

Open Arms

**Episode II of the Metatheran Caution Trilogy
A One-Round LIVING FORCE Tournament**

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Trouble has long followed the Metatheran Cartel, but will it follow them to the production facilities on Ipsus? Of course, if it did, how bad could it be? After all, that's only where thermal detonators are constructed. An adventure for LIVING FORCE heroes levels 1-9. It is strongly recommended that this scenario be played after "*Carried Away*" and before "*Belly of the Beast*" (Episodes I and III of the "*Metatheran Caution*" trilogy.)

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

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

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

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

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

House Rules

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

Atoning for Dark Side Points

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

Dissipate Energy

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

Illusion

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

Stun

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

Hero Earnings

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

Issuing Force and Dark Side Points

Issuing Force Points: When heroes perform cinematically heroic actions, you may issue a Force Point. Because this is a heroic campaign, we expect heroism and encourage judges to reward it. In the course of a standard LIVING FORCE event, there are many opportunities for heroism. If a LIVING FORCE hero performs in a way that is heroic, dramatic, and cinematic, then a Force Point is definitely in order. Our favorite story involved the hero at the premiere, who leapt from a moving speeder, grabbed a vine, and swung on that vine to attack someone in another moving speeder. THAT is dramatic, cinematic heroism!

Not everything is that extreme, and you don't have to jump from a moving speeder to earn a Force Point,

but if a hero does something that makes you, the judge, say, ‘Wow,’ then they should probably get a FP.

The core rules (pg 178) define “Dramatic Heroism” as follows:

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

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

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

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

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

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

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

General Notes to the GM

When running this adventure, or any *Star Wars* adventure, keep in mind the *Star Wars* adventures

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

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

This is an adventure for to low- to upper-level LIVING FORCE heroes, and therefore characters levels 1 through 9 are appropriate. If a player brings a higher-level character to your table, explain that he or she must use a lower-level hero to play in this event. If your players do not have heroes, help them create new ones (see your event coordinator for hero creation instructions).

GM Overview

The Caarites of the Metatheran Cartel haven’t exactly made themselves popular in Cularin. Time and again they’ve shown themselves to be less than trustworthy. Still, when it became clear that someone had let loose a virus that killed Caarites, and had the potential to make other species very, very ill, people in Cularin were worried.

All the same, it might well have been forgotten, had a transmission not recently been intercepted by a freighter making its way through the atmosphere of Genarius. The transmission was brief and encrypted, and – most significantly -- it was on a frequency that should have only been in use by smugglers. Thus, the freighter of Nirama’s that intercepted the signal went out of its way to decrypt it, and when the message became clear, Nirama himself got involved.

As an individual who watches out for “his” system, Nirama is aware of most (if not all) of the goings-on. He learned of the episode on Tilnes within hours of the removal of the Caarite bodies, and has kept a watchful eye on the research station where the virus was being examined. That research station, on a small sub-city in a stationary orbit around Naescorcom’s floating city of Ipsus, has been one of the safest places in the galaxy in the past few weeks – though few on board might have guessed exactly how safe they were.

A few hours ago, the remnants of a bomb removed from Tilnes (which had, at one time, carried the deadly

anti-Caarite virus) set off a tracking beacon, signaling to its developers that it had not, in fact, been set off. To most, the signal seemed nothing more than a burst of static. To Nirama, it became a beacon, pointing straight to the city above which the researchers had struggled to understand the virus.

The Believers, or whoever created the virus, had another research facility. What frightened Nirama was that this research facility was located almost directly underneath the Naescorcom production line for thermal detonators.

Encounter 1: A Worried Crime Lord

Some of the heroes have been hard at work, either researching or guarding the research base on S-Ipsus, where the virus was being analyzed, while others were out for a leisurely evening on Tolea Biqua. All of them received a call from a droid claiming to represent “a friend” with information about a matter of vital importance to the security of Cularin. Answering the call, they find themselves in the back room of “Riboga’s Barge,” meeting with none other than Nirama himself. He explains that he has intercepted a transmission from S-Ipsus to Ipsus, and the heroes must go in, find, and destroy a production facility for the Tilnes virus. If they don’t, Ipsus itself may be in jeopardy.

Encounter 2: Grunt Work

The heroes make their way onto Ipsus and find themselves working to move against a tide of Ugnaughts who are leaving the facility. It seems that the city is, very quietly, going into lockdown mode. The heroes must get inside and ascertain the situation before moving on.

Encounter 3: Down the Line

The easiest way to get to their destination is a hatch at the far end of the thermal detonator production line. While the Ugnaughts and other living workers are gone, droid workers and guards remain, and the heroes must find a way to deal with the droids on their way to the hatch.

Encounter 4: Up the Line

The hatch itself is trapped, and as the heroes finally manage to get it open, a floor panel on the line itself lifts up, and a Human woman jumps out and races away, up the line. The resulting chase has the heroes dodging machinery, droids, blaster fire, and the occasional high explosive as they try to capture the escaping Believer.

Encounter 5: Containment

Whether the Believer is captured (preferably) or killed, the heroes need to check out the facility from which she was fleeing. She doesn’t want to go back there, and

when the heroes finally arrive in that portion of the city, it becomes clear why – a Caarite patrol has just finished a rather blaster-heavy “sweep” of the area, killing all the remaining technicians who had worked on the virus.

Encounter 6: With Feeling

The heroes can either fight or negotiate their way out of the encounter with the Caarites, but as soon as they leave the area, they find themselves facing a Thaereian patrol. The Thaereians, “in the interest of the safety of Cularin,” attempt to take the prisoner themselves. Diplomacy is probably the better approach in this situation, and the Thaereians attempt to use their power to bully the heroes into submission.

Encounter 7: Utterly Unexpected Ambush

Having dealt with the Caarites and the Thaereians, the heroes may find themselves under attack as they leave. Their attackers shoot around corners and from down smoky corridors, with all attempts clearly aimed at taking out any Believers the heroes have taken prisoner. Ultimately, the attackers (should they be revealed) are neither Caarites nor Thaereians – they’re droids from the line that someone took and reprogrammed in a fairly brutal way.

Important Notes to Judges:

Almost all of the combat in this scenario may be avoided, and the combats are mainly cinematic, not deadly. This is intentional. This scenario is intended to establish the heroes as people who are willing help the system without thought of personal gain. In other words, we believe that the players are portraying Star Wars heroes of the sort that we see in the movies. The scenario rewards and penalties are based on this.

This scenario also further develops the NPC Nirama, Crimelord of the Cularin System.

Be aware that if none of your players have played the first scenario of this trilogy (Caaried Away) Encounter 1 may need to be adapted.

Opening Crawl

Something happened on Tilnes. On this point, almost everyone in the system agrees. But what happened – that, only a handful of heroes and researchers know for sure. In the aftermath of the “incident” the evidence was hustled off to a research facility orbiting Ipsus, a facility graciously provided by Naescorcom. There, for the past few weeks, experiments have been ongoing...

Encounter 1: A Worried Crime Lord

Key ideas of this encounter: a call for assistance takes the heroes of Cularin to a back room at “Riboga’s Barge” on Tolea Biqua, where Nirama awaits; he asks for their help and discretion in dealing with a problem he believes they might know something about

Heroes who played “Caaried Away” should be given Player Handout 1 immediately. Find out from them whether they were present at the research facility for some or all of the time between events, and if so, in what capacity. All of the heroes who have been working at the facility are currently on leave from it, having been instructed to take a day or two on Tolea Biqua to unwind. Jedi heroes who had been assisting in the research (and this is certainly something the Academy would approve of, if it is what the hero felt to be the right thing to do) might have stopped by Tolea Biqua to check on the status of their companions, or another reason of their choosing.

Heroes who have not been assisting in the research also, happily enough, ended up on Tolea Biqua for one reason (a stopover on a shuttle hop from Almas to Cularin, for example) or another. Gambling, food, spirits, or other hedonistic activities are certainly not denied “heroes” – all things in moderation, though! Whatever their reason for being there and being together, the heroes are approached by an unappealing woman with greasy black hair and a scar that runs in a semicircle from one side of her mouth, down across her chin, and then up to the other side of her mouth. This is Kait. She’s been sent to find several individuals her employer knows happen to be on Tolea Biqua now. (And if there is a reason for the heroes to be together, and for Kait to approach them as a group, so much the better.) Describe her as she makes her way over to talk to the heroes (if you can put them together in a bar, better still).

The woman looks you up and down and grunts. “You [insert hero name(s) here]?”

Likely replies may include such classics as, “Uh, yeah,” “Who’s asking?” and “It’s not mine, and you can’t prove it is.”

Kait’s basic message is short and sweet. Someone important wants to speak with the heroes in the back room of “Riboga’s Barge,” the bar that was converted from Riboga’s sail barge when the Hutt left the system. She’s reticent to say who sent her, but most of that is an act; her boss is Nirama, and he wants the heroes to come, for whatever reason they choose. If Kait can get a few credits out of the deal by selling information she

was supposed to deliver anyway (Nirama’s name), she does exactly that.

If asked why they should attend a meeting with Nirama, Kait sighs and pulls out a recording rod. After checking to make sure no one is listening but the heroes, she presses a button and a gravelly, accented voice – unmistakably Nirama’s – comes out.

“The system is in danger. I can’t send my people – they’d be shot on sight. You’ve got reputation working for you. Come, talk. I’ll explain everything.” It manages to sound almost, but not quite, like an order.

If any of the heroes are unwilling to talk to Nirama, the scenario ends here for those heroes. While he is unquestionably a ruthless crimelord, Nirama has also demonstrated time and again that he has Cularin’s best interests at heart. He is an “honorable villain”, and anyone the heroes might consult can assure them that if Nirama gives his word, he keeps it. If the player would like to substitute a different hero, one who might be more comfortable dealing with Nirama, this is an excellent time to do so.

Riboga’s Barge, Back Room

If the heroes want to gather their belongings, consult others, purchase supplies or make other preparations, that’s fine. Just move them along briskly, because there is a great deal more to come.

A stocky Gran wearing a blaster on each hip meets you at the back of “Riboga’s Barge”. He sees you coming, looks you over, nods, and steps back to the door. It slides open.

This is Nadin Paal, the Gran who took over as Nirama’s right hand when Len Markus absconded with the darkstaff (“Philology”). A Knowledge (Cularin or streetwise) check, DC 15, allows any hero to recognize Paal, though those who have interacted with him in previous events need not even touch their dice.

The room beyond the door is ornate, and gaudily decorated in a fashion that only a Hutt could possibly find attractive. The right wall is an enormous tank, which may have once held food, or which may have been little more than a bathing area for the massive Riboga. Now, small amphibious creatures wander the inside walls of the tank while bizarre fish swim drunkenly back and forth. A strange creature, with gangly arms and legs and a tuft of orange fur atop its head, dangles on the outside of the tank, watching the creatures within. It cackles disturbingly every few minutes.

This is a Kowakian monkey-lizard. Remember Salacious Crumb, Jabba's "pet"? This is his less-intelligent cousin, Gibberous Crumb.

The other walls are painted to resemble starfields, though the view is unfamiliar. In among the stars are small holoprojections which you quickly realize are people out in the main area of the bar, dancing and drinking and being spied upon by cameras you're quite sure you didn't notice on your way back here.

As you finish looking around, a section of wall slides aside in the back and Nirama enters. His eyes are fixed on the floor, and he wrings his hands nervously.

No one has ever reported seeing Nirama nervous. But that's because, generally, Nirama hasn't just found out that someone is likely to try and blow up the largest demolitions factory in Cularin. He sees the heroes, gestures for them to sit, and then sits himself.

"I won't waste time. Do you want to help your system?"

If the answer is "Yes," continue. If the answer is "No", Nirama wants to know why.

"Two hours ago my people intercepted a signal emanating from the secret research facility above Ipsus. Don't look so surprised, please. I make a point to know what's going on, especially when the Believers might be involved.

"The signal was an order – it seems like a standard pre-configured code – to 'Evacuate the facility and destroy all evidence.' I would worry less, except that the signal went from the research facility above Ipsus, to Ipsus itself – the receiver unit is somewhere near Naescorcom's thermal detonator production line in their Ipsus facility."

Nirama's information follows, in the form of questions and answers. Work the information in however you need to, but try to make sure the heroes get most of it.

Why us? *Because you are known to be helpful. If I sent my own people in, they wouldn't make it past the first check station. Besides, at least some of you have worked on this issue already. I thought you might be interested.*

Have you told anyone else? *I don't go through channels.*

Which means? *No. I haven't.*

What do you think we can do? *Go in, find the person*

or persons responsible, and stop them before they can do real damage. If it's the Believers, as I understand was the case on Tilnes, then they might destroy the thermal detonator line to cover their escape. I don't need to tell you how bad that would be.

The Believers? *Those Sith-worshipping fools who parade around the system using the Force on anything that breathes. If you can flush them out, I'll have ships waiting nearby to pick them off.*

What's in this for you? *Peace of mind?*

What's in this for us? *Peace of mind? The good of Cularin? You're not seriously asking me to pay you to stop someone who puts the safety of the entire system at risk, are you?*

What if we are? *If credits are all you value, credits you'll get. I'd just heard better of you.*

Let's negotiate. *Let's not. I've said you'll be paid, and you will. It will be commensurate with other jobs like this.*

Can we borrow a ship? *Yes.* [Corellian Engineering Corporation YT-1300 Transport, page 230 of the *Star Wars Roleplaying Game Revised Rulebook* and droid pilot if none of the heroes can do so; or, if they don't feel they need a ship, transportation as needed.]

Can we borrow some guns? *Yes.* [Nothing illegal or restricted, though.]

How do we get in? *Walk in through the front door, I imagine.*

Are the Believers producing more of the virus there? *I would assume that's why the transmission was made.*

How come you heard about this, and no one else? *Because the transmission went through on a frequency only my people tend to use. It took us almost an hour to decrypt.*

Anything else we need to know? *I'll have my people monitoring Ipsus. If anything changes, if anyone else arrives who looks like trouble, I will let you know. You have my word.*

What is THAT? [Referencing Gibberous]: *"An annoyance. When you're obnoxious enough that a Hutt leaves you behind..." Nirama sighs and shakes his head. "Steer clear of him."*

The first hero who actually takes the time to be nice to Gibberous has made a friend, at least for the

remainder of the adventure. Nirama is glad to get rid of him and makes a gift of him to the hero. Gibberous is loud, he's annoying, and he's useless in a fight. But hey, someone might love him. This is also an opportunity for the GM to roleplay a Kowakian monkey-lizard. If no one is nice to Gibberous you can ignore this passage and the cert at the end.

Use these answers as a guideline for dealing with anything else the heroes come up with. Ultimately, though, they'll need to head to...

Encounter 2: Grunt Work

Key ideas of this encounter: the heroes must, through force of personality, brute force, or the Force, get inside Ipsus in the face of a lockdown

[A note on the layout of the Naescorcom facilities: The *LIVING FORCE Campaign Guide* describes Naescorcom as having two lines on Ipsus, one devoted to textiles and the other to thermal detonators. This was accurate three years ago, but much has changed in Cularin since then. Now, Naescorcom has reduced its holdings to one complex, the top floor of which is above street level and contains two textile lines. The bottom floor has a textile line and the main thermal detonator line, though none of the goods are actually stored in the complex when they are completed. The maps provided reflect the updated layout of Naescorcom, which was due in large part to increased security concerns with all the trouble in the system over the past three years.]

As the heroes land on Ipsus, read or paraphrase the following.

The traffic away from Ipsus seems unusually heavy, and as you settle onto the landing platform, the reason becomes clear. Several hundred Ugnaughts are streaming – in a very calm and orderly manner – out of the various exits, getting onto ships, and leaving. There is no rush, no panic, and no particular urgency to their exit. But it looks as though a shift has just let out, and no one is going in to replace them.

No one, that is, aside from you.

Ugnaughts are stout humanoids with porcine facial features. Adults stand between 1.0 and 1.6 meters tall. Ugnaughts are stalwart, meticulous, clever and unassuming. They dedicate themselves wholly to their clans and their jobs. For a frame of reference, they appeared in Cloud City as workers in *Star Wars: The Empire Strikes Back*.

Most of the Ugnaughts speak broken Basic, at least, though they're too puzzled about the day being over early (with full pay!) to really care about a few non-employees who are heading into the city. Most of

the questions the heroes are likely to ask are answered with grunts, but what the Ugnaughts know, virtually to an individual, is this:

The facility has been closed. The managers decided it was a good day to holiday and left early, sending back word that the workers were released, but should return as scheduled tomorrow. There is no word whatsoever of any danger.

Gaining access to the facility requires the heroes to first wade through a sea of Ugnaughts (one way to describe the knee-jostling nature of this experience by wandering around the table and shaking your players' chairs), and then bypass a set of guards who have been instructed to clear the facility.

These guards don't really want to be here, either, and since they have no reason to believe there's any danger, buy into almost any story that's fed them (Bluff or Diplomacy, DC 15, along with some reasonable roleplaying should suffice). If their stats are needed, there are six of them, and they are all low-level thugs (per the *Star Wars Roleplaying Game Revised Core Rulebook* page 355). They're really not much of a fight (and do not initiate a fight, regardless), but they look impressive in their padded white Naescorcom security uniforms.

If the heroes decide to acquire Naescorcom security uniforms, the uniforms are sized for average to large sized Humans. Species that are roughly humanoid and not too short should be fine. Trandoshans, Wookiees, Ithorians, and some Gungans really don't look quite right in them. Tufts of fur or flesh or scale stick out in odd places.

There is a cache of uniforms in the security office just inside the main door, as well as on active security personnel. There is also a map of the relevant portion of the facility on the wall (Player Handout 2). This is a basic "You are Here" map, and doesn't contain details such as emergency exits or office spaces not open to the public.

The heroes may consider trying to get to the thermal detonator line without having to walk through the entire facility. There are suggestions regarding bypassing security on emergency exits in the next encounter. The GM is free to adapt them for use here.

Encounter 3: Down the Line

Key idea of this encounter: the heroes make their way to the thermal detonator production line and begin their search for a way into whatever is concealed below; one of the Believers attempts to escape after emerging from a secret hatch along the line

Because this is a "public" map of the facility, there are a number of things that aren't shown on it. For instance, it doesn't indicate where the completed thermal detonators are kept. (Completed detonators

aren't kept in the facility; they're stored in a warehouse well off-site, as are all the completed textile products.) If there's something the heroes might expect to see that is not on the map, well, that's probably because Naescorcom didn't feel like telling anyone who walked through the front door exactly where every emergency exit and other trade secret might be located. The heroes can either try to find out different information, or deal with all of the droids marked on the map.

And yes, in fact, there are multiple emergency exits that feed into a series of airlocks and passages that run around the outside of the facility and open onto the streets of Ipsus. No one is using them now because there's no need, and because using them sets off alarms (unless certain safeguards are disabled). Unless the heroes start poking around and actually try to *access* more detailed information than the map in Player Handout 2 provides, they can slog their way through a series of run-ins with security droids.

In this case, though, the map purposely doesn't have the emergency exits marked, because doing so would pose a security risk. Getting into the security system on the computer to access the "real" maps requires a DC 20/25/30 Computer Use check, and allows the heroes to locate an emergency exit off each of the four lines (three textile lines and one detonator line) which can be reached from outside the facility. Bypassing the security on the emergency exits requires a DC 18/23/28 Disable Device check (synergy bonus of +2 applies for 5+ ranks in Computer Use), and opening the emergency exit without first disabling the security brings all of the security droids in the area to the thermal detonator line in 1 round, plus 1 round for each door the droid has to come through to get there. (So for the 12 droids in the security area, it will take them 2 rounds to arrive after the heroes trigger the alarm. The 2 droids on textile line 3 will take 3 rounds, and so forth. Descending stairs also takes 1 round for the droids.)

This encounter may be very quick (if the heroes figure out to go look for emergency exits) or painfully long (if they decide to fight through every set of droids in the facility). Note that other options exist (such as reprogramming the droids, something any tech-minded hero may decide to do regardless), and you should work with the players to keep things moving. Do not force them to fight, but if they seem bound and determined to just blast their way through, well... so be it, right? Some players really enjoy combat, after all, and we are here to have fun.

If they do a particularly good job of avoiding all the other fights, you're even well within your rights to go ahead and have the three security droids who are "supposed to" be on the detonator line be in the security area instead. Competence should be its own reward,

from time to time.

Use your own creativity in describing the textile lines. You can go with the standard fare (towels are always safe) or you can go with other, more genre-specific, products that were in various stages along the lines when things were called to a halt. The only line that was cleared completely was the detonator line. Why? Because it's too easy to send in a reprogrammed droid to steal or otherwise do major harm to a line like the detonator line, so the managers were not about to allow anyone access to the parts that would be required to make a thermal detonator. All of the security measures are still in place (as you'll see in the next encounter), but there aren't enough pieces of detonator on the line right now to make a firecracker.

Your first view of the thermal detonator line is... well, kind of a letdown. It looks like any other assembly line you've ever seen. It's a long series of workstations and a central line a meter wide that runs the length of the room, flanked by banks of computers and control facilities. Lights blink. Buzzers beep. There's nothing particularly remarkable about it. Nothing, certainly, that suggests that something diabolical may be going on here.

At this point, one of the heroes (take your pick, either the hero who has the most reason to be on good terms with Nirama, or the hero who was most polite with Nirama – or, frankly, the hero who's had the least to do so far) has their comlink go off. The message is from Nirama, and the key information goes like this: There are two other groups that have been attempting to gain access to the facility. They haven't, yet, but it is only a matter of time before they succeed. He doesn't know for sure who they are, but as soon as his people find out, he'll let the heroes know.

Note: There are other security systems online inside this area. However, they only activate if someone triggers them (the droids do not trigger these, as they have been programmed to deal with intruders without activating the fairly costly security system), and any hero who really goes and pokes around in them sees quickly (no check needed) that the only way to shut down all of the security in this line without first activating it is to shut down the power grid to the whole facility – and there's no telling what that might do to the facility (especially any areas containing explosive materials used in thermal detonators), so it's probably best to leave the security system online and just elect not to trigger it.

Encounter 4: Up the Line

Key ideas of this encounter: the heroes find a hatch and manage to get it open, and as they do a woman

emerges up the line from them and triggers the security for the area, leading to a chase

There is, in fact, a hatch set into the floor at the end of the line furthest from the main entrance to the detonator line. Hopefully, the heroes are experiencing a bit of paranoia, and decide to check to see whether the hatch is trapped... Because, you see, it is. It's not locked, but anyone who opens it sets off a small explosion, and anyone within four meters of the hatch (which is about 1 meter in diameter) needs to make a Reflex save (DC 12/15/18) to negate 1d6 vitality damage per tier.

Finding the trap isn't all that difficult; it just requires a Search check (DC 10/12/14). But if no one's searching for it, no one's going to find it. Disabling it is similarly easy (DC 12/16/20 Disable Device; there is time for 1 retry before the trap goes off from a failed attempt).

Inside the hatch is a tube that leads down and then bends to the left, leading beneath the line. As the heroes learn this, though, something else happens. Give everyone Spot and Listen checks. The highest combination of these allows a hero (or more, at your discretion) to notice that one of the panels in the line has just risen up on a hinge, and a young Human woman is climbing out.

She has short, dark hair and carries a bundle under one arm. She sees you and raises a blaster. She shouts: "Death to the unbelievers!" And then she fires.

She's not shooting at the heroes. She knows she can't hit them, since she's 130 meters away from them (the line is about 200 meters long). She's shooting at a triggering mechanism for the security system. She'd come out of the hole expecting to leave through the emergency exit (for reasons that become clear shortly), and now realizes that she's going to have to blast her way out through the droids. But, if by setting off the security system she can kill the people who are currently blocking her way to the exit she really wants to use, she'll do that.

This is the only roll in the encounter that she auto-hits. She triggers the security system, and then takes off, ducking beside the line and using chairs and terminals for cover. At any given point she has 1d3 x 25% cover from what's around her.

As she begins to run you hear the line whir to life. Or at least, that's what it sounded like – then blaster cannons drop from the ceiling and pivot towards you!

In this chase, each round the heroes have to deal with one of a number of obstacles. Let a different player roll each round, using a d12 (because they're never used,

right?) and use the following table to let you know what the heroes have to deal with that round.

And yes, it's fair. Because she has to deal with the same things they do! (In middle tier, give Canduri +2 to all her saves, and in top tier, give her +4, since her saves may be much worse than the heroes' otherwise, and the chase may end before it really starts.)

Note: Canduri is a deluded Believer who thinks she is Force Sensitive, but is not. When the scenario refers to her attempting to use Force Grip or Affect Mind this is a wasted action on her part.

d12 roll	Outcome
1	A cloud of noxious fumes, resulting in heaving and retching for 1 round. Fortitude save (DC 8/10/12) negates.
2-3	Light blaster fire for 3d4 damage; Reflex save (DC 10) negates.
4	Oops! Slippery floor. Dexterity check (DC 10) or fall and spend an action regaining your footing.
5	Holoprojection of a security guard appears in front of you unexpectedly – Will save (DC 9/12/15) to recognize it as a projection and not swerve aside, crashing into a computer for 1d3 vitality damage (ending your action for this round).
6-7	Nothing bad happens. Smile, the Force is with you.
8	Pile of scrap parts falls across your path; Reflex save (DC 8/12/16) or get a piece of metal stuck in your footwear which does 1d2 points of damage per round and reduces you to only a move-equivalent action in any round until you take a full round to remove the metal from your foot.
9	Explosion! Someone stepped on a bad bit of floor; 3d6+3 damage, Reflex save (DC 12/15/18) for half.
10	Heavy smoke. Reduce movement rate to ½ for 2 rounds, or each round roll a Wisdom check (DC 13). Failing the check means the hero has run into something large and heavy, and makes no forward progress that round. Don't roll again on this chart until after the duration of the smoke has elapsed.
11	Moderate blaster fire for 3d6 damage; Reflex save (DC 12) negates; failing this save on a natural 1 requires that you roll to check for a crit (attack bonus +3). No crits in low tier, please.
12	Roll twice on the chart (ignoring any 12's), or GM's choice. You, the GM, should always roll any 12 results in secret, and if it's too

d12 roll	Outcome
	brutal (or not challenging enough), change it. Make a big deal out of the first "roll twice," though.

Always remember this – NEVER forget this – the point is to have fun. Don't drag this out forever, but get at least 2 rounds in before the techie in the group figures out how to turn off all of the mechanical security measures that have been activated (the blasters, the explosion, and the holoprojection). Let the ones who want to chase, chase, and let the ones who want to tech, tech – and the ones who want to cower, well, they can cower. No one has to worry about saves if they aren't trying to move up the line.

Again: Whatever the heroes have to deal with in a round, that's what Canduri has to deal with.

If she's captured, she's not too happy, but isn't quite the "fight to the death" type. Yes, it's true – there's a Believer who isn't going to kill herself immediately upon being captured! She's not likely to talk, though, and if she does, she doesn't know a whole lot. She hates Jedi -- for no good reason; she just does. She wants to kill Caarites, again, for no good reason. She wants to rule the galaxy, for no good reason, except that she's probably insane. She believes she's Force sensitive, and often makes the classic "Force Grip" gesture with her fingers – but nothing ever happens. The only thing she has going for her is her survival instinct, which is what took her away from the base below. She says she "felt like folks were coming" and she needed to get out as quickly as possible. When she left the area below, there were still people cleaning it out.

The package she's carrying is a very well wrapped vial of greenish gas. Any hero who played "Caaried Away" finds it similar to the tubes of viral agent in that module. Spot check, DC 12, allows a hero to notice that something is different – it's a slightly darker green.

Encounter 5: Containment

Key idea of this encounter: after dealing with the attempted escape of Canduri, the heroes find that the area she came from did have one other "alternate" entrance, which a Cartel team in bio-suits have come in through

Ideally, the heroes have captured Canduri rather than killing her. An insane NPC who has no useful information whatsoever and likely hates at least some of the party members (Jedi) on general principles is bound to add to the overall fun. If they killed her, there's not much to be done about that, but do what you

can to keep her from just getting dead (i.e., fudge her Fortitude save to survive). If she does die, introduce another NPC with exactly Canduri's statistics at the point in this encounter when the heroes meet the Caarites – the new NPC wants protection from the Caarites, since she (like Canduri) knows what's been manufactured here. Modify text regarding the Canduri to refer to the Believer NPC you've created.

The heroes have two ways to go from here. Both of them lead to secret laboratory. The original, trapped hatch is the "front door". Canduri's hatch is the "escape route".

It may even be the case that some of the party goes down that hole before Canduri is fully captured. If so, keep track of how long it takes the rest of the party to capture or kill Canduri after the other heroes jump down the hole to this encounter, and then give the heroes who went on ahead that much time before the others get a chance to catch up to them.

Read or paraphrase the following, adapting as needed.

The panel from which the woman emerged hid a tunnel about three meters deep, with a ladder down one wall. As you descend, you smell smoke and hear shouts. You turn as you reach the bottom of the ladder and see what looks like a minor battlefield – but which may have very recently been a lab of some kind. A number of fairly small individuals in full-cover protective suits are picking through the rubble. One of them approaches another, holds up a datapad, and the second one nods and pulls off his helmet to reveal a grimly grinning Caarite face.

These Caarites are not here to kill anyone else. They managed to get an accurate sensor scan of the area and knew exactly how many people were present. The one who got away, they're not so concerned about, since they assumed she would run for the main exit and they have people guarding it.

So, unless a hero just opens fire, the Caarites (who are all armed) are not going to do so, and even if the hero does open fire, **the Caarites shoot back only on stun**. They're here to deal with a threat to **them**, not create a PR problem.

If a group of heroes starts the fight, and chooses to shoot to kill, even when the Caarites are only using stun, this would be grounds for Dark Side points. Warn them.

If the heroes have a prisoner, the Caarites want her. A lot. Their plan, from the beginning, had been to come in and kill all but one of the Believers, then take the last one back for questioning. Odds are, the heroes have other things in mind. Jedi heroes may want to hand her over to the Jedi, militia members may want to give her

to the militia, others may want to hand her over to Nirama, or to OPS, or any of a number of other individuals or groups in the system. The Caarites want the prisoner, but aren't about to risk the wrath of any of the "legitimate" power groups. Public presence and identity are too important to them.

What the Caarites know, and how negotiations over the prisoner are likely to run, are outlined below.

What are you doing here? *We are here to protect ourselves. If you are here, you know what was done to our people on Tilnes.*

Ah-ha! So you admit you had people on Tilnes! *We admit that Caarites were found on Tilnes and were probably killed on Tilnes. The Cartel does not know what they were doing there.*

So you're here because...? *We learned of this facility from an intercepted transmission. It was designed to produce something to harm or kill us. It was incumbent upon us to remove the threat.*

That's a pretty violent way to remove a threat. *As far as we're concerned this laboratory was planning genocide. Is not violence the way of things these days?*

So, you came here to kill Believers and stop production of the virus? *That would be the idea. And to take one survivor back with us, for questioning. Say, is that a survivor you have? We would very much like to purchase her from you.*

Purchase? I'm not a slaver! Slavery is illegal in Cularin! *Did I say "purchase?" How thoughtless of me. I meant to say, "Take her off your hands, and provide you with compensation in the form of a generous reward."*

Generous reward? *The Cartel will gladly pay you the handsome sum of 300 credits for the delivery of this prisoner. For each of you, of course.*

You call that generous? *For turning over someone who has committed horrible crimes against the Cartel to the Cartel? Very.* [They only have about 3000 credits among their entire group, so cannot go higher than 500.]

I think we ought to just keep her and turn her over to [someone else]. *She will end up in Cartel hands regardless. It would be better diplomatically to cut out all the middle-creatures and just give her to us now.* [A Diplomacy check, DC 15/18/21, plus appropriate roleplaying, causes the Caarite in charge to back off. A

Bluff check with the same DC does the same.]

How did you get in here, anyway? *We cut our way through the outer wall and caught them by surprise. More practical than going through all the droid guards, yes?*

Why didn't you use the emergency exits? *Too many others were looking to get in that way. You, for instance.*

There were others? *Two groups other than ourselves sought entry. One seems to be yours. We do not know who the other is.*

Basically, the Caarites can be talked out of taking Canduri, but do end up taking most of the evidence from here, if they aren't stopped. They have some right to do so; a large number of Caarites died, and these Believers were responsible (a check of the bodies, or Canduri, reveals their signature tattoo – a stylized representation of the spire of the Sith Fortress on Almas with a broken lightsaber hilt at the base). However, what the Caarites don't have is an active sample of the current strain of the virus. That's what Canduri was carrying, and unless the heroes volunteer it, the Caarites are likely to leave without ever knowing she had it. If they do learn of it, appropriate negotiations can keep them from taking that as well.

What about Nirama's worry about the thermal detonators?

If the Believers had planned to set a bomb, they never got around to it. There is evidence of several fires where papers and datachips were burned, and a large amount of broken equipment, but it seems that the Believers decided to just trash the place, rather than risk blowing things up and bringing the wrath of the Cularin business establishment down on their heads.

Encounter 6: With Feeling

Key ideas of this encounter: the heroes attempt to leave through the emergency exit with their prisoner, but run into a Thareian patrol that has been coming in to do "clean-up" duty; the Thareians (like the Caarites) want the prisoner, and are slightly more forceful in their requests

It is possible that the heroes may elect to ignore where Canduri came from, and simply leave by the most immediate possible exit. Whichever way they came in, another group has come in the same way – a Thareian patrol, bent on finding out what there is to find out.

Unlike the Caarites, the Thareians have no great personal stake in this venture. They are, pursuant to the

orders of the Galactic Senate, the protectors of Cularin. They are here to be protective. (Some might say “intrusive” or “uninvited” or something similar; but not the Thaereians.) This group, under the command of Lieutenant Mish Paht (a Bothan), has decided that they are going to bring back the evidence, whatever the cost. Paht is an aggressive young Bothan who sees himself going far in the Thaereian Navy, and he’s managed to convince himself (and his soldiers) that violence may be a good way to do exactly that.

As you’re heading for the exit, a group of armed individuals wearing protective suits emblazoned with the logo and colors of the Thaereian Navy come around the corner toward you. The foremost of the individuals stops and holds up his hand.

“Halt! You are trespassing on Naescorcom property. You are under arrest!”

Unfortunately for Lieutenant Paht, the Thaereian Navy doesn’t really have the authority to arrest anyone on Ipsus. Because Ipsus is privately held, no law enforcement body other than the security force employed by the owners can actually “arrest” trespassers. Their jurisdiction doesn’t extend to private property, and any hero with legal knowledge, or Knowledge (Cularin) can roll a check (DC 12; this Knowledge roll can default to Intelligence, unlike most, which require training) to realize this.

How Things Can Escalate

When faced with this bit of information, Paht backs down from trying to arrest the heroes and simply demands that they turn over any evidence that they’ve gathered regarding the goings-on here, including any prisoners. (Depending on how the heroes are dressed, Canduri may or may not look all that out of place, and if the heroes keep themselves between her and the Thaereians, whatever means they’ve used to restrain her may be concealed.) Bluffing, diplomacy, mind tricks, and various other methods may be used quite convincingly to get the heroes out of the situation.

Only if the heroes attempt to deceive Paht, fail and Paht catches on, does he make what is likely a fatal mistake – he orders his soldiers to open fire, thinking that they can kill these intruders and take the glory for Thaere.

Big “oops”. Note that it’s always possible for the heroes to talk the Thaereians out of fighting – it’s Paht whose head is so swollen that he bites off more than he can chew. See “Thaereian Disavowment” if Paht wrong-headedly attacks and gets himself and his soldiers captured or killed.

Keeping Things Calm

Actually *talking* to Paht is possible, and as long as the

heroes don’t lie, there’s no chance of him flying off the handle and opening fire on them. Things Paht knows...

- *You aren’t supposed to be here. Not safe. Got reports that something bad’s being built here. Something that would compromise the safety of the system.*
- *No, not thermal detonators. We already knew about them.*
- *We can’t tell you what it is. That would compromise the safety of the system.*
- *We’re the duly appointed protectors of Cularin. You need to give us any evidence you have about anything bad. You know. Anything... bad. I can’t tell you specifically, that would compromise the safety of the system.*
- *Your Lady Senator has supported Thaere as Cularin’s protectors.*
- *I sincerely doubt Thaereians shot at you in the past. You probably deserved it, though, if you were.*
- *Are you getting lippy with me? All right – who has restricted weapons? Got any permits for those? No? Well, tell you what... you just give me the weapons and I’ll forget about the fines. I can’t arrest you for trespassing, but THOSE are illegal. [A true statement. But Paht is corrupt, and diplomacy and other skills/bribes can negate this; use your judgment.]*

This is a situation where if the heroes want a fight, they can have one, but if they don’t, they can walk away with some judicious roleplaying and skill use. Keep things tense, but let the players – not you – dictate how the encounter plays out.

Encounter 7: Utterly Unexpected Ambush

Key ideas of this encounter: making their way out, the heroes are accosted by a set of droids who have been reprogrammed – but whether it was by the Caarites or by the Thaereians remains a mystery

If the heroes have wanted to do nothing but fight, they’ve had the opportunity to do so multiple times over the course of the scenario, and this is the last. Even here, it’s possible to avoid the fight with the droids. For instance, if the heroes decided to skip Encounters 6 and 7 entirely, and sneak out through the “entrance” the Caarites cut in the underside of the facility, well... that’s an option. It keeps them from learning of everyone’s involvement and motives, which

is one of the two main points of the event (the other, of course, being getting out with whatever evidence they can carry), but when a Caarite creates a back-door, it can easily lead out of the module entirely.

Heroes who elect to not trust that the Caarites have created a safe opening get one more chance to blow things up, though, since someone who will remain unidentified in this scenario has reprogrammed a number of droids from the upper levels to hunt down any set of organisms in the facility matching the profile of the heroes' group.

For this encounter to occur, there must still be active droids in the complex. If the heroes have destroyed, deactivated or reprogrammed all the droids, then this ambush does not occur. Instead proceed to the conclusion.

All that being said, if the heroes have neither destroyed nor taken control of the droids, once they are on their way out (either through the main facility or through the emergency exits), read or paraphrase the following.

As you're headed out, the lights in the corridor ahead of you flicker, and then dim. Something clatters down the corridor toward you and smoke fills the air. Then, from the far side of the smoke, comes blaster fire!

These are the droids. They've been reprogrammed, as noted, to hunt the heroes, but there aren't that many droids. They're shooting from behind the smoke, which doesn't bother their sensors at all, but which grants them total concealment. This concealment results in a 50% miss chance for all attacks on them from range, though in melee distance the droids are clearly visible. They really aren't much of a fight, but if the heroes aren't careful with their prisoner, she does her best to slip away using her various skills. If she's caught trying to slip away, she does the Jedi hand-wave as though she's trying to use Affect Mind, but as ever, she's not Force-sensitive. If she escapes, she's captured by the Caarites and spirited away, and that is that.

Once the heroes have either dealt with the droids or picked a different way to leave, they can go. Neither the Cartel nor the Thaereians admit responsibility for the reprogramming, although any tech-minded hero examining the droids concludes on a DC 15 Computer Use check that it was not only a reprogram job, it was a pretty amateurish one. A thorough examination of a droid chassis reveals (Search DC 28; again, taking 20 is fine) scoring on the outer body that looks like it was made with the blade of a knife. Just a plain old knife, with about a five inch blade, which left a strange brown residue. (If anyone decides to take this residue back to a lab and analyze it, it's a contact poison – which would have had no effect on a droid, but would have been

VERY unpleasant for one of the heroes to get touched with before it went inert from exposure. The heroes are welcome to draw whatever conclusions they like, based on the presence of the poison.)

Once out of the facility, the heroes can take the prisoner and other evidence wherever they want, but Nirama asks them to attend him once more after they've disposed of what they found as they saw fit, so that he can properly thank them for doing what needed to be done.

Conclusion

The heroes can turn any prisoner and information they have over to whomever they want, including Nirama himself. If they take the prisoner and information back to Nirama, he asks them what he should do with it. He has his own agenda, of course, but he isn't going to take credit for something the heroes did, even if it was at his request. Don't let this decision making process run on too long.

Whatever decision the heroes reach, ultimately, they receive another request from Nirama to attend him.

After they have decided what to do with their prisoner and information, run "Nirama's Surprise" for your group. If the heroes gave Canduri and the virus to one of the two groups already noted (the Cartel or the Thaereians), skip straight to the Nirama section of the conclusion.

Thaereian Disavowment

If Paht and the Thaereians attacked the heroes prior to the heroes opening fire, the Thaereian Navy issues the following statement over the holonet (modify it appropriately if Paht was killed):

A recent incident involving a Thaereian officer has been brought to our attention. Lieutenant Mish Paht opened fire on civilians in the course of an investigation on private property. Paht has been removed from the active duty and awaits trial. Thaere apologizes to the citizens of Cularin for this outrageous incident, and wishes to make it clear that such actions will not be tolerated.

Turning Canduri and the Virus Over to the Jedi

Given the seriousness of the situation, the heroes meet with Master Lanius himself. Lanius gravely accepts the transfer of the prisoner, and arranges to have her taken into custody by the Cularin Militia. The Jedi are concerned about the Believers, and plan to question Canduri if possible, but they are not now, nor do they ever intend to be, the police force of Cularin. It was right and good to bring the prisoner and information here, and the heroes did well to follow their hearts in

this; but the Jedi should not hold a criminal when there are other, more legitimate bodies for this in the system. Keeping her makes it look as though the Jedi are trying to take too much control; giving her up shows that they want to work *with* the Militia and other, similar groups.

Turning Canduri and the Virus Over to the Militia

While no meeting is possible with either Broof Yurdel or Osten Dal’Nay, the heroes do get a brief holotransmission from Osten, thanking them for bringing this individual to justice. What she knows will be used, if at all possible, to stop any further endangering of innocent lives.

Turning Canduri and the Virus Over to the Research Team Orbiting Ipsus

The research team is happy to have a sample of the virus (if possible), but REALLY doesn’t want or need a prisoner. They recommend giving her to the Militia, or OPS, or someone else who has an actual facility for criminals.

Turning Canduri and the Virus Over to Nirama

As already indicated, Nirama wants neither the prisoner nor the evidence, since he would only take them and route them to someone else. He doesn’t want to take credit for work the heroes did. If the heroes insist, he takes both prisoner and virus, and then has them sent to somewhere more appropriate.

Nirama’s Surprise

Nirama nods at you, then gestures toward a door on the right-hand wall. It slides up, and a human male of middle years enters. He wears a white suit, and the Naescorcom logo is embroidered on his breast pocket.

Nirama speaks. “This is Dalton Iselen, one of the managing partners of the Naescorcom facility. Mr. Iselen, these are the individuals who went into your facility to put a stop to the trouble.”

Iselen is basically a politician, but he’s a canny one. If asked how someone set up a secret lab beneath the thermal detonator line, he explains in a very calm voice that the substructures of the cloud city had been rigged with sufficient sensor arrays and alarms that it was assumed no one would be able to come in that way. To infiltrate as the Believers did must have taken months of painstaking work, since they rerouted nearly a hundred security relays before they could even bring anything in to do their work. They apparently wanted someplace that no one would look for them, and in the highly secure area beneath the thermal detonator line was probably the best place in the system. The entire security system on Ipsus is being reworked, and if any of the heroes want to work on it, they are welcome to assist in designing and implementing the computer

security system and whatever other safeguards they feel appropriate. Payment will be commensurate with experience. Yes, this is a job offer.

Beyond that, Naescorcom is very grateful, and has sent a selection of “product” from which the heroes can each select one item. Some of the product is made in Cularin, and some elsewhere.

If asked about why he deals with “someone like Nirama,” Iselen smiles. *“It is, sometimes, hard to know whom we should trust. We all make mistakes in that regard. I’ve made them before, and while I might be making one now... I doubt it. Besides – right now, anyone shipping goods into and out of Cularin needs someone who can get the job done. Whatever else you may have heard of him, Nirama is quite effective.”*

Anything else is wrap-up, and should be handled in accord with the general feel of the conclusion.

Here Ends Open Arms

Experience Point Summary

Experience is calculated as follows for Living Force events.

- 1) Experience awards in the *Star Wars Roleplaying Game* 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 learn of the presence of the Caarite and Thaereian forces on Ipsus, and leave with evidence regarding the Believers’ work there (either Canduri, the virus, or both)? If so, each hero who survived receives 600 xp.

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

Total Possible Experience:	1,000 XP
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If the heroes did not complete the scenario because of time constraints, but were “on the right track,” you may award ½ adventure experience. If the heroes succeeded in either learning of the presence of both groups, or retrieved meaningful evidence (but not both) award them ¾ adventure experience.

Loot Summary

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

From the Various Fights:

Any weapons or armor that were not physically attached to their users (e.g., nothing from the droids). The Naescorcom Security Uniforms, if stolen, cannot be kept.

From Riboga's Barge (and he may not go out at every table):

Gibberous Crumb: The hero named above made a new friend in this event, though it was not, perhaps, a friend the hero planned on. In a moment of kindness the hero may live to regret, Gibberous Crumb, a Kowakian monkey-lizard, attached itself to the hero, and loves the hero dearly. For now.

Every time the hero plays a Living Force event, however, Gibberous may decide that he loves someone else even more than his current master or mistress. When Gibberous is introduced to the group, every hero needs to make a Charisma check; Gibberous falls immediately in love with the individual with the highest check, and this certificate should be transferred to that individual immediately. No hero can ever possess more than one Gibberous, however, since if two heroes with Kowakian monkey-lizards sit down at the same table, the monkey-lizards bond with one another and rush off to have fun with their own. At the conclusion of the event, roll 1d20 for each monkey-lizard that ran off in this manner. On a roll of 1, that monkey-lizard does not return (this can be modified up or down by any mechanism that can modify a die roll, or which allows a re-roll, such as the Scoundrel “Lucky” ability).

Abusing or harming Gibberous is certainly grounds for a Dark Side point, since he is basically just a sweet (if annoying) creature with no sense of loyalty who happens to like eating rotten meat. But then, a Hutt raised him. You expected what, exactly?

Gibberous Crumb: Kowakian Monkey-Lizard: Scavenger 2; Init +3; Defense 15 (+2 size, +3 Dex); Spd 12m; VP/WP 5/4; Atk +2 melee (1d3–1, bite) or +6 ranged; SV Fort +2, Ref +6, Will +0; SZ T; Rep 3; Str

8, Dex 17, Con 8, Int 6, Wis 8, Cha 8. Challenge Code A.

Skills: Climb +3, Hide +5, Jump +3, Listen +1, Move Silently +5, Survival +1.

As Thanks From Naescorcom:

Naescorcom Employment: The hero named above is employed at Naescorcom, assisting with the redesign and implementation of improved security for Ipsus. The hero earns 1,500 credits salary at the start of each scenario (replacing a skill check for income). Naescorcom provides their staff with housing and the work hours are flexible. While this allows time for the hero to participate in adventures, it does not mean that they can work for multiple employers. Jedi are unable to take advantage of this opportunity due to the time required by their commitment to the Jedi Academy at Almas.

(In addition, 1 of each., No hero may have more than one reward from the company):

Naescorcom Stun Gauntlets: Type: Melee; Proficiency Group: Simple weapons; Damage: nil; Critical: nil; Type: Bludgeoning; Size: Medium Size; Fort DC: 12; Hardness: 5; WP: 5; Break DC: 14. The fabric of these heavy gauntlets is interwoven with circuitry to deliver an electric shock when they hit. When they are powered, the gloves glow, and a noticeable electrical discharge is evident around them. The weapon requires two energy cells (one for each glove). (see Palandrix Personal Protection Stun Gauntlets, *Star Wars Arms and Equipment Guide* page 31.)

Slugthrower Mercy Ammunition: 500 rounds of Mercy Ammunition for a Slugthrower (pistol or rifle). These are soft gel bullets intended to stun an opponent. Damage is reduced by half, but the target must make a Fortitude save (DC 15) or be knocked unconscious for 1d4+1 rounds. Individuals in heavy armor or powered armor do not need to make Fortitude saves and cannot be knocked unconscious by mercy rounds. (*Star Wars Arms and Equipment Guide*, page 22.)

Naescorcom MicroTagger: The tagger is unassuming in appearance – a small cylinder of metal about the size and shape of a stylus. In fact, the tagger is a useful tool for tracking individuals without their knowledge. It contains a single air-pressure-fired dart with a range of 4 meters. The dart is extremely small (5 millimeters long) and contains a tiny transmitter with a range of 1.2 km and a life of 40 hours. The dart is fired from the stylus, and once attached to a target (requiring a successful ranged touch attack) it broadcasts its location once every 5 minutes. The broadcast is very difficult for normal sensors to locate (Computer Use check DC 30)

but it informs the specially tuned tagger of the dart's direction and range. Only one of these is provided, and it cannot be reverse-engineered, so use it with care. (See the Culcanis MicroInstruments Tagger, *Arms and Equipment Guide*, p. 87)

Naescorcom Chem-Detect: The ChemDetect is a molecular analyzer that takes in local atmosphere and examines it for hazardous or poisonous chemicals. It allows the user to make a Computer Use check to find such materials within 2 meters of the ChemDetect. It can also be set to make such checks on its own (as if it had a Computer Use skill modifier of +8) and set off an alarm (audio or vibratory) if hazardous chemicals are detected. The CD for detecting a common hazardous material is 15. For rare chemicals the DC is 20, and for unknown or unique chemicals it is 25. High wind conditions or the presence of numerous nonhazardous chemicals can each increase the DC by 5. If the chemical is known, its effects are displayed by the analyzer whenever it is detected. See Neuro-Saav ChemDetect, page 90, *Star Wars Arms and Equipment Guide*

Naescorcom Nightview Macrobinoculars: These are also referred to as snooper goggles, because they are designed for use in twilight and darkness. Though their resolution is not as good as standard macrobinoculars, their nighttime uses generally outweigh that drawback. These macrobinoculars grant the user low-light vision and darkvision, as well as lessening the range penalty for Spot checks to -1 per 8 meters. (See VidGraph Peer Macrobinoculars, page 91, *Star Wars Arms and Equipment Guide*)

Naescorcom Pocket Secretary: The Pocket Secretary is a combined datapad and audio recording unit with administrative software built into it. It provides the user with a +2 equipment bonus on Intelligence checks relating to calculations, Computer Use checks involving information downloads, and Profession (administrator) checks. This Secretary comes pre-loaded with copy-protected datacards for Knowledge (Cularin law) and Knowledge (Cularin business leaders) (See MicroData Pocket Secretary, page 96, *Star Wars Arms and Equipment Guide*)

From Nirama

Heroes who insisted on money receive 1000 credits. In addition, they receive Nirama's Disfavor (below). WARN HEROES before they accept the money that they receive Nirama's disfavor if they do so, but do not tell them what it entails.

Nirama's Disfavor: When asked to assist in keeping

the system safe, the character named above insisted upon payment. Word of Nirama's displeasure with the character's mercenary nature spread quickly, and as a result, no member of Cularin's underworld particularly wants to deal with someone who offended Nirama. The character takes a penalty equal to his or her current character level on any skill check (including, but not limited to, Gather Information, Bluff, Diplomacy, and so forth; the only Force skill this applies to is Friendship) involved in interacting with a member of the Cularin underworld, until such time as the character demonstrates to Nirama that he or she really does have the best interests of Cularin at heart, and not simply his or her own financial situation.

Player Handout 1: For those who played “Caaried Away”

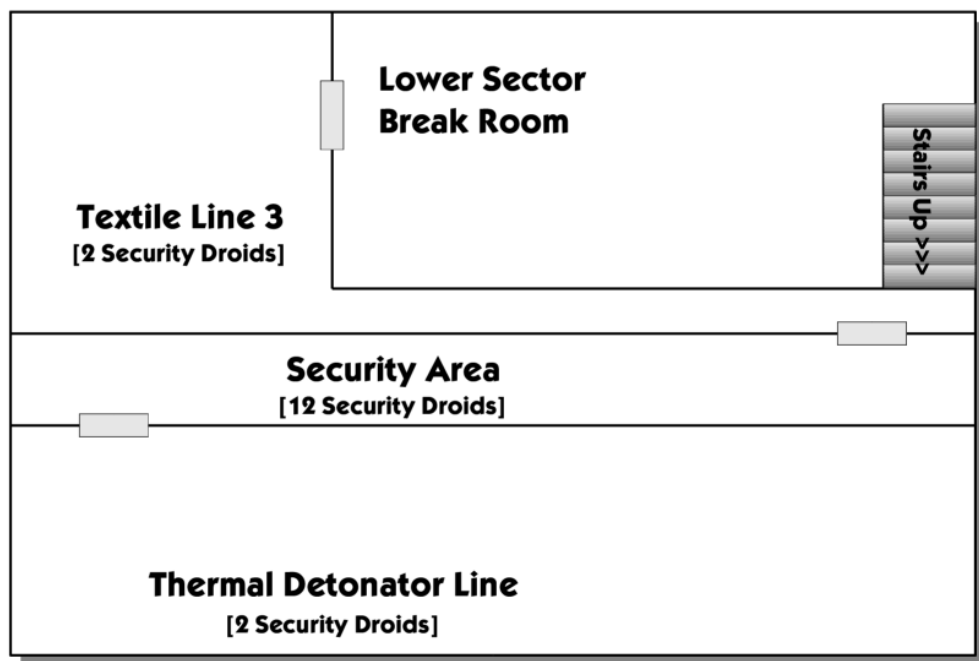
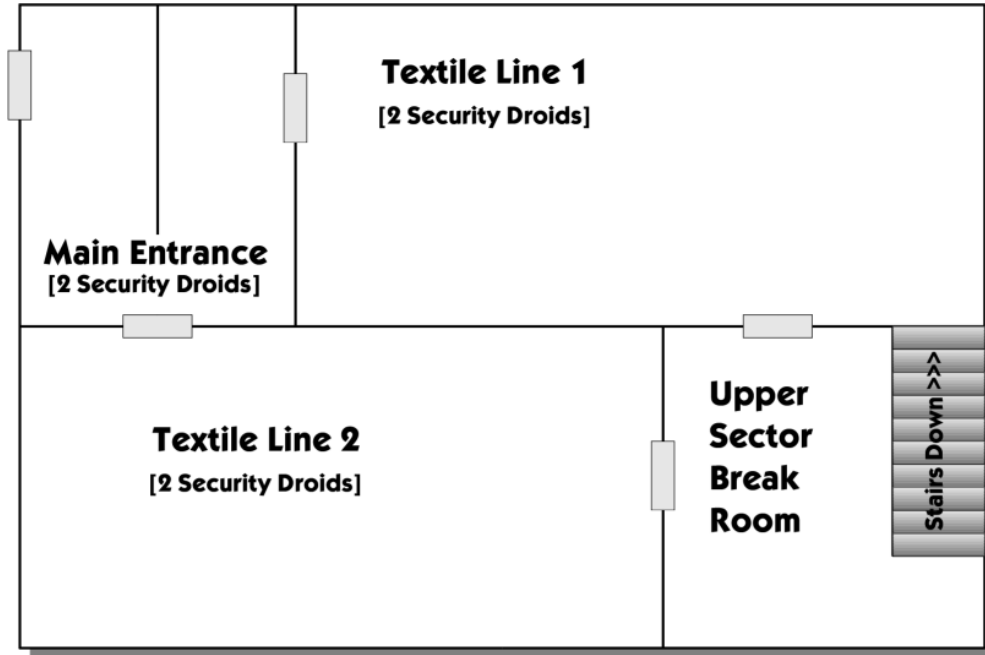
At the conclusion of “Caaried Away,” heroes with 5+ ranks in Treat Injury were given the option of assisting in research to determine the origins of the anti-Caarite virus. Those of you who played “Caaried Away” thus know a bit more now than you did when that event ended. Heroes without the requisite ranks in Treat Injury still could have opted to help out in defending or providing other forms of support for the research effort, so if you have any reason to believe your hero would know the following, treat it as in-character knowledge. (Oh, and one out-of-character comment... all who took part in the “incident” on Tilnes have been asked to keep things quiet, so as not to raise a panic; thus, if you’re playing with someone who has yet to play “Caaried Away” at this table, speak of the events of the module only in roundabout terms, and don’t reveal the location or the individuals involved unless it becomes inevitable over the course of the event.)

The virus...

- was constructed to target Caarites
- is absolutely an engineered creature; the cellular structures bear the “signature” of a genetic scientist, though not a scientist whose signature you recognize (note that this “genetic signature” is roughly equivalent to a squiggle on a subatomic particle, an ego-mark that no one but the scientist him- or herself is likely to recognize definitively)
- most likely was not intended to mutate Caarites
- could probably be reconfigured by its original creator in a matter of weeks, maybe less
- shows signs of having been modified at least a dozen times in the past, based on the signature history
- was respiration-dependent, in its Tilnes form, but could easily be modified to be airborne or contact-transmissible
- can be modified, using a combination of chemicals, to go temporarily dormant when immersed in normal water
- is destroyed if it is frozen (liquid nitrogen works; putting it in a normal freezer generally doesn’t)
- is probably something you’re immune to in its present form, since you’ve already been exposed to it

You can fill in any hero who was not involved in the events on Tilnes once the group is all together...

Player Handout #2: Map of the Ipsus Production Facility in Naescorcom's Front Hall



GM Aid #1: Stat Blocks

Encounter 2 (Not tiered)

Naescorcom Guards: Thug 2 (variable); Init +0; Def 10; Spd 10m; VP/WP 0/15; Atk +3 melee (1d6+1, baton) or +3 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +4, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 13, Dex 12, Con 12, Int 8, Wis 10, Cha 9.

Equipment: Blaster pistol, baton.

Skill Ranks: Intimidate +3.

Feats: Armor (light), Toughness, Weapons (blaster pistols, simple weapons).

Encounter 3 (Not tiered)

Walking Battle Droid, Soldier 1 (variable); Init +0; Def 12; DR 3; Spd 10m; VP/WP 10/10; Atk +2 melee (1d4+1, hand) or +2 ranged (3d8/19-20 or DC 18 stun, blaster rifle); SQ Locked access; SV Fort +2, Ref +0, Will -1; SZ M; Face/Reach 2m by 2m/2m; Rep +0; Str 12, Dex 10, Con 10, Int 8, Wis 8, Cha 6.

Equipment: Blaster rifle, light armor, vocabulator, remote processor (5000-km range, with local backup processor).

Skill Ranks: Intimidate 4 ranks, Jump 2 ranks, Spot 2 ranks.

Feats: Armor (light), Point Blank Shot, Weapon Focus (blaster rifles), Weapons (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Encounter 4 (Not tiered)

Canduri: Human Female Scoundrel 3; IM +3; Def 16 (+3 class, +2 Dex); Spd 10m; VP/WP 18/12; Atk +2 melee (1d4, knife) or +5 ranged (3d6 or DC 15 stun, blaster pistol); SQ Illicit Barter, Lucky (1/day), Precise Attack +1; SV Fort +2, Ref +6, Will +2; SZ M; FP 1; DSP 1; Rep +1; Str 10, Dex 16, Con 12, Int 10, Wis 12, Cha 14.

Skills: Appraise +6, Balance +9, Bluff +7, Demolitions +6, Escape Artist +12, Hide +9, Move Silently +9, Tumble +9; Speak Bothan, Speak Caarite, Speak Rodian.

Feats: Dodge, Mobility, Skill Emphasis (Escape Artist), Weapon Proficiency (simple, blaster pistols).

Encounter 5 (Not tiered)

Cartel Search Squad (8): Caarite Soldiers 6; IM +2; Def 18 (+5 class, +2 Dex, +1 size); Spd 6 m; Sz S; VP/WP 54/15; Atk +8/+3 melee (1d6+1, baton), +10/+4 ranged (3d6 or DC 15 stun, blaster pistol); SQ DR 2; SV Fort +7, Ref +4, Will +3; SZ S; FP 2; Rep 1; Str 12, Dex 14, Con 15, Int 8, Wis 12, Cha 10.

Skills: Climb +7, Demolitions +5, Intimidate +7, Listen +2, Repair +2, Spot +5, Survival +7, Treat Injury +7.

Feats: Armor (light), Weapon Proficiency (simple, blaster pistols, blaster rifles, vibroweapons, heavy weapons), Dodge, Point Blank Shot, Mobility, Weapon Focus (blaster pistol), Heroic Surge, Combat Reflexes, Precise Shot.

Equipment: Blaster pistol, uniform (including blast helmet & vest), 2 medpaks, baton.

GM Note: as mentioned in the encounter the Caarites shoot only to stun and are not interested in starting a firefight.

Encounter 6

In this encounter, scale the number of combatants appropriately for the party. For low and middle tier, check group composition. Avoid overwhelming noncombat classes with too many Infiltrators.

Low Tier (Levels 1-3)

Thaereian Infiltrators, various Human Thug 1/Scout 1; Init +2; Defense 16; Spd 10m; VP/WP 8/15; Atk +2 melee (1d6+1, baton) or +4 ranged (3d6 or DC 15 stun, blaster pistol); SQ DR 2; SV Fort +5, Ref +3, Will +2; SZ M; Rep 1; Str 13, Dex 14, Con 15, Int 10, Wis 12, Cha 8.

Skills: Listen +8, Intimidate +3, Knowledge (Military Protocol) +4, Profession (Guard) +2, Pilot +4.

Feats: Armor (light), Weapons (simple, blaster pistols), Point Blank Shot, Weapon Focus (blaster pistol), Starship Operations (space transports).

Equipment: Blast helmet and vest, blaster pistol (field issue).

Middle and High Tiers (levels 4-9)

Thaereian Infiltrators, various Human Thug 4/Scout 1; Init +2; Defense 16; Spd 10m; VP/WP 8/15; Atk +6 melee (1d6+2, baton) or +7 ranged (3d6 or DC 15 stun, blaster pistol); SQ DR 2; SV Fort +9, Ref +4, Will +3; SZ M; Rep 1; Str 14, Dex 14, Con 15, Int 10, Wis 12, Cha 8.

Skills: Listen +8, Intimidate +6, Knowledge (Military Protocol) +7, Profession (Guard) +5, Pilot +4.

Feats: Weapons (simple, blaster pistols), Point Blank Shot, Weapon Focus (blaster pistol), Starship Operations (space transports), Great Fortitude.

Equipment: Blast helmet and vest, blaster pistol (field issue).

Encounter 7 (Not tiered)

Walking Battle Droid, Soldier 1 (variable); Init +0; Def 12; DR 3; Spd 10m; VP/WP 10/10; Atk +2 melee (1d4+1, hand) or +2 ranged (3d8/19-20 or DC 18 stun, blaster rifle); SQ Locked access; SV Fort +2, Ref +0, Will -1; SZ M; Face/Reach 2m by 2m/2m; Rep +0; Str 12, Dex 10, Con 10, Int 8, Wis 8, Cha 6.

Equipment: Blaster rifle, light armor, vocabulator, remote processor (5000-km range, with local backup processor).

Skill Ranks: Intimidate 4 ranks, Jump 2 ranks, Spot 2 ranks.

Feats: Armor (light), Point Blank Shot, Weapon Focus (blaster rifles), Weapons (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)

Critical Event Summary

Open Arms

1. What happened to Caduri?

☐ Killed ☐ Escaped ☐ Captured

- If captured, who got custody of her?

☐ Caarites ☐ Thaereians ☐ Militia ☐ Jedi ☐ Nirama

Other (please specify) _____

2. Did the heroes discover the virus sample? Yes No

- If yes, who got custody of the virus sample?

☐ Caarites ☐ Thaereians ☐ Militia ☐ Jedi ☐ Nirama

☐ Research team orbiting Ipsus

Other (please specify) _____

3. Did any characters earn Nirama's Disfavor? How many? _____

GM Name, RPGA#: _____

GM Email Address: _____

Convention Name/Date _____

Convention Coordinator:

To report these results (for events during the months of June and July 2003 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.