

No Place Like Home

A One-Round LIVING FORCE Tournament

by August Hahn

Oluna Biqua has always had a reputation as a wild port of call in the Cularin system. But when all contact with the floating city goes quiet and plumes of smoke can be seen rising from its many spires, has the never ending party finally gone too far?

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No Place Like Home 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:

1. 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.
2. 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.
3. 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.

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 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 players 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, 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 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 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.

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 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.

The point of LIVING FORCE is not to kill characters.

If you believe a combat is 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.

But let’s not have any “dumb” deaths. That’s not what *Star Wars*, or LIVING FORCE, is about.

This is an adventure for low- to mid-level Living Force characters, 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

This story actually begins during the events of the Philanthropy-Philosophy-Philology trilogy of scenarios. A Metatheran Cartel freighter, the *Porthoy*, was in the Cularin system when the temporal effects of that trilogy’s third scenario unfolded. At the time, it was examining a number of gas deposits found on one of the asteroids. Always the acquisitive sort, the *Porthoy* mined the deposits dry and was passing Almas’s orbit on its way out of the system when the devastation of the Darkstaff occurred.

Damaged by the lightning unleashed by the Darkstaff, the *Porthoy* limped back to the nearest neutral port it could find on auxiliary power. Thus, the Cartel ship found itself on Oluna Biqua, a city floating over the gas giant Genarius.

Still intent on their original mission, the Caarites had discovered something amazing on their long flight to Oluna Biqua. The force lightning had molecularly altered the gas, though too much of their equipment had been destroyed to determine exactly how. Once the *Porthoy* landed, the Caarites aboard hired some protection (as they are not well liked in the Cularin system), purchased a temporary workshop, and the machines necessary to complete their analysis.

Unfortunately, a freak accident involving a motorized loader tore open the side of the *Porthoy*, a fuel line, and one of the four gas canisters. The mixture caught fire from the sparks of tearing metal and the ship detonated. Everything aboard was destroyed, including the Human dockworker driving the loader and the Caarite pilot of the ship.

The Cartel scientists were luckily at their workshop with the only remaining canister of their strange gas. Doing their best to erase all record of their involvement in the crash, they holed up and began a full examination of their find.

What they found through exhaustive analysis was that the gas, which they titled Trinex-M, generated a strange mental power in its exposed subjects greatly similar to the mysterious energy known as the Force. Unlike the normally difficult to control powers of the Force, Trinex-M was vastly more atavistic and created easily-used powers when introduced to a living host.

While this gas was powerless to interact with the Force on its own, the pseudo-sensitivity to the Force it created in all living creatures provided impressive effects. This false sensitivity produced a powerful surge in the Force around a host, manifesting as spontaneous powers and effects without any real skill on the part of the creature in question.

Before they could complete their breakdown of the Trinex-M compound, the results of their ship’s explosion caught up with them. While they had assumed the

Trinex-M aboard the *Porthoy* had been destroyed, the gas has actually been flung into the atmosphere of Oluna Biqua. Infiltrating the circulation system of the city, it reached virtually every being in Oluna Biqua and infected them. Over the course of less than a week, the citizenry had gone insane from exposure to the Force through their forced sensitivity.

As the citizens of Oluna Biqua went mad, so did life aboard the vacation city. People in the streets began manifesting strange, often dangerous powers. While the station keeping drive ran on automatic, saving the city from plummeting into the heart of Genarius, all other power and systems across the face of Oluna Biqua went dead as the technicians in the city's main generator shut it down to "stop the noises and all the angry lights".

None of this would have mattered to the scientists, who had been saved by their laboratory conditions and environmental containment, had a Oluna Biqua Patrol pilot not lost control of his Headhunter and crashed into the city block where their lab was located.

Fortunately spared from the crash by the heavy reinforcement of their workroom, the Cartel scientists still needed to move their operation because of the damage to their power supplies. Relying on the same information specialist that had provided their illegal equipment and workshop, the Caarite left his insane ramblings behind and went where he directed them; the main generator.

There, they accessed the main power grid in the subbasement and set up their lab once more. Extremely close to cracking the final molecular codes of Trinex-M, the Cartel scientists desperately pressed on towards completion. With a ruined city disintegrating around them, they know that only a major breakthrough like this will keep the Metatheran Cartel from liquidating them as liabilities.

The heroes come into this chaos as the invited guests of one of Oluna Biqua's new resorts. Expecting a luxury vacation, they have no idea the dangers and madness they are about to encounter...

Encounter 1:

The heroes, each the recipient of a vacation reward for their hard work, reach Oluna Biqua after having to fly manually, the normal nav beacon from the city strangely silent. They are met at the landing ramp by environment-suited figures requesting that they come immediately to the Controller's office.

On the way to the office, they are almost run over by several people on swoops "pod racing" through the city understreets.

Encounter 2:

The heroes meet with the city's Controller, who explains

the troubles Oluna Biqua has been facing. They learn about the gas canisters, the explosion, and the bizarre powers those exposed to the gas have developed. The Controller begs the heroes to find a deposit of the gas so an antidote can be found.

Encounter 3:

The search begins. With several places to look, a logical one would be the platform the original explosion occurred on. The hunt proves fruitless here, but evidence is found that a container of the gas was offloaded from the platform before the accident.

Here, the heroes are attacked by gas-affected dock - workers convinced that they are "Jedi Knights" defending their temple against all intruders.

Encounter 4:

Following the trail of the missing canister, the heroes go deep into the heart of Oluna Biqua. They have to interact with a Corellian informant who knows where the gas went. Through diplomacy or force, the heroes can get his information.

Alert heroes may discover that they are being followed, though their shadow will successfully evade any attempt to make contact with him. If the heroes are persistent, they find a data pad urging them to continue their mission.

Encounter 5:

As the heroes track the missing gas, the chaos of Oluna Biqua unfolds around them. Another Farseeing vagrant shouts incoherent prophecies at them, a street tough blasts them with Force Lightning while howling like an animal, and a young boy takes fly-bys at Oluna's tallest buildings with his father's Headhunter.

The mood of this scene is madness, both amusing and dire. By the end of it, the heroes should be eager to find a cure for the people of Oluna Biqua, especially as some of them have likely been exposed to the air by now and are starting to show signs...

Encounter 6:

The canister is found in what appears to be a hidden research center. Caarites on the scene will be initially hostile to the heroes, but they will surrender quickly, claiming that they mistook the heroes for insane citizens. The station has been, they say, developing an antidote for this "horrible accident".

They are happy to turn over their progress so far and a single sample of the gas; it proves to be just enough for an antidote. The rest, they claim, was consumed in their research. Then, if they are allowed to do so, they take their leave and let the heroes hurry the potential cure back to the Controller.

Encounter 7:

The Controller takes the Caarites' information and the gas sample and hurriedly puts his researchers to work. It does not take long to develop an antidote for the strange gas. The heroes are the first to receive this cure.

Then, the cure is vented through the city's circulation system, saving countless citizens from the ravages of the Dark Side of the Force. Thanking the heroes profusely, the Controller ensures they receive the lavish vacation they came here for...

Important Note to Judges: This is a very free form scenario, offering several opportunities for Judges to run scenes in any way they see fit. This flexibility allows you to do virtually anything you desire within the constraints of the module's guidelines. This scenario can be run verbatim using the text below, but it will greatly benefit from your customization.

No Place Like Home will be what you make of it, so read through the text below, embellish it, and enjoy!

Opening Crawl

Times have been difficult in the Cularin system, with pirates, dark shadows among the stars, and the growing threat of wars both without and within. Fear threatens to tear apart all that Cularin's people have struggled to build.

On the vacation city of Oluna Biqua, another kind of darkness grows. A darkness that, if left unchecked, will overwhelm all of Cularin with a force beyond imagination...

Encounter 1: Suspicious Arrival

Key ideas of this encounter: The heroes reach Oluna Biqua and are guided to a rarely used emergency landing pad. They meet with several people in environmental gear and are led through the city.

Luxury. For some of you, the life you've lived in the last two days has been like a dream come true. Cruising through the system of Cularin on the Headliner, a lavish shuttle in the employ of Oluna Biqua, you have been treated like kings and queens.

The message from the Tourism Council of Oluna Biqua explained that in recognition for all the things you have done over the last year, you were being treated to an all-expenses paid vacation to commemorate the opening of the Night Imperial, a

new gala casino/resort.

While the trip from Cularin to Oluna Biqua is normally a quick one, your pilot has taken his time getting there. The hosts and hostesses aboard the Headliner have catered to your every need; between the massages and the sumptuous feasts, you might just never wish to leave...

The best way to begin this adventure is to pass around Player Handout #1 and pick up with the action and roleplaying in mid-flight. The heroes are all together on an in-system shuttle called the *Headliner*, piloted by a Rodian named Dellko. They have been brought together by the tourism council of Oluna Biqua for an all-expenses-paid vacation as a reward for their heroic efforts on behalf of the Cularin system.

As such, the mood at the beginning of the game should be festive. Dellko is very jovial for a Rodian, as are the numerous servers and entertainers aboard the *Headliner*. Relaxation and fun are their business and during the entire trip to Oluna Biqua, they have been trying to ensure that the heroes are enjoying every minute of their free ride.

Take a few minutes to run some ship-board leisure activities like battle board or a video trivia game to bring the heroes together and provide some roleplaying opportunities. A quick meal together may also offer a change for heroes to talk together and get to know each other. NPCs of several different species are aboard and provide whatever roleplaying foils you need.

After about ten minutes of introduction and roleplaying (when the players are ready), move to the next text section. If any one is currently with Dellko when you choose to proceed, describe the message actually coming in.

Around you, the ship shudders slightly as the Headliner comes out of cruising speed. The plate windows reveal the glittering lights of an almost still star field.

Overhead, the comm broadcasts, "No need to worry, guesth. I have gotten word from Oluna control that we are thupposed to come around to another landing port. Jutht relaxth and we will be down thortly."

A comment comes over the comm just before it cuts off, obviously not meant to be overheard. "Port Epthilon? Where the frell ith Epthilon?"

Dellko has just received word from the city comptroller to bring the *Headliner* into Oluna Biqua's emergency port. Port Epsilon is a covered space port used by the city to bring in possibly hazardous materials or other traffic that should not use the normal landing bays. (Any hero with Profession: Pilot, Knowledge: Cularin

system, or a similar skill can attempt a DC 15 skill check to know that Epsilon is the designation for a spaceport emergency procedure.)

From here, describe the Headliner circling around the floating city, avoiding the occasional fireworks display, and coming in from under city level to a dark, slowly opening landing platform in the foundation of Oluna Biqua.

Heroes are likely going to want to be active at this point, trying to contact Oluna Biqua directly, helping Dellko figure out what 'Epsilon' means, etc. By all means, let them. Ask for whatever Knowledge or skill rolls you deem appropriate to make them feel like part of the action.

Unfortunately, Biqua Control is not answering and the city is under a communications jam. This will probably have the heroes feeling legitimately paranoid by the time the Headliner touches down and the massive doors of the Epsilon platform close behind them.

Of course, it is possible that the heroes will not wish to land at Epsilon at all. Dellko is a loyal Oluna Biqua employee and will not disobey orders while he is in control of his ship. If the heroes force the point, he'll let them take over and avoid the landing, but this is tantamount to hijacking his ship. Run whatever consequences you wish at that point, but keep in mind that with the city in a state of emergency, they will not allow the heroes to land anywhere else and they cannot risk further communications. Unless the heroes are willing to land at Epsilon, this adventure is over.

If the heroes were feeling paranoid before they landed, what awaits them now is not going to help matters at all...

A thin stab of light enters the dark landing pad as a door in the far wall slides open. Twelve figures wearing grey environmental suits and carrying blaster rifles run inside and take up a half moon position in front of the Headliner. Another figure, likely Cerean from the shape of his helmet, steps in and shuts the door.

With a pass of his gloved hand over a control device, the lights in the landing bay turn on and swivel to spotlight your ship.

The heroes will likely have all kinds of reactions. The only inappropriate one would be to open fire. This elite guard squad answers directly to the City Comptroller and has no qualms about returning whatever hostilities the heroes choose to throw. These guards are the finest Oluna Biqua can offer, qualifying as Mid-Level Elite Troopers as per page 346 of the RCRB. A shootout is not recommended, but pull no punches if the heroes begin firing first.

These guards are here to protect Ti-Ori Tamun, the

Comptroller's advisor and second in command. They escorted him through City Central to rendezvous here and their orders are to escort the heroes and Ti back safely. With the chaos the city is currently in, none of these troopers are in the mood for jokes.

As Ti-Ori Tamun approaches the Headliner:

The lone Cerean lifts his control box to his helmet and speaks into it, his voice amplified by the tiny device. "I am Prime Adjunct Ti-Ori Tamun. We apologize for the alarming method of your arrival to Oluna Biqua, good folk. This has certainly not been the vacation you were looking for."

With a gesture, the guards stand slightly more at ease and lower their weapons. The Cerean continues, "I will give you the briefest of explanation and then ask that you accompany me for a more detailed one. There has been an outbreak of some kind here in the city and the entire living surface above has been contaminated."

The Cerean points to the Headliner and one of the guards closes the distance to its landing ramp. "While we do not believe these lower sections have been exposed, we cannot be sure. If you would please don the suits your pilot will be providing for you, we can hasten to the Comptroller's office for more information."

With that, Dellko hops up and begins distributing environmental suits and breathers to everyone.

Everything Ti-Ori just said is true. If his mind is scanned, he has no intention of harming the heroes, though he has his doubts to their effectiveness. The Comptroller seems to think highly of them, however, and he never questions his employer. Ti-Ori is not force-sensitive, though he is very intelligent.

If questioned further, he remains cordial. He has nothing further to tell the heroes, though he mentions that the living surface above is a very dangerous place to be right now. He does not go into details, saving those for the Comptroller's briefing.

Assuming the heroes comply, read the next section.

Garbed in heavy grey environmental suits like your escort, you are taken out of the landing bay and led through a maze of narrow, steel lined hallways. The occasional strange noise echoes in one direction or another, but Ti-Ori does not seem to pay them any attention.

As you enter a junction between several corridors, one set of sounds gets much closer. With a rush of hover engines, a trio of swoops comes hurtling into the chamber, blasts past you at break neck speed, and goes speeding off down another hall. With wild shouts, their riders disappear from sight.

Ti-Ori sighs heavily and gestures for you all to continue moving.

Any heroes that ask to look carefully at the riders may make Spot Checks to notice the following:

- Spot DC: 10 – None of the riders were wearing breathing masks or environmental suits of any kind. All three were Human.
- Spot DC: 15 – The one in the lead was waving a hydrosponder matching several others dangling from his tool belt.
- Spot DC 20: - All three riders were wearing worker's uniforms, probably technician outfits judging by the tool pockets and gloves.
- Spot DC 25: - Why yes... That was a pink bra and panties flying from the antenna of the lead swoop. Some people...

If asked about these riders, Ti-Ori will only shake his head and mention:

“Those poor fools are the least of our worries. I only hope they do not kill themselves before we can find a cure.”

From here, proceed to Encounter 2.

Encounter 2: A Plea for Aid, or ‘Some Vacation...’

Key ideas of this encounter: The heroes are brought to Nestin Thokor and the dire circumstances of the gas exposure are revealed. The heroes' aid is requested in saving the city.

After a long journey through the underhalls of the city, Ti-Ori and his escort emerge with the heroes at the base of a tall, spired building with the look of an official structure. Before he can get them inside, read or paraphrase:

As Ti-Ori interfaces his control device with the door locks, you have a chance to look around at the city of Oluna Biqua. Normally a festive place, the streets seem rather deserted. Overhead, another booming fireworks display goes off, burning red, green, and gold into the cloudy mists of Genarius.

Almost in answer to the pyrotechnic assault, a dark patch of clouds emits a long crack of lightning. Instead of impacting the invisible energy field that converts such emissions into the city's main power, the bolt tears through the top of a nearby tower and

sets it ablaze.

The doors nearby slide open and Ti-Ori gestures for you to enter. “There is little time. Let us make haste.”

The heroes, being heroes, may wish to do something about the burning building. Ti-Ori would really rather they come with him quickly, but if they insist, he lets them do as they wish. The blazing structure is nine stories tall, abandoned due to the epidemic, and can be saved in any number of ways. Reward creative use of equipment and force powers with success as long as the heroes make a sincere effort to try.

Keep in mind that if the heroes do anything that might tear open their environmental suits, they will be exposed to the Trinex-M Gas (see Appendix B for details on TMG exposure).

Also keep in mind that if any of the heroes try to See Force while out on the streets of Oluna Biqua, they get a blinding sense of powerful force energies everywhere automatically. No other result is possible, but this skill check costs no vitality to attempt.

Once the heroes are finished with the building (should they choose to get involved), read or paraphrase the following:

Ti-Ori leads you into a turboshaft and takes you fifteen stories up to the top level of the building. The escort of guards remains below, taking up positions as if they expect an assault the moment you leave.

The turboshaft chamber slides open, revealing a beautiful office of steel, glass, and wooden trim surrounded by an arboretum filled with rare tropical plantlife. Flowers bloom all around you as you move the middle of the room with Ti-Ori.

He leaves your group and walks to a circular desk of polished knarwood and sits down beside it. A high backed chair turns away from the far wall and faces you, revealing a slightly overweight Human with carefully trimmed black hair and dark circles under his green eyes.

“Ah! It is a pleasure to see you finally. I have heard good things of you all from my friends on Cularin. I am very, very sorry about all of this... confusion, but we are currently having a serious problem.”

The man speaking eventually introduces himself as Nestin Thokor, Comptroller of Oluna Biqua, but he has more important things on his mind. He fields any quick questions the heroes wish to ask, but the ‘serious problem’ has him preoccupied and he needs to inform the heroes as quickly as he can.

Though he hates to do it, he needs their help and must ask them to postpone their vacation plans for a

while. As soon as the heroes allow, he continues:

The Comptroller speaks again. "Let me tell you what has happened. It should clear up all of your questions. Two weeks ago, we had a transport explode on one of our cargo piers. While this doesn't happen very often, it can occur. Only the pilot and a dock worker were killed in the accident, but we had no idea how serious the explosion has been until much, much later."

He pours a glass of water, offering each of you one as well. "You see, the transport was carrying several canisters of some strange gas. It was under heavy containment and everything about the tanks checked out through our security regulations. We were clearing the ship's quarantine time when one of our loader drivers ran into it."

"The accident was certainly our fault, but blame isn't really important right now. What is important is that the gas was not destroyed by the fireball that went up across Bay 18. Instead, it seems to have been dispersed across the city."

Nestin frowns. "The gas isn't immediately toxic, but we have reason to believe it is degenerative and can force its victims into comas. As far as we know, no one has died, but we fear it may eventually prove fatal."

With a shudder, he finishes his drink. "That isn't the truly dangerous part. While the gas is eventually lethal, it is what it does in the meantime that has the city in an uproar. You see..."

If there are any obvious Jedi or force adepts among the heroes, he takes a moment to study them closely, as if trying to decide how best to put what he is about to say.

"Exposure to the gas seems to drive people insane. This building has its own filtration system and atmosphere recycler, so no one here has been seriously exposed. However, we have all gotten a little of it into our systems, though no serious effects have been seen."

"You see, there's more. While the insanity is bad enough, the gas does things to those it infects. Strange... things. While the city monitors were still working, I saw people pick things up with just a look or smash speeders out of the air with a wave of their hands. It's incredible, but it is also tearing Oluna Biqua apart."

He pours another glass, holding it with a trembling hand. "I am afraid that the gas in our systems will start to affect us before too much longer. Our suits don't seem to be completely effective at keeping it out, so we can't venture outside this building for very long at a time."

"That brings me to the point, and I thank you for

your patience. You are outworlders, and you were not here when the explosion took place. I have an emergency lab downstairs and a droid with a lot of chemical knowledge working on a cure. What we need is a sample of the original gas if one still exists. I can reward you handsomely for finding one, and of course, if we can get things back to normal, the vacation you'll get will rival the Hutts themselves in sheer luxury."

He downs the water, clearly wishing it was something stronger. "What do you say? Will you help us?"

Nestin is also being totally honest. He is worried, terrified of losing his mind like the people outside, and concerned for the safety and survival of Oluna Biqua's citizens. He is confident that his science droid I2-1A can find a cure, but the robot *must* have a sample of the pure gas to do so.

He is willing to direct 2000 credits to each of the heroes willing to help. If any of the heroes seem hesitant to offer aid because of the dangers involved, he will understand and offer to let them stay here in the complex for as long as it takes the others to bring back a sample of the gas. (This likely takes that hero out of the scenario, but the offer is made nonetheless.)

Once the heroes agree, Nestin will provide the following items for their use (these things must be returned at the end of the scenario, as they are property of the Oluna Biqua city government):

- 4 suits of padded battle armor
- 4 blaster rifles
- 1 force pike (a personal item of Nestin's)
- 1 +2 mastercraft Sensor Pak attuned specifically to the Trinex-M Gas. (The heroes get to keep this if they successfully complete the adventure.)

Despite his providing these items, Nestin asks that the heroes only fire upon the people of Oluna Biqua in self-defense. None of them really know what they are doing, and it would be a tragedy to have to kill anyone. Stun settings are highly encouraged.

After suggesting that the heroes begin their search at Bay 18 where the explosion occurred, Nestin thanks them greatly and lets them leave at once.

A Note for Judges: As suggested below, the path for heroes to follow through this adventure is somewhat linear. There is a lot for them to do in each encounter, but they happen in a fairly sequential order. Feel free to improvise, especially if the heroes do not follow the adventure as written.

Oluna Biqua is a big place, with casinos, hotels, parks, and amusements of all kinds. As a massive floating vacation paradise filled with hallucinating

people of dozens of different species, there should be no end to the diversions and ridiculously dangerous situations you can create for your players.

Just keep in mind that ultimately, the heroes need to secure a sample of the Trinex-M gas and save Oluna Biqua from its own madness. However you want to get them to that conclusion is perfectly acceptable. Just have some laughs, offer the players some thrills, and have fun doing it.

Encounter 3: An Elusive Hunt

Key idea of this encounter: The heroes reach Bay 18 and search for the gas sample. They do not find it, but they do find signs of what occurred and a lead to an intact canister of Trinex-M.

Nestin does not dare send his guards out into the city, given their already partial exposure to the gas, but he does provide them a basic map of Oluna Biqua as a file on one of their datapads. He gives them a datapad for this purpose if none of the heroes possess one. The landing bays are all marked on the map, including Bay 18 circled in a flashing red indicator.

Once the heroes arrive at Bay 18, a journey that takes one hour from Nestin's headquarters tower, read or paraphrase the following:

The bay ahead of you still shows the carbon scoring of the massive fuel explosion that leveled it. The walls are warped from the high heat of the blast, and unidentifiable piles of blackened metal mark the remains of equipment caught in the inferno.

The remnants of the cargo ship lie in the center of the bay. The main bulk of the freighter is in pieces scattered around the chamber, but part of the fuselage remains intact. A monolithic data console rests nearby, mostly blackened but still apparently powered judging by the dim red light blinking on its rear facing.

Now the real work begins. The heroes can learn the following things, provided they search for them. There is no trace of the gas here, but some evidence of the accident and the whereabouts of the surviving canisters can be discovered.

- On a Search check (DC 15), enough pieces of the ship can be found to discern its type. Heroes with any Pilot skill at all will be able to make the vessel out as a Kuat Systems Transporter II, an older model ship mostly used by the Metatheran Cartel.

- The ruined pieces of three canisters can be found, but no trace of the gas remains.
- A half burned package of Frag Snack Chips can be found in the corner of the room. While the contents of the packet are inedible, the motto is still clearly visible. "Hungry? Get Fragged!" (This is of no use to the players, but it adds some scenery color and helps lighten the mood.)
- The data console is internally functional, but its external controls are destroyed. A Repair check (DC 20) will get the unit operational enough to access, but a Computer Use check (DC 20) is required to bypass the wrecked inputs. From this terminal, the history of this Bay can be accessed. The important piece of information here is the last log, which reads:

--+ Time Index: 95-8-1010: Action – Offloading +--
--+ Item: Canister – Ident: CLASSIFIED 1 of 4 +--
--+ Offload Location: Sector 12; Building 9819 +--

This data string refers to the one canister that was taken off the ship before the explosion. Taken by the Caarite crew that left the Porthoy before the accident, it was well out of the range of the blast and survived.

The datapad given to the heroes by Nestin contains all of the city's building codes and if consulted, notes exactly where Sector 12, Building 9819 lies in Oluna Biqua. It is over an hour's journey on foot.

Before the heroes can depart to follow up on this lead, they must deal with a small problem. The gas has infected several dock workers who were near the explosion. While some have them have left for other parts of the city, those that remain have become convinced that the ruined Bay is actually a Jedi stronghold and they its defenders.

Armed with electrical equipment used to charge power units, they enter the scene ready to drive off the heroes, whom they see as 'evil invaders'.

Run this battle very seriously, with the dock workers more than willing to kill the heroes if necessary. Unfortunately, armed only with dock equipment that effectively acts as stun batons, they will be hard pressed to do so.

Important Combat Notes: These workers are hallucinating because of the Trinex and think their weapons are light sabers. While they fight, they will be making "light sabery" noises with their mouths. This is a great opportunity for you to do your best "Air Jedi" impression and show the players how crazy their opponents are. Any time a dock worker misses, have him stare at his baton in shock as the deranged pseudo-Jedi wonders why his weapon didn't cut anything.

The effects of the Trinex-M gas do not protect the workers from the ravages of the dark side and if the

battle rages too long, have one or more of them claimed by the dark side as per the description below.

Essentially, play this combat for laughs. The dock workers are not pushovers, but they are basically 'tripping' on Trinex-M and are prone to hallucinations. If the dock workers perform too well and the heroes are about to fall, have one of them begin fighting an imaginary enemy or pass out for no apparent reason.

Tier One:

2 Dockworkers, Force Possessed Humans: Male Human Force Adepts 4; Init +0; Defense 14 (+4 class); Spd 10m; VP/WP 26/13; Atk +2 melee (-, DC 15 stun baton); SV Fort +3, Ref +2, Will +8; FP 2, DSP 4; Rep +0; Str 10, Dex 11, Con 13, Int 14, Wis 15, Cha 14.

Equipment: Stun batons, workman's uniform

Skills: Intimidate +4, Sense Motive +9. All other skills have been forgotten in their madness.

Force Skills: Force Strike +9, Fear +9, Force Defense +8, Force Grip +5, Move Object +9

Feats: Force-Sensitive (a virtual feat, these Humans are not truly sensitive), Iron Will, Weapon Proficiency (vibro weapons). No other feats are remembered in their current delirium.

Force Feats: Alter, Control, Force Mind, Sense.

Tier Two:

5 Dockworkers, Force Possessed Humans: Male Human Force Adepts 4; Init +0; Defense 14 (+4 class); Spd 10m; VP/WP 26/13; Atk +2 melee (-, DC 15 stun baton); SV Fort +3, Ref +2, Will +8; FP 2, DSP 4; Rep +0; Str 10, Dex 11, Con 13, Int 14, Wis 15, Cha 14.

Equipment: Stun baton, workman's uniform

Skills: Intimidate +4, Sense Motive +9. All other skills have been forgotten in their madness.

Force Skills: Force Strike +9, Fear +9, Force Defense +8, Force Grip +5, Move Object +9

Feats: Force-Sensitive (a virtual feat, these Humans are not truly sensitive), Iron Will, Weapon Proficiency (vibro weapons). No other feats are remembered in their current delirium.

Force Feats: Alter, Control, Force Mind, Sense.

Tier Three:

3 Dockworkers, Force Possessed Humans: Male Human Force Adepts 6/Dark Side Devotee 2; Init +0; Defense 19 (+9 class); Spd 10m; VP/WP 52/14; Atk +4 melee -, DC 15 Stun baton); SV Fort +7, Ref +5, Will +10; FP 4, DSP 12; Rep +0; Str 10, Dex 11, Con 14, Int 14, Wis 15, Cha 14.

Equipment: Stun baton, workman's uniform

Skills: Intimidate +6, Sense Motive +11. All other skills have been forgotten in their madness.

Force Skills: Force Strike +13, Fear +11, Force Defense +13, Force Grip +10, Move Object +13

Feats: Force-Sensitive (a virtual feat, these Humans are not truly sensitive), Iron Will, Weapon Proficiency (vibro weapons). No other feats are remembered in their current delirium.

Force Feats: Alter, Burst of Speed, Control, Force Mind, Sense.

If an Oluna Biqua citizen is claimed by the dark side:

This occurs whenever someone accumulates as many dark side points as their Wisdom score during the course of this adventure. Prolonged combat results in the probability of this occurring several times through the course of the scenario.

It should be noted that this is not the typical result of reaching one's Wisdom score in dark side points, but the effects of the Trinex-M gas are very dramatic (though not immediately deadly). This is the 'degenerative' effect Nestin was referring to in Encounter 2.

Suddenly, the figure lurches upright and begins to spasm wildly. With a voiceless scream, his flesh begins to glow brightly while his (or her) eyes blaze with a crackle of ravening violent lightning.

In an instant, it is over. The unconscious form of the (victim's species) drops to the ground in a drooling, snoring heap.

Encounter 4: Chasing the Last Canister

Key ideas of this encounter: Using the data in the pad given to them by Nestin, the heroes find a burned out wreck of a building and encounter Morth, an information broker driven half-mad with uncontrolled Farseeing.

During the hour's journey to Sector 12, Building 9819, describe another fireworks display overhead and run a few strange near-encounters with insane citizens of the floating city racing around on speeders, fighting each other in the streets, and wielding force powers indiscriminately. None of these side encounters should provoke a battle unless the heroes seek one, but take roughly 10 minutes or so to set up the chaotic atmosphere of the city.

Try to make some of these images light-hearted, like children playing juvenile games like hopscotch using Burst of Speed and Force Flight. Not

everything in the city is violence waiting to happen.

Once the heroes have seen enough to understand the chaotic nature of Oluna Biqua's condition, read the following as they arrive at Building 9819:

What lies before you is a wide swath of destruction. What appears to be the shattered remains of a Headhunter star fighter lies all around, having apparently crash landed into this entire block of buildings. Virtually nothing is left of what were once a dozen or so small industrial towers.

If the heroes search the ruined buildings, describe a difficult hunt through twisted steel and burned rubble before moving on to the next section. Very little can be found here except for some pieces of analysis and processing equipment found in the shell of what was once Building 9818. Do not ask for a Search check on this, but let the heroes work for a while before revealing it to them

This equipment was Cartel in origin, though there is not enough left of it to determine this. Destroyed when the fighter smashed into this block, this equipment was vital to the Metatheran's plans. While they have moved on, taking the canister with them, they left behind one important clue; Morth.

A section of wall plating lifts up nearby and a figure dressed in the tattered remains of fine clothing staggers to his feet. Human, somewhat singed, and obviously in need of a bath, he speaks while raising both empty hands.

"You have arrived. Good. The universe comes together now. I have been waiting for you, (insert the name of one of the heroes)."

Choose one of the heroes for Morth to focus on. Try to pick someone that has been either having difficulty participating in the adventure until now or is naturally quiet. If the chosen hero is injured, Morth tries to use his Heal Another skill before engaging them in conversation as below. Focusing on a quiet player helps draw him or her into the story.

Morth talks exclusively to the chosen hero, ignoring anything said by the others as if he cannot hear them. In truth, he cannot. He is seeing exclusively through the power of Farseeing, with the chosen hero the only thing in his world. He is not sane any longer, but he knows a few things the heroes must learn. Work the following into his rambling conversation:

- ***"You should run like the pig men, away... away... To the shining spire you go, yes?"*** This refers to the power center of the city, where Morth provided the Caarites with the access codes to hook

up their equipment.

- ***"You don't have a coffin, do you? Not like them. Big and round, like they were burying the whole city. Guess the vapors will, at that..."*** He is talking about the canister the Caarites took with them when they fled the scene of the crash.
- ***"Dreams and madness, nothing is the same. The world is full of invisible power. I never saw before like this, and soon, I may not see at all."*** Morth does not understand Farseeing, but he knows this power is killing him. He has seen his own death, a death only the heroes can stop.
- ***"Why? Why must the power be here? We are not worthy, and we will not survive this."*** The sight Morth has been gifted with is not a natural occurrence of the force, and he knows it. He also knows the power can kill everyone in Oluna Biqua if something is not done.
- ***"Accident? Oh no. Very much no. The move of a dark piece by a darker hand."*** This is a reference to the makers of Trinex-M gas. This plotline is not fully revealed in this scenario, but more follows in other episodes. For now, this is all Morth can say.
- ***"Seek power to stop the power. The pig men went to power. Go. Now."*** This is another clue for the heroes to seek out the city's main generator.
- ***"I have always loved you, you know. Be careful."*** Morth is not seeing the chosen hero, who can be of either gender, but a lost love from his past. His insanity is showing here.
- ***"Did you really pick that outfit? You don't accessorize well, do you? Let me make a suggestion..."*** Before his current stint as an inforchant, Morth worked in the retail sector. (What? All scoundrels have to be criminals from birth?) He has great fashion sense, though his hallucinations might make for some wild ensembles. Have fun here...

From here, the heroes may have deduced that they need to find the city's power generators. If not, there are several ways they can proceed. Let the players be creative in how they track the Caarites from here, with any reasonable plan being effective.

If the heroes, despite their best efforts, are completely lost at this point, run the last section of this encounter. If they do not need the help, let one or more of the heroes make a Spot check to notice their 'shadow', but no data pad is found if they try to catch him.

Run this last section only at the end of the scene before moving on to Encounter 5.

From nearby, stones tumble from a broken wall. Nothing seems to be there, but the sound echoes down the oddly quiet street.

“He comes and goes. Now he goes,” the strange man says with a satisfied look in his mad eyes.

Morth can be of no further help, having apparently forgotten that he said anything at all. A Spot or Listen check (DC 20) reveals that someone was there at the wall, but they seem to have vanished into thin air. A strange disturbance in the force can be sensed by any sensitive character who walks near the wall, but no other trace can be found.

The person shadowing the heroes is the same being who did so in the adventure, Oblivion’s Kiss, not that the heroes are likely be able to determine that. If one of the Spot checks made was above a 30, privately describe to that hero a figure, possibly Human, in a black and silver body suit wearing a dark long coat and a black metal half mask covering the upper part of his face. This figure seems to have simply disappeared from sight an instant after being seen.

More about this mysterious figure in black in future adventures, but for now, this is the extent of his interaction with the heroes. If they are lost as to how to proceed, have the following found at the wall where the figure was:

A small, battered datapad is wedged into a crack on the wall’s far side. The screen is on, glowing a soft green. Galactic basic characters are scrolling across it, spelling out a message.

“What you seek has been taken to the city’s main power station.”

Nothing else is in the memory cell of the datapad, as it has been utterly wiped clean. If a Computer Use check at a DC of 25 can be made, one fragment of data can be recovered from the pad. The datapad’s core operating system is a custom one, written by a programmer whose initials (“LM”) have been written as a remark into its code. This does not refer to Len Markus, though the heroes will likely think it does.

When the heroes are ready to proceed, move on to Encounter 5. Morth is not really mobile, so unless the heroes knock him out and carry him away, he will simply remain in the ruins of Building 9819.

Encounter 5: Anarchy in the Streets

Key idea of this encounter: Before the heroes can

arrive at the city’s main generator, they must contend with the madness of Oluna Biqua’s citizenry.

The journey to the generators from Sector 12 is over 2 hours by foot. If the heroes have managed to get a speeder (a difficult feat, but not impossible), this is cut down to 1 hour because of all the wreckage and destruction that litters the roads of Oluna Biqua.

This encounter is actually several sub-encounters designed to give the heroes a sense of how insane and dangerous the city has become. Run as many of these scenes as the players wish to go through, keeping the time allocated for the scenario in mind. The last two encounters of No Place Like Home should take nearly an hour to run by themselves.

Encounter 5-A: Rambles of the Lost

From a smoldering alleyway, a wizened Duros man staggers into the light and points at you all. Fear creases his ovoid features as he shouts in Basic, “Death! Death comes for everyone! You are messengers! Fear the messengers of death!”

The old Duros holds up his hands in terror and backs away from you as quickly as he can into the shelter of the alley. “Lights and shadow! Shadow claims the light! Time is lost and the stars vanish!”

His doomsaying would probably be more frightening if he wasn’t wearing his clothes inside out and he wasn’t wearing a clear plastic box on his head.

Farseeing, the same curse that has robbed poor Morth of his sanity, has taken an even heavier toll on Ellor Koota, this Duro vagrant. He is seeing images around the heroes that have already happened and have yet to occur, none of which are connected in any sane way.

Ellor Koota is an opportunity for you to rant and rave as much as you wish, coming just short of actually attacking the heroes. Ellor’s moods swing wildly between fear, hatred, and sheer confusion. (For a side note, Ellor is wearing the box on his head because his deluded mind thinks it can block out the visions.)

Unless the heroes do something to prevent it (such as stunning Ellor, which might be considered a Dark Side action given how weak and frail the old man is), Ellor is fated for a one way ticket to coma-ville. At some point in your rambles, have Ellor’s mood switch to fury. With a sudden surge of strength (provided by the Dark Side power Rage), he charges towards the heroes screaming,

“Turn back the night! It comes, it comes!”

Unfortunately, he doesn’t make it more than a few steps before the Dark Side takes its toll. Allow a creative and

quickly timed intervention by the heroes save Ellor if they are desperate to do so. If this unnerves the heroes considerably, it should. When they have recovered and moved on, continue.

Encounter 5-B: Riding the Lightning

A teen-aged Human in a torn flight vest and red clothes comes towards you from the street ahead. He has flickers of what appears to be lightning around his eyes and hands.

“So I am a frelling punk, huh? Just gutter chaff looking to a dumpster to die in? I don’t think so! Can a punk do this!?!”

With that, he points his hands at a wall nearby and surges of violet electricity tear it apart. “You hear me?!?”

Miko, the Human street tough confronting the heroes, is actually a decent kid who does not really wish to fight. He is driven half mad by the power flowing through his body and just wants, for once in his life, to be taken seriously. He defends himself if he must, but he does not attack first.

There are a number of non-violent ways to deal with this encounter, including the Friendship force power, the Diplomacy skill, and simply role-playing through a peaceful conversation with the tough.

While Miko does not have anything useful to provide the heroes by way of information, he is someone they can save if they just try. He is close to half his Wisdom score in Dark Side points, but with careful role playing and calm behavior, the heroes can rescue him before he becomes tainted.

Run this encounter to show the heroes that they can make a difference here, especially if the events of Rambles of the Lost are weighing heavily on their minds. What happens to Miko after this scene is up to the heroes, though he follows them and tries to be useful if they let him. He has not had a family to speak of in years and his home is one of the many destroyed buildings nearby.

Encounter 5-C: Lights in the Darkness

One question the heroes might have is where all the fireworks are coming from. This encounter answers that rather spectacularly.

Overhead, a sudden rush of air follows a low flying craft that narrowly avoids ramming into the tower beside you all. It is a brightly painted Z-95 Headhunter with several scratches along its wings and hull. One of its wing stabilizers is apparently missing, judging from its jerky flightpath.

As it zooms out of sight, the fighter pulls up after launching a pair of brightly glowing rockets at a tall building ahead of you. Just before they impact, the rockets explode in a huge flare of colored sparkles.

A set of transmission speakers in the starfighter blare out above you; “Naboo Tower come in. This cruiser’s shields are too strong for my rockets. Coming around for another pass!” The pilot sounds very, very young...

The fighter is being piloted by a Sullustan child named Neb Nagguth who believes he is fighting in the Battle of Naboo. To his gas-dimmed eyes, he is firing upon droid starfighters and the Trade Federation’s control battleship.

Luckily, he is in his father’s fighter craft. Neb’s father is in a catatonic coma in a nearby landing bay, having collapsed just after loading his fighter with firework rockets. Neb’s father Syun works for Oluna Biqua as a parade pilot, firing brightly colored incendiaries as part of the city’s many festivals.

This scene can play out any way you desire, from just moving past this quick fly-by to the next encounter to actually getting the heroes involved in rescuing the boy. If the heroes want to investigate further, use the text below to provide them with a ship if they want to fly after Neb. Other options include force powers to bring the ship in or trying to communicate with the young pilot and talking him down.

If the heroes talk with Neb, he proves to be a bright young Sullustan who animatedly speaks with them as if they were Naboo Tower Control. Anyone chasing him in a starfighter is treated like a wingman unless they fire upon him. Then, they become a droid fighter and considered an enemy. Luckily, Neb’s fighter is only armed with harmless firework rockets.

Run this encounter for laughs, only getting serious if the mood of the heroes is serious. Tailor this encounter to the players, giving them exactly what they want. In any case, the boy should only meet a bad end if the heroes’ actions demand it.

If the heroes need a fighter to chase Neb:

Nearby, the glint of silver can be seen between a pair of low buildings. Several control pylons and a heavy crane are arrayed around a landing pad here, with the gleam being the polished chrome wing of another Headhunter starfighter.

Beside it, curled up on the ground, lies a Sullustan. While he is not moving, he seems to be alive and breathing. His small dark eyes are staring out into nowhere.

The Sullustan is Neb’s father, Syun Nagguth. His mind is all but gone, though quick aid with Treat Injury or

Heal Another can save his life. The cataleptic pilot eventually recovers, given a few days of constant care, though this medical assistance is provided by the city if the heroes succeed in their mission.

The point of this encounter is to provide the heroes with a ship if they wish to go after Neb and bring him down. Such a chase should be an exciting one, with Neb's force-enhanced reflexes allowing him to match the hero pilot move for move until finally, after a daring flight through the crowded skyline of Oluna Biqua, he gets tired and submits to landing. A truly exceptional display of heroic piloting tires him out much faster and resolves this encounter quickly.

Once this scene has played out to the heroes' liking, move on to Encounter 6. If the players seem to be enjoying these side encounters, feel free to create more diversions for them. Keep in mind the amount of time left in the round, and do not run anything terribly dangerous against the heroes. Encounter 6 will be dangerous enough without help.

Encounter 5-D: The Teeming Horde

For this scene, choose a hero, preferably a flashy dresser, one who has a high Reputation score, or (lacking those) is an obvious Jedi. If at all possible, make certain this scene gets run, as it definitely helps set the tongue-in-cheek tone of this scenario and can be a great deal of fun for you and your players.

Suddenly, the street goes silent. Utterly silent. Up ahead, a large group of Oluna Biqua citizens turn the corner and stare at you all. A bright glow flickers over their eyes as an air of menace and slow, burning power settles over everything.

The one in the lead points your direction and opens his mouth. With a shrieking cry, he screams, "I can't believe it! It's (insert the name of the chosen hero)!"

A moment later, all of them come rushing towards you...

The insanity gripping this mass of citizens is one of obsessive mania. They have been running all over Oluna Biqua, moving from one obsession to another. Like locusts, they have been grabbing, touching, and claiming as much as they can carry each time. Now, it's the hero's turn.

These insane citizens have become convinced that the hero is the greatest thing in the entire universe. All they want is to be close to him or her, touch his or her hair (assuming he or she has any), and many carry off some memento of having 'actually met the great one'!

This scene should be run with all the subtlety of a pack of sharks. These crazed groupies will surround

the hero and tear off everything he or she owned if they can. They aren't harmful and dealing with them through excessive force should be severely punished (DSPs would definitely be appropriate.). Be sure to have so many people in the groupie pack that it would take several stun grenades to deal with them.

This is ***not*** an excuse to take the hero's equipment away from him or her, though the wave of adoration should leave the hero looking tattered and bewildered. As soon as the 'fans' have successfully stripped the hero to his or her little Jedi undies, they will immediately obsess on something else (or another hero if you want to inflict the love on another player). They drop everything they took and dash off after their new fixation.

Enjoy this scene for all the comic value it offers, having the citizens shout out lines like, "Oh my word, I have her LIGHTSABER!!!" and "Lace trimmed boxers with little duckies on them! I knew he wore those!" Keep it clean, but have a blast.

Encounter 6: The Shining Spire

Key ideas of this encounter: At long last, the heroes reach the city's power generation center. An ambush awaits them there, but so does the gas sample they need.

You have finally arrived at Oluna Biqua's main power complex, a short two-story building with several cables and protrusions on its roof. The perimeter fence has been cut open on one side and the tracks of a heavy cargo vehicle can be seen leading up to a loading door on one side. The trawler is still there, its flat bed completely empty.

No light are on anywhere across the structure, not even on the security gate. The whole building seems dead, save for a single moving communication dish on the roof.

This encounter is the climax of No Place Like Home, taking place in a vast electrical complex. The mood here should be a tense one, with most of the power being routed elsewhere. The lighting and powered doors are all dead, leaving the heroes to move through the generator building in the dark, cutting their way through doors they cannot force open.

The Caarites of the Cartel has placed several remote alarms on key doorways to warn them of intruders. If the heroes can carefully remove these, they can catch the rogue scientists unaware.

Travel through the building should be run very

free-form, with as much time spent on it as you wish and as time allows. The combat in the generator's basement can take a considerable amount of time to run, especially if the heroes do not get surprise on the well-armed and equipped Metatheran Cartel members.

While running the building entry, keep the following in mind:

- The large hole in the fence is wired with a small motion sensor. The DC to find it with a Search check is 20; the DC to disable it is 21. If it isn't found and heroes pass through the hole, it alerts the Cartel guard on the roof guarding the communication dish.
- The communication dish is currently linked with the Metatheran Cartel battleship in orbit around Cularin. Uploading data from the experiment, it can be knocked out easily if the heroes wish to. Before they can do so, they have to deal with the Cartel mercenary guarding it. This guard is detailed in Appendix A. If he encounters heavy resistance, he tries to alert the scientists with his comlink, but he is not terribly loyal and can be convinced to sell out their location.
- The building can be entered in four different ways. There is a set of double doors in front, a rear entrance, and a cargo loading door on both sides. These have all been rigged with a motion sensor (Search DC 22, Disable DC 22) set to alert the Cartel scientists in the subbasement.
- Once inside, the heroes have to deal with dark hallways, plate steel doors (Damage Reduction: 10, Wound Points: 120, DC to Break with a Strength check: 35), and lift tubes with no power. Moving around in the complex involves the use of a number of skills to reach the scientists two floors down.
- Some appropriate skills and their DCs:
 - ❖Climb (for lift shafts): DC 10
 - ❖Balance (for narrow lift ledges while trying to force open doors): DC 10-15
 - ❖Computer Use (to access systems if the heroes can route power to them through power cells): DC 15-20
 - ❖Computer Use (to access a terminal once power has been routed to it; this can reveal that the complex was shut down from the subbasement and that power still exists there): DC 25
 - ❖Demolitions (to blow a hole through the floor or wall to allow access): DC 15 should penetrate any wall or floor.
 - ❖Disable Device (to deal with the Cartel motion sensors): DC 21
 - ❖Escape Artist (to squeeze through narrow openings and holes): DC 30

- ❖Listen (to hear the scientists below once the heroes are in the first basement level): DC 17
- ❖Listen (to hear activity in the subbasement once the heroes are in the lift shaft): DC 15
- ❖Move Silently (should only be needed once the heroes get near the subbasement): 14, assuming a Listen Check of 13 from the Cartel guards.
- ❖Repair (to route power to a door lock or computer terminal): DC 15
- ❖Search (this will find the hidden motion sensors) DC 20-25, set this level as you desire, making some rolls harder than others.

Trekking through the abandoned building should take no longer than 20 minutes, as the main encounter below and the scenario's ending still need to be run. Make sure the heroes are feeling nicely claustrophobic before proceeding with the next scene.

Finally, light! A chamber up ahead glows softly, from powered lights in its ceiling and walls. Several pieces of strange equipment are crowded together in the center of the room. Readouts shine brightly with bizarre data scrolling past too quickly to comprehend. A large gas canister is attached to one of them through a hose and a bright, silver coupling.

This is indeed the end of the heroes' search, though how it plays out depends greatly on how careful they were getting here. If they have surprise, they will see the following:

Moving around the equipment are a trio of short, piggish Humanoids wearing technical garb and breathing masks. They seem to be adjusting the consoles and making notes on their datapads.

At the door to the chamber, having apparently not noticed you, a pair of Human guards stand at the ready.

How the heroes proceed from here is up to them. Catching the Caarites by surprise should enable them to neutralize their opposition fairly quickly and achieve their objective. Getting the sample is covered below under **One Last Breath**.

If the heroes do not have surprise, their reception is considerably different:

The room seems deserted, though much of it cannot be seen from the chamber's single doorway. Suddenly, a bright bolt of light impacting the metal wall nearby reveals the truth; figures in the distance appear from cover and begin firing!

The Caarites are well aware that if they do not finish

their work here, the Cartel has no further use for them. Rather than face the disgrace of termination, they make their stand here. Having skilled Human mercenaries to back them up has made them feel brave enough to try this ambush.

See Player Handout 2 for this fight, using as many Guards and Scientists as required by the Tier of play. As the guards can easily have cover behind various consoles and possibly benefit from the advantage of surprise, this may be a very difficult fight. Use the props creatively. The bad guys can take cover behind the corner left of the entrance, the glass wall in the back of the room, the shelves, and the equipment in the center of the room. The puddle can be a slippery or acidic liquid (i.e. saves to stay on your feet, or splashing damage if you move through it). Creative parties can find interesting things to do with the liquid nitrogen.

If you like, this can get even more complicated. One of the guards may have become exposed to Trinex-M and can manifest Dark Side force powers during the combat. If you wish to do this, use the statistics in Appendix B for Miko (remembering to include the guard's blaster pistol) instead of one Cartel Guard.

Tier One:

3 Metatheran Cartel Scientists: Male Caarite Tech Specialist 3; Init +3 (Dex); Defense 16 (+3 Dex, +3 class); Spd 8m; VP/WP 16/15; Atk +2 melee (fists, 1d3 damage) or +3 ranged (hold-out blaster pistol, 3d4 damage, Fort save DC 10); SV Fort +1, Ref +2, Will +3; SZ M; SQ Skill Emphasis, Research, Instant Mastery; FP 2; Rep +1; Str 10, Dex 13, Con 12, Int 14, Wis 12, Cha 11.

Equipment: Heavily reinforced environmental suit, hold-out blaster pistol, datapad.

Skills: Computer Use +5, Knowledge (chemistry) +8, Profession (Scientist) +4, Disable Device +6, Repair +6, Pilot +6, Speak Cerean, Speak Basic, Read/Write Basic, Read/Write Cerean

Feats: Weapon Group Proficiency (simple weapons, blaster pistols), Skill Emphasis (Knowledge (chemistry)), Toughness

2 Hired Guns: Male Human Scout 4; Init +6 (Dex, Improved Initiative); Defense 15 (+2 Dex, +3 class); Spd 10m; VP/WP 25/12; Atk +3 melee (fists, 1d3+2 combat gloves) or +5 ranged (blaster pistol, 3d6 damage, Fort save DC 15, Crit 20); SV Fort +3, Ref +4, Will +6; SZ M; SQ Bonus feat, Trailblazing, Heart +1; FP 1; Rep 1; Str 10, Dex 15, Con 12, Int 13, Wis 14, Cha 9.

Equipment: Blaster pistol, combat glove.

Skills: Computer Use+5, Gather Information +4, Hide+9, Move Silently+8, Pilot+14, Profession

(mercenary) +4, Repair+7, Security +6, Spot+5, Read/Write Basic, Speak Basic, Speak Rodian, Read/Write Rodian.

Feats: Weapon Group Proficiency (simple weapons, blaster pistols, blaster rifles), Starship Operation (Space transport), Weapon Focus (blaster pistols), Iron Will, Improved Initiative.

Tier Two:

3 Metatheran Cartel Scientists: Male Caarite Tech Specialist 5; Init +3 (Dex); Defense 17 (+3 Dex, +4 class); Spd 8m; VP/WP 26/15; Atk +3 melee (fists, 1d3 damage) or +4 ranged (blaster pistol, 3d6 damage, Fort save DC 15); SV Fort +2, Ref +3, Will +3; SZ M; SQ Skill Emphasis, Research, Instant Mastery; FP 2; Rep +2; Str 10, Dex 13, Con 12, Int 15, Wis 12, Cha 11.

Equipment: Heavily reinforced environmental suit, blaster pistol, datapad.

Skills: Computer Use +7, Knowledge (chemistry) +10, Profession (Scientist) +5, Disable Device +6, Repair +8, Pilot +6, Speak Cerean, Speak Basic, Read/Write Basic, Read/Write Cerean

Feats: Weapon Group Proficiency (simple weapons, blaster pistols), Skill Emphasis (Knowledge (chemistry)), Toughness

4 Hired Guns: Male Human Scout 4; Init +6 (Dex, Improved Initiative); Defense 15 (+2 Dex, +3 class); Spd 10m; VP/WP 25/12; Atk +3 melee (fists, 1d3+2 combat gloves) or +5 ranged (heavy blaster pistol, 3d8 damage, Fort save DC 18, Crit 20); SV Fort +3, Ref +4, Will +6; SZ M; SQ Bonus feat, Trailblazing, Heart +1; FP 1; Rep 1; Str 10, Dex 15, Con 12, Int 13, Wis 14, Cha 9.

Equipment: Blaster pistol, combat glove.

Skills: Computer Use+5, Gather Information +4, Hide+9, Move Silently+8, Pilot+14, Profession (mercenary) +4, Repair+7, Security +6, Spot+5, Read/Write Basic, Speak Basic, Speak Rodian, Read/Write Rodian.

Feats: Weapon Group Proficiency (simple weapons, blaster pistols, blaster rifles), Starship Operation (Space transport), Weapon Focus (blaster pistols), Iron Will, Improved Initiative.

Tier Three:

3 Metatheran Cartel Scientists: Male Caarite Tech Specialist 7; Init +3 (Dex); Defense 18 (+3 Dex, +5 class); Spd 8m; VP/WP 36/15; Atk +5 melee (fists, 1d3 damage) or +7 ranged (blaster pistol, 3d6 damage, Fort save DC 15); SV Fort +3, Ref +4, Will +4; SZ M; SQ Skill Emphasis, Research, Instant Mastery; FP 2; Rep +3; Str 10, Dex 13, Con 12, Int 15, Wis 12, Cha 11.

Equipment: Heavily reinforced environmental

suit, blaster pistol, datapad.

Skills: Computer Use +8, Knowledge (chemistry) +12, Profession (Scientist) +8, Disable Device +8, Repair +8, Pilot +8, Speak Cerean, Speak Basic, Read/Write Basic, Read/Write Cerean

Feats: Weapon Group Proficiency (simple weapons, blaster pistols), Skill Emphasis (Knowledge (chemistry)), Toughness, Weapon Focus (blaster pistols).

3 Hired Guns: Male Human Scout 4/Scoundrel 2/Bounty Hunter 2; Init +6 (Dex, Improved Initiative); Defense 17 (+2 Dex, +5 class); DR 3; Spd 10m; VP/WP 47/12; Atk +6/+1 melee (fists, 1d3+2 combat gloves) or +8/+3 ranged (heavy blaster pistol, 3d8 damage, Fort save DC 18, Crit 20); SV Fort +5, Ref +6, Will +8; SZ M; SQ Bonus feat, Trailblazing, Heart +1, Uncanny Dodge, Illicit Barter, Lucky (1/day), Target Bonus +1. Sneak Attack +1d6; FP 2; DSP 4; Rep 1; Str 10, Dex 15, Con 12, Int 13, Wis 14, Cha 10.

Equipment: Heavy blaster pistol, combat glove, combat jumpsuit, guild membership badge.

Skills: Computer Use+10, Gather Information +10, Hide+12, Intimidate +4, Listen +5, Move Silently +8, Pilot +11, Profession (mercenary) +5, Repair+7, Security +6, Spot+10, Read/Write Basic, Speak Basic, Speak Rodian, Read/Write Rodian.

Feats: Weapon Group Proficiency (simple weapons, blaster pistols, blaster rifles), Starship Operation (Space transport), Weapon Focus (blaster pistols), Iron Will, Improved Initiative, Quick Draw, Track

The Caarites may have decided to make their stand here, but the moment one of them drops, the other two completely lose their nerve. If more than half of their guards remain, they simply hide in the chamber and try (in vain, or so they believe) to finish their analysis before the heroes can stop them.

As soon as half the guards drop, the two remaining Caarites surrender. That's for the best, since the surviving guards were going to surrender anyway if they did not. In any case, the fight ends and the heroes can get the sample (and some answers) they want.

One Last Breath: The canister is empty, which may come as a shock to the heroes if they do not have scientists left to talk with. If the Caarites have surrendered (or if the heroes think to check), a single ampule of gas can be saved from the analysis device the canister is attached to.

This last ampule was being examined and its composition recorded in these computer banks. The entirety of the data has been transmitted to the Metatheran Cartel at Cularin. Not that the scientists here know it, but this part of their experiment has

actually concluded and a complete formula for Trinex-M has already been sent.

If the heroes agree to spare them (or if the Caarites are in any position to bargain), the scientists provide this ampule to them. Otherwise, a Repair check is needed to remove it from the equipment safely.

This check should be allowed to succeed unless the result is obviously a failure. Make the heroes sweat, but do not penalize them here for something as trivial as a low roll. Even if they do fail this skill check and lose the gas sample, quick thinking can still save the day.

After all, this equipment contains a breakdown of the gas, information that I2-1A can successfully use to create the antidote Oluna Biqua desperately needs. Some of these consoles might even be of use in creating the cure and can be taken with the heroes if they desire.

What the Frell is Going On?!?: The scientists tell the heroes anything they want to know if the Caarites think it might save their lives. Survival is the primary instinct of these porcine creatures, followed closely by greed. If threats, Diplomacy, or bribes are involved, the heroes can learn everything.

Tell the heroes as much of the background to this scenario as would be appropriate considering the questions they ask and the viewpoint of the Caarite scientists. Ever grasping, these "pig men" reveal as little as they can get away with in the hopes of perhaps returning to the Cartel someday.

If at *all* possible, the Caarites do **not** mention the Metatheran Cartel. They claim to be an independent chemical consortium trying to develop a biological agent with military applications. They can certainly talk the language of chemical science, given that is their field of expertise. None of them, however, know a thing about business and if pressed on that point, their story falls through.

The guards, if any survive, know only that they were hired by these Caarites to guard them during their stay here on Genarius. They are local muscle and while they are good, they have no particular connection to the Cartel at all. They don't even know who they are really working for, though they do know the Caarites have been transmitting data to whomever it is that is actually providing their pay.

Once the heroes have what they need and have made whatever arrangements they desire for the survivors (if any), they need to hurry back to Nestin Thokor at City Central. If the heroes think of it, they can restore power to the Lightning Shield and the main generator complex from here as well. That makes the city considerably safer and getting back out much easier. Proceed to Encounter 7 as soon as the heroes are ready.

Keep in mind that killing enemies after they surrender is an obvious call for a Dark Side point, as is

severely mistreating prisoners. Watch character behavior carefully and penalize ‘evil’ actions appropriately.

Encounter 7: Race for the Cure, or “Thanks, It’s Been a Gas!”

Key ideas of this encounter: The heroes return to Nestin, deliver the sample, and get the satisfaction of seeing the cure formulated.

Returning to City Central can be as eventful or as quick as you desire. This encounter does not take very long to run, so if you reach it with more than 20 minutes left in the scenario, feel free to run another encounter with force-crazed citizens. Be wary of running another combat, but otherwise have fun.

Ti-Ori is waiting for you just inside the building. His demeanor is a serious one, what of it you can see past his breathing mask. He greets you and asks, “What news? Have you located a sample of the gas?”

Ti-Ori takes the heroes down to an ecstatic Nestin Thokor in the makeshift chemical lab he had set up. I2-1A, a specialized medical droid with a brushed chrome exterior and dark purple body panels, takes the gas (or the data, if that is what the heroes have retrieved) and begins to formulate an antidote.

Adjudicate anything else the heroes wish to do, which may involve dealing with prisoners they have brought along, informing Nestin of what has occurred, or other interactions. The cure takes a while to create, which allows for as much roleplaying as the players wish.

Once the cure is created (which is automatically successful), read or paraphrase the following:

Nestin has one of the guards that met you down at the Epsilon landing bay come into the room and remove his breathing mask. With a nervous look in his eyes, he gives the Human man a small metal vial with an inhalant tip.

The guard complies, breathing in the vial’s contents with grimace. “Tastes horrible!” he groans as he hands it back.

Nestin nods and looks to I2-1A. The droid trundles forward and extends a probe against the man’s neck. For a long moment, both the droid and the guard are motionless. Then I2-1A swivels its head to the Comptroller and drones, “Neutralization of the foreign agent has been successful.”

With a relieved sigh, Nestin turns to you all and

grins. “We did it! You, you did it!” Pointing to the gas synthesizer, he adds “I2, get to work. We need enough antidote to start flushing the city circulator!”

Smiling as widely as his weary face can, Nestin invites you to come up to his office with him. “I don’t know about you lot, but I could use a drink...”

This is essentially the end of the action in this scenario.

Some heroes may wish to remain behind and help with making the antidote. Others may want to go back out and try to keep order until the antidote can be distributed. Run as quick a wrap-up on these things as you can, then proceed to the Conclusion.

Conclusion

Over the next few days, Oluna Biqua slowly gets back to normal. The antidote, which really does taste foul, gets everywhere, reaching all of the floating city’s citizens eventually. Due to your quick and heroic actions, the battered people of this hovering paradise have been saved.

As a reward, Nestin Thokor makes good on his promise. He replaces the bad taste in your mouths with the delights of a hundred different worlds’ cuisines. The best of this vacation haven is made available for your pleasure, giving you the getaway you were promised and so very much more.

When the time comes to leave the rebuilding city of Oluna Biqua behind, you take with you countless pleasant memories and the gratitude of its citizens...

Here Ends, “No Place Like Home”

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 obtain the sample of the Trinex-M gas and see it safely to Nestin Thokor? If so, each hero who survived receives 600 xp.

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

Total Possible Experience: 1,000 xp

If the heroes did not complete the scenario because of time constraints, but were “on the right track,” you may award $\frac{1}{2}$ adventure experience. If the heroes succeeded in [special circumstances] award them $\frac{3}{4}$ adventure experience.

Loot Summary

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

One +2 Mastercraft Sensor Pack – Encounter 2

The hero named above was given this mastercraft sensor pack by a grateful Oluna Biqua. A portable scanning device, the sensor pack is a bulky rectangle featuring a variety of dials and switches, a readout display, and a scanning dish. It provides only general details on comm signals, life forms, and energy fields within a 50-meter range. This mastercraft sensor pack grants a +4 equipment bonus on Listen, Search and Spot checks.

For completing the scenario, each hero receives the following award:

Favor of Nestin Thokor, Comptroller of Oluna Biqua

For saving the floating city of Oluna Biqua from a deadly biochemical outbreak, the above named hero has the favor and gratitude of the city's government and administration. The hero can use this favor once to effectively negate any legal difficulty or penalty he or she might suffer as a result of a future action taken while in Oluna Biqua. Once used in this manner, the favor is null and void.

Player Handout 1: Communiqué from Oluna Biqua

Hail and good day to you!

In the recent past, you have done a great deal for the system of Cularin and the good of all its people. Your exploits have made for fascinating news and on behalf of the people of Genarius, we salute you. You have proven to be a great hero to the people in these difficult times.

We are certain you receive accolades like this constantly, and we know you likely have important business that demands your attention elsewhere. We shall try to be brief, though as you will see, we do hope to have the honor of your time and attention for a short while. As the representatives of the Tourism Board of Oluna Biqua, we thank you greatly for your continued reading.

We here at Oluna Biqua have been renovating a number of our casinos and hotels in the hopes of rebuilding the entertainment industry we enjoyed before our system's recent troubles with the rest of the galaxy. In particular, we are opening a lavish new resort called the Night Imperial. A grand structure that overlooks much of the city's commanding skyline, we feel the Night Imperial will be a huge attraction and an even bigger success.

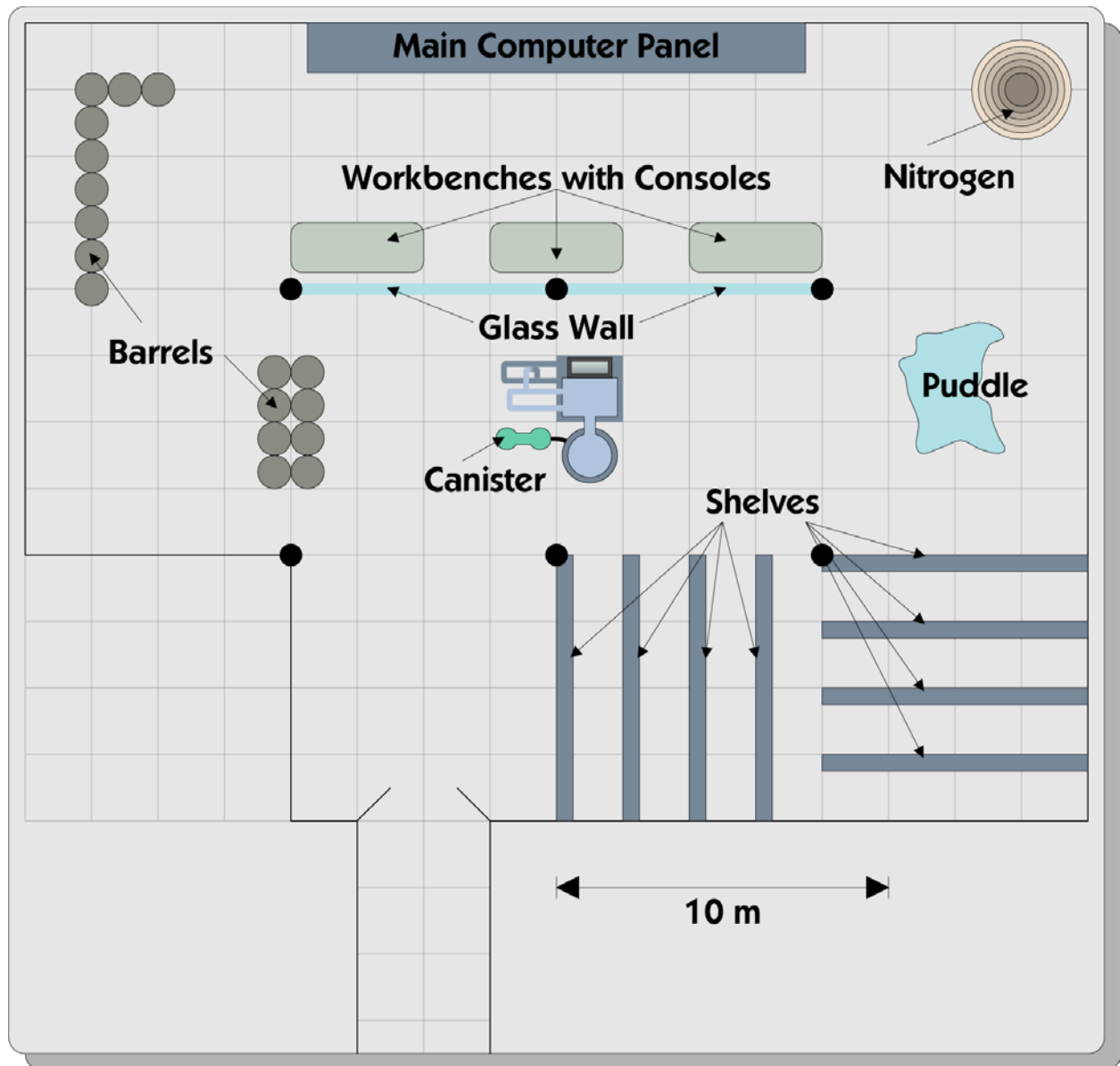
You can be a part of that success. We would be honored if you would come to Oluna Biqua as our guest for a one week vacation commemorating the grand opening of the Night Imperial. We have a wonderful schedule of activities and presentations planned for you as one of our Guests of Honor. Please consider accepting this invitation, which comes to you through the auspices of your hard work and heroism. All costs for this once-in-a-lifetime vacation fantasy have been covered by the government of Oluna Biqua. You need do nothing but attend and enjoy!

Simply respond to this transmission with your pick-up information and our luxury shuttle, the Headliner, will come to the landing port of your choice. The crew of the Headliner will give you a taste of the pleasure and relaxation you have to look forward to once you arrive.

Thank you for your consideration,

Elkan Danneer,
Oluna Biqua Tourism Department

Player Handout 2: Map of the Lab



Appendix A: Important NPCs

Introduction: The Spaceport

Dellko, Pilot: Male Rodian Scout 3; Init +3 (Dex); Defense 16 (+3 Dex, +3 class); Spd 10m; VP/WP 20/12; Atk +2 melee (fists, 1d3 damage) or +5 ranged (blaster pistol, 3d6 damage, Crit 20); SV Fort +3, Ref +5, Will +2; SZ M; SQ Bonus feat, Trailblazing, Track, Heart +1; FP 1; Rep 2; Str 10, Dex 16, Con 12, Int 10, Wis 11, Cha 13.

Equipment: Pilot jacket, the Headliner (transport ship), blaster pistol

Skills: Astrogate+4, Computer Use+7, Diplomacy+5, Hide+8, Knowledge (Cularin system)+5, Move Silently+8, Pilot+10, Profession: Pilot+4, Repair+7, Spot+5, Read Write Basic, Speak Basic, Speak Rodian, Understand Shriiwook.

Feats: Weapon Group Proficiency (simple weapons, blaster pistols, blaster rifles), Starship Operation (Space transport), Skill Focus (pilot), Spacer, Trustworthy

Craft: The *Headliner*; **Class:** Transport (YT-1220 Custom); **Cost:** Not for sale; **Size:** Small (24 m long); **Crew:** One or two; **Passengers:** 5; **Cargo Capacity:** 75 metric tons; **Consumables:** A month, gourmet foodstuffs; **Hyperdrive:** x2 ; **Defense:** 21 (+1 size, +10 armor); **Shield Points:** 30; **Hull Points:** 100; **Damage Reduction:** 10; **Maximum Speed in Space:** Attack (8 squares/action); **Atmospheric Speed:** 800km/h (13 squares per action)
Weapon: As per Cularin Escort regulations, this pleasure craft normally travels unarmed;
Range Modifiers: PB+0, S+0, M/L n/a

Headliner Crew (Human Example): Male Human Expert 2; Init +0 (Dex); Defense 10; Spd 10m; VP/WP 0/10; Atk +1 melee (fists, 1d3 damage) or -3 ranged (hold-out blaster, 3d4 damage, not proficient); SV Fort +0, Ref +0, Will +3; SZ M; SQ: None; FP 0; Rep +0; Str 10, Dex 11, Con 10, Int 12, Wis 11, Cha 14.

Equipment: Uniform, various oils and leisure items.

Skills: Computer Use +3, Entertain +9 (Personal Entertainment), Gather Information +6, Knowledge (Games) +10, Knowledge (Exotic Locales) +7, Profession (Masseuse) +5; Speak Basic, Speak Rodian, Understand Shriiwook, Read Basic.

Feats: Weapon Group Proficiency (simple weapons), Skill Focus Entertain, Trustworthy.

Encounter 1: Suspicious Arrival

Ti-Ori Tamun: Male Cerean Tech Specialist 5; Init +3 (Dex); Defense 17 (+3 Dex, +4 class); Spd 10m; VP/WP 32/12; Atk +3 melee (fists, 1d3 damage) or +4 ranged (blaster pistol, 3d6 damage, Fort save DC 15); SV Fort +1, Ref +5, Will +3; SZ M; SQ Skill Emphasis, Research, Instant Mastery; FP 3; Rep +1; Str 10, Dex 13, Con 12, Int 14, Wis 12, Cha 11.

Equipment: Finely tailored environmental suit, blaster pistol, datapad.

Skills: Computer Use +6, Knowledge (Architecture) +11, Profession (Administrator) +4, Craft (architecture) +6, Disable Device +10, Repair +8, Pilot +6, Speak Cerean, Speak Basic, Read/Write Basic, Read/Write Cerean

Feats: Weapon Group Proficiency (simple weapons, blaster pistols), Skill Emphasis (Knowledge: Architecture), Cautious

12 Oluna Biqua Elite Guards: Soldier 5/Scout 2/Elite Trooper 1; Init +3 (Dex); Defense 18 (+3 Dex, +5 class); DR 4; Spd 8m; VP/WP 62/14; Atk +9/+4 melee (2d6+2, vibroblade) or +11/+6 ranged (3d8/19-20, blaster rifle) or +9/+9/+4 (3d8/ 19-20, blaster rifle with Rapid Shot); SV Fort +10, Ref +7, Will +4; SZ M; SQ Trailblazing; FP 2; Rep +1; Str 14, Dex 16, Con 14, Int 12, Wis 10, Cha 8.

Equipment: Padded battle armor/environmental suit, blaster rifle, vibroblade, multichannel comlink, field kit, datapad (with full map of Oluna Biqua).

Skills: Climb +4, Computer Use +5, Demolitions +6, Hide +6, Intimidate +4, Listen +4, Move Silently +7, Pilot +6, Repair +6, Spot +4, Survival +7, Treat Injury +6. Speak Cerean, Speak Basic, Read/Write Basic, Read/Write Cerean.

Feats: Armor Proficiencies (light, medium, heavy), Combat Reflexes, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Group Proficiency (simple weapons, blaster pistols, blaster rifles, heavy weapons, vibro weapons), Skill Emphasis (Survival), Weapon Focus (blaster rifle).

Encounter 2: A Plea for Aid

Nestin Thokor, City Comptroller: Male Human Noble 8; Init +2 (Dex); Defense 17 (+5 class, +2 Dex); Spd 10m; VP/WP 42/14; Atk +5/+0 melee (2d8, force pike) or +8/+3 ranged (3d6, blaster pistol); SV Fort +4, Ref +6, Will +7; SZ M; SQ: Bonus class skill, favor+3, Inspire confidence, resource access, coordinate+2; FP 5; Rep +8; Str 8, Dex 14, Con 14, Int 16, Wis 12, Cha 16.

Equipment: Durasteel briefcase, top of the line datapad, blaster pistol, credit chip, personal holoprojector.

Skills: Appraise +11, Bluff +9, Computer use +8, Craft (origami) +8, Diplomacy +17, Spot +12, Knowledge (management) +14, Knowledge (business/finance) +14, Profession (administrator) +15, Speak Basic, Read/write Basic, Sense motive +12, Speak Cerean, Speak Rodian.

Feats: Weapon Group Proficiency (simple weapons and blaster pistols), Weapon Group Proficiency (vibro weapons), Skill Emphasis (Profession: Administrator) and (Diplomacy), Fame, Trustworthy

I2-1A; walking science droid, Expert 4; Init +4(Dex); Defense 14 (Dex); Spd 8m; VP/WP -/16; Atk +2 melee (stun baton, stunning effect, Fort DC 15 or stunned) or +6 ranged (varies); SQ Droid Immunities; SV Fort +1, Ref +5, Will +8; SZ M; FP 0; Rep +0; Str 10, Dex 18, Con 10, Int 14, Wis 18, Cha 8.

Equipment: Heuristic processor, 360 degree vision, infrared vision, sensors (improved sensor package).

Skills: Computer Use 6 ranks, Knowledge (medicine) 6 ranks, Knowledge (chemistry) 6 ranks, Profession (doctor) 6 ranks, Profession (chemist) 6 ranks, Speak Basic, Speak Binary, Treat Injury 6 ranks.

Feats: Ambidexterity, Surgery, Weapon Proficiency (blaster pistols)

Encounter 3: An Elusive Hunt

Tier One:

2 Dockworkers, Force Possessed Humans: Male Human Force Adepts 4; Init +0; Defense 14 (+4 class); Spd 10m; VP/WP 26/13; Atk +2 melee (2d6, vibroblade); SV Fort +3, Ref +2, Will +8; FP 2, DSP 4; Rep +0; Str 10, Dex 11, Con 13, Int 14, Wis 15, Cha 14.

Equipment: Vibroblade, workman's uniform

Skills: Intimidate +4, Sense Motive +9. All other skills have been forgotten in their madness.

Force Skills: Force Strike +9, Fear +9, Force Defense +8, Force Grip +5, Move Object +9

Feats: Force-Sensitive (a virtual feat, these Humans are not truly sensitive), Iron Will, Weapon Proficiency (vibro weapons). No other feats are remembered in their current delirium.

Force Feats: Alter, Control, Force Mind, Sense.

Tier Two:

5 Dockworkers, Force Possessed Humans: Male Human Force Adepts 4; Init +0; Defense 14 (+4 class); Spd 10m; VP/WP 26/13; Atk +2 melee (2d6, vibroblade); SV Fort +3, Ref +2, Will +8; FP 2, DSP 4; Rep +0; Str 10, Dex 11, Con 13, Int 14, Wis 15, Cha 14.

Equipment: Vibroblade, workman's uniform

Skills: Intimidate +4, Sense Motive +9. All other skills have been forgotten in their madness.

Force Skills: Force Strike +9, Fear +9, Force Defense +8, Force Grip +5, Move Object +9

Feats: Force-Sensitive (a virtual feat, these Humans are not truly sensitive), Iron Will, Weapon Proficiency (vibro weapons). No other feats are remembered in their current delirium.

Force Feats: Alter, Control, Force Mind, Sense.

Tier Three:

3 Dockworkers, Force Possessed Humans: Male Human Force Adepts 6/Dark Side Devotee 2; Init +0; Defense 19 (+9 class); Spd 10m; VP/WP 52/14; Atk +4 melee (2d6, vibroblade); SV Fort +7, Ref +5, Will +10; FP 4, DSP 12; Rep +0; Str 10, Dex 11, Con 14, Int 14, Wis 15, Cha 14.

Equipment: Vibroblade, workman's uniform

Skills: Intimidate +6, Sense Motive +11. All other skills have been forgotten in their madness.

Force Skills: Force Strike +13, Fear +11, Force Defense +13, Force Grip +10, Move Object +13

Feats: Force-Sensitive (a virtual feat, these Humans are not truly sensitive), Iron Will, Weapon Proficiency (vibro weapons). No other feats are remembered in their current delirium.

Force Feats: Alter, Burst of Speed, Control, Force Mind, Sense.

Encounter 4: Chasing the Last Canister

Morth, Farseeing Madman: Male Human Force Adept 7; Init +1 (Dex); Defense 15 (+6 class, -1 Dex); Spd 10m; VP/WP 46/12; Atk +5 melee (fists, 1d3+1 damage); SV Fort +5, Ref +4, Will +10; SZ M; SQ Silent Communication, Comprehend Speech, Bonus feat, Skill Emphasis; FP 8; Rep +1; Str 12, Dex 8, Con 12, Int 14, Wis 16, Cha 12.

Equipment: Ragged clothes.

Skills: Hide +10, Knowledge (visions of the future) +12, Treat Injury +6, Spot +16; Speak Basic. All other skills are effectively unusable while Morth is insane.

Force Skills: Empathy +8, Farseeing +13, Heal Another +10, See Force +14.

Feats: Weapon Group Proficiency (simple weapons, primitive weapons and blaster pistols), Skill Emphasis (Farseeing), Skill Emphasis (See Force), Iron Will, Endurance.

Force Feats: Force Sensitive, Sense, Alter, Control, Aware.

Encounter 5: Anarchy in the Streets

Ellor Koota, Male Duro Commoner; Init +1 (Dex); Defense 10; Spd 10m; VP/WP 0/8; Atk +0 melee (fists, 1d3 damage); SV Fort -1, Ref +1, Will +0; SZ M; SQ: Bonus feat: Spacer; FP 0; Rep +0; Str 8, Dex 12, Con 8, Int 12, Wis 10, Cha 10.

Equipment: Uniform, various oils and leisure items.

Skills: Knowledge (Oluna Biqua Streets) +5, Profession (Vagrant) +4; Speak Basic, Speak Duro, Read Basic, Read Duro.

Feats: Force-Sensitive (this is a virtual feat), Spacer.

Miko, Force-Possessed Street Thug; Male Human Force Adept 4; Init +0; Defense 14 (+4 class); Spd 10m; VP/WP 26/13; Atk +4 melee or +6 ranged (currently unarmed); SV Fort +4, Ref +7, Will +5; FP 2, DSP 4; Rep +0; Str 13, Dex 16, Con 14, Int 10, Wis 8, Cha 12.

Equipment: Street clothes, reptile-hide sleeveless jacket

Skills: Climb +2, Intimidate +4, Tumble +5

Force Skills: Battlemind +5, Enhance Ability +5, Force Lightning +7, Force Strike +6

Feats: Force-Sensitive (Miko truly is Force Sensitive, this is *not* a virtual feat), Iron Will, Lightning Reflexes, Frightful Presense.

Force Feats: Alter, Control, Sense.

Encounter 6: The Shining Spire

Tier One:

3 Metatheran Cartel Scientists: Male Caarite Tech Specialist 3; Init +3 (Dex); Defense 16 (+3 Dex, +3 class); Spd 8m; VP/WP 16/15; Atk +2 melee (fists, 1d3 damage) or +3 ranged (hold-out blaster pistol, 3d4 damage, Fort save DC 10); SV Fort +1, Ref +2, Will +3; SZ M; SQ Skill Emphasis, Research, Instant Mastery; FP 2; Rep +1; Str 10, Dex 13, Con 12, Int 14, Wis 12, Cha 11.

Equipment: Heavily reinforced environmental suit, hold-out blaster pistol, datapad.

Skills: Computer Use +5, Knowledge (chemistry) +8, Profession (Scientist) +4, Disable Device +6, Repair +6, Pilot +6, Speak Cerean, Speak Basic, Read/Write Basic, Read/Write Cerean

Feats: Weapon Group Proficiency (simple weapons, blaster pistols), Skill Emphasis (Knowledge (chemistry), Toughness

2 Hired Guns: Male Human Scout 4; Init +6 (Dex, Improved Initiative); Defense 15 (+2 Dex, +3 class); Spd 10m; VP/WP 25/12; Atk +3 melee (fists, 1d3+2 combat gloves) or +5 ranged (blaster pistol, 3d6 damage, Fort save DC 15, Crit 20); SV Fort +3, Ref +4, Will +6; SZ M; SQ Bonus feat, Trailblazing, Heart +1; FP 1; Rep 1; Str 10, Dex 15, Con 12, Int 13, Wis 14, Cha 9.

Equipment: Blaster pistol, combat glove.

Skills: Computer Use+5, Gather Information +4, Hide+9, Move Silently+8, Pilot+14, Profession (mercenary) +4, Repair+7, Security +6, Spot+5, Read/Write Basic, Speak Basic, Speak Rodian, Read/Write Rodian.

Feats: Weapon Group Proficiency (simple weapons, blaster pistols, blaster rifles), Starship Operation (Space transport), Weapon Focus (blaster pistols), Iron Will, Improved Initiative.

Tier Two:

3 Metatheran Cartel Scientists: Male Caarite Tech Specialist 5; Init +3 (Dex); Defense 17 (+3 Dex, +4 class); Spd 8m; VP/WP 26/15; Atk +3 melee (fists, 1d3 damage) or +4 ranged (blaster pistol, 3d6 damage, Fort save DC 15); SV Fort +2, Ref +3, Will +3; SZ M; SQ Skill Emphasis, Research, Instant Mastery; FP 2; Rep +2; Str 10, Dex 13, Con 12, Int 15, Wis 12, Cha 11.

Equipment: Heavily reinforced environmental suit, blaster pistol, datapad.

Skills: Computer Use +7, Knowledge (chemistry) +10, Profession (Scientist) +5, Disable Device +6, Repair +8, Pilot +6, Speak Cerean, Speak Basic, Read/Write Basic, Read/Write Cerean

Feats: Weapon Group Proficiency (simple weapons, blaster pistols), Skill Emphasis (Knowledge (chemistry)), Toughness

4 Hired Guns: Male Human Scout 4; Init +6 (Dex, Improved Initiative); Defense 15 (+2 Dex, +3 class); Spd 10m; VP/WP 25/12; Atk +3 melee (fists, 1d3+2 combat gloves) or +5 ranged (heavy blaster pistol, 3d8 damage, Fort save DC 18, Crit 20); SV Fort +3, Ref +4, Will +6; SZ M; SQ Bonus feat, Trailblazing, Heart +1; FP 1; Rep 1; Str 10, Dex 15, Con 12, Int 13, Wis 14, Cha 9.

Equipment: Blaster pistol, combat glove.

Skills: Computer Use +5, Gather Information +4, Hide +9, Move Silently +8, Pilot +14, Profession (mercenary) +4, Repair +7, Security +6, Spot +5, Read/Write Basic, Speak Basic, Speak Rodian, Read/Write Rodian.

Feats: Weapon Group Proficiency (simple weapons, blaster pistols, blaster rifles), Starship Operation (Space transport), Weapon Focus (blaster pistols), Iron Will, Improved Initiative.

Tier Three:

3 Metatheran Cartel Scientists: Male Caarite Tech Specialist 7; Init +3 (Dex); Defense 18 (+3 Dex, +5 class); Spd 8m; VP/WP 36/15; Atk +5 melee (fists, 1d3 damage) or +7 ranged (blaster pistol, 3d6 damage, Fort save DC 15); SV Fort +3, Ref +4, Will +4; SZ M; SQ Skill Emphasis, Research, Instant Mastery; FP 2; Rep +3; Str 10, Dex 13, Con 12, Int 15, Wis 12, Cha 11.

Equipment: Heavily reinforced environmental suit, blaster pistol, datapad.

Skills: Computer Use +8, Knowledge (chemistry) +12, Profession (Scientist) +8, Disable Device +8, Repair +8, Pilot +8, Speak Cerean, Speak Basic, Read/Write Basic, Read/Write Cerean

Feats: Weapon Group Proficiency (simple weapons, blaster pistols), Skill Emphasis (Knowledge (chemistry)), Toughness, Weapon Focus (blaster pistols).

3 Hired Guns: Male Human Scout 4/Scoundrel 2/Bounty Hunter 2; Init +6 (Dex, Improved Initiative); Defense 17 (+2 Dex, +5 class); DR 3; Spd 10m; VP/WP 47/12; Atk +6/+1 melee (fists, 1d3+2 combat gloves) or +8/+3 ranged (heavy blaster pistol, 3d8 damage, Fort save DC 18, Crit 20); SV Fort +5, Ref +6, Will +8; SZ M; SQ Bonus feat, Trailblazing, Heart +1, Uncanny Dodge, Illicit Barter, Lucky (1/day), Target Bonus +1. Sneak Attack +1d6; FP 2; DSP 4; Rep 1; Str 10, Dex 15, Con 12, Int 13, Wis 14, Cha 10.

Equipment: Heavy blaster pistol, combat glove, combat jumpsuit, guild membership badge.

Skills: Computer Use +10, Gather Information +10, Hide +12, Intimidate +4, Listen +5, Move Silently +8, Pilot +11, Profession (mercenary) +5, Repair +7, Security +6, Spot +10, Read/Write Basic, Speak Basic, Speak Rodian, Read/Write Rodian.

Feats: Weapon Group Proficiency (simple weapons, blaster pistols, blaster rifles), Starship Operation (Space transport), Weapon Focus (blaster pistols), Iron Will, Improved Initiative, Quick Draw, Track

Appendix B: Exposure to the Trinex-M Gas

Any time a hero takes wound damage from an attack, there is a chance their environmental suits or breathing masks have taken damage. If this occurs, or if for any other reason they are exposed to the open air of Oluna Biqua, there is a chance they may become infected by Trinex-M gas. While the people of Oluna Biqua have manifested some fairly high levels in multiple force skills and abilities, the heroes will only develop a single power at a reasonable low level of skill. At the late stage in the gas's development, these powers are temporary and will fade shortly after the scenario ends even if the hero does not get cured of its effects.

The procedure for determining Trinex-M exposure in a hero is as follows:

- 1) For each full minute of exposure (beginning with the first), the hero makes a Fortitude save. The DC of this saving throw is 15, 12 if the hero possesses the Endurance feat and 20 if the hero is Force-Sensitive. The more attuned to the force a creature is, the easier it is for the gas to overwhelm them.
- 2) If this save fails, initial contagion has occurred. The hero suffers no immediate effects, but after one hour this contagion becomes full infection.
- 3) When full infection occurs, the hero rolls twice on the following chart. The first roll determines the force skill gained; the second roll generates the number of ranks the hero adds to any use of this skill. It is recommended that the Judge actually consult the chart out of sight of the player in question, but that the player be allowed to make the rolls.

d20 Die Roll:	# of Skill Ranks	Force Skill Gained	Dark Side?
1	0 Ranks	Affect Mind	No
2-3	1 Rank	Battlemind	No
4-5	1 Rank	Drain Energy	Yes, 1 DSP per use
6-7	1 Rank	Empathy	No
8	1 Rank	Farseeing	No
9	2 Ranks	Fear	Yes, 1 DSP per use
10	2 Ranks	Force Grip	Yes, 1 DSP per use
11	2 Ranks	Force Strike	No, but see RCRB
12	2 Ranks	Friendship	No
13	3 Ranks	Heal Self	No
14	3 Ranks	Heal Another	No
15	3 Ranks	See Force	No
16	4 Ranks	Enhance Ability	No
17	4 Ranks	Enhance Senses	No
18	5 Ranks	Move Object	No
19	5 Ranks	Illusion	No
20	6 Ranks	Force Lightning	Yes, 1 DSP per use

If a Force user rolls a power he or she already possesses, the ranks of this extra power are added to the ones already possessed. This can take a power over its normal maximum ranks, but any use of this skill requires a Will Save (DC equals the new total bonus added to a skill roll when using this skill). Failure at this save costs the user 1d6 vitality from massive mental strain.

Critical Event Summary

No Place Like Home

1. Did the heroes open fire on the Oluna Biqua Elite Guard?

Yes

No

2. Did the heroes agree to help the city without asking for a greater reward than Nestin originally offered?

Yes

No

3. Did any of the heroes see the black suited person shadowing them in Encounter 4?

Yes

No

4. Did the heroes manage to prove the connection between the gas and the Metatheran Cartel?

Yes

No

5. Were any of the heroes infected by Trinex-M? If so, list player name, hero name, and RPGA # below.

Convention Coordinator:

To report these results (for events during the month of December, 2002 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

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