simple, pistols, rifles, heavy, vibro), Martial Arts, Defensive Martial Arts, Weapon focus (Vibroblade), Heroic Surge, Power attack, Improved martial arts

Upper Tier (average Hero level 7-9)

Trammel's Poachers (12), Various Thug 2; IM +0; Def 10; Spd 10 m; VP/WP 0/15; Atk +3 melee (1d6+1, baton) or +2 ranged (3d6, blaster pistol); SV Fort +4, Ref +0, Will +0; FP 0; DSP 0; Rep +0; Str 13, Dex 11, Con 12, Int 8, Wis 10, Cha 9

Equipment: Blaster pistol, Baton (club)

Skills: Intimidate +3

Feats: Armor (Light), Weapons (simple, blaster pistols), Toughness

Parx's Snipers (4), Human Soldier 2; IM +2; Def 15; Spd 10 m; VP/WP 20/12; Atk +3 melee (1d6+1, baton) or +5(+6) ranged (3d8+1, Mastercraft (+1) blaster rifle); SV Fort +4, Ref +2, Will +0; FP 0; DSP 0; Rep +0; Str 13, Dex 14, Con 12, Int 10, Wis 10, Cha 9

Equipment: Mastercraft (+1) Blaster rifle, Baton (club)

Skills: Balance +3, Computer use +1, Hide +4, Intimidate +4, Move silently +4, Profession (mercenary) +1, Survival +2, Swim +3

Feats: Armor (Light), Weapons (simple, pistols, rifles), Weapon focus (Blaster rifle), Dodge, Heroic surge

Captain Parx, Human Soldier 8; IM +1; Def 19; Spd 10 m; VP/WP 90/16; Atk +11/+6 melee (2d6+2, vibroblade, 19 crit) or +10/+5 melee (2d4+4 unarmed) or +9/+4 ranged (3d8, heavy blaster pistol); SV Fort +9, Ref +3, Will +4; FP 2; DSP 3; Rep +0; Str 14, Dex 12, Con 16, Int 12, Wis 10, Cha 14

Equipment: Heavy blaster pistol, vibroblade, combat gloves

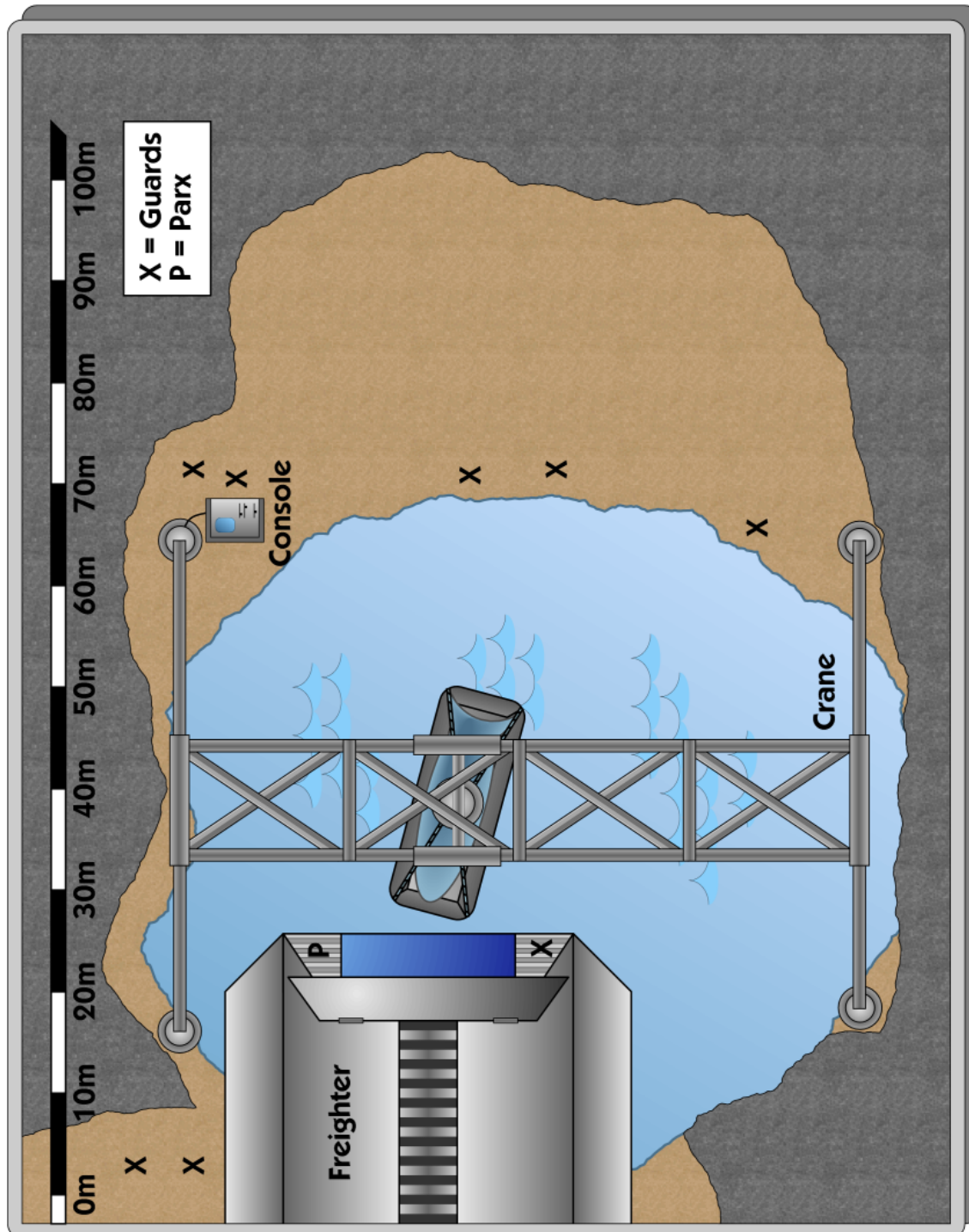
Skills: Computer Use +7, Demolitions +7, Intimidate +13, Knowledge (streetwise) +6, Knowledge (Cularin) +6, Pilot +3, Profession (Poacher) +11, Spot +5, Swim +7

Feats: Armor (Light), Weapons (simple, pistols, rifles, heavy, vibro), Martial Arts, Defensive Martial Arts, Weapon focus (Vibroblade), Heroic Surge, Power attack, Improved martial arts, Iron Will, Cleave, Improved Critical (vibroblade)

GM Aid #2: Map of the Cave

Notes on this map:

1. The Leviathan's pool connects to the outside ocean through a water-filled tunnel. This tunnel is currently blocked by a sturdy metal grid
2. If Rahring was not rescued in encounter 4, he can be found here near Parx.
3. Trammel's ship is actually 30m longer than shown, and extends out over the island.



Critical Event Summary

Dorumaa's Children

1. Did the heroes rescue Jessel?

☐ Yes ☐ No

2. What happened to Captain Parx?

☐ Killed ☐ Escaped ☐ Captured

• If captured, who got custody of him?

☐ Jedi ☐ Militia ☐ Dorumaa Resort Security

Other (please specify) _____

GM Name, RPGA#: _____

GM Email Address: _____

Convention Name/Date _____

Convention Coordinator:

To report these results (for events during the months of December 2003 and January 2004 only), you may US mail them to: RPGA - LIVING FORCE, PO Box 838, East Lansing, MI 48826

Or email to: LFPlots@living-force.net

Or fax to: (517) 351-0288 Attention LIVING FORCE Critical Events

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