

Belly of the Beaast

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

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The galaxy is a big place, and even with hyperspace travel there are planets that almost no one ever visits. Based on information found on Ipsus, that may need to change; at least one planet may be moving off the “never visited” list. When the Cularin Militia calls for assistance, will the heroes answer? An adventure for LIVING FORCE heroes levels 1-9. This scenario should be played after “*Caaried Away*” and “*Open Arms*” (Episodes I and II of the “*Metatheran Caution*” trilogy.)

If you’ve got a starfighter and you’ve been pining for an adventure where you can put it to use, this is your chance. Our thanks to Marcus, Bart, Randy, and the other players on the LF list for their input.

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Belly of the Beast 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

As much as the Metatheran Cartel may be reviled in Cularin (and, frankly, they should be – their actions have frequently been pretty heinous), the Caarite species as a whole is poorly understood. Recently, the heroes of Cularin have found themselves faced with a virus that kills Caarites, but, at worst, only makes other species very ill. Something has been engineered to specifically kill only the diminutive co-creators of the Metatheran Cartel.

In “Caaried Away” the heroes first discovered the existence of the virus and found out how devastating it could be to the Caarites. They discovered the remains of many Caarites who had died to the virus in a hidden base beneath Tilnes. Research on the virus confirmed that it was, in fact, only fatal to Caarites, though it had some unintended side effects.

In “Open Arms” the heroes once again found themselves chasing down evidence of the virus, this time from a production facility beneath the thermal detonator line on Ipsus. While initial worries about the possible destruction of the thermal detonator production line or the infection of the Ugnaughts working the line proved to be unfounded, the virus facility *was* present, and in the process of being dismantled when the heroes arrived. A fresh sample of the virus was obtained, as was (potentially) a member of the Believers, the Sith-worshipping cult that has been causing trouble in Cularin

for some time. The Believers were also present beneath Tilnes, apparently checking on the success of the virus.

Following the conclusion of “Open Arms,” the new virus was analyzed, the Believer questioned, and it became clear that something much bigger was going on. Now, intelligence reports indicate that something is happening on Caarimon, the Caarite home world.

An assassin has been retained to deliver a bomb containing the refined virus to the upper atmosphere of Caarimon, where it is to be detonated and likely kill better than half of the native population of Caarites. This assassin, Melo Centris, has appeared previously in the event “An Official Engagement” in which she made an attempt on the life of Senator Wren’s husband. Generally, she doesn’t go in for mass murder. The pay was right, though, and it gave her the chance to acquire several new batches of poison to use on her knives (her favored method of assassination). It also bought her the good will of the Believers and, it appears, the Thareians – who recently transferred large sums of money to her accounts. Shortly before she headed for Caarimon, in fact. Centris is not now, nor has she ever been, a Believer. She is just an assassin, albeit a skilled one, and this is something of a retirement job for her. If it goes well, she won’t have to work much in the future. If it doesn’t... she’s planned for that by preparing a disguise that allows her to look like Senator Wren. She hopes, if captured, to convince her captors that she actually **is** the Senator, and that she had been kidnapped to be framed for the attack on Caarimon. Then, when their backs are turned to deal with the “real” threat, she hopes to slip away.

While her specific involvement is not known (though it may be guessed, based on clues in “Open Arms”), it is clear that something is happening on Caarimon, and the Cularin Militia wants to send the heroes to find out, and to prevent the loss of innocent lives. That, my friend, is where the adventure begins.

Encounter 1: You want us to help WHO?

The Cularin Militia, working closely with several scientific bodies in the system, has determined the nature of the virus that has recently been manufactured in Cularin. They have also discovered (based on shipping logs) that large quantities of it were apparently sent away from Ipsus in the hours preceding the closing of the facility. According to manifests, the ships transporting the virus were heading for the star system that includes Caarimon. Diplomatic warnings seem unlikely to work, since intelligence says there are Caarites among the Believers, and a warning to Caarimon might fall into the wrong hands; the heroes of Cularin need to head across the galaxy and stop the virus from being released on Caarimon.

Encounter 2: Joventusek

Joventusek is the Caarite word for “gateway,” and is also the name of the city through which all traffic to Caarimon must pass, before being routed to one of the smaller cities. All of the cities on Caarimon float five to ten meters above the surface of the planet, feeding off the gases released by the indigenous flora and outgassing those gases the plants need to survive. Joventusek is the largest of these cities. Here, the heroes begin to see that all Caarites are not, in fact, like the ones they’ve come to know in Cularin. They also learn that there have been other visitors here recently, which is odd. Not many off-worlders (other than Filordi) come to Caarimon.

Encounter 3: Fields of Caarimon

To get from one city on Caarimon to another requires the use of specially designed speeders so as not to upset the delicate balance of life on the planet. If the heroes have been incautious during their time on Joventusek, they may have attracted the attention of a number of individuals on modified speeder-bikes who attempt to chase them across the beautiful green fields of the planet.

Encounter 4: Cartel Central

This encounter encompasses two options (both may be pursued, if time permits). First, the heroes may choose to visit Cartel Central (the base of operations in Joventusek) and question individuals about any recent attempts to breach Cartel security. Second, the heroes may decide to check out what small “underworld” Caarimon possesses. Functionally, the “underworld” is where the Filordi live, in the floating city of Efellis. Doing either (or both) provides more information about an area the heroes might have heard about before – the Desolation, the part of Caarimon where, in the past, buildings and dwellings were built on ground level. This killed everything it touched, in the end, and poisoned the soil so that nothing could grow there. Ultimately, the Desolation is where the heroes need to end up (though they can theoretically take their time getting there).

Encounter 5: The Desolation

While most of Caarimon is beautiful and green, as the heroes move north they can see a line of brown in the distance. As they get closer, they see that it is a place where the grass, bushes, and trees simply stop. There is a line, jagged and ugly, beyond which nothing grows. From that point north, everything is dirt and rock. A signal comes from deep in the Desolation, which the heroes can track to its source and find that it is being used for targeting by something in orbit.

Encounter 6: Coordinated Attack

The heroes return to Joventusek and learn that there are a

number of ships and small stations in orbit above Caarimon, but above the Desolation there is only a Cartel research facility. It is in a stationary orbit, and has been for a number of years. Since the heroes have likely located and deactivated the targeting device by now, Centris and her other personnel (who have already killed the crew of the Cartel research facility) are warned that someone may be coming. When the heroes enter the facility, an attack commences on them. It is, at least potentially, a multi-pronged attack (this depends on the composition of the party).

Encounter 7: Other People's Messes

After capturing or killing Centris (or if she escapes), the heroes can deactivate the escape pods being used to carry the virus and take the virus as far away from Caarimon as possible. How they deal with the bomb, and what they tell the Caarites, should be recorded on the critical event summary. In addition, the heroes can access information on Centris's datapad to learn that not only did she have Believers with her, but that many of them carried Thaereian equipment, and she recently received a transfer of several million credits from the Thaereians, suggesting that Cularin's neighbors may have actually been working *with* the Believers to kill off Caarites.

Important Note to Judges: LIVING FORCE has not allowed Caarite heroes because, in part, there is so much animosity towards the species that we did not believe a Caarite could survive as a member of an LF party. That's just wrong. Not all Caarites are "bad" – and in fact, every one of the Caarites the heroes meet on Caarimon is kind, polite, trusting, and concerned. They believe the Cartel is working to make every planet as beautiful as their own home world. Play them as kind and generous, and make sure that when you do the "Caarite smile," it's actually a happy one – not the greasy, used-car-salesman smile the Cartel uses in Cularin. And have fun playing the Caarite kids...

Another note: This module can run long. The last encounter in particular may be two fights, run simultaneously. Plan for 1.5 to 2 hours to run Encounters 6 and 7, and trim earlier sections accordingly. The speeder chase, for example, may be cut entirely (if you do this, simply plant any information the heroes may need to find on a "lost" datapad in the Desolation). Use your judgment when running this at a convention, and be very aware of timing. In a less time-constrained environment, spend time wherever you and the players like on the way to the final showdown.

One more note: When you're preparing this scenario, you'll want to spend some serious time reading over and understanding the starship combat rules beginning on page 211 of the *Star Wars*

Roleplaying Game Revised Core Rule Book, as well as the tactics outlined later in this scenario (Encounter 6). We've avoided starship combat in scenarios up to this point, but are trying to respond to what we perceive as popular demand. You are participating in a test of our attempt to provide starship combat, and we are very eager to know your impressions of it.

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

Opening Crawl

From one hidden location to the next, the Believers have never stopped moving. They have struck at Cularin, and now their target is the Metatheran Cartel. Their ultimate goal remains unclear – and that, more than anything else, worries those who know of their existence.

Now, the heroes of Cularin have received a request from the Cularin Militia. Something needs to be done, and diplomatic channels may not suffice...

Encounter 1: You Want us to Help Who!?

Key ideas of this encounter: introduce the players to the first major decision they have to make, clarify the problem, and set them on their way

Having had a few days to go over the records and analyze the fresh sample of the virus obtained in "Open Arms," the Cularin Militia has decided it's time to act. Unfortunately, they can't act on their own. They remain understaffed and under funded, and their mission is to protect Cularin. Still, some things need to be done, and unless Osten has severely overestimated the heroes of Cularin, he knows how to get help.

It doesn't matter how the heroes get the following message. Be creative if you like, but sending it as a crackling message on the comm, or with a cadet carrying a holo-projector, is just fine.

"The Cularin Militia has learned of a plot which, if successful, will result in the deaths of hundreds of thousands of innocents. Please meet me aboard the Cularin I, in orbit above Genarius. If you do not have a ship, I will send a pilot for you.

"If you have ever had any inclination to be a

hero, now is the time. Yours, Osten Dal’Nay”

The text of this message is included as Player Handout 1.

When the heroes arrive, they find something of a surprise. The *Cularin I* is, in fact, a Carrack Light Cruiser – a 350-meter capital ship that looks to have been recently refurbished.

At the designated coordinates waits an enormous ship, 350 meters in length and shining in the glow of the purplish-pink clouds that surround it. The name, Cularin I, is clearly visible on the side, as is the logo of the Cularin Militia.

Landing clearance is no problem. Any checks the heroes feel like running come back fine – this is, in fact, a capital ship in the possession of the Cularin Militia. Which is pretty remarkable, since no one in Cularin has heard of such a thing before now.

Once they dock, the heroes are led inside to a conference room with a long black table. If they did not all arrive together, now is the perfect time for them to introduce themselves and for the players to describe their heroes. The private who escorted them to the room informs them that Commander Dal’Nay will be with them shortly.

Once the introductions are completed, Osten enters. He wears his field uniform and has bags under his eyes. He walks quickly, sits quickly, and begins to speak quickly.

“If you listen to the holonet in this system, Cularin has a lot of heroes. I asked for heroes, but what I really want is people who will do what it takes to save lives. Are you those people?”

Now, I’m willing to assume that the answer here is “Yes,” or at least, “Yes, within reason.” Even, “Yes, if the pay is right” is an acceptable response, although the Militia doesn’t really have the money to be spending to recruit for this. If asked for money, Osten simply says : ***“I’ll tell you what I want done. If money is still important to you then, we’ll see what we can do.”*** Purely mercenary characters may have some trouble in this encounter. Such is life.

“I assume some of you are familiar with the recent problems on Tilnes and Ipsus. There is a virus, which has been manufactured in Cularin. It’s about to be released into the atmosphere of a planet, where it will kill thousands of innocents. It won’t discriminate. Young, old, sick, healthy – they’ll all die. We’ve analyzed the virus. It will be deadly. And painful.”

The remainder of the information is going to be presented in a question-and-answer format. Familiarize yourself with the key points to start with, and don’t feel constrained by the exact wording of the responses.

What planet? ***Caarimon, the Caarite home world.***

Is the virus deadly to everyone? ***No. It’s only deadly to Caarites. I could smear it on my face and it wouldn’t do anything, but let a Caarite get one whiff of it and she goes into convulsions and dies fifteen painful minutes later.***

Why do I care? ***Because it’s going to kill innocent people. Children. People who’ve never done anything wrong.***

They’re Caarites. They’re part of the Metatheran Cartel. They deserve to die. ***Not all Caarites are part of the Cartel. But even if they were, what’s being done here is wrong. I don’t like the Cartel, but I can’t sit by, knowing that innocents are going to be killed, and do nothing.***

What are you doing? ***I’m getting help. I can’t send major Militia forces. Even a shock team with our emblem on it would be a political nightmare. We need the Militia here, to protect Cularin.***

While we run off to protect Caarites? ***That was the idea, yes.***

You’re cracked. ***I just happen to believe that mass murder is wrong. If that makes me cracked, so be it.***

How do you know all this? What makes you think someone is going to use this virus on Caarimon? ***We’ve been analyzing the shipping logs away from Ipsus. There were three ships that left Ipsus a few hours before the recent raid. Traffic was heavy enough that it was hard to identify anything out of the ordinary, but their records just didn’t match up. It took us until this morning to figure out that all three of them had headed to the Caarimoos system, through a variety of circuitous routes.***

And you’re sure it’s going to be released there? ***We’ve got reason to believe that’s the case, yes.***

What reason? ***Reports of Believer activity in nearby systems. It’s difficult to spot, since they’re generally fairly adept at avoiding notice... but Xirossk has contacts all over the galaxy, and we’re fairly certain. The Believers are converging on Caarimon.***

Xirossk? ***Our chief intelligence officer. Some of you may remember him.***

You seriously want us to go and save Caarites? After everything the Cartel has done? ***I hope you will go and stop the slaughter of innocents. Whatever the Cartel has done here, most of the individuals on Caarimon had nothing to do with it.***

Fine. What are we looking for? ***About three tons of the virus, transported in a set of bacta tanks.***

What can you tell us about the virus? ***Its transmission is by air. Touch isn’t necessary. It only***

affects Caarites. *It may or may not break down if it's immersed in water, since it looks like it's had a mutagen added to it to shift its vulnerabilities to other chemicals every so often. At least, that was the case with the sample we analyzed.*

It's mutating? *Yes, but the mutations appear to be controlled. So far, that is. Its core function in all its forms seems to be to kill Caarites.*

Is it possible that it could mutate into a form that could kill other species as well? *Anything's possible.*

How dangerous is this going to be? *I'm not sure. Potentially? Very.*

Do you have any resources we could use? *Nothing major. We need most of our weaponry here. I'm willing to provide you a one-fighter escort.*

A fighter escort? Won't that draw attention? *You're not Caarites. You'll already draw attention. We've received word that there was at least one fighter escorting the ships that took the virus from Ipsus. But I don't think more than one fighter is advisable. One is an escort – two is a threat.*

So if one of us has a fighter... *Yes, you could take that instead.*

I thought you couldn't afford to send any of your own. *The individual who's volunteered the fighter isn't a Militia member. Yet. It's offered to fly escort on any job that we have, in order to demonstrate its loyalty and utility.*

It? Why it, and why would it need to do that? *Because it's a Filordus. They're asexual and don't have genders. The Filordi are the other species that's part of the Cartel. But it claims to love Cularin. Its name is Yve.*

Do you trust it? *I do. If you're not comfortable with it, you could always try to get a pilot from some other source in the system. But I can't assign a Militia member to the duty. [Getting a competent pilot for the escort shuttle would be a fine way to use those favors players never seem to get to use.]*

I'm in the Militia. Does that mean I can't go? *It means you can't wear your uniform. Your freelance history in the system is such that if you go, it won't look like you're working for the Militia.*

What about a transport? *If you don't have one, we can provide one.*

What do you know about Caarimon? *Just that you'll need to land in a place called Joventusek. It's the only spaceport on the planet. We've also verified that the fighter and one of the three transports have already landed there.*

Why can't we land elsewhere? *We want your visit to be legitimate. We don't want to create diplomatic incidents. We also have reports that the planet itself exists in a delicate balance, so upsetting it might be easier than we would assume.*

Why don't you just alert the government on

Caarimon of the threat? *Because we have evidence of Caarites among the Believers. If we try to warn them remotely, we run the risk of someone learning that we know what's happening and rushing to action before we can possibly do anything to stop it.*

About that payment? *We can pay for your fuel and docking fees, if need be. I would hope that at least some of you could see your way clear to do what is right and help protect the innocents. I would offer to pay you personally, but I'm foregoing pay to keep the Militia operating.*

Have you notified the Jedi Academy? *I spoke with Master Devan about including Padawans and/or Knights in the mission. She assented. You are welcome to check with her, or your own mentors, as you see fit. [This is true. The Jedi fully support this mission. Feel free to convey this to Jedi heroes in any way you see fit.]*

Is there anything else we need to know? *I think I've told you everything. When you land in Joventusek, do a survey of the surrounding area. I understand much of Caarimon is plains – it shouldn't be hard to figure out where it would do the most damage to release the virus.*

What about from orbit? *Possible. It's not clear how well the virus would survive the upper atmosphere. For now, at least one of the ships we believe to be carrying it is in Joventusek, and when we find out where the others are, we'll notify you.*

Do you have identification codes for them? *We have the ones they used leaving Cularin. The fighter and transport that are already there used different codes, but we identified them anyway. Don't ask how, please.*

Beyond that, improvise things that fit the general outline above.

Encounter 2: Joventusek

Key ideas of this encounter: landing in Joventusek, the heroes get their first taste of Caarimon and get two leads on what might have happened to the cargo of the (now-empty) ships

Note: Anyone who speaks Caarite knows that "Joventusek" is the Caarite word for "gateway."

The Caarimoos system is located in the Meridian Sector in the Outer Rim. As such, the base hyperspace travel time to reach the system is 24 hours. Heroes who wish to use their Astrogate skill can attempt to reduce the travel time (which is also modified by the hyperdrive, presence of an astromech droid, and so forth, per the *SWRPG-RCRB*, p. 206), but if no one has emphasized

this skill feel free to gloss over anything having to do with the travel and just get the heroes to Caarimon.

A “Cultural Awareness Document” is sent to the heroes as they approach Caarimon. This document is included as Player Handout 2. Everything that is included in the document is truth, and can be verified by the heroes if need be. Don’t let their verification of the statements in the document eat up too much time – there’s a lot going on in the scenario! The standard “approach” text is below.

You come out of hyperspace and see a beautiful planet before you. Caarimon is a wash of green dotted with blue lakes and rivers. The only section of the planet that does not seem to glow from space is the region around the planet’s north pole. There, a flat brown radiates out what must be 100 or more kilometers in all directions. Navigating to Caarimon’s surface looks like it may be a minor challenge – dozens of satellites and small space stations clog the upper reaches of the planet’s atmosphere.

There are no landing platforms anywhere other than Joventusek. All transit on the planet is done via modified speeders, which stay well above the level of the fragile Caarimon grasses. Attempts to land on any of the grasses outside the city are met with frantic calls from the Caarimon Conservation Ministry, literally begging the heroes to “do no harm” to the planet. If anyone attempts to land a ship on the grasses, give everyone on board Spot checks (DC 8) to notice that the grasses begin to wither and die even before the ship touches them.

Any hero with a diplomatic background (Jedi counselors, nobles, or anyone else who has focused on diplomacy) should be able to recognize the genuine panic in the voices trying to keep them from harming the planet. If, knowing that they are doing harm, the heroes persist in damaging the world to which they have been welcomed, this is quite probably grounds for a Dark Side Point. Remind any player who rationalizes with sentiments like “The Cartel cut down ch’hala trees!” that two wrongs don’t make a right, and revenge is a path to the Dark Side. Of course, give all the standard warnings about the possibility of Dark Side Points before issuing them.

If the heroes have damaged Caarimon before landing at Joventusek, the welcome isn’t quite as warm, though suitable Diplomacy checks (and associated role-playing) can smooth things over. The individual greeting them isn’t predisposed to be hostile.

Ultimately, the continued presence of the fighter and transport from Ipsus on Joventusek should convince the heroes that this is the place they need to start, at the very least.

Landing

A smiling Caarite dressed in a white shirt and short white pants that stop just below his knees greets the heroes. He wears a broad smile (even for a Caarite) and looks happy to see them as he waits at the bottom of the landing ramp. He is unarmed, and does not have any guards with him.

The Caarite grins at you. “Hello! I am Nuris Blaht, Deputy Undersecretary to the Assistant Chief Subcounsel of the Greater Caarimon Communications Division of the Caarimon Ministry of Conservation. Welcome to Caarimon!” He extends a small, pale hand to [pick a hero].

Nuris is harmless, and a little quirky. He shakes hands with everyone, and the shake is very rapid and tight – rather like trying to hold onto a fleshy jackhammer. Feel free to actually shake a couple of player hands to demonstrate Nuris’s enthusiasm. He works for the division of the Ministry of Conservation that is responsible for greeting off-worlders, and doesn’t actually get to perform his duties very often. Not many off-worlders come to Caarimon.

The other thing that the heroes may notice about Nuris (through Sense Motive, Empathy, or any other relevant skill; I’m not even going to set a DC, it’s so obvious) is that he’s happy. He’s genuinely happy, and his smile is not the pinched, used-freighter-salesman smile of so many of the Caarites the heroes have seen around Cularin. Nuris is **nice**, and should be played as such. He answers questions about the planet and about other visitors freely and honestly, and if offered money (bribes, etc.) responds with something like, ***“You are most generous. If you feel the need to make donations beyond standard docking fees and associated travel costs, the Ministry of Conservation is always willing to accept credits. I personally cannot handle such transactions, but I would be happy to provide contact information for those who deal with finances.”*** Unless the heroes are absolutely blatant about trying to bribe him, he doesn’t even consider the possibility that he might be the target of a bribe attempt. He’s being helpful, and if that impresses the visitors enough that they want to make donations, he’ll be happy to help them find a suitable charity or other organization. (Feel free to be creative with the charities on Caarimon; just let the campaign staff know (LFPlots@living-force.net) if particularly large donations are made to charities we hadn’t known existed!)

Nuris is here to make sure the heroes have read the Cultural Awareness Documentation, to see if they have any questions, and to help clarify the importance of maintaining the balance on Caarimon. (While I shouldn’t need to write this, anyone who wanders to the edge of the platform and drops something metal to the

ground below absolutely mortifies Nuris. Fortunately, the edges of the platforms are surrounded with motion-sensing astromechs equipped for flight whose bodies are ceramic rather than metal, and whose purpose is to keep stray pieces of ships and speeders from making their way to the grass. Again, if the heroes persist in destructive behavior after it has been explained to them – both in- and out-of-character – that this can damage Caarimon’s ecosystem and potentially put life on the planet at risk, they may deserve Dark Side Points; littering isn’t a Dark Side act, but knowingly and wantonly killing living things, especially to torment them, may be.)

Things Nuris can tell them:

- *Yes, two other ships arrived from off world in the past few days. A fighter and a transport.*
- *This has caused much excitement. We do not get many visitors.*
- *The fighter is docked at A-12. [The heroes are at A-9]*
- *The transport is docked at B-2.*
- *Our local security teams are certainly in the area, but the individuals who came in on those vessels have gone elsewhere on the planet.*
- *I do not know where; we welcome visitors, and avoid making them uncomfortable by asking too many questions.*
- *Yes, our grasses are very important to us. Every bit of life on Caarimon is vital. It has not been so many generations since greed almost wiped us all out, to our shame.*
- *The evidence of our shame is the great Desolation in the north. It is a place where so much harm was done that nothing will ever grow again. [He looks very sad when he speaks of this.]*
- *Our cities are wonderful, thank you for asking. I can certainly arrange for a tour of the fuel centers, if you plan to be here through tomorrow. It is a fascinating process through which the by-products of our buehl grasses are taken and combined with various refuse to fuel our cities, which in turn provide the light and heat the buehl grasses need to survive. But it would take a day to arrange a tour.*
- *Underworld? Bad element? Not particularly. Most of us do not go to Efellis, where our Filordi friends live, but that is the closest we come to a “bad” part of the planet. Even there, the issue is more one of social compatibility than actual quality of company. They eat things we do not, and their space requirements differ from ours.*
- *If you are interested in Caarimon’s ecology, our library is quite good. You can also purchase a datacard if you do not have time to visit the library while you are here.*
- *So long as you do not intend to use them to do harm*

to my people, there is no reason for you to give up any of your belongings, including your weapons.

- *No, actually. I will not be asking why you are here. I only ask you for your word: Do you promise to do no harm to Caarimon, if it is within your power to prevent?*

Anyone who won’t promise to try to avoid doing harm is asked to stay with the ship. If the other heroes – particularly Jedi heroes – vouch for the troublemaker, the request may be rescinded. Again, it takes diplomacy and role-playing to get this done; the request is (intentionally) phrased in such a way as to make it easy for even the most anti-Caarite of the heroes to say, “Yes, I promise.”

Checking out the Fighter

The fighter is an oddity (as is any fighter the heroes brought with them; note that if they brought Yve, the Filordus stays with its own fighter while the heroes are out and about) and as such, has attracted the attention of a number of Caarite children. Now, here’s the kicker... Caarite children are wrinkled, and scaly, and look EXACTLY like pale, miniature Trandoshans. Every Caarite child looks like this. (Note that many species look different in juvenile and adult forms; while the caterpillar turning into a butterfly isn’t a perfect analogy, it’s pretty close to what happens to Caarites.)

Have fun tormenting Trandoshan heroes.

A trio of Caarite guards nods at you as you approach landing platform A-12.

“Do you have any intentions to do harm to the property on this platform?”

So long as the answer is “No,” the heroes are allowed to pass. There are a number of Caarite guards inside as well (and there were a number left with the heroes’ ship(s) to protect them), and the following:

With a screech of joy and a shout of “Blam, blam!” a pair of tiny forms dart out from underneath the fighter – a Z-95 Headhunter, jet black, trimmed in gold. They chase around the landing gear, shouting and laughing. Nearby guards watch, amused.

The tiny figures look for all the world like miniature Trandoshans.

If the heroes brought another fighter with them, another child rushes in shortly after the heroes arrive and shouts, “Flib! Mody! These guys have one too!” At which point any pilot in the group becomes the target for pre-adolescent Caarite adoration. Trandoshans – and the children have never seen a Trandoshan – also get looks of awe, and questions like, “How’d you get so big without growing up?” Of course, the questions are

asked in Caarite. If the Trandoshan doesn't respond, the children switch to garbled Basic.

A Trandoshan pilot is about the coolest thing EVER to these kids.

The guards, for their part, aren't concerned about the children playing around the ship. They're very well-behaved, and don't touch anything. If they did, the guards would send them away. If the heroes want to put in an order to keep children away from their own ships, that's fine, but Caarite children obey very well, and are not at all destructive. Comments about "destructive Caarites" are met with puzzlement, though subsequent mentions of Cularin meet with embarrassed responses. No one on Caarimon is pleased with what Velin Wir did.

Now, here's the reality of this scenario... **you may not have time to include the Caarite children.** It should be a fun encounter, but if time looks to be tight, this is a place you could cut. The critical information from this portion of the encounter is as follows, and can be obtained from the guards:

The pilot of this fighter (a Shistavanen – think "wolfman" and you won't be far off) left his ship two days ago and rented a speeder to go north, towards the Desolation. He has yet to return.

Checking out the Transport

If you really want to torment the heroes, they can find more Caarite children here, or be tailed by the ones from the fighter. Otherwise, here's the critical information (which can be obtained from the half-dozen Caarite guards in the area):

The individuals (four Humans) who came in on this transport off-loaded something as soon as they arrived, then rented a speeder to go to another city on Caarimon. That night, the Metatheran Cartel sent representatives to inspect the ship, which was highly unusual because the Cartel generally does not care what is being brought on-planet. There were indications that the Cartel might be searching for the individuals whose transport it was, though it's unclear why. All information about the whereabouts of the crew of this transport is now moving through the Cartel, so the guards do not have access to it. They can, however, direct the heroes to the Cartel's base of operations in Joventusek.

NOTE TO THE GM: If you can, run both Encounters 3 and 4. Just remember to keep an eye on the time, and if one of them needs to be cut somewhat short, do not hesitate to do so by making the information somewhat easier to gain.

Encounter 3: Fields of Caarimon

Key idea of this encounter: Attempting to cross Caarimon's fields from Joventusek to the Desolation, the heroes are set upon by Believers on speeders and a running battle ensues

We anticipate that this encounter is most likely to happen on the way from Joventusek to the Desolation, it can be inserted at any point that the heroes elect to leave Joventusek in a borrowed speeder.

It is, unfortunately, not possible for the heroes to use speeders of their own on Caarimon. Speeders brought from off-planet are built on metal frames, and use a great deal of metal in their construction. Local speeders are made of a very strong, lightweight ceramic-like material that does not harm the native flora if it accidentally comes in contact with them.

Obtaining a speeder is not difficult, nor is it difficult to obtain directions to the Desolation. Generally, head north and they'll find it.

You might want to wait until the attack begins before handing the heroes all the specifics on their borrowed speeder (and yes, it's borrowed; the Caarites are happy to have visitors on the planet, and don't bother charging for use of the speeder, so long as the heroes pay a refundable security deposit, from which fuel costs are deducted; the deposit is 300 credits, and the fuel costs end up being about 200 credits; if the heroes don't bring their speeder back in one piece, then obviously, they don't get their money back). If you give it to them too early, nobody is likely to be surprised when the attack comes. It's almost as much of a give-away as getting out the battle-mat!

The running combat, such as it is, should be fairly free form. The Believers have set guards to watch for anyone leaving the city heading north. When the heroes pass them (approximately 30 km north of Joventusek), the Believers power up their speeders and give chase.

It is possible for the heroes to borrow one large airspeeder and up to 2 airbikes. None of the speeders or bikes, by default, has weapons attached; the Believers have modified theirs since borrowing them.

If the heroes ask, several airbikes were loaned to other off-worlders in recent days; they haven't come back yet, but the Caarites aren't worried. There's no way to get them off-planet without bringing them back to Joventusek first, unless someone brought a ship down in the Desolation. And no one would bother doing that to steal these airbikes, in their estimation. (LIVING FORCE is not going to cert any of these speeders for heroes who decide to land their ship in the Desolation and load up on the "free" transports. It's not

the kind of behavior we expect from heroes.)

The Believers are not dumb (expect to hear these words again). If the heroes have a low-flying fighter escort (Y've won't do this, but another hero might), they aren't about to attack with their speeders. None of them are daft enough to go up against ship-scale weapons. If the heroes do this, allow them to find and capture one Believer (Spot checks and a short chase suffice) to obtain any necessary information. Discourage heroes from taking ships out from Joventusek other than the ones the Caarites provide (do this in-character with a Caarite NPC), but if they're bound and determined to drive their ship everywhere, then as long as they don't let metal touch the buehl grass, the Caarites reluctantly allow them to do so.

The number of Believers hidden in the grass varies based on tier. In lower tier (levels 1-3), there are 2 Believers (Willus and Urna); in middle tier (levels 4-6) there are 3 (Willus, Urna, and Imber); and in upper tier (levels 7-9) there are 4 (Willus, Urna, Imber, and Garit). Their job is to kill anyone who is (a) not a Caarite, (b) not a Believer, and (c) heading towards the Desolation. When/if it happens...

You're cruising along, minding your own business, when several shapes erupt from the grass behind you – and they're closing quickly!

Running fights provide a lot of opportunities for cinematic behavior, and for creative use of gear. Ascension guns, for example, can be a lot of fun when used against a speeder. It won't necessarily stop the speeder, but anchoring the gun on the heroes' speeder and then connecting to the villains' airbikes may cause some problems for the bad guys. Their tactic, after all, is to hit and run. The airbikes are faster than the big speeder, and the Believers use that to their advantage.

General Tactics: Beyond hit-and-run, the Believers coordinate their attacks on one target at a time, taking out the mode of transportation and counting on the resultant explosion to remove the passenger(s) as problems. While they initially target the largest group of heroes, if another hotshot pilot on an airbike starts to be a problem, they switch to that person and attempt to bring him (or her) down. They initially count on the laser cannons they've had mounted on the front of their airbikes, but if the heroes start to outmaneuver them, the Believers switch to using their blaster pistols instead. In this case, the hit-and-run tactic becomes even more important based on the relatively limited range of the pistols.

Try to give everyone who wants a chance to participate; get the Believers in close. Let them shout at and taunt Jedi ("Death to the Unbelievers!" is still a free action, after all). Watch in great amusement as someone decides to Move Object their speeders out

from under them when they get too close.

In other words, pilots, Jedi, and other combatants should have things to do here, while diplomacy-focused heroes may have more to do in Encounter 4, and tech-minded characters may have more to do in Encounter 5. Medically inclined characters should ultimately have plenty of folks to piece back together.

If you are pilot-light, or if you are short on time, this fight becomes purely optional. You can always throw in a single chase-speeder if the combat-focused characters need something to blow up, but there's no reason to go full-bore with this unless you're certain you have the time to do so.

Any captured Believers spit and swear a lot, cackle maniacally, and refuse to talk. What they know, when it comes down to it, is this:

- ***We arrived a few days back.***
- ***We're guarding the Desolation.***
- ***You must die.***
- ***We came in on the transport.***
- ***Death to the Unbelievers.***
- ***No, none of us flew the fighter. That was Blink.***
- ***The big boss was on one of the other ships, I guess. We heard we'd get to meet him one of these times, but not yet.***
- ***There are two other teams.***
- ***Death to the Unbelievers.***
- ***I don't know where the other teams are. But when they get here, we'll all know it.***
- ***I guess he's male. All big bosses are men. Women make lousy bosses. No, I haven't seen him.***
- ***That's all I know. Why don't you act like a Jedi and beat me some, to see if I'll talk.***
- ***You're all weak and foolish. This planet is as good as gone already. There's nothing you can do to stop it. [They don't actually know how this is supposed to happen, only that it is. They know they were to bring their cargo here and gather seismic data, then use a program (which they've since destroyed) to plant a transmitter in the Desolation.]***
- ***Death to the Unbelievers.***

Knowledge (Spacer Lore: DC 20) allows heroes to recognize the name "Blink." He's a Shistavanen (remember the werewolf in the *Star Wars*: Episode 4 - *A New Hope* cantina scene?) pilot who's renowned for his skills. No one's heard of him working with the Believers, although there were rumors that he'd been helping with the programming of droid pilots for the Separatist armies.

The Believers all have comlinks, but they cannot initiate contact with them. They can receive and transmit, but because of the possibility that the planet-side team might be discovered, the comlinks cannot be

used to reach the other teams.

In the unlikely event that the dice decide to truly hate your players and they all end up on the ground, transports destroyed, wounded and bitter, all is not lost. The owners of the borrowed speeders are notified whenever one of their speeders is destroyed and arrive (only if needed) in a large speeder named *Anih'cam Xesued* – a Caarite phrase that roughly translates as “Family Wagon”. They haul the heroes to their desired destination and arrange for alternate transportation, though the security deposit is doubled for the next speeder(s).

Encounter 4: Cartel Central

Key ideas of this encounter: the heroes find the main base of operations for the Metatheran Cartel on Caarimon, and encounter a very different business model than what they're used to in attempting to locate information about the contents of the ship

Just as there are two species that are part of the Metatheran Cartel, so are there two options for this encounter. Do NOT run both (unless you're using this event for home play, in which case, take as much time as you like!).

One option is visiting the main offices of the Cartel in Joventusek. Many groups may be interested in this opportunity. The other option is learning about (through whatever means they might have) and going to visit Caarimon's rather miniscule underworld – little more than a set of high-quality tenements where the few Filordi who live on the planet actually reside.

Because these are designed to be relatively brief, I provide short descriptions and bullet-points of information that can be gained in each location. While basic role-play hooks for NPCs in each scene are presented, feel free to get creative with the personnel in each location.

Cartel Operations

Remember that Caarites are very small. As such, their buildings are not built for tall species. Particularly tall heroes (especially Wookiees) may find themselves needing to duck a great deal while inside.

The base of operations for the Metatheran Cartel in Joventusek is a broad-faced white building two stories in height. The Cartel's logo is painted above the main double-doors in brilliant blues and reds, and the entire structure has an airy, friendly look. No guards patrol outside. No security cameras pan the area. A regular stream of individuals – mainly Caarites, but a few Filordi as well – make their way into and out of the building.

The individual at the front desk is someone the heroes may have met before – but it's been a while. Long ago, on the far side of the Mid Rim, an ebullient female Caarite named Jyll Xon worked reception for the Metatheran Cartel offices in Gadrin. Heroes who played “Revelation and Refutation,” the third LIVING FORCE event, probably met her. Moreover, they may have put her into anaphylactic shock!

Through a combination of factors – she missed her significant other, she was allergic to several plants on Cularin, and the Cartel got booted off the planet – she ended up back on Caarimon, and is much happier as a result. She still has the same smile – it literally stretches from ear to ear – and seems very relaxed and happy as she greets the heroes. You may give heroes a chance to recognize her if they played the scenario (Intelligence check, DC 10). They may remember her as the Caarite receptionist who was allergic to plants, which the heroes had to get past to steal information about the Cartel (though there were so many ways to deal with that particular encounter that everyone likely did something different).

Jyll, for her part, does not remember any hero with a Reputation score less than 6 – but 6 or higher and her eyes light up. She's pleased to see that anyone from Cularin would come to Caarimon, after the awful things Velin Wir did to the planet.

Jyll is rather a ditz, but she's a happy ditz. Play her as such.

If the heroes come up with any kind of reasonable excuse (up to and including the truth), she immediately calls the Operations Manager for this facility, a Caarite female named Patla Soo.

As far as Patla is concerned (and this may also cause the players to scratch their heads), the Cartel has nothing to hide. Yes, they did search the transport docked at B-2. Standard sensor scans indicated the presence of something potentially hazardous on board. The hazardous material was confiscated, and is currently stored in the basement, awaiting analysis.

Patla has NO IDEA what it is her people brought into the Cartel's base. In fact, she's heard NOTHING of the recent viral attacks in Cularin. She turns several shades of pale green (any Tarasin may find themselves impressed; no one knew Caarites could turn colors) if she's informed what it is, and what it does.

In the basement, there is one modified bacta tank full of the virus. In other words, better than 100 liters of bubbling green Caarite death.

Patla handles things with as much calm as she can muster. She doesn't want to create mass panic, so doesn't evacuate immediately. She does, however, very much want to know what can be done to neutralize the virus.

Heroes who played the previous two events (and

we hope SOMEONE at your table did) know that, at least for prior strains of the virus, freezing it in liquid nitrogen (or the equivalent) puts it in a dormant state. Carbon freezing also works just fine, and the Cartel has a carbon-freeze chamber here, and one in each of their three orbiting research stations.

Patla offers any help the heroes need. She's more than willing to share what little she knows about the individuals who brought the virus to Caarimon.

- There were four Humans on the transport.
- They borrowed airbikes and headed north.
- Aside from leaving something behind that could kill thousands of us, they seemed very nice.
- We don't actually have patrols, so no one has seen them.
- Why should we patrol? No one has ever attacked us. We are a greater danger to ourselves, historically.
- To the north is the Desolation. It is the last place we attempted to build cities that actually touched the ground. Something in our building materials killed everything it touched. We soon learned that it was the metal, but by the time we discovered this, it was too late. Nothing has grown in the Desolation for generations.
- I will be trying to find out why we heard nothing about this virus from the Cularin Cartel representatives. We have not always had the best of representation there, I fear.
- No, I've never heard of "pseudonet encryption". Why do you ask?
- Thank you.

Efellis

If the heroes choose to borrow speeders and head to Efellis instead, run Encounter 3 on the way (unless you've already run Encounter 3, of course). Efellis – the "underworld" of Caarimon – is also north of Joventusek.

For a "hive of scum and villainy," Efellis looks nice. Filordi wander the floating city, going about their daily business. They look at you curiously, but none of them seem any more hostile than the Caarites of Joventusek.

I'll make this one easy for you. If the heroes want to use Gather Information to learn about other off-worlders who've come here, consult the chart below. For every 500 credits spent to "grease the wheels," the heroes get a +2 synergy bonus to their Gather Information checks. You've seen these charts before – you know how they work. Try to spread the information around, and high results can obtain the information for lower results.

DC	Information Gathered
5	<i>You find a derelict Filordus nursing a bottle of Rodian ale. Off-worlders on Caarimon? Yeah. There's... [counting number of heroes] of you. Hic.</i>
10	<i>You find a small Filordus child. Off-worlders? Ooh! There was peoples like youse and they was on bikes and they rode around VROOM VROOM VROOM the city!</i>
15	<i>You find a young Filordus who seems to be working as an errand-runner. I've heard that there are off-worlders on the planet. I don't think we need them here. I mean, no offense, welcome and all, but change brings trouble. I've got a bad feeling about them. [If anyone uses See Force on this youth (Rikard), he is Force-sensitive, but isn't aware that's what he's experiencing; also, remember that Filordi are not gendered, and any gendered pronouns that we use are simply for convenience.]</i>
20	<i>You find an old Filordus sitting on a bench at the edge of the city. Oh, they're here all right. Seen 'em. Don't trust 'em. You, you at least look a person in the eye. They zipped around and didn't look at nothing but the lay of the land. Airbikes, all of 'em. Took off toward the Desolation. No offense, but tourists can be pretty dumb.</i>
25	<i>You find an information-broker, standing on a street-corner and conversing with other locals. Off-worlders? Yeah, I saw them. Contacted me for the what-what. I tell them, you want the what-what, you pay the price-price. They paid. Little too quick, that. Money's good. Dataries work, yeah? You wanna know what the what-what was? I don't like them. You only pay me half what they paid. [That's another 1000 credits.] They said they were seismologists. Wanted to know about fault-lines up near the Desolation.</i>
35	<i>You find a Filordus beaten in an alleyway. It is barely conscious, but does respond to healing. Off-worlders? Who do you think did this to me? Took me to the Desolation, made me walk on the ground to be sure it was safe for them. Then they hit me and laughed. They dropped me from up there. [Points to the sky.] I thought I was going to die here, that no one would find me. There were 4 of them, but they were talking about more of them – and Blik. They mentioned Blik a few times.</i>

Note that if there is no fighter pilot in the group, you don't need to keep mentioning Blik. Blik is here

because fighter pilots haven't had a chance to strut their stuff yet, and if there's no pilot to oppose him among the heroes, Blik ends up dog fighting with Yve during Encounter 6. So, he's just flavor for groups without a fighter pilot, and shouldn't be over-emphasized.

The Library at Joventusek

I mentioned it, and it's possible some heroes might want to check the library. A *dedicated* search (Search DC 26/30/34; taking 20 and aiding others are both permissible tactics) reveals that two days ago, all the maps and geological surveys of the Desolation were pulled up and copied by an anonymous user. This was done approximately one hour prior to when the off-worlders borrowed the speeders, and approximately one hour after the villains landed.

Encounter 5: The Desolation

Key idea of this encounter: find the targeting mechanism and realize that it's in place to assist in targeting the fault-line with the tanks of virus

The virus alone would be bad enough, but the Believers (and the individuals in their employ) have decided that they might as well bring about a full-scale catastrophe. They've elected to not only release the deadly agent into the atmosphere, but they've set the targeting such that when the empty escape pods crash to the ground, they slam into the most vulnerable spot on a major fault line and explode (being packed with lots of explosives helps). The explosion must be precise, or it won't do anything at all, but with a precise placement of the impact, a seismic event of indeterminate size can be generated. Theoretically, at least. Such a fault line wouldn't usually occur in a locale like this, but several millennia ago Caarimon shifted on its axis, and things have been strange ever since. Blasted asteroids...

Heroes who interrogated any of the Believers in Encounter 3 may have learned of a transmitter. If they did not capture anyone in interrogatable shape, the transmitter is still going to make itself known.

The green fields of Caarimon, which looked for a time as though they might stretch forever, end abruptly a few kilometers ahead. A line, jagged and brown, shreds its way across the landscape. As you come closer you realize beyond that line, nothing grows. Even the air feels stale and sour and dead.

As they cross into the Desolation, give any hero who's tech-minded or actively manning sensors a Spot check (DC 12/15/18). Success indicates that they have noticed a disturbance – not in the Force, but in their

navigation system. At 3-second intervals, a strong signal is being emitted from deep in the Desolation.

Finding the Transmitter

Finding the source of the transmission is a simple enough matter. Technically inclined heroes can easily (DC 12 Computer Use) reconfigure the speeder's computers to allow the signal to be tracked. Alternately, they can use standard scanning equipment.

The transmitter is 40 km inside the edge of the Desolation, buried about 1 meter deep. Anyone who's examined the seismic information from the library recognizes that this should be very close to – if not right on – a major fault line. The signal itself seems to be aimed straight up. The transmitter has a timer on it, set to expire in 2 hours.

Examining the transmitter makes its purpose pretty clear. Craft (Electronics/anything else relevant) and appropriate knowledge skills related to electronics allow a DC 11/13/15 check to identify it. Computer Use requires a DC 20/22/24 check to identify it. This is a targeting beacon.

As soon as someone figures this out, someone else is likely to pull a blaster and attempt to make it an ex targeting beacon. If no one immediately moves to stop the trigger-happy hero, pause and ask everyone present to make Wisdom checks. The two individuals with the highest checks should at least consider the possibility that destroying the beacon may alert the individuals who are using it that something is going on, and cause them to immediately deploy their weapon.

I'm not even going to try to guess how people may attempt to reprogram this device. Use your judgment, and set a DC appropriate to what they want to do. A minimum Disable Device DC to meaningfully change the information being sent by the transmitter without destroying it is 15/20/25. Only one failure can occur before the device shuts down on its own.

Use this to create some tension. Ultimately, the heroes can even take the targeting device with them – after all, they now know where the attack is going to come from (DC 10 Intelligence check if they don't figure it out) – it's coming from somewhere in orbit. And it just so happens that in two hours, one of the three orbiting Cartel research stations is going to be directly over the spot where the transmitter was buried.

Note: Once the heroes reprogram or remove the targeting device, Caarimon is no longer in danger of a seismic event. The virus can, however, still be released into the atmosphere.

Examining the Desolation

Environmentally-minded heroes (and there are more than a few of them) may be interested in gathering samples of the soil in the Desolation to determine if

whatever was done here could be undone.

Allow them to roll whatever Knowledge or Profession skill seems most relevant upon initial examination of the soil. If they succeed at DC 10/14/18, they determine that the soil, while dry and fouled, could probably be purified enough to allow things to grow in it again. It would take some work, but it could be done. The technologies that would allow such to occur are recent – only developed in the past year or so.

In running this encounter, emphasize the dryness and the unpleasantness of the area. There are no traces of life or even ruins here at all. Whatever the Caarites built, a hundred generations ago, it's long since been absorbed by the planet.

Encounter 6: Coordinated Attack

Key ideas of this encounter: an enormous, multi-front, movie-climax fight in and around the Caarite research station from which the virus is to be launched

Note: Please read and familiarize yourself with the rules and tactics presented in this section. We attempted to make it as easy as possible to run 2 fairly complicated fights, but you'll still need to make sure you have a "feel" for how things should run, prior to actually running them.

I'd also suggest using appropriate music from the *Star Wars* movies to help support the cinematic mood.

If you are running both fights, expect them to take up to two hours.

It's possible that the heroes may get to the Desolation and figure out where most of the virus is being kept without ever visiting some of the on-planet locales. That's fine. Just remember that there is a tank of the virus stored in the basement of the Cartel's Joventusek base. Melo, if put in a position of bartering for her life, tries to use that to her advantage.

While this is one encounter, several things are going on in it. First, Blik launched while the heroes were elsewhere, and has attached his ship to one of the derelict vessels that orbit Caarimon within a few kilometers of the Cartel research station the Believers are using to launch their attack. Roll 1d4 to determine which one he has attached his ship to; it's fine to have him attach inside the hull of one of the ships, if the heroes are likely to give everything an eyeball-scan prior to docking with the research station. Blik has powered down and is waiting to see if anyone comes to the station. His orders are specific: Do not engage any approaching transports. A transport might be a legitimate Cartel vessel, or something else that the

Believers don't want to destroy before they put their plans into motion. Transports are also notorious for calling for help, and that's the last thing the Believers want – a bunch of angry Caarites descending on them.

He can (and does) end up engaging anyone in a fighter, but **ONLY IF IT'S THE ONLY SHIP PRESENT**. If none of your heroes brought a starfighter, you don't need to worry about the following section and can skip ahead to the section detailing the interior of the Cartel research station. The combat that occurs between Blik and Yve is something the heroes should be aware of as they're engaging in the fight inside the research station.

The only time Blik bothers to fire on a transport is if all of the heroes – including their fighter escort – dock with the research station and go inside. At this point, Blik disengages and fires on the transport, which should (hopefully) bring the fighter jockey out of his stupor and send him rushing back for the fight with Blik. You may need to nudge the hero with the starfighter by having Blik taunt him or otherwise get his attention.

Note: The idea here is that the combat inside the research station and the space combat with Blik occur at the same time – that is, with everyone in the same initiative sequence. Thus, while I'm going to keep the descriptions and tactics for the two fights separate, they're going to need to be run simultaneously. Think of it as being similar to the climactic scene from one of the movies, with battles going on in multiple locations, and quick cuts back and forth. In other words: Just because you'll be reading the description of the space combat first, do NOT run it first. Run it at the same time as the other combat, and just let the fighter pilot search the surrounding area and look for trouble until the heroes inside find their fight; as soon as he knows that Melo and the crew inside have engaged the heroes, Blik powers up and goes after the pilot outside.

If the heroes realize Blik is outside and elect to send the transport to help the fighter against Blik, Blik bugs out. He's not dumb (I warned you that you'd see this again) and isn't interested in a 2 on 1 fight. When he leaves, he sends a short burst over the comlink that basically amounts to, "You were too cowardly to fight one on one, good luck stopping my companions inside. You'll need it." Then he jumps to hyperspace and is gone.

Space Battle

We've provided "ship" counters (conveniently the size to fit on a battle mat) for your use in running this battle. So it's not a "battle" per se, since there are only two participants, but it's still a fight. Prior to running this combat, you **need** to get a feel for what the fighter pilot is looking for (try not to just come out and ask the

question, but if you must, you must). That is, do they *want* you to go full-bore on them and pull out all the stops? Blik, depending on tier, can be pretty heinous. He's quick, smart, and well trained. He is a legitimate threat. If the player only wants a challenge, but isn't the "kill or be killed" type, then Blik doesn't bother with the hero's ship after it's been disabled (assuming it is, of course; it may well not be disabled, although Blik should be more than a match for most heroes at any given tier). But if the player doesn't want punches pulled, don't pull punches. In all cases, keep it cinematic.

Realistically, don't expect to run Blik in low tier. I'm not even going to bother including a stat block for him at that level – no hero who is part of a level 1-3 group should have a starfighter. He's part of the scenery at that tier, and the heroes who are inside the research station should have enough to worry about with Melo and her illusionist.

Prior to running this combat, read over pages 217-222 of the RCRB; they contain most of the critical elements for dealing with the space combat system. Key things to remember are included below:

A pilot can take one move action and one attack action in a given round. A move action can be made up of any number of simple maneuvers that can be accomplished using the ship's current movement rate (9 500-m. squares if the ship is moving at ramming speed (the maximum for a Headhunter), 5-8 if it is moving at attack speed). The pilot can also attempt a maximum of one stunt (as a free action) in a given move action. Simple maneuvers don't require Pilot checks, but stunts do. Failing the Pilot check for a stunt by 10 or more means that the pilot is in danger of losing control of her ship. Another Pilot check must be made at the same DC as that of the original stunt; success means that the pilot does not lose control, but also does not complete the stunt, while a second failure means that the pilot has lost control; consult Table 11-18 (p. 227, RCRB) to determine precise effects of the loss of control.

Keep the fire arc of weapons in mind. If they only have front fire arcs, the ships need to maneuver so that they have opposing ships in front of them.

Pilots may want to use debris or other objects on the combat grid as cover, or to send a pursuing missile into a different target. To do this, the pilot must first fly through the square occupied by the other object or ship (use Table 11-17 to set the DC to avoid the other object; most satellites are size Tiny, while ship sizes range from Fine to Colossal; the derelicts in this encounter should be treated as size Small or Medium (roll 1d2 to determine which)). The pilot trying to shake the missile and the new (intended) target each make Pilot checks (unattended or unpiloted objects default to a Pilot check value of 10), and the individual

or object with the lower Pilot check is the new target for the missile.

Ship speed affects not only movement rate, but also the ship's defense (faster ships are harder to hit) and the pilot's skill checks (it's harder to maneuver as you go faster and faster). The modifiers are in Table 11-13, p. 218.

A couple of notes about the *Ku'Amo*, Blik's ship: First, any tracking device the heroes might have tried to put on it while it was docked on Caarimon was probably (but not definitely) discovered. Blik's droid, I4-M9 (which is deactivated once he boards his ship, since the Headhunter is too small to house an active droid), has +12 to Computer Use and need only make a DC 15 check to locate any foreign transmitters placed on *Ku'Amo* once he has been interfaced with the ship. If the transmitter is active, start Blik from well away from the heroes (that is, don't attach him to any of the derelict ships) and have him close such that he begins combat with the fighter jockey in the same round that the heroes begin their fight inside. It's just more cinematically appropriate not to have the space fight at a different time than the manual fight.

Second, Blik enjoys lying in wait for his prey, and has had the starter system modified such that he can start the *Ku'Amo* as a move action, rather than taking the 2 rounds a ship of this size would normally take to start.

Blik's tactics: In all tiers, if he's fighting Yve, he just blasts away. Descriptions of the combat are unimportant, except for occasional shouts of joy or fear from Yve on the heroes' comlinks. Don't take up event time running a fight between 2 NPCs, please.

In middle tier, Blik fires missiles at range and uses Quick Turns (p. 221) to ensure his facing is appropriate. He attempts to establish pursuit (p. 222) and, if necessary, uses his Heroic Surge to take an extra move action in order to establish or break away from the opposing pilot. He keeps his ship at ramming speed if at all possible (remember that this provides a penalty of 4 to his Pilot check rolls, and if he needs to make opposed checks, he may slow down).

In upper tier, Blik tends to be flashier. He enjoys drawing in opposing pilots, looking like he's weak and easy, and then coming around using the tight half-loop maneuver (page 222) so that he's facing them and can blast away with a full barrage of laser cannons. He also tends to stick to ramming speed unless he needs to be more precise in his flying.

A full page of text on the space battle... a map... counters... a stat block... and people wonder why we don't write space fights more often! Please, if at all possible take the time to let us know how it went, so we know if we should do it again.

Inside the Cartel's Research Station

First, the bad news: Every Caarite on board the orbiting research station is dead.

You dock with the research station and see that the bulk of the docking bay is taken up with two other ships. They match the descriptions of the other two ships that escaped Ipsus and headed for Caarimon. Caarite bodies are strewn about the docking bay. Some of them have been shot. Others show no outward signs of what killed them.

Heroes who've worked on the virus, or who have seen its effects in the past, recognize that some of these Caarites, at least, died from exposure to it. Spot or Search (DC 20; which one is relevant depends on whether the heroes decide to search, or head for the turbolift and happen to notice something on the way) may reveal that there is a small amount of broken glass and a puddle that hasn't quite dried in the center of the docking bay.

If the heroes attempt to claim the ships later (as salvage, for example), they discover when the transponder codes are checked that the ships are stolen and need to be returned to their owners. They're not in the Loot Summary, which means the heroes can't keep them.

This docking bay is the entire upper level of the research facility. The middle level, where most of the research was done, is also full of dead bodies and a broken vial. All of the villains are on the lowest level, preparing to send escape pods full of the virus and rimmed with high explosives (which cannot be salvaged by the heroes) down to slam into Caarimon as soon as they receive the signal from the transmitter.

They're aware as soon as someone docks with the station, as they have tapped into the security feeds. The heroes can easily disable the security system (Disable Device, DC 15), but their presence is known. The security system in the area where the villains are located has already been disabled – in a “boring conversation” kind of way.

There are four ways to access the lower level, where the villains are preparing to launch the virus. One is the turbolift. It's still working, but using it tells the baddies exactly who's coming and when. Second is the ductwork. A small frag grenade trap has been set in each one, but heroes need only make Spot or Search (again, whichever is appropriate for the speed at which they're moving) checks (DC 12/15/18) to notice these and avoid them. Failing to notice the grenade results in an explosion for 4d6+1 damage (Reflex save, DC 15, for half) which tears a hole in the duct and drops the hero 3 meters to the floor unless another Reflex save (DC 14) is made to hang onto the edge of the ductwork (standard rules for falling damage apply, but don't kill

anyone falling out of the duct; consider removing the grenade traps in low tier).

Third, there is a hidden stairwell (not on the map) located on the wall behind Thug 3. He's unaware of it, and is quite surprised if it opens behind him. Locating this stairwell and its associated door require the heroes access the schematics for the station (Computer Use, DC 14/17/20). The villains didn't do this, they just took the brute force approach and killed everything between them and the escape pods while bringing in the tanks full of virus.

The final way is to go around on the outside of the station and come in through the tubes used to eject the escape pods. I guess I really don't know how this could be done, but I know LF players – and they may figure out a way. If it's cinematic and makes sense, run with it.

Wherever the heroes come out, they do not have immediate line of sight on Melo. She's already disguised as Senator Wren, and as soon as she realizes the intruders are present, she switches on her voice modulator and completes her “character”.

When the fight starts, here is what each of the principle villains attempts to do (tactics are reproduced with the stat blocks as well):

The thugs fire on anything that they don't know is on their side, shouting “Death to the Unbelievers!”

Disch'l waits until Crymsin ignites her lightsaber (brilliant pink blade with traces of red) and then creates an illusion of Crymsin standing beside her. Crymsin and the illusion swap places a couple of times, then begin to advance together, toward the heroes. Disch'l raises his hands before the first shot is fired, as if in surrender; in fact, he is doing his job and sustaining the illusion beside Crymsin. If the first illusion becomes useless (that is, someone shouts out that she's an illusion), he creates other illusions to distract those who are holding him at bay, to try and slip away.

Eph moves around to the back of the pod he's beside and continues working on the thrusters that help the pod slam into the planet after releasing the virus into the atmosphere. He needs six rounds to complete his work on the thrusters, at which point he attempts to fire them up. The heroes have two rounds from that point to stop the escape pod from launching; make it clear to them that this would be a Very Bad Thing to let happen, and see what kind of heroic ideas they come up with. Eph is effectively a non-combatant.

Melo hides, and then switches on her voice modulator. She is disguised as Senator Wren, and in round 2 shouts (in a voice very much like the senator's): “Help! They've kidnapped me and are planning to make it look as though I were involved!” Her Disguise DC is 33 – pretty much average, for her. She wants to get a hero protecting her over near the

turbolift; she then plans to stab the hero with a poisoned knife and escape. If discovered, she uses Fear liberally to make it less likely that her opponents can hit her. She may also use Fear from hiding on anyone who attempts to engage Crymsin and her illusionary double. The Believers know what her basic plan is (impersonating Senator Wren to get the heroes to “rescue” her and keep them from fighting as effectively), and fire on anyone trying to accomplish the rescue – but not on Melo. Melo is not all that interested in fighting (especially in lower tiers) and would rather get away now that the job looks like it’s gone sour.

Crymsin is used to working with an illusion beside her, and uses it to her best advantage. If she has a chance to use Enhance Ability, her power attacking can become fairly unpleasant.

Disch’l, Eph, and Crymsin are all Believers, and not unimportant ones. Melo is just a contract assassin, and she doesn’t care much for them, nor they for her. Aside from Melo, the others in this encounter have worked together multiple times in the past, and should be treated as a team with tactics. They exist to support the fallen Jedi, whom they’ve been told is their leader (even though Melo is somewhat more powerful, overall).

Keep the fight tense and tight. Remember that you may have another fight going on in space at the same time, and if you want to, you can have portions of this fight move to different parts of the facility. (If you need to, it might help to fudge Blik’s initiative roll so that he and the other pilot don’t have melee interrupting them, and you can truly switch back and forth between scenes.) Have fun!

Note: If this fight ends up being anti-climactic and you skipped over the speeder fight to get here, then feel free to have the speeder-riders break into the Cartel’s base and take the virus that’s stored there, then lead the heroes on a chase across the surface of Caarimon. Only do that if you end really early, though.

Encounter 7: Other People’s Messes

Key ideas of this encounter: after the fight, the heroes are left with two escape pods full of a Caarite-killing virus, several prisoners (or corpses), and a datapad

Cleaning up the various messes on this research station may take some doing. First, the heroes need to deal with the virus. The escape pods were waiting to be activated when they passed over the transmitter that had been planted in the Desolation, but they could have been activated manually if Eph had been given the

chance. Now, the heroes need to offload the tankful of virus from each pod and do something with it. Options include finding the carbon freeze chamber on board and freezing it, dumping it out an airlock into space and using it for target practice, turning it over to the Jedi Council to dispose of as they see fit, giving it to someone else to analyze, or anything else the heroes come up with that doesn’t involve using it to kill hundreds of thousands of Caarites. Killing hundreds of thousands of Caarites earns enough Dark Side points to remove any characters doing so from play.

There are explosives wired into the lip of the escape pod, to make sure that it triggers when it’s supposed to, but none of them are anything special and are barely enough to break the seal on the tank. That’s all they need to do, though. The idea here is to engage in creative problem solving as to what to do with the virus.

The bigger explosives are packed inside the hull of the escape pods, to trigger on impact with the planet, but those are wired in such a way as to make them (functionally) part of the pod. No, the heroes can’t have the big pod-bomb.

Then there is the issue of prisoners. Melo, if alive, spits and stomps and threatens the heroes as long as she’s around the Believers. If she’s taken away from the Believers she becomes much more reasonable, offering to sell what information she has. Her price is freedom. She knows that if she talks, she may well be killed – thus, Affect Mind to coerce her to tell what she knows cannot succeed, though other variations on Affect Mind may.

The Believers didn’t pay Melo. Her payment came from Thaere, and this is one of her major bargaining chips. She knows how most of the heroes of Cularin feel about Thaere, and wants to use that anger to her own ends. She offers “proof” in the form of account records, showing several million credits being transferred to her accounts from Thaereian sources just prior to the beginning of the anti-Caarite campaign. (She also got some new, special poisons, but she’s not about to mention those if she can help it. Besides, they aren’t here, they’re secured elsewhere in the galaxy, and she doesn’t know where – she gave them to an associate to put away, for later. She’s retiring, sure – but poisons make a great hobby.)

Whether or not it’s true that she was paid by Thaere is another matter entirely, but the records *do* exist (though all account numbers have been stripped; we’re not – repeat, NOT – going to give anyone access to that much money; that would be silly) and can be verified (Computer Use, DC 18/22/26). They’re contained in her datapad, which she left behind in her original hiding place. If the heroes locate the datapad (and they should, if they search around the pod by which she’d hidden at all) after Melo has either died or

escaped, it requires a Computer Use check (DC 15/20/25) to access the financial information that shows substantial transfers to Melo's accounts from Thaere, as noted above. **This information should get into the hands of the heroes whether Melo escapes, is captured, or is killed.**

It all looks legit. Of course, Thaere denies all of it and claims that someone sliced their accounts and stole the money... but Melo is insistent. She doesn't much care for the Believers ("religious loons, the whole lot") and wouldn't have worked with them if the money weren't so good. She does not in any way think that the Believers could have paid her what she was paid.

If questioned about her previous attempt on the life of Senator Wren's husband, she shrugs. It was a Hutt job. It didn't pay this well, but it paid well enough for her to do.

The Believers are less helpful, if captured. They want to kill the heroes, and if Melo starts to talk, they want to kill Melo as well. But, all else failing, they are willing to kill themselves. Their tattoos (each of them has the standard Believer tattoo on the front of his or her right shoulder; it shows the spire of the Sith fortress, rising from the sands of Almas. A lightsaber handle – cracked in two – forms the base of the spire.) have been modified such that if they click their teeth in a set pattern, the tattoo activates a subdermal poison that kills the individual two rounds later if no treatment is applied. The first round, there is no sign. The Believer stands patiently and waits. The second round, the individual falls to the ground and convulses, and is dead six seconds later. The poison Fortitude DC is 20, and its initial and secondary effects are the same: Death. The Believers have elected to voluntarily fail the first save, but if Treat Injury is used in the convulsion round, the check result may be used as a saving throw for the poisoned NPC. The secondary effect happens one minute later, and is identical. Examining the tattoo post-mortem shows that each of the broken lightsaber halves sprouted what looks like a blood-red blade when the poison was released. (The planetside team did not have this variation of the tattoo; it's not exactly inexpensive to create.)

So yes. These are certifiably insane villains. They were out to commit mass murder, though. You can't be completely well adjusted and go down that road.

If the heroes manage to keep them alive, there are a few pieces of information that can be extracted. (One is "Death to the Unbelievers," but I'm willing to treat that as a given at this point.) I'm only going to present true information (or things the Believers think to be true). If you decide to improvise and lie using these prisoners, allow heroes Sense Motive checks to attempt to detect the lies. You can, of course, allow checks to detect the truth as well.

- You're all going to die.

- The galaxy will fall to the might of the ancient wisdom.
- We are everywhere. Cularin cannot contain us.
- The dark side is the only true power of the Force.
- Thaere is home to fools. The galaxy is home to many fools.
- Our leader is the dark side. [They don't know who the overall leader is.]
- We did this because it needed to be done. Or, we tried. Everyone suffers. This planet should be no different.

The only other thing the heroes might consider doing is notifying the Caarites (especially Patla, who has been quietly preparing for the worst) of what's going on, and that the threat has been neutralized. The Caarite reaction is detailed in the conclusion to the event.

Conclusion

As the heroes finish their work aboard the Cartel research station, someone on Caarimon hails them.

[Pick a hero]

Your comlink beeps. "Hello? Are you there? Anyone?"

It's Patla, down on Caarimon.

If the heroes met Patla before:

She's been working to secure things planetside, but hasn't been able to accomplish much without causing panic. Once she learns that the heroes have succeeded in locating the remainder of the virus she is ecstatic and asks them to please dispose of it and come down to the planet to receive the thanks of all the Caarite people.

If the heroes did not go to the Cartel's office:

"Anyone? Hello, all channels, anyone aboard Cartel research station Creautaa-V, please respond. This is Patla Soo, on Caarimon. Is anyone up there?"

Patla has figured out that something is going on – the crew of the research station were supposed to check in fifteen minutes before the heroes arrived, and have not – and is shocked to learn what the heroes have found. She's even more shocked to hear about a virus that was targeting Caarites, and completely freaks out when she realizes that that's probably what she has stored in the basement of the facility. If the heroes go down and help get rid of it, so much the better.

Contacting People Outside the System

Any of the individuals the heroes might want to call back in Cularin are very happy to hear that things have

gone well. Militia, Jedi, government – particularly if Melo has been captured or killed, a number of very pleased responses may come. Use your discretion.

A Celebration on Caarimon

It would be completely wrong to send the heroes across the galaxy to save a people many of them despise and then not throw them a grand party. The Caarites are more than happy to do exactly that, and the party is brilliant and colorful and wild. There is dancing, laughing, eating, drinking, contests, games... all of which culminates with an image of the heroes disembarking their ship (or ships) being played on a vidscreen fifty meters in height. The words “Thank you!” flash across the screen as the image pauses with the heroes standing on the ramp, looking out at Caarimon.

Who knew... Caarites can party!

Here Ends *Belly of the Beast*

Experience Point Summary

Experience is calculated as follows for LIVING FORCE events.

- 1) Experience awards in the SWRPG are not made for achieving objectives, but instead for successfully completing an adventure of a given length. Thus, if the heroes survived and accomplished the primary goal of the adventure, they receive full Adventure Experience (600 xp for core LF plot scenarios, 350 for non-core LF scenarios).
- 2) Assign discretionary role-playing experience (0-400 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially. Do NOT automatically award max roleplaying XP, consider carefully how well the players stayed in-character. This is your opportunity to reward appropriately cinematic behavior, so use it!

Adventure Experience Award:

Did the heroes stop the release of the virus and learn of the apparent fund transfer to Melo Centris from Thare's government? 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 stopping the release of the virus but did not learn of the fund transfer, 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.

Available in Joventusek for 300 credits per card

Datacard: Knowledge (Caarimon History)

Datacard: Knowledge (Caarimon Ecology)

Datacard: Knowledge (Caarimon Culture)

From the Believers on the Speeders

Various blasters and gear

From the Caarimon Ministry of Conservation

One ceramic-bodied airbike (stats in GM Aid 1)

A reward of 1000 credits per hero

Small potted sample of Caarite's buehl grass (only offer this to a hero who showed specific interest in Caarimon's ecology)

From the Metatheran Cartel

Badge of Respect: This insignia of the Metatheran Cartel is immediately recognizable to all Caarites, and demands that its wearer be treated with respect, so long as he or she is respectful of the Cartel. This translates to a +3 circumstance bonus to Diplomacy and Gather Information checks when dealing with members of the Cartel; however, repeatedly flashing a Badge of Respect does not work well, so for any given individual this bonus may only be used three times (though all three can be used at once). The effects of this badge can be overruled by future scenario text. [] [] []

From the battle aboard the orbiting station

Crymsin's lightsaber: This black-and-steel case clearly houses a lightsaber, but it has no activation plate that you can locate. When it was ignited the blade was pink, traced with red, but now... now it's a souvenir. It is possible to dismantle it, but doing so results in the

destruction of the focus crystals. If this is done, this lightsaber provides all the pieces necessary to craft a lightsaber except for focus crystals and an activation plate.

Other blasters, weapons, and gear

+2 Mastercraft makeup kit (+2 equipment bonus on Disguise checks) – only if Melo is either captured or killed

+2 Mastercraft Blast Helmet & Vest (Melo's) – This exceptional helmet and vest combo is more resistant to the effects of blaster fire and other sources of damage than usual, granting DR 4 instead of DR 2. It is, however, sized for a slightly-built human female and cannot be resized and retain its bonus unless the work is done by a Tech Specialist of at least 8th level, who has taken both his "Tech Specialty" options as Craft (armor) and is thus capable of making +2 mastercraft armor. Modifying the armor does not cost the Tech Specialist experience, though it does require a DC 20 Craft (armor) check.

Voice modulator: This device, when attached to the inside of an individual's collar, can alter his or her voice. Using it to specifically impersonate another individual requires a Disguise check (DC 30), but simply having one's voice not sound like it usually does can frequently be an advantage.

+1 Mastercraft Tool Kit (Eph's) – This tool kit provides a +3 equipment bonus on Repair checks.

Judge's Discretion (only give this out to reward particularly good role-playing with the locals)

Friend on Caarimon (no more than 1 per table): The hero named above, in the course of stopping an attack on Caarimon, befriended a local. This local (_____) may in the future assist the hero when s/he lands in a difficult situation involving the Metatheran Cartel. One time ONLY, the hero can contact his or her friend on Caarimon and have the person go directly to the main Metatheran Cartel offices to request intervention on the hero's behalf. The Cartel, in turn, issues whatever orders it can to help the heroes escape their entanglement. There is no guarantee that this will work; after all, Velin Wir didn't listen to the bosses on Caarimon... Please void the certificate when the favor is used.

Player Handout 1: Call for Assistance

The Cularin Militia has learned of a plot that, if successful, will result in the deaths of hundreds of thousands of innocents. Please meet me aboard the *Cularin* / in orbit above Genarius. If you do not have a ship, I will send a pilot for you.

If you have ever had any inclination to be a hero, now is the time.

Yours,

**Osten Dal'Nay
Cularin Militia**

Player Handout 2: Cultural Awareness Documentation

This documentation is sent to your ship as soon as you begin to approach Caarimon. It is marked as being sent by the "Caarimon Ministry of Conservation" and is exceedingly polite in all details.

Hello, visitors to Caarimon. The governors of our fair planet bid you welcome. As it is unlikely that you have come to Caarimon previously, we have provided a short document for you to peruse as you are going through the landing process. It details answers to several questions that we find it likely visitors will wish to ask.

If you have come to Caarimon, you have doubtless been told that there is only one area on the planet where you can safely land. This is not strictly true, but we do ask that all ships visiting Caarimon route themselves through Joventusek. We have worked for generations to obtain a precise ecological balance, and as such, we attempt to regulate travel as much as possible. Please know that it is not that we do not trust you, our visitors. Rather, we do not trust technology that was not developed specifically with Caarimon in mind. If you tell us your intentions are honorable, we will believe you until given reason to do otherwise.

Those intentions, however, must be stated to a representative of the Caarimon Ministry of Conservation prior to taking a ship to a location other than Joventusek. If travel outside the first of our cities is necessary, we will gladly provide you with a means of transport that is friendlier to our local environment than most ships tend to be.

Please understand that we ask this in order to preserve the delicate balance of life on Caarimon. As you approach Joventusek, you will see that it floats above the fields of the planet. No piece of this city, or any other, touches the surface of the planet. In fact, no metal object is allowed to touch the fragile grasses that cover so much of our planet; it was metals, and the byproducts of metals, that nearly wiped out all life on Caarimon over a hundred generations ago. In that time, we have regrown much of our beautiful world, though a great desolation remains in the north. There, nothing is ever likely to grow again, and it is our great shame that such a place mars our fine planet.

Those of you of a technical mind may wonder how cities such as Joventusek float a mere ten meters off the planet's surface without harming the fragile life beneath. Our technology was specifically designed to power the cities using the gases naturally expelled by the plants, and to put out the light and heat and gases that the plants need to survive. We are symbionts with our planet, and while we welcome visitors, we ask that you also take on the role of symbiont while on Caarimon. If this is beyond your capacity, we ask that you at least do minimal harm. We welcome you, and hope that the act of welcoming has not made you feel unwelcome. It is better to speak honestly, to convey the truth of a situation and to risk anger, than it is to leave those who would visit us in ignorance of our ways and hope for the best.

As visitors, a representative of the Ministry of Conservation will welcome you. Any questions you have will be happily answered. We are pleased that you have arrived, and hope that you find Caarimon to be as beautiful a place as we believe it to be.

Welcome to our home.

GM Aid #1: Combat Statistics

Encounter 3: Fields of Caarimon

Heroes' Transport: Caarimon Celahdrine X-Taxi; Class: Airspeeder; Cost: 20,000 (new), 10,000 (used); Size: Huge (7.5 meters); Crew: Varies (1 pilot); Passengers: 6; Cargo Capacity: 50 kilograms; Atmospheric Speed: 240 m (4 squares/action); Altitude: up to 200 meters; Defense: 13 (-2 size, +5 armor); Hull Points: 20; DR: 8.

Weapons: none. *Provides one-half cover to the pilot and passengers.*

Villains' Speeders (# depends on tier): Caarimon Rogue Airbike T3-OR; Class: Airspeeder; Cost: 14,000 (new), 8,500 (used); Size: Large (4.72 m. long); Crew: 1 (pilot); Passengers: 1; Cargo capacity: 4 kilograms; Atmospheric Speed: 300 m (5 squares/action); Altitude: up to 180 meters; Defense: 11 (-1 size, +2 armor); Hull Points: 16; DR: 5.

Weapon: Laser cannon; Fire Arc: Front; Attack Bonus: see pilot stats; Damage 4d8; Range Increment: 40 m. *Provides no cover to the pilot or any passenger.*

Villainous Pilots (# depends on tier): Human Soldier 4; Init +7 (+3 Dex, +4 Improved Initiative); Defense 17 (+4 class, +3 Dex); DR 2; Spd 10 m; VP/WP 30/12; Atk +5 melee (1d2+1, unarmed) or +7 ranged (3d6 or DC 15 stun, blaster pistol) or +6 ranged (4d8, speeder's laser cannon); SV Fort +5, Ref +4, Will +0; FP 1; DSP 1; Rep +1; Str 13, Dex 16, Con 12, Int 14, Wis 8, Cha 10. Challenge Code C.

Equipment: Padded flight suit, blaster pistol, field kit, airbike.

Skills: Astrogate +9, Computer Use +8, Demolitions +6, Knowledge (Believer lore) +7, Pilot +13, Repair +7, Spot +3, Treat Injury +3.

Feats: Armor Proficiency (light), Heroic Surge (1/day), Improved Initiative, Point Blank Shot, Skill Emphasis (Pilot), Starship Operation (starfighter), Weapons (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Encounter 6: Coordinated Attack

All Tiers

Melo Centris, Tainted Human Female Force Adept 4/Scoundrel 5/Dark Side Devotee 1; IM +4;

Def 22 (+4 Dex, +8 Class); Spd 10 m; VP/WP 52/10; Attack +10/+5 melee (1d4-1 + poison*, knife), +10/+5 ranged (1d4-1 + poison, knife, or 3d6, blaster pistol); SQ Poison Use, Poison Immunity, Illicit Barter, Lucky 1/day, Precise Attack +1, DR 4 (mastercraft armor); SV Fort +4, Ref +11, Will +8; SZ M; FP 2; DSP 6; Rep 1; Str 8, Dex 18, Con 10, Int 14, Wis 12, Cha 14.

Equipment: blaster pistol, 5 poisoned knives, mastercraft blast helmet and vest (+2), mastercraft make-up kit (+2 equipment bonus to disguise checks; factored in below), 2 medpacs.

Skills: Bluff +15, Craft (Poisons) +10, Disguise +21, Hide +21, Intimidate +7, Move Silently +16, Sense Motive +7, Spot +11, Tumble +4.

Force Skills: Empathy +9, Enhance Ability +9, Fear +15, Force Grip +10, Force Stealth +11, Move Object +7.

Feats: Armor (light), Dodge, Force Sensitive, Mobility, Skill Emphasis (Force Stealth), Skill Emphasis (Fear), Skill Emphasis (Move Silently), Stealthy, Weapons (primitive, simple, blaster pistols).

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

Tactics: use Disguise (DC 33) and Bluff (you roll each check) to attempt to get the heroes to "rescue" her, in her disguise as Senator Wren. This (a) keeps some of the heroes from engaging other threats, and (b) increases her chances of getting away while their backs are turned. She prefers not to fight, but does if forced.

* the standard poison Centris employs to disable her victims requires an initial DC 17 Fortitude save. Failure to save results in 1d6 dexterity damage (2d6 on a critical hit). There is no effect if the victim makes his Fortitude save. Failing, however, requires a second save in the next round (also DC 17 Fortitude), and failure on the second save renders the victim paralyzed and completely helpless for 1d3 hours, or until a medpac is applied. Remember that poisons only require saves if they do physical (i.e., wound) damage.

Ku'Amo: Modified Z-95 Headhunter; Class: Starfighter; Cost: not for sale; Size: Tiny (11.8 m long); Crew: 1 (pilot); Passengers: none; Cargo capacity: 85 kilograms; Max Speed in Space: Ramming (9 squares/action); Atmospheric Speed: 1,150 km/hr (19 squares/action); Defense: 22 (+2 size, +10 armor); Shield Points: 30 (DR 5); Hull Points: 120 (DR 5).

Weapon: Triple Blasters (2 fire-linked); Fire Arc: Front; Attack Bonus: see Blik's stats; Damage 3d10x2; Range modifiers: PB +0, S -2, M/L n/a.
Weapon: Concussion missile launcher (6 missiles); Fire Arc: Front; Damage 7d10x2; Missile Quality: Ordinary (+10).

Human Thug 1/Scout 1 (number varies); 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), baton.

Tactic: fire on anything that they don't know is on their side, shouting "Death to the Unbelievers!"

Low Tier (Levels 1-3)

Blik: Shistavanen Soldier 3; Init +8 (+4 Dex, +4 Improved Initiative); Defense 18 (+4 class, +4 Dex); DR 2; Spd 10 m; VP/WP 31/14; Atk +3 melee (2d4, vibrodagger) or +7 ranged (3d6 or DC 15 stun, blaster pistol) or +11 ranged (per ship's weapon); SQ low-light vision, xenophobia; SV Fort +5, Ref +5, Will +2; FP 2; DSP 1; Rep +1; Str 10, Dex 18, Con 14, Int 10, Wis 12, Cha 8.

Equipment: Padded flight suit, blaster pistol, modified Z-95 Headhunter *Ku'Amo*.

Skills: Astrogate +6, Computer Use +7, Intimidate -1, Listen +3, Pilot +15, Profession (Mercenary) +2, Repair +6, Spot +3.

Feats: Alertness, Armor Proficiency (light), Gearhead, Heroic Surge (1/day), Improved Initiative, Skill Emphasis (Pilot), Starship Operation (starfighter), Weapons (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Eph: Human Scoundrel 2/Tech Specialist 2; Init +5 (+1 Dex, +4 Improved Initiative); Defense 14 (+3 class, +1 Dex); Spd 10 m; VP/WP 25/12; Atk +1 melee or +3 ranged (3d4, hold-out blaster pistol); SQ Lucky 1/day; SV Fort +1, Ref +5, Will +3; FP 2; DSP 1; Rep +0; Str 8, Dex 13, Con 12, Int 16, Wis 14, Cha 11.

Equipment: hold-out blaster, +1 Mastercraft Tool Kit, Datapad with Datacards for Electronics, Engineering, Hyperdrives, and Physics.

Skills: Appraise +5, Computer Use +10, Craft

(Electronic Devices) +13, Demolitions +11, Disable Device +11, Escape Artist +3, Forgery +6, Hide +6, Knowledge (Electronics) +9, Knowledge (Engineering) +9, Knowledge (Hyperdrives) +7, Pilot +6, Repair +12, Search +6.

Feats: Cautious, Gearhead, Improved Initiative, Skill Emphasis (Craft Electronic Devices), Weapons (simple, blaster pistols).

Tactics: moves around to the back of the pod he's beside and continues working on the thrusters that will help the pod slam into the planet after releasing the virus into the atmosphere. He needs six rounds to complete his work on the thrusters, at which point he attempts to fire them up. Does not engage in combat unless forced to do so for those six rounds.

Disch'l: Male Ithorian Force Adept 3; Init +0; Defense 13; Spd 10m; VP/WP 23/12; Atk +2 melee or +1 ranged; SQ nil; SV Fort +3, Ref +1, Will +8; SZ M; Rep +0; Str 10, Dex 9, Con 12, Int 13, Wis 18, Cha 14.

Skills: Bluff +4, Knowledge (Jedi habits) +3, Knowledge (dark side traditions) +4, Listen +10, Sense Motive +9, Survival +12.

Force Skills: Affect Mind +13, Enhance Ability +5, Force Stealth +4, Illusion +10.

Feats: Force Sensitive, Heroic Surge (1/day), Skill Emphasis (Affect Mind), Weapons (primitive, simple).

Force Feats: Alter, Control, Mind Trick.

Equipment: street clothes (no weapons at all).

Tactics: waits until Crymsin ignites her lightsaber (brilliant pink blade with traces of red) and then creates an illusion of Crymsin standing beside her. Crymsin and the illusion swap places a couple of times, then begin to advance together, toward the heroes. Disch'l raises his hands before the first shot is fired, as if in surrender; in fact, he is doing his job and sustaining the illusion beside Crymsin. If the first illusion becomes useless (that is, someone shouts out that she's an illusion), he creates other illusions to distract those who are holding him at bay, to try and slip away. Is not an active combatant.

Crymsin Ost: Tainted Human Female Jedi Guardian 2; Init +7; Defense 16; Spd 10m; VP/WP 19/12; Atk +5 melee (2d8+1/19-20, lightsaber) or +5 ranged (3d6 or DC 15 stun, blaster pistol); SQ deflect (defense +1, attack -4); SV Fort +4, Ref +6, Will +4; SZ M; Rep +1; FP 3; DSP 7; Str 13, Dex 16, Con 12, Int 14, Wis 11, Cha 10.

Skills: Computer Use +7, Intimidate +5, Tumble +8.

Force Skills: Battlemind +6, Enhance Ability +6, Force Stealth +5, Heal Self +5.

Feats: Exotic Weapon Proficiency (lightsaber), Force Sensitive, Improved Initiative, Power Attack, Weapon Finesse (lightsaber), Weapons (blaster pistols, simple).

Force Feats: Control.

Equipment: street clothes, lightsaber (pink/red blade), blaster pistol.

Tactics: used to working with an illusion beside her, and uses it to her best advantage. If she has a chance to use Enhance Ability, her power attacking can become fairly unpleasant. (Note that in this tier, Disch'l, who helped her construct the lightsaber she uses, has to spend vitality to use Move Object and activate its internal switch.)

Middle Tier

Blik: Shistavanen Soldier 6; Init +8 (+4 Dex, +4 Improved Initiative); Defense 19 (+5 class, +4 Dex); DR 2; Spd 10 m; VP/WP 59/14; Atk +6/+1 melee (2d4, vibrodagger) or +10/+5 ranged (3d6 or DC 15 stun, blaster pistol) or +14/+9 ranged (per ship's weapon); SQ low-light vision, xenophobia; SV Fort +7, Ref +6, Will +3; FP 2; DSP 1; Rep +2; Str 10, Dex 19, Con 14, Int 10, Wis 12, Cha 8.

Equipment: Padded flight suit, blaster pistol, modified Z-95 Headhunter *Ku'Amo*.

Skills: Astrogate +8, Computer Use +8, Intimidate +0, Listen +3, Pilot +18, Profession (Mercenary) +4, Repair +9, Spot +3.

Feats: Alertness, Armor Proficiency (light), Combat Reflexes, Gearhead, Heroic Surge (1/day), Improved Initiative, Skill Emphasis (Pilot), Spacer, Starship Dodge, Starship Operation (starfighter), Weapons (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Eph: Human Scoundrel 2/Tech Specialist 5; Init +5 (+1 Dex, +4 Improved Initiative); Defense 15 (+3 class, +1 Dex); Spd 10 m; VP/WP 41/12; Atk +3 melee or +5 ranged (3d4, hold-out blaster pistol); SQ Lucky 1/day, Mastercrafter (Electronic Devices) +1; SV Fort +2, Ref +6, Will +4; FP 2; DSP 1; Rep +1; Str 8, Dex 13, Con 12, Int 17, Wis 14, Cha 11.

Equipment: hold-out blaster, +1 Mastercraft Tool Kit, Datapad with Datacards for Electronics, Engineering, Hyperdrives, and Physics.

Skills: Appraise +5, Computer Use +13, Craft (Electronic Devices) +18, Demolitions +14, Disable Device +14, Escape Artist +3, Forgery +6, Hide +6, Knowledge (Electronics) +11, Knowledge (Engineering) +11, Knowledge (Hyperdrives) +7, Knowledge (Physics) +10, Pilot +6, Repair +18, Search +11.

Feats: Cautious, Gearhead, Improved Initiative, Skill Emphasis (Craft Electronic Devices), Skill

Emphasis (Repair), Weapons (simple, blaster pistols).

Tactics: moves around to the back of the pod he's beside and continues working on the thrusters that will help the pod slam into the planet after releasing the virus into the atmosphere. He needs six rounds to complete his work on the thrusters, at which point he attempts to fire them up. Does not engage in combat unless forced to do so for those six rounds.

Disch'l: Male Ithorian Force Adept 6; Init +0; Defense 14; Spd 10m; VP/WP 44/12; Atk +4 melee or +3 ranged; SQ Force Weapon +1d8; SV Fort +4, Ref +2, Will +10; SZ M; Rep +1; Str 10, Dex 9, Con 12, Int 13, Wis 19, Cha 14.

Skills: Bluff +4, Knowledge (Jedi habits) +3, Knowledge (dark side traditions) +4, Listen +10, Sense Motive +10, Survival +12.

Force Skills: Affect Mind +15, Enhance Ability +5, Force Stealth +8, Heal Self +5, Illusion +16, See Force +8, Telepathy +8.

Feats: Force Sensitive, Heroic Surge (1/day), Skill Emphasis (Affect Mind), Skill Emphasis (Illusion), Weapons (primitive, simple).

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

Equipment: street clothes (no weapons at all).

Tactics: waits until Crymsin ignites her lightsaber (brilliant pink blade with traces of red) and then creates an illusion of Crymsin standing beside her. Crymsin and the illusion swap places a couple of times, then begin to advance together, toward the heroes. Disch'l raises his hands before the first shot is fired, as if in surrender; in fact, he is doing his job and sustaining the illusion beside Crymsin. If the first illusion becomes useless (that is, someone shouts out that she's an illusion), he creates other illusions to distract those who are holding him at bay, to try and slip away. Is not an active combatant.

Crymsin Ost: Tainted Human Female Jedi Guardian 5/Dark Side Marauder 1; Init +7; Defense 19; Spd 10m; VP/WP 53/12; Atk +10/+5 melee (3d8+1/19-20, lightsaber*) or +9/+4 ranged (3d6 or DC 15 stun, blaster pistol); SQ deflect (defense +1, attack -4); SV Fort +7, Ref +9, Will +5; SZ M; Rep +2; FP 3; DSP 7; Str 13, Dex 17, Con 12, Int 14, Wis 11, Cha 10.

Skills: Computer Use +8, Intimidate +7, Tumble +12.

Force Skills: Battlemind +7, Drain Energy +9, Enhance Ability +8, Fear +5, Force Strike +5, Force Stealth +5, Heal Self +5, Move Object +7.

Feats: Armor (light), Combat Reflexes, Exotic Weapon Proficiency (lightsaber), Force Sensitive, Improved Initiative, Martial Arts, Power Attack,

Weapon Finesse (lightsaber), Weapons (blaster pistols, blaster rifles, primitive, simple, vibro).

Force Feats: Alter, Control, Rage, Sense.

Equipment: street clothes, lightsaber (pink/red blade, constructed by Crymsin), blaster pistol.

Tactics: used to working with an illusion beside her, and uses it to her best advantage. If she has a chance to use Enhance Ability, her power attacking can become fairly unpleasant. She must use her first action to activate the lightsaber's internal switch using Move Object.

Upper Tier

Blik: Shistavanen Soldier 7/Starship Ace 2; Init +9 (+5 Dex, +4 Improved Initiative); Defense 23 (+8 class, +5 Dex); DR 2; Spd 10 m; VP/WP 84/14; Atk +8/+3 melee (2d4, vibrodagger) or +13/+8 ranged (3d6 or DC 15 stun, blaster pistol) or +18/+13 ranged (per ship's weapon); SQ low-light vision, xenophobia; SV Fort +9, Ref +10, Will +5; FP 2; DSP 1; Rep +3; Str 10, Dex 20, Con 14, Int 10, Wis 12, Cha 8.

Equipment: Padded flight suit, blaster pistol, modified Z-95 Headhunter *Ku'Amo*.

Skills: Astrogate +11, Computer Use +9, Intimidate +1, Listen +3, Pilot +23 (+22 in a starfighter other than *Ku'Amo*), Profession (Mercenary) +5, Repair +13 (in *Ku'Amo*; otherwise +12), Spot +3.

Feats: Alertness, Armor Proficiency (light), Combat Reflexes, Gearhead, Heroic Surge (1/day), Improved Initiative, Skill Emphasis (Pilot), Spacer, Starship Dodge, Starship Operation (starfighter), Weapon Focus (Triple Blasters), Weapons (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Eph: Human Scoundrel 2/Tech Specialist 8; Init +5 (+1 Dex, +4 Improved Initiative); Defense 16 (+5 class, +1 Dex); Spd 10 m; VP/WP 58/12; Atk +6/+1 melee or +8/+3 ranged (3d4, hold-out blaster pistol); SQ Lucky 1/day, Mastercrafter (Electronic Devices) +2; SV Fort +4, Ref +7, Will +6; FP 2; DSP 1; Rep +2; Str 8, Dex 13, Con 12, Int 18, Wis 14, Cha 11.

Equipment: hold-out blaster, +1 Mastercraft Tool Kit, Datapad with Datacards for Electronics, Engineering, Hyperdrives, and Physics.

Skills: Appraise +5, Computer Use +16, Craft (Electronic Devices) +22, Demolitions +17, Disable Device +17, Escape Artist +3, Forgery +7, Hide +6, Knowledge (Electronics) +12, Knowledge (Engineering) +14, Knowledge (Hyperdrives) +7, Knowledge (Physics) +12, Pilot +10, Repair +21, Search +15.

Feats: Cautious, Gearhead, Improved Initiative,

Skill Emphasis (Craft Electronic Devices), Skill Emphasis (Repair), Starship Operations (Space Transports), Weapons (simple, blaster pistols).

Tactics: moves around to the back of the pod he's beside and continues working on the thrusters that will help the pod slam into the planet after releasing the virus into the atmosphere. He needs six rounds to complete his work on the thrusters, at which point he attempts to fire them up. Does not engage in combat unless forced to do so for those six rounds.

Disch'l: Male Ithorian Force Adept 9; Init +0; Defense 15; Spd 10m; VP/WP 65/12; Atk +6/+1 melee or +5/+0 ranged; SQ Force Weapon +1d8, Comprehend Speech, Force Talisman +2 (worn beneath his shirt); SV Fort +5, Ref +4, Will +12; SZ M; Rep +2; Str 10, Dex 9, Con 12, Int 13, Wis 20, Cha 14.

Skills: Bluff +7, Knowledge (Jedi habits) +3, Knowledge (dark side traditions) +5, Listen +12, Sense Motive +11, Survival +13.

Force Skills: Affect Mind +18, Enhance Ability +5, Force Stealth +10, Heal Self +6, Illusion +19, See Force +11, Telepathy +15.

Feats: Force Sensitive, Heroic Surge (1/day), Skill Emphasis (Affect Mind), Skill Emphasis (Illusion), Weapons (primitive, simple).

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

Equipment: street clothes (no weapons at all).

Tactics: waits until Crymsin ignites her lightsaber (brilliant pink blade with traces of red) and then creates an illusion of Crymsin standing beside her. Crymsin and the illusion swap places a couple of times, then begin to advance together, toward the heroes. Disch'l raises his hands before the first shot is fired, as if in surrender; in fact, he is doing his job and sustaining the illusion beside Crymsin. If the first illusion becomes useless (that is, someone shouts out that she's an illusion), he creates other illusions to distract those who are holding him at bay, to try and slip away. Is not an active combatant.

Crymsin Ost: Tainted Human Female Jedi Guardian 5/Dark Side Marauder 4; Init +8; Defense 21; Spd 10m; VP/WP 74/12; Atk +14/+9 melee (3d8+1/18-20, lightsaber*) or +13/+8 ranged (3d6 or DC 15 stun, blaster pistol); SQ deflect (defense +1, attack -4); SV Fort +8, Ref +12, Will +6; SZ M; Rep +3; FP 3; DSP 7; Str 13, Dex 18, Con 12, Int 14, Wis 11, Cha 10.

Skills: Computer Use +8, Intimidate +7, Tumble +16.

Force Skills: Battlemind +10, Drain Energy +15, Enhance Ability +10, Fear +8, Force Strike +7,

Force Stealth +5, Heal Self +6, Move Object +12.

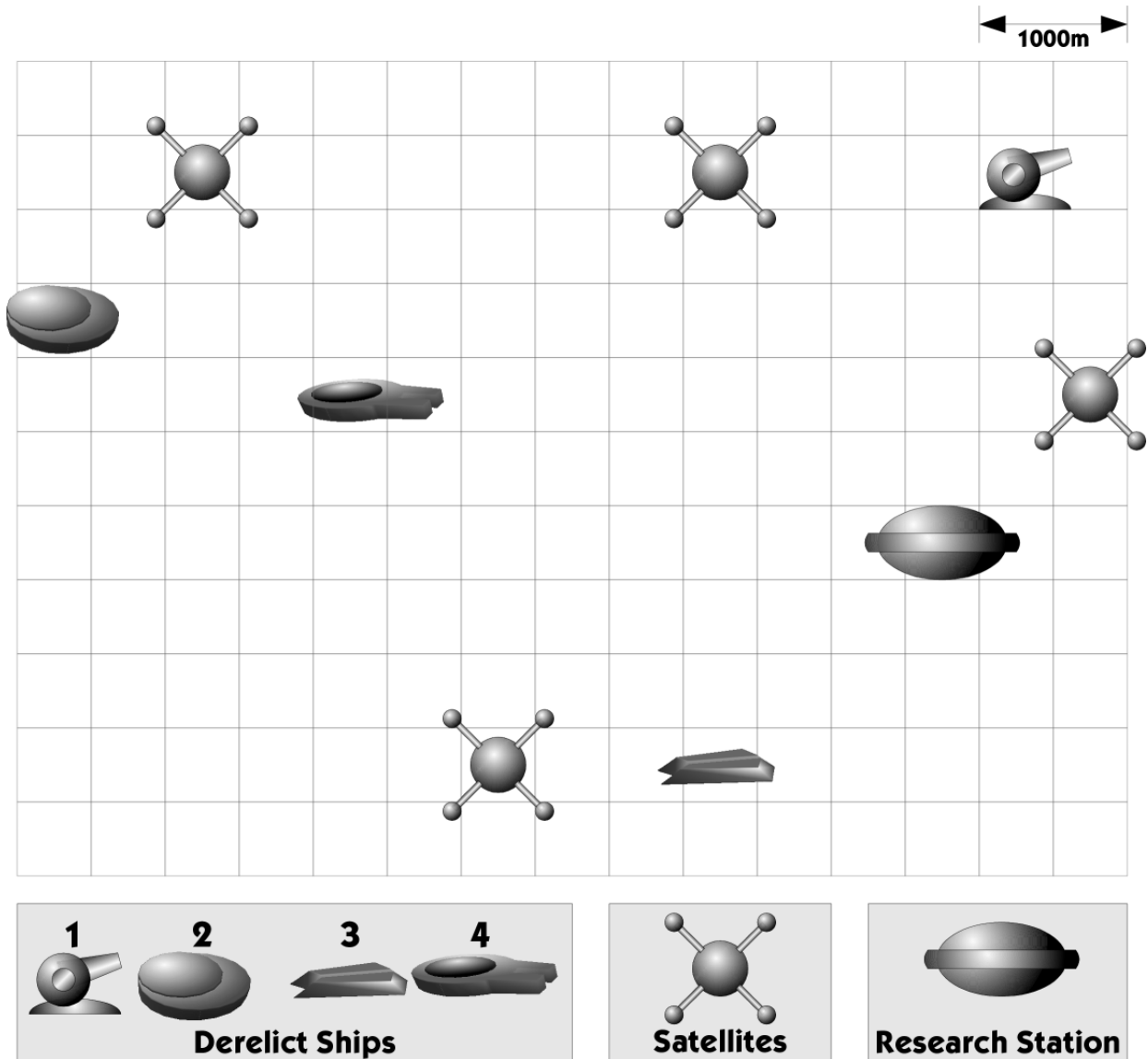
Feats: Armor (light), Combat Reflexes, Exotic Weapon Proficiency (lightsaber), Force Sensitive, Improved Critical (lightsaber), Improved Initiative, Martial Arts, Power Attack, Skill Emphasis (Tumble), Weapon Finesse (lightsaber), Weapons (blaster pistols, blaster rifles, primitive, simple, vibro).

Force Feats: Alter, Control, Hatred, Rage, Sense.

Equipment: street clothes, lightsaber (pink/red blade, constructed by Crymsin), blaster pistol.

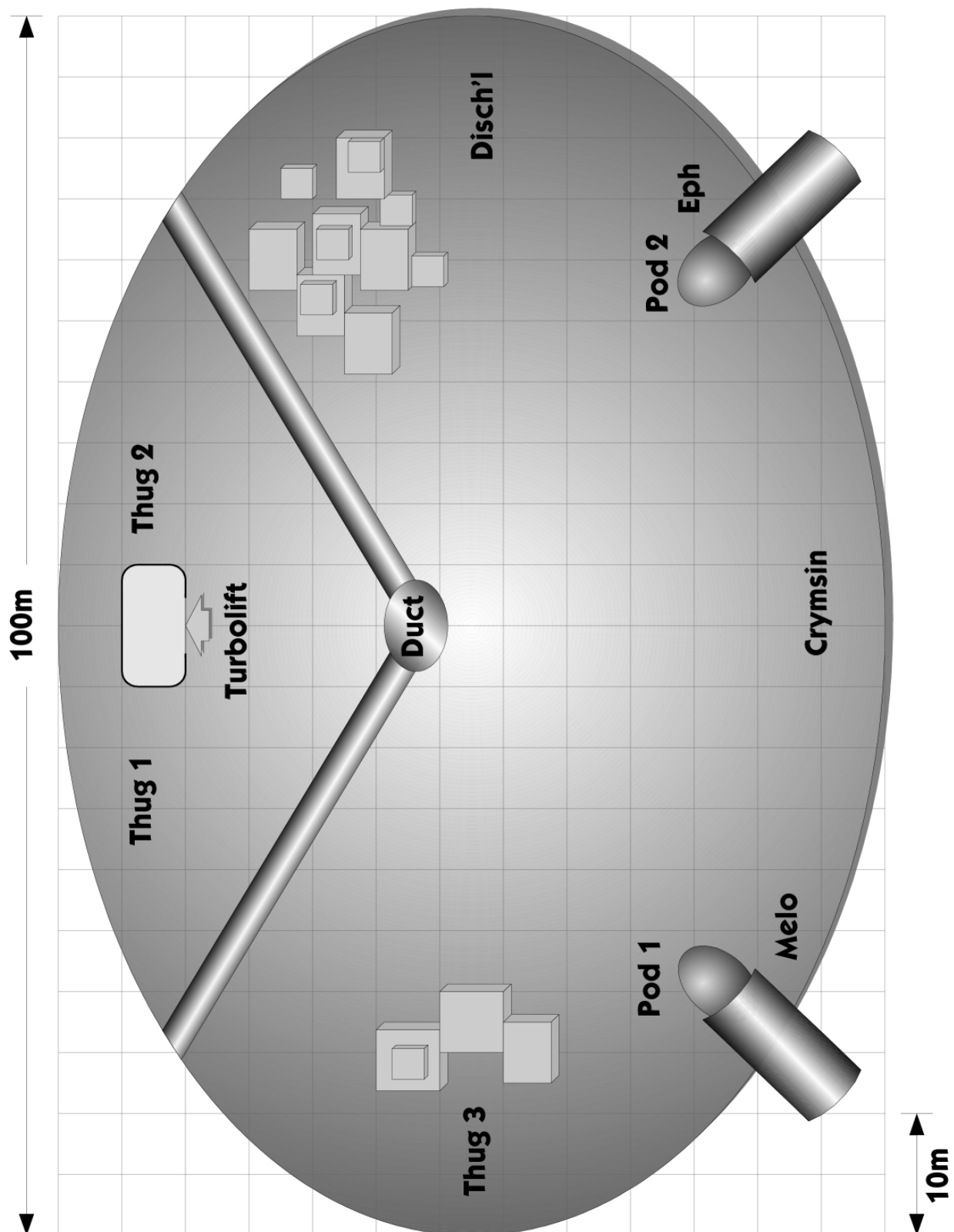
Tactics: used to working with an illusion beside her, and uses it to her best advantage. If she has a chance to use Enhance Ability, her power attacking can become fairly unpleasant. She must use her first action to activate the lightsaber's internal switch using Move Object.

GM Aid #2: Space Combat Grid

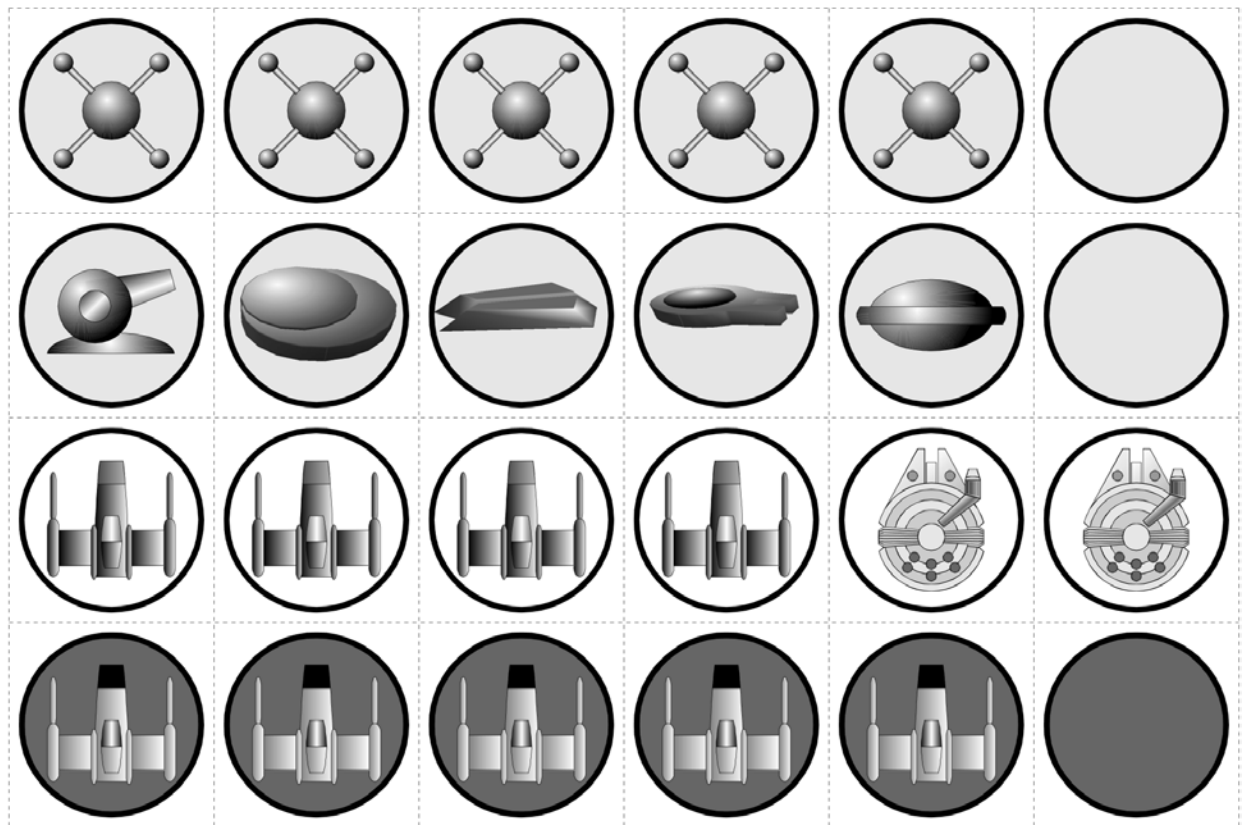


Note: 1, 3, 4, and 5 are derelict ships that have been left to rot in orbit – bulky freighters that have long since been gutted. Blik and his ship have attached to one of these ships and powered down to watch for anyone coming to the Cartel's research station, which is the saucer-like icon on the map.

GM Aid #3: Standard Combat Map



GM Aid #4: Ship Counters



The counters (created by LF Map Genius Reimer Behrends) are provided to assist you in running the space combat in this scenario on a standard 1" square battle mat. Please let us know if they're helpful, and if there is any way we can improve them.

Color coding: Light gray background = neutral, stationary stuff; white background = heroes; dark background = villains

Critical Event Summary

Belly of the Beaast

1. Encounter 6, with action on multiple fronts, was an experiment to see if we could approximate the feel of the climactic movie battles. Would you recommend trying this again, based on how it ran? (If you have comments on how it could be streamlined, feel free to provide them on the back of this sheet and/or via email.)

☐ Yes, do it again ☐ No, don't do it again
☐ Do it again, but please not very often!

2. What happened to Melo Centris?

☐ Killed ☐ Escaped ☐ Captured

- If captured, who got custody of her?

☐ Caarites ☐ Thaereians ☐ Militia ☐ Jedi ☐ Nirama

Other (please specify) _____

3. Did the heroes knowingly kill any of Caarimon's grasses?

Yes No

4. Did the heroes attempt to recruit Rikard (the Filordus) for the Jedi Academy on Almas?

Yes No

5. Did the heroes learn of the transfer of funds from Thaereian sources to Melo?

Yes No

6. Were any of the heroes particularly obnoxious in dealing with the Caarites on Caarimon, in spite of the local politeness? If so, list player name, hero name, and RPGA # below.

GM Name, RPGA#: _____

GM Email Address: _____

Convention Name/Date _____

Convention Coordinator:

To report these results (for events during the months of July and August 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