

# MidWorld

## Episode II of the “Between the Worlds” Trilogy A One-Round Living Force Adventure

by Morrie Mullins

The trouble among the smugglers has not disappeared, and in fact, recent reports indicate that internal conflict may be growing. Once again, Nirama summons the heroes of Cularin to further infiltrate the ranks of his opposition, the Cell. An adventure for low-level Living Force heroes. It is strongly recommended that this be played after *TopWorld* and before *UnderWorld*.

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

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

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

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

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

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

### Character Earnings

At the beginning of the round, if the characters are

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

### General Notes to the GM

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

This is an adventure for low-level Living Force characters, and therefore characters levels 1 through 4 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

In *TopWorld*, Episode I of the "Between the Worlds" trilogy, the heroes were hired by Nirama to infiltrate his organization and attempt to discover the extent of the conspiracy that existed against him. After being assaulted by several members of the Cell, the conspirators' organization, things became too hot, and Nirama sent the heroes home. A month has passed since then.

However, the little information the heroes *did* manage to gather was not sufficient for Nirama to put a stop to his opposition, so he contacts the heroes once again to see if they are willing to help him out. In a complex game of cat-and-mouse, the heroes are asked to serve an ambiguous role – to return to Nirama's organization, under his eye, with all parties aware that they're being watched. And if Nirama's watching them, maybe he thinks they're worth something...

### Encounter 1: A Return Engagement

The heroes receive word from Nirama that something has happened within the asteroid belt that may put them in danger, and asks that they come to him. Upon arrival, he explains that their names were all found in a list of

“prospects” in a datapad retrieved from an area of the belt where it’s known that the Cell meets regularly. Apparently, their past has garnered them a reputation, and Nirama wants to recruit them for his side once again.

### **Encounter 2: Assignment Darkside**

The heroes are assigned to a secret repair station known in the belt as “Darkside,” a name that stuck after numerous individuals filed for transfer away from the place on psychiatric grounds. The smugglers who work Darkside are a quiet, angry lot, focused almost solely on doing their jobs and not attending to much else. They keep to themselves, and don’t appreciate new employees coming in, since so few manage to stay for any length of time. The heroes must win the trust of the Darkside boss, a Bothan named Vin Tal’benes, who will either assign them to shiftwork, or give them a choice of picking their own assignments based on their interactions with him. They should end up doing all three of the major tasks that must be accomplished within Darkside eventually, regardless.

### **Encounter 3: Security Detail**

The heroes must undertake a security detail similar to what they did if they played *TopWorld*, but with a twist. Darkside is inhabited by strange creatures that move in the shadows, and maintain their own life energies by draining the power cells of ships, or anything else they can get their claws on. The heroes are attacked by these creatures that want to feed off the power cells in their weapons, but who flee when the heroes fight back. Following the shadow creatures, the heroes may find their way into a strange room, a perfect cube with walls made of a substance never before encountered in the galaxy.

### **Encounter 4: Contraband Detail**

One of the duties given to new recruits is a test of whether they can locate contraband hidden aboard the smugglers’ ships, to determine whether the goods are likely to reach their port of call. The heroes are given two ships to search, and an hour to search them for contraband. One of the ships, however, owned by a relatively famous pilot named Xav Verivax, has been sabotaged by members of the Cell, with a series of linked thermal detonators. The heroes must either disable these, or manage to get the ship launched before it blows up in the main hangar of Darkside.

### **Encounter 5: Kitchen Detail**

Perhaps the most demeaning of all duties in Darkside is the kitchen detail. Purportedly, everyone takes a turn at it, but it’s typically the case that the individuals on kitchen detail are some of the most troublesome,

untrustworthy louts in the facility. When the heroes are assigned here, it quickly becomes clear why. The kitchen is infested with six-inch-long, whiskered bugs, who must be constantly kept away from the food supplies. The only constant in the kitchen – other than the bugs – is Karlo, an old Human who serves as cook for the station, and has for 40 years. Karlo knows a great deal about Darkside, and even knows a little about a strange room that appears in different places from time to time.

### **Encounter 6: Payday**

After a few days, during which the heroes work the various details around Darkside and gather information about the Cell, payday arrives. The occasion itself is unremarkable, since every employee of Nirama’s is paid directly into a private account, but every so often Nirama also sends sufficient supplies to allow his people to celebrate another few weeks of the “good life.” The party that ensues is raucous, and in the midst of the revelry the heroes are approached by a familiar individual – Jasper, the recruit who originally came to Nirama’s organization with any of them who played *TopWorld*. He informs them that there are people who want to speak with them, and leads them to a meeting with several members of the Cell, which he has since joined.

### **Encounter 7: Cell Out**

The Cell faction on Darkside, however, is less dangerous, and more confused. There are two ways the Heroes can go at this point, assuming they still think the Cell is a bad idea and a threat to Cularin (which it is). They can either roleplay and convince the small Cell faction on Darkside to repent, or they can kill them. Nirama will be happy in either case.

**Important Note to Judges:** This scenario is most effective when played before *UnderWorld* and after *TopWorld*. Be aware that you may need to make significant adjustments on the fly for players who play these out of order.

## **Opening Crawl**

*Rumors of the Cell, a renegade faction within Nirama’s smuggling organization, have increased. The pirates of the system have picked up business as a result, and legitimate business owners are growing worried. Without Nirama’s stabilizing influence, the system could be in serious jeopardy.*

*Recognizing this possibility, Nirama again contacts the Heroes of the system to ask for their help. They made it into the Cell once; perhaps they can do it a second time, with more solid results...*

## Encounter 1: A Return Engagement

*Key ideas of this encounter: the heroes are contacted by a representative of Nirama and told the Cell may be coming for them; to make sure they're safe, they should come to Nirama; they attend, and he gives them an assignment where they can be kept under guard*

It's been around a month since any heroes who may have played **TopWorld** returned home. Things have been a little strained, on occasion, but for the most part everything is back to normal. Sure, those rumors early on about what the heroes had been doing working for Nirama were somewhat troubling, but they went away, as rumors do, and now life is back to normal. Rumors they might have heard about themselves include, but are not limited to:

- They are on Nirama's payroll.
- They were doing mercenary work for Nirama.
- Nirama is angry at them.
- Nirama is happy with them.
- Nirama doesn't know who they are.
- One or more of them is Nirama's offspring.
- They are conspiring with Nirama to overthrow the droids of Uffel and take over the droid production facility.
- Anything else you think would really "tweak" your players (include interesting rumors you fabricate on the critical events summary at the end of the event, please).

*Some nights, you work hard. Some nights, you play hard. Last night was one of those – whether you were working or playing, you couldn't believe how tired you were by the time you got home and fell into a deep, restful sleep. This morning, the world seemed much more relaxed than it had in a while. Until you stepped outside.*

The basic idea here is that there's someone waiting for the heroes to emerge, either sitting across the street on a bench, hanging out in an alleyway, or what have you. The message is basically the same for all of the heroes, as is the messenger – it's Jobril, the Twi'lek master of properties for Nirama on Cularin: **"You're in danger from the Cell. Come with me, and I'll take you to Nirama. He's got plans for how to protect you."**

Now, the heroes are likely going to want to know how they can trust this messenger. Heroes who played the first scenario in the trilogy will have been told by Nirama that Jobril would be the one to come to them in the event of an emergency, and that he's incapable of

betraying Nirama. (Players may not remember this, but characters certainly would.)

Heroes who did NOT play the first scenario in the trilogy will be asked to come along and speak with the others who have been called. Jobril is able to offer small bribes, but would prefer not to, since Nirama wants the heroes to come of their own accord. He can produce a datapad with a short message from Nirama ("Jobril comes to you at my request. I ask you follow his advice. – N" which is signed with the stylized "N" Nirama always uses), but will also admit that such a message could conceivably be faked.

Jobril is telling the truth, and will allow himself to be tested or quizzed in any way that the heroes wish, though he will get a little agitated after a while. The transport to the Asteroid Belt is not going to wait forever, and it's his job if he doesn't do as Nirama has ordered. Jobril is not a happy Twi'lek -- he should be played as somewhat grim and single-minded about accomplishing whatever task Nirama has set for him.

If possible, start with a hero who played **TopWorld**, and then add the other heroes one at a time. It's going to be easiest to get the folks who played the first module first, since they know what it means to work for Nirama and know that Jobril is an individual they can trust, even if he's rather unpleasant and gruff at times.

As you add party members, have the heroes describe themselves to one another and do introductions. When you've added the last party member, Jobril will take them to the landing platform outside of Gadrin, bustle them aboard, and wish them well. He's got other business to deal with on the ship, and won't be able to spend time with them in transit.

*The trip to the Asteroid Belt is just as long and boring as some of you remember. Even with the sublight engines blasting at full power, it takes hours to arrive at your destination.*

*Departing the transport, you find yourselves in a familiar hangar.*

If there are ANY heroes in the party who played **TopWorld**, read the following:

*As you reach the bottom of the landing ramp, the noisy hangar becomes strangely silent. All eyes turn toward your group, and even the burliest smugglers take a step back. They slowly return to their work, still muted, and seeming to watch you carefully out the corner of their eyes.*

The reason, of course, is that no one understands what happened the last time the heroes were here. They came in. They were given a job. They were caught with weapons and sent away, but weren't killed, which

means Nirama knows something about them. The Cell have been doing their best to dig up information on the heroes, but there's literally nothing to find, in most cases. But in trying to dig up information, names have been named, and rumors started, and now no one – even the Cell – knows truth from fiction. All anyone knows is that the heroes are suddenly back, and that's got to be bad news for someone.

As before, the heroes aren't disarmed as they're led to Nirama's chambers, but this time they don't get nearly the hassle they did on their first visit. If anything, most of the guards go out of their way to avoid looking at the offending weapons, for fear of angering the heroes.

Let the heroes enjoy their moment. There aren't many folks in Cularin who get this kind of fear-laden respect. Ever. Even their escort to Nirama's chambers, a young Trandoshan, seems fairly intimidated.

*Your Trandoshan escort hurriedly punches a passcode into the security pad beside Nirama's chamber door. His stubby fingers shake as he mistypes the code once, then twice. Each time he looks over his shoulder apologetically at you and grunts with a toothy half-smile. On the third try, the blast doors slide open and you can see the tension ebb out of him as he steps aside and allows you entrance to the room.*

*Nirama is pacing the center of the room, staring at the floor. He spins as you enter, and you can see that he's probably not been sleeping well, since there are crow's feet around all four of his eyes.*

Nirama has two sets of eyes, one on top of the other. The top set are grayish-blue, with white pupils, while the bottom set are black as night. He also has three arms, two of which sprout from his left shoulder. One of those arms is oriented toward the rear. He's very dour and serious, and very concerned about the stability of his organization. He waves the Trandoshan away, but the guard has already gone!

***"Come in. We need to talk."***

Nirama isn't in a mood for speechifying. However, he's more than willing to answer questions, which the heroes are sure to have. In the extremely unlikely event that you have no one at your table who played *TopWorld*, some basic modifications are included. Use those to template your responses; it's going to be a bumpy ride of no one played the first scenario...

What are we doing here? *A security detail at one of my outer bases in the Belt busted up a Cell meeting. Killed everyone there. They found a datapad with membership information in it, including your names.*

*It looks like they have plans for you.*

Bad plans? *We're not sure. I thought it would be safer to bring you here.*

And do what with us? *Put you back to work. Circulate a story that I'm giving you a second chance. That'll make the Cell stop and think.*

So we're BAIT? *Not at all. They're going to be watching you, but they won't act to harm you. More likely, they'll decide that you're even more valuable than they originally thought and try harder to firm up their recruitment of you.*

And they're going to fall for this WHY? *Because they want the best personnel to work with them, and because if I bring you back again, it means you're valuable. I didn't kill you the first time you broke my rules, so that makes you something special to start with, in their eyes. Besides, with the rumors going around about you, you're hot property.*

You started rumors about us? *Rumors abound. I didn't have to do much, they started themselves after you left.* [Alternately, if NONE of the Heroes played *TopWorld* (which is highly unlikely): *Sometimes, rumors get started, and take on a life of their own.*]

You expect them to find us, then? *I do.*

So what are we supposed to do? *I'm going to send you to one of my less-used facilities. It's located near where we captured the datapad with your names in it.*

Will we be safe there? *Safer than you will anywhere else. It's a smaller facility, and I have a good security detail in place, whom I'm fairly confident I can trust.*

How long will we be there? *I know how the Cell operates. It won't be longer than a few days before contact is made.*

Then what? *I need prisoners who can tell me about the Cell.*

Other key things to note: The heroes **will** be able to go armed on their assignment. It's only in the main base where armaments are disallowed. And the location of their assignment is a large asteroid that rests in the shadow of two others, and has earned the unfortunate name, "Darkside." They are being sent in as standard, raw recruits, and will likely end up having to rotate through the standard jobs searching for information.

## Encounter 2: Assignment Darkside

*Key ideas of this encounter: upon arriving at Darkside, the heroes first meet Dina Mertz, the chief technical officer for the base, and then are led to Vin Tal'benes, the Bothan in charge of the station; based on their interactions with Mertz and Tal'benes, they are either given an assignment, or allowed to choose where they will be working while on Darkside*

*The hop to Darkside is fairly unsettling, as the ship you're on, a small souped-up freighter named the "Triple Trouble," caroms dangerously through the Asteroid Belt. From where you're sitting, it quickly becomes clear that the person doing the flying is either insane, amazingly talented, or both!*

*Just as you decide you've had enough, and it's time to head for the cockpit, the engines begin to rev down for the first time since the trip started. Within seconds, the ship settles to a halt.*

The pilot is Xav Verivax.

**Xav Verivax:** Male Human Soldier 8/Noble 4; IM +3 (Dex); Def 25 (+3 Dex, +5 combat jumpsuit); Spd 10 m; VP/WP 108/16; Atk +14/+9 melee (2d6+3, vibroblade), +13/+8/+3 ranged and +13 ranged (3d6, blaster pistol) or +9/+9/+9/+4/-1 and +13 ranged (3d6, blaster pistol multifire/rapid fire with feats included); SA double blaster pistols (attack values account for all modifiers); SV Fort +10, Ref +7, Will +8; SZ M; FP 10; Rep 9; Str 15, Dex 17, Con 16, Int 15, Wis 14, Cha 15.

Equipment: Two blaster pistols, combat jumpsuit

Skills: Bluff +7, Astrogate +11, Computer Use +11, Demolitions +9, Diplomacy +6, Knowledge (military protocol) +9, Knowledge (Cularin system) +11, Knowledge (spacer lore) +7, Knowledge (galactic politics) +8, Pilot +15, Read/Write Basic, Search +8, Sense Motive +9, Speak Basic, Speak Tarasinese, Spot +4.

Feats: Ambidexterity, Armor Proficiencies (light, medium, heavy), Multishot, Point Blank Shot, Quick Draw, Rapid Shot, Skill Emphasis (Bluff), Spacer, Two-weapon Fighting, Weapon Focus (heavy blaster pistol), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Xav isn't a member of Nirama's organization, but he thought it sounded like fun to do Nirama a favor. He's fairly cocky, flippant, and arrogant, and knows that he's one of the best pilots around. He's Human, tall, with tan skin and hair that looks almost sun-bleached. Aside

from his arrogance, he's fairly charming, and always has a twinkle in his eye. He'll be disembarking *Triple Trouble*, his own ship, the same time the heroes are. Oh, and speaking of the heroes.

That trip was a LITTLE on the bumpy side. Kind of like being put into a blender. All of the heroes are thankful for their safety harnesses – which about the *Trouble*, seem to have been extra-reinforced.

As a result, all of the heroes need to make DC 20 constitution checks. Characters with ranks in pilot- or spacer-relevant skills, who are used to the occasional bumpy ride, get a +1 bonus for each rank they've bought in a relevant skill.

Now, for a moment, let's be realistic. This is a DC 20 check. If you have more than half your party make it, I'd be really surprised, and there will be plenty of tables where no one makes it. And you know what? That's okay. And you know why?

Because there is NO GAME MECHANIC EFFECT for failing this check.

Heroes who fail should be told, "You feel woozy, unsteady. The world is spinning... maybe it's tilted a little to one side..." There is no nausea, we're not going to make people throw up. There is no spacer disorientation. And it will go away in a few minutes, but in the mean time, by all means, encourage them to ham it up. Let them play with it for a while.

*As you exit the Trouble, a voice calls to you from the top of the gangplank. "You all right there? You look a little unsteady!" You turn and see a tall, tan Human with fair hair leaning against an interior wall of the ship, looking out at you and grinning mischievously.*

This is Xav, naturally. He's just wanting to check out the "cargo" he was hauling for Nirama. He did it as a favor, and will end up collecting from the crime lord at some point, but for now he's just here to have fun. He'll happily tell the heroes that he's not part of Nirama's organization, and just did this because it sounded like "it might be a blast." Since he's not part of the organization, Nirama trusts him not to be a member of the Cell.

He's impeccably dressed, and seems every bit the ne'er-do-well playboy type. Which he is. Years in the Republic military taught him to work hard, and play harder. Once he's chit-chatted a bit, he'll head for the interior, to find a bar.

*As Xav saunters away from you, he pauses to present a swirling bow to an attractive young woman whose hair is done up in two tight braids that closely mimic head-tails. She shakes her head at him and he laughs, whispers something to her, and continues sauntering out of the hangar. The woman comes to you.*

*"I'm Dina Mertz. I'm chief technical officer here*

***on Darkside. I think I'm supposed to take you to Vin."***  
***She pauses. "Tal'benes. The boss."***

Pause. This is Dina trying to assess how much the heroes know about Darkside. Which is, in a word, nothing. It would take a DC 30 *knowledge (streetwise: Cularin system)* check to even have heard of it, and then, no further information is available. If the heroes don't respond, she'll just smile and shrug. If they do respond, and try to fake their way through, she may actually laugh out loud after asking them a couple of trick questions.

***"Come on. I need to take you to Vin. You're appropriately clueless, I guess I ought to give you a little information on what we do here."***

***"Darkside is a repair station. We repair ships, gear, whatever. We've got some great folks working here. I've heard interesting things about you." She eyes each of you in turn. "We'll see how well you fit in. Having a reputation out with the plebes only helps so much here. On Darkside, respect has to be earned."***

***And sure enough, as you walk along, you don't see any of the reverence you experienced at Nirama's central base. The workers you see are serious, grumpy – downright surly! And they don't seem any more interested in you than they do in each other, which is to say, not at all."***

If the heroes are interested, Dina can tell them a little about Darkside. She knows the base has been established about as long as there's been a smuggler presence in the Belt, though it's changed hands a few times. And she knows that its name has nothing to do with the Force. As far as she knows, there's never been any Force activity here, but that's not really her thing. The name came up, as near as she can tell, because Darkside is always in the shadow of one of three larger asteroids that float nearby within the Belt. It's a nice, safe location, that almost no one knows about. It's also a place where Nirama sends potential problems, to keep them out of the way, for a time.

Ultimately, Dina is friendly, but not overly flirtatious or interested in getting to know the heroes. She's a technician, after all, and while she's one of the more personable individuals on Darkside, that really isn't saying a whole lot. She'll get the heroes to Tal'benes's office and leave them standing at the door, waiting for him to answer her knock.

***As the odd Human woman walks away, her quasi-head-tails bouncing, the door in front of you opens and a short, swarthy Bothan glares at you. He tweaks his goatee with a twist of his fingers and turns, trudging back into the room."***

If the heroes don't follow immediately, Vin will get fairly annoyed. Truth be told, he's pretty annoyed already. Turnover is high on Darkside, and he hates having to train new recruits every few weeks. Not following immediately, and making Vin grumpier, is a strike against the party. Keep track.

***"All right. I'm Tal'benes. You're some new hotshots Nirama wants me to look after. Are you useless louts like the rest of what he sends me, or do you have some value?"***

"Some value," to Tal'benes, involves being some kind of techie. Slicer, fixer, what have you, if the heroes possess useful skills, life will be easier for them. If the first hero to speak up presents a non-technical skill base, Tal'benes will scoff. This is another strike against the party. Keep track.

The heroes don't get a chance to sell themselves. Only one person gets a chance to reveal a skill that might be of value, and that's what Tal'benes bases his opinion on in this regard. Besides, they already got to list off their skills in *TopWorld!*

***"Fine. I don't need to hear it. Same tripe boss always sends Darkside-way. What in the world makes you lot different?"***

Good answer: Anything bold, anything that impresses you, the judge. Remember, Tal'benes is grumpy. If they say something that would impress a grumpy Bothan, then by all means, give it to them.

Bad answer: Anything lame. Anything using the word "hero." Heroes make bad employees, in Tal'benes' eyes, always trying to rise above their station. Hearing the word "hero" is a strike against the, well, heroes. Keep track.

***"All right, I got one more question for ya. What's your limits? What wouldn't ya do?"***

Tal'benes has a pretty clear idea what he wants to hear. And it's not "nothing." Everyone has limits, and he doesn't believe Nirama's sent him a whole group of sociopaths. Any reasonable answer will earn a nod from Tal'benes, but "There's nothing I wouldn't do," even from a single party member, is a strike against the party. Been keeping track? Good.

***"We got a few jobs here that we use to test out the capacities of louts like you."***

If the party has two or fewer strikes, Tal'benes will let them choose which job they want to try first. They have officially impressed him. Otherwise, he'll just assign them straight to kitchen detail (encounter 5). They'll

then be put on contraband detail (encounter 4), and finally, security detail (encounter 3). They'll end up being tested on all three details eventually, regardless.

Once assignments have been made, Tal'benes will usher the heroes out of his office, and send them to be outfitted for their first assignment.

## Encounter 3: Security Detail

*Key idea of this encounter: the heroes are assigned to patrol Darkside, with ambiguous instructions; it soon becomes clear that providing "security" on Darkside is not like providing security elsewhere, and they're led on a chase through the corridors, to a strange room, where their quarry disappears*

Based on the order in which the heroes perform their duties, the specifics of this encounter may vary. If this is their first assignment, then they will go straight there from their meeting with Tal'benes. If not, they will be going there first thing in the morning on either the second or third day. In any case, they will have passed through the corridor that winds around the security office at least once before, since the only way in or out of the hangar goes around this very brightly-lit office.

*The security offices for Darkside are just off the main hangar, a glass cube that opens onto long, brightly-lit corridors on three sides, and the hangar itself on the fourth. A very sleepy Trandoshan female rests in a chair in the center of a circular desk. Theoretically, she could pivot in any direction to watch goings-on in any of the corridors or the hangar, but she seems more than content to rest her clawed feet on the desk and doze. She looks up grumpily as you enter.*

*"What do you want?"*

This is Nala Noos, acting security chief on Darkside. She's only acting chief because the last chief quit suddenly, and Tal'benes had to put someone in charge. She wants a transfer. Anywhere. Away from Darkside.

Like most of the residents of Darkside, Nala's grumpy. She'll toss security badges to the heroes from a drawer in the desk and tell them to start a circuit. She really doesn't expect much from security personnel. None of them stay on the job long.

If asked whether the turnover for security guards is higher than other areas, she'll snort derisively.

*"They don't like what they see here. You won't like what see here."*

Nala will avoid answering direct questions – like, why there's a need for security patrols on Darkside. She looks a little nervous, and has only heard rumors, which

she can't substantiate. She has heard of the Cell, but doesn't know any of its members, has never been approached about joining, and doesn't believe they're a threat to Darkside. It's clear there's something she's not telling the heroes, but even the most adept probing won't get her to say anything other than, ***"Watch your backs. And keep an eye on the shadows."***

She can't tell them any more of what she means. She's heard rumors, but hasn't heard anything consistent. She's quite happy to wait here, in the glass cube, and watch the panels, and watch the corridors. The corridors, she will make it clear, are where the security detail should be patrolling.

As it turns out, the corridors are virtually abandoned. Everyone is working in one of the various shops, or relaxing in the bar, and no one is out and wandering around.

The following description is key:

***The corridors are quiet – almost eerily so – as you begin your patrol. Looking back, you can see Nala again putting her feet up on the desk, and watching you from that brightly-lit cube.***

***As you turn the corner, the lights become less frequent, and many of the fixtures stand empty. You pass door after door and can hear activity from the far side of each, but no one else occupies the corridors.***

***Eventually, the lights come only every ten meters, with long shadows between. The smooth metal walls are replaced by craggy rock walls as you move deeper into the asteroid.***

And of course, following ominous box-text, there must be an attack coming. It is NOT possible for the heroes to produce enough light to illuminate all the crevices in the walls, some of which lead down deep into the asteroid. However, if they're being careful, they make a DC 15 *spot* check, they may not be surprised when the shadow lurkers attack.

**Shadow Lurkers (5):** Vacuum scavenger 3; Init +2; Defense 16 (+4 natural, +2 dex); Spd 20m; VP/WP 26/12; Atk +4 melee (1d6+1, chilling claw) or +8 melee (energy drain on any weapon with a power cell) or +5 ranged; SQ darkvision, blaster resistance 10, shadow leap (can move from one shadowed region to another no more than 10 meters away); SV Fort +4, Ref +6, Will +3; SZ M; Rep 0; FP 5; Str 12, Dex 15, Con 14, Int 17, Wis 14, Cha 9.

Skills: Hide +10, Move Silently +15, Disable Device +10.

Feats: Stealthy.

Shadow lurkers are creatures that only exist on Darkside, as far as anyone knows. They live by feeding



off power cells, so when they attack the party, they are going to be attacking in an attempt to touch any blasters or other weapons with power cells embedded (NOT lightsabers). They need the energy of the power cells to survive, and while they would prefer to feed off the power cells of the ships in the hangar, that area is purposely too well lit.

In terms of appearance, the shadow lurkers are dark creatures, vaguely humanoid, and surrounded in a misty haze that moves with them. The first sign of their presence will be a gaunt hand stretching out from a dark region and attempting a touch attack on a hero's blaster or similar weapon. Bigger guns are targeted first. The shadow lurkers **can** be harmed by blasters, and they know that the bigger ones hurt more and that they themselves are more likely to simply absorb any hit from a smaller blaster.

The corridor where the attack happens is three meters wide. The lurkers will come at the party from both sides, three from one side and two from the other.

The heroes haven't seen anything like these creatures before. Never heard of them. So this should be somewhat scary, particularly when one of the lurkers reaches out, touches a weapon, and it loses power. The weapon will be fully functional again once a replacement power cell is obtained, but until then, it's nothing but a really expensive club.

Capturing the lurkers does not work. If they're exposed to bright light for any length of time, their bodies evaporate, leaving only a pungent mist.

For all the initial panic the lurkers may cause, they are not particularly tough. Once one of them falls, the others will begin to flee, leaping from shadow to shadow down the corridor, away from the heroes.

IF THE HEROES FOLLOW, they will not have a problem keeping the lurkers in sight. After several minutes of hard running, in which the lurkers occasionally pause to throw rocks back at the heroes, they dart into a dark tunnel off to the right. If the heroes go in after them, read the following:

***The tunnel twists to the right, then the left, the darkness nearly complete. You can hear the sounds of movement up ahead as the creatures continue to run from you. Then, suddenly, you round a bend and find yourselves in a box-like room. The walls are five meters to a side, and the ceiling is five meters high. Walls, floor, and ceiling all glow with a strange, dim green light. And there's no sign of the creatures.***

It is important that you know exactly who is in the room. Why? Because the room is going to move, as is the short corridor outside it – to another part of Darkside! However, ask the players where they are, not “Are you going in?” Draw them a small map, if necessary, of a square room and a small tunnel leading

into it. All of that is going to shift. The only heroes who are likely to not get shifted are any who specifically said they were going back to get help, and then ignored you pointing out that there could be more of those things waiting for them in the corridors.

After a few minutes of searching this utterly empty room, read the following.

***The green glow of the walls fades, then the walls flash bright red and you feel a lurching sensation in your gut, the likes of which you haven't experienced since – well, since your ride to Darkside. Just as suddenly, the lurching ceases, and the walls revert to light green.***

The shadow lurkers have totally disappeared, and this strange room has just repositioned itself on the far side of Darkside. When the heroes come out, the tunnels look similar, but different, and when they wind their way back through to the hangar area, they come out in a tunnel different from the one through which they entered. They also come out at the end of the day, no matter what time they went in, and no one can tell them what happened. In fact, most folk move very quickly away from them at the mention of the shadow creatures, and some will run when the room is mentioned. Tal'benes is passed out drunk, and will be incoherent if awakened, Dina is occupied somewhere that the heroes can't find her, Nala gives the heroes a load of paperwork to file, and Xav is in the bar, drinking and laughing, completely oblivious to the history of Darkside. Only Karlo, in the kitchen, will acknowledge what the heroes saw. So if the heroes had kitchen detail before security detail, they will be able to find the one person on Darkside who can confirm for them that they truly aren't imagining things. And his confirmation isn't exactly reassuring, since it ends with a rheumy cackle.

## Encounter 4: Contraband Detail

*Key ideas of this encounter: the heroes are given two ships to search, to see if they can locate hidden contraband; all outbound shipments are checked to make sure they're secure, and the contraband in the first ship is relatively easy to find; in the second, Verivax's ship, the contraband is much more well-hidden, as are the linked thermal detonators that threaten to blow up the ship, and take part of Darkside with it*

Based on the order in which the heroes perform their duties, the specifics of this encounter may vary. If this is their first assignment, then they will go straight there

from their meeting with Tal'benes. If not, they will be going there first thing in the morning on either the second or third day. In any case, they will be returning to the hangar where they originally arrived, where a group of very buff Trandoshan have just finished loading two ships with cargo. One of the ships is a small freighter named *Laria Bexum*, while the other is a nauseatingly familiar freighter, the *Triple Trouble*. In the midst of all the activity stands Xav Verivax.

***As you enter, the fair-haired man standing at the center of the chaos of the hangar turns and waves to you. He certainly looks none the worse for wear, after the ride he gave you to Darkside.***

Xav shows no ill effects whatsoever from his travel, or his drinking. He's as bright and chipper as ever, and greets the heroes with an enthusiastic handshake, calling them by name.

***"So, I hear they're giving you the whole tour?" He playfully elbows [pick a PC]. "No better way to find out what you want to be doing than to try some of everything, that's what I say. You know that reminds me of this time in a bar on Coruscant – I was seeing the sights – and there were these three little ladies..."***

At this point, either one of the heroes will interrupt Xav and cut him off, or one of the loaders will wander over to Xav, hand him a datapad to review, and cause him to lose his train of thought. If asked to finish his story, he'll just laugh and ask which one, and honestly not be sure which story about Coruscant and three lovely ladies he was going to tell. Having been derailed fairly effectively – and lacking a great deal of focus to begin with – Xav proceeds to tell the heroes why they're really here.

***"All right, this is going to be fun. See, these guys, they try to be sneaky. But I wrote the book on sneaky, so I come in here every so often and give 'em a few tips. You know, show 'em how to really mess with the competition. And their biggest problem is that most of their ships just can't smuggle enough cargo effectively to make the cost of transport worthwhile. I've seen ships that got caught with black-market goodies lining their corridors. You have to at least make it tough to find!"***

***"So one of the things I do for fun – and Nirama gives me a cut, as thanks – is help them figure out the best way to ship their contraband." He pauses. "How to hide the stolen goods." He grins broadly.***

***"And one of the jobs folks on Darkside get stuck with is testing out the security procedures, seeing how well everything is hidden. So that's what you're doing. First, you're going to be checking out the Laria***

***Bexum over there. Then you get to go back aboard the Trouble."***

The heroes aren't allowed to take any gear other than what they typically carry with them. So this should be relatively challenging. Factor in any reasonable bonuses for equipment they may have with them that will assist in their search activities.

For simplicity's sake, we will separate the *Laria Bexum* and the *Trouble* each into four sections. Bow, stern, starboard, and port. In both ships, most of the bow is taken up by the cockpit and shield controls, so no more than two heroes can effectively search it at a time. All other areas can easily accommodate four or five at a time.

In the *Laria Bexum*, the contraband is hidden on the port side, beneath a sliding floor panel. This only requires a DC 17 *search* check to locate. A comparable DC in any of the other areas will allow the heroes to be dead-certain that there's nothing hidden there, so they can go look in other places. Each roll a single PC makes while searching the ship represents a half-hour of intense searching, so if the first hero in the port section gets an 18 the first time, the whole search only takes a half-hour, and turns up a nice shipment of gory holovids.

The REAL challenge is the *Trouble*.

***Your last ride in the Trouble was memorable, but not in a way that let you recall the specifics of the ship's layout. Now, looking at it as you enter to do your search, you realize what a task lies before you.***

***The walls of the Trouble look like solid sheets of silver, with no seams visible anywhere. The floors sparkle as though newly polished, and are similarly seamless. This is going to be much more difficult.***

So, enough with the understatement. The *Trouble* was designed to be a smuggler's dream, since while Xav doesn't do a great deal of smuggling himself, he finds the lifestyle fascinating. The only illicit cargo he's carrying right now is 20 kg of spice, stored behind a 20x20 cm panel below the shield controls in the bow of the craft. This is DC 25 (*search*) to find, and a single roll is equivalent to spending an hour looking. Taking 10 on a roll is equivalent to an hour and a half, and taking 20 on a roll is equivalent to 2 and a half hours, because the ship is so seamlessly designed. If the heroes take more than six hours to find the contraband, they're going to be in trouble, since that's when the timer on the thermal detonators kicks in and the ship's security sensors go off, alerting the heroes to exactly where the linked detonators are located – in the same cubby as the spice. The ship will not reveal the nature of the threat, will simply repeat, "Security alert! Security alert!" And the instrument panel will direct the heroes to the hidden

panel in the bow, below the shield controls.

In other words, one way or another, the heroes are going to find the spice. And the 20 linked thermal detonators.

***You slide the panel open and see several tightly-wrapped packages inside. Twenty, actually, in one-kilo bricks. And all around them are blinking red lights. Arming mechanisms for thermal detonators!***

The detonators will arm as soon as the panel is slid open, but because they are linked, they have a longer delay than one round. There is actually a 22 round delay before explosion, one round for each of the detonators, and two rounds for the linking mechanism. You will need to keep VERY close track of elapsed rounds, because after 22 rounds, if no one has disarmed the linking mechanism and shut off the detonators, or no one has managed to send the *Trouble* out of Darkside, there's going to be a very, very loud noise. 160d6 worth of noise, to be precise. This WILL cause the *Trouble* to explode.

There will be no taking 10 or 20 on this check, because for all the heroes know, failure on the check means that the ship goes boom. It doesn't. It actually takes 3 failures sequentially before the detonators go off, and it's clear when the heroes fail, because the regular blinking of the detonator LEDs – once every 6 seconds – doesn't change, and in fact a loud whirring occurs every time they fail, like something powering up and getting ready to blow.

If they call for Xav, it will take him 5 rounds to arrive. During that time, the heroes are welcome to try disabling the linking device; once this is done, the detonators will go into temporary stasis long enough to be shut down. And disabling the device only requires a DC 22 *demolitions* check, or a DC 25 *disable device* check!

However, the heroes are also welcome to start the ship up, set its autopilot, and get off the ship as fast as possible as it floats gently into the Asteroid Belt and explodes. This will, of course, make Xav somewhat grumpy. And if he's grumpy, he won't talk to them, except to say that the thermal detonators were NOT part of the agreement.

Assuming he's not grumpy, Xav can tell them that the spice is not his, he's just transporting it for Nirama because he loves the thrill of smuggling. He's impressed that the heroes found anything at all on his ship, much less what they did.

Any detonators recovered, or pieces of the linking mechanism, will be found to be inscribed with a capital "C" with two vertical lines running through it. Any of Nirama's employees will immediately recognize this as the symbol of the Cell. So they're here, and are looking to cause trouble.

Whether the heroes succeed or fail at saving the ship, they're given the rest of the day off to recuperate.

## Encounter 5: Kitchen Detail

*Key idea of this encounter: kitchen duty is extremely unpleasant, due in part to the presence of the exorants, creatures that most look like six-inch long roaches crossbred with rats; the heroes are first assigned to clean the kitchen, and then meet Karlo, the head cook, who has them design the evening meal out of the contents of one freezer; once they've designed the meal and cooked it, Karlo will relax and talk to them; he knows a great deal about Darkside.*

Based on the order in which the heroes perform their duties, the specifics of this encounter may vary. If this is their first assignment, then they will go straight there from their meeting with Tal'benes. If not, they will be going there first thing in the morning on either the second or third day. In any case, they will be greeted at the entrance to the kitchen by a horrendously unpleasant sight, and a smell that's not much of an improvement.

***You're surprised when the first set of blast doors slides open, revealing a second set of blast doors that also bears the word, "Kitchen." But when that second set of doors slides open, things suddenly become much clearer.***

***A single man, old and grizzled with an unruly shock of white hair that sticks straight up on his head, stands in the center of a room that looks like a war zone. Pots and pans lie everywhere, strewn across countertops, and the paint has long since peeled from the walls, leaving only crusty green flakes in odd places.***

***At least, you hope that's paint.***

***The smell of the place is like a tauntaun grooming parlor, overlaid with the pungent stench of rancid, half-thawed meat.***

***As you stand in the doorway, the old man looks up. "Oh, goodie. More idiots for the kitchen. Well? Get in here!"***

This is Karlo. He's a cook, and a darned good one, but he's not nutty about people. That's an act as much as anything, though. Karlo's been on Darkside for 40 years, and has done a lot to define how people think and feel about the asteroid. So while he's crusty (and not just because he spends so much time in the kitchen) and grumpy, he's got a good heart and is actually capable of warming up to folks who impress him.

But that takes some work.

***“A little consistency would be nice. I’m Karlo. I’m boss of the kitchen. What’re you here for, a day? That’s typical. Look, I’ve already got most of today’s cooking done. Don’t count on anyone else. Still need to figure out dinner, but it’s been a while since I got a decent-size work crew. So here’s what we do first.***

***“You’re gonna clean my kitchen. I’m gonna go take a nap. I’ll be back in two hours, there’s mops and supplies in the closet in the back.”***

***And with that, he leaves.***

This is an immense job, but doable in 2 hours with all the heroes working. However, there’s more to the kitchen than meets the eye. There are the exorants, and someone is going to stumble across them. Have everyone roll you a *search* check, and whoever rolls the highest is the victim – er, the person who stumbles across the exorants first. Take them aside and read them the following:

***You’re picking up a small box when you notice something moving underneath. Before you can react, there’s a flurry of activity, and a dozen jet-black creatures, each about six inches long with a shiny exoskeleton and long whiskers, rush from the pile of refuse before you and begin to run up your legs!***

Exorants (20): Parasite 1; Init +0; Defense 15 (+4 size, +1 natural); Spd 15m, climb 5m; VP/WP -/9; Atk +1 melee (1d3, bite); SQ blindsight, scent; SV Fort +1, Ref +0, Will -2; SZ M; Rep 0; FP 5; Str 11, Dex 10, Con 9, Int 4, Wis 6, Cha 7.

Skills: Climb +10.

These nasty little creatures attack by swarm, climbing onto their prey and then attempting to bite it to death. However, this doesn’t typically work well with live prey possessed of higher cognitive functioning, since the exorants swarm all over the body. Throwing oneself to the ground and squishing the creatures works quite well. But during the first round, at least one exorant will take a bite out of the victim. Rather than rolling dice, since there are 20 of them swarming, just subtract the hero’s defense from 20, and that’s how many hit (no crits for these pathetic little creatures, they can’t get at anything vital since they gnaw rather than puncturing and can’t even do serious damage to blood vessels quickly), with a minimum of 1.

Cleaning off this little colony won’t be any problem. The rest of the cleaning is uneventful, with a few exorants found here or there and easily dispatched. About the time they finish, Karlo returns.

***The blast doors slide open, and a somewhat refreshed, if still grumpy, Karlo steps through. He looks around the kitchen and his eyes go wide. “Not bad. Not bad at***

***all.” He eyes you approvingly.***

To be honest, Karlo has low expectations. So any improvement at all is a good improvement.

***“So you can clean. But can you cook? Here, I’m tired of doing all the cooking around here. Fix something up, and then we can relax. Nothing else to do in the kitchen.”***

The heroes have a fairly unique set of ingredients to work with. Give them ten minutes real time to come up with a reasonable recipe using the ingredients included as Player Handout A. And creativity is all-important. If players have character-based reasons for being good at cooking (background in KP work, Jedi academy, etc.) then you can assist their embellishments and even let them roll some dice to see how things come out. Checks are not required, but are fine, and you may assign bonuses for background skills as you see fit. Assume they have any utensils they need and let them go wild, but they have to use ALL of the ingredients to make the meal. (And no, it doesn’t all have to be one dish – yuck! – but lame stuff like, “A side order of Rodian eel” is boring, and needs some spicing up. And Karlo will tell them so.) Have them write up a full menu to submit to Karlo, as many courses as they want...

Once they’re done with the menu, Karlo will sit back in a chair and relax. And, strangely enough for anyone on Darkside, he’ll smile!

***“You’re not the typical folks they bring in here. Not at all. And anyone who’s not typical must want something. Well, I’ve been around this rock near 40 years. So you want to know something? You ask Karlo.”***

What do you know about the Cell? ***There’s a few obnoxious young ones running around here stirring up trouble. I think that’s what they call themselves. Most of the folks here wouldn’t give them the time of day.***

So you’re not a part of it? ***I’ve seen leaders come and go. I don’t play politics any more. I just do my job. You try working for a Hutt for a while, see how much you feel like questioning authority.***

You know what the Cell is about? ***Of course I do. People want food, they come to me. People eat, they talk. I listen.***

Why didn’t you say anything to Nirama about it? ***About a bunch of stupid kids? Besides, who am I to think I can talk to the boss?***

What’s up with Darkside? ***Interesting rock, isn’t she?***

Is there anything we need to know about this

place? *Watch the shadows.*

What do you know about a green room? *Found it, huh? Strange place, that room. Moves all over. Sometimes it pops up one place, sometimes another. Things work different there.*

What do you mean by that? *Time's weird. I don't know what the room is, but there've been people talking about it since I got here. Always whispers. It's not something we can even use, since it's so hard to find, and doesn't show up on any sensors.*

And the weird creatures? *What, the lurkers? They're the reason so much of Darkside is lit like it is. If it wasn't, they'd suck every power cell in the place dry. No one really knows much about 'em. I've only seen 'em once, and no one believes what I have to say. Except, you've seen the lurkers. You believe. Guess you won't be staying too long.*

Do you know how we can find the Cell? *Looking to join up? I'd given you more credit.*

Not exactly. How do we find them? *Ah. I see. Look, payday's coming soon. Everyone gets together then. That's where they do all their recruiting, near as I can tell, so just be patient. They'll find you.*

This is basically all Karlo knows. He can tell all sorts of stories about Darkside under Riboga the Hutt's regime, and knows a little about system history, but doesn't know anything further about the Cell or the strange goings-on all over Darkside.

The rest of the day is spent cooking and serving the meal the heroes helped design, with no other untoward activity.

## Encounter 6: Payday

*Key ideas of this encounter: payday arrives, and Nirama sends a special shipment to Darkside, complete with supplies for a celebration; the party is entertaining, but more interesting is the appearance of Jasper, who some of the heroes may have met in TopWorld, and who is now a member of the Cell; he asks the heroes to come with him to a meeting*

Nothing is easy when you're working for Nirama, not even celebrations. Thus, while the heroes are ultimately going to end up at a party, the day doesn't start out quite that way...

*After three days of grueling (or perhaps not-so-grueling) work, you had hoped to sleep in until you had a chance to meet with Tal'benes to discuss a longer-term assignment – or until you can figure a way off this rock. These plans are spoiled, however, when security claxons begin to blare early in the morning!*

Actually, there's nothing wrong, and nothing bad going on. If (when) the heroes rush out into the corridor, they see something very strange. All the folks who work on Darkside are smiling, laughing, and seeming almost... normal! It's a very different environment than what they've seen the previous few days, and may cause them a little distress initially.

*As you stand in the corridor taking in the strange sights, a Trandoshan and a Rodian wander past, leaning half-drunkenly on one another. The Trandoshan is Nala, and you have no idea who the Rodian is, but he looks quite happy and reeks of liquor.*

The heroes can stop this pair, who are just trying to stumble back to their respective rooms, and quiz them. They can also talk to anyone else they know on Darkside, or grab a random NPC.

It's payday. Usually, this doesn't mean much (for the heroes, it means 300 credits; unskilled labor, 3 days at 100 credits/day), but every once in a while Nirama sends a shipment of supplies on payday. Good alcohol. Good food. And this time he even sent a band!

No one else on Darkside will make the connection, but if the heroes speculate that maybe Nirama did this to help loosen some tongues and assist them on their mission, they're probably right. Only the band is much more than what Nirama typically sends from time to time, and they're not terribly good.

*Everyone seems to be headed for the bar – creatively enough known simply as “Bar” – for the celebration. A handful of workers seem to be rotating in and out of the celebration to watch the security station, but for today, all traffic in and out of Darkside has been stopped to allow Nirama's employees a chance to wind down.*

*The noise from Bar is horrendous, with music blaring and almost all of the workers laughing and shouting and drinking. And drinking. And drinking.*

*Then the band begins playing, some kind of Rodian rumba, and the shouting dies down somewhat as the revelers settle in for a long night of fun.*

This is a fine time for the heroes to do some more gathering of information. Since food and drink are so easy to come by, tongues ARE being loosened – Nirama knows his people, if nothing else. So let the heroes roll some *gather information* checks, and use the following chart to determine what they learn. Encourage heroes to pair off for gathering information (or this could take forever), and assume that aside from what's listed below, the NPCs don't know anything the heroes don't. In case of a tie on the information gathering roll, use charisma score as a tie-breaker and

give the person with the lower charisma an NPC one step down in the chart.

If they don't pick up on the fact that this is probably the best chance they'll have to gather information about the Cell, feel free to nudge them along.

DC	Information Gained
3	You found a drunken Trandoshan named Kloo who knows a lot about the cells on Tolea Biqua, having spent some quality time there last year.
6	You found a perky young Twi'lek on break from dancing, who has heard that there are some folks who don't like Nirama, but doesn't really understand why. Her name is Lola. She likes to talk. She's also working all day, then leaving on the first shuttle out tonight.
12	You met a young Human named Stanley who works as a loading clerk here on Darkside. He's heard rumors that the workers may be unionizing, but "the Cell" doesn't ring any bells for him. He wouldn't mind a union, but Nirama's generally not a bad boss so he's not sure what all the fuss is about.
15	You found a pleasant, if somewhat strange, Gungan female named Lulu. She has an annoying habit of flipping her ears back and forth as she talks. She's heard of the Cell, but isn't aware of them having any presence here.
21	You found an annoyingly happy Ithorian named Kaarl who has already been through three half-casks of brandy and doesn't seem to be showing any ill effects. He's been approached a couple of times about joining the Cell, but it's always been fairly secretive, and he didn't take them seriously. He's heard that other Cell factions are more competent than the one here.
24	You found a very serious, very sober Cerean named Bli'Mora seated at a table in a corner of Bar. He isn't happy with the way things are going, and doesn't trust anyone. He thinks Nirama is trouble, and would join the Cell if he could, but he's utterly convinced that the local faction is incompetent. One of them is seated at the bar, this fool of a pup named Jasper.

If the heroes don't find out about Jasper, he'll come find them. The basic idea that people should get from this encounter is that while the Cell is here, it's not particularly strong on Darkside, nor is it well-respected.

That doesn't necessarily mean anything about the Cell anywhere else. If they find out about Jasper and approach him, skip to the appropriate point in the following box text.

*As you regroup to consider your options, a young man approaches you out of the crowd. Some of you may recognize him. His name is Jasper, and he's a recent recruit into Nirama's organization.*

*Jasper eyes you up and down. "I was wondering when we'd get a chance to talk. You're pretty important folks, from what the rumor mill says. I've got some friends who'd like to make you an offer. Interested?"*

If the heroes show any interest, Jasper will invite them to accompany him. He's a member of a "special group" (and will admit to it being the Cell, if asked directly), and would like to see them join up as well. Since Jasper is their only real lead, the heroes may stay around the party a little longer, but probably ought to head for Encounter 7 at some point!

## Encounter 7: Cell Out

*Key ideas of this encounter: the heroes are led to a meeting with the members of the Cell who have organized on Darkside; these members ask for assignments, believing the heroes to be representatives of the Cell's leadership; the heroes must decide how to proceed in order to remove the Cell from Darkside and assist Nirama*

*The sounds of the party fade behind you as Jasper leads you through the corridors of Darkside. He looks back at you from time to time and grins.*

*"I had no idea." He says this a few times, shaking his head and shrugging as he leads you deeper into Darkside.*

Whether or not the heroes have played *TopWorld*, Jasper is impressed at having been sent to find them. He's heard stories of the new folks who came in and have been stirring things up, and he's impressed that he gets to bring them to his superiors. He's even MORE impressed if he's met some or all of them before.

Jasper is a very impressionable young man. That's why he ended up in the Cell so quickly. They were the first ones to really show an interest in him, to come to him and offer him a place, a purpose. So while he doesn't fully understand what their goals are, he's very committed to helping them be realized. After all, the Cell cared enough to recruit him, the least he can do is repay the favor by working to make them more powerful.

He has changed a great deal since being hired by Nirama in *TopWorld*. His flippant arrogance is gone. He's been fairly humbled by how little he knows, relative to other members of the organization, and is no longer prone to talking down to others. The bruises on his face provide some hint as to why that might be.

He will answer any question he can. He doesn't know a whole lot about the Cell as a whole, only truly recognizing members within Darkside. He doesn't know who makes up the overall leadership of the Cell, nor does he tend to ask a whole lot of questions. Most of his time in the Cell has been spent doing low-level information gathering. He's not trusted with much else. He's also served as a liaison with several Wookiees the Cell is trying to recruit, but all he's succeeded in doing so far is buying them all fairly expensive dinners.

He's very happy with the Cell, and feels like he has a real future with them.

After the heroes have had a little while to talk to Jasper (no more than 5 minutes real time), proceed to the following.

*You recognize the corridor Jasper just turned down. It's one of the ones that leads deep into Darkside, possibly the one down which you found that strange room. He begins to walk slowly, eyes on the shadows, and you understand why. With every footstep, he looks around as if searching for something, and when he doesn't find it he breathes a sigh of relief.*

Jasper doesn't know anything useful about the shadow lurkers. They've never actually attacked him, so he doesn't know what it is he's seeing in the shadows, but he has a feeling something's there. He's actually in more danger with the party there (assuming they've found new power cells for their weapons), since his own blaster's power cell is weak enough that the lurkers don't even care about it. It fires, but won't hold out for more than ten rounds of continuous combat before fizzling.

*Jasper stops at a crack in the wall that's about fifteen centimeters wide and runs from floor to ceiling. He takes a deep breath and quickly jams his arm into the crack, then removes it just as quickly as the wall on the opposite side of the corridor begins to slide apart. As the rock moves outward, a blast door is revealed, which slides up to show a ten meter by ten meter room. Along the far wall of the room are five chairs, occupied by a male Twi'lek, a male Trandoshan, two female Humans and a male Human. They stare at you as you enter, and one of the females – a pretty woman of middle years with dirty blonde hair pulled back in a ponytail – gestures Jasper to her side. He walks quickly to her, then turns and looks at you as well.*

*"We've heard of you." She looks at you with a*

*half-smile. "You caused quite a stir when you were brought here. Nirama wants you close enough to keep an eye on, but far enough away that you can't do anything to him. That's interesting."*

And if anyone played *TopWorld* with the same PC, read the following.

*"I'm Jarrilyn. This is Ahlya," she gestures to the other woman, "Dor Balse," the Twi'lek, "Kruss Gaal," the Trandoshan, "and Michael. You are one of us. We're proud to have you among us. Welcome back to the Cell. Do you bring news of the movement? New assignments for us?"*

All six of the individuals are armed with blaster pistols, but none of them seem at all inclined to draw on the heroes. They really believe that the party is on their side, and they're happy for it. Most of the leadership of this part of the Cell was wiped out in the raid where Nirama's people recovered the datapad with the heroes' names in it. These six are all that remain.

There are a few options available to the heroes now. The two primary options are to try to convince the Cell members to give themselves up, or to simply start fighting.

**If they elect to fight**, use the following stats for the combatants.

**Jasper, Human thug 2**; IM +0; Def 10; Spd 10 m; VP/WP -/15; Atk +3 melee (1d6+1, baton), +2 ranged (3d6, blaster pistol); SQ none; SV Fort +4 Ref +0, Will +0; SZ M; FP 0; Rep 1; Str 13, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Skills: Intimidate +3, Speak Wookiee.

Feats: Toughness.

**Jarrilyn, Ahlya, Dor Balse, Kruss Gaal, and Michael, various thug 4**; IM +1; Def 10; Spd 10 m; VP/WP -/15; Atk +5 melee (1d6+1, baton), +5 ranged (3d6, blaster pistol); SQ none; SV Fort +5 Ref +2, Will +1; SZ M; FP 1; Rep 1; Str 13, Dex 13, Con 12, Int 8, Wis 10, Cha 12.

Skills: Intimidate +4, Sense Motive +2, Diplomacy +2.

Feats: Toughness.

Unless the heroes open fire first, the Cell members will try to avoid using blasters in their secret meeting room. But once someone else fires, they're more than willing to join in to save their own lives. If the heroes look like they're about to kill everyone, remind them that Nirama asked for prisoners. Intelligence checks or what have you.

**If they elect to talk**, let them present their arguments.

Have the nobles roll their diplomacy and let the players try to be persuasive. Their reputation is working in their favor – these poor slugs REALLY don't want to mess with someone who Nirama is keeping an eye on! Unless they do something really insulting, if they decide to go the talking-rather-than-fighting route, they should be able to succeed. Once they've made their arguments, have the heroes who did most of the talking roll a skill check against *diplomacy*. On anything but a modified roll of 3 or less, the members of the Cell recognize that it's in their best interest to surrender and return with the heroes. If Nirama knows enough to send people here looking for them, he could just as easily send a hit squad next time.

On a modified roll of 3 or less, the members of the Cell will attempt escape. There is another door hidden in the wall opposite the door through which the heroes entered. Jarrilyn will press a button on the arm of her chair and bolt for the door as Jasper tries vainly to give her cover. The other "leaders" of the Cell will attempt to escape as well. They can't outrun the heroes, though, and will shortly be caught. Have fun with the chase, but don't bother with it unless you have plenty of extra time in the slot (and knowing how my scenarios tend to run, you probably won't).

Once the Cell members are taken into custody – either through negotiation or force – the heroes can bustle them onto a transport and head back to Nirama's main base of operations.

## Conclusion

The heroes should be able to return to Nirama with at least one confirmed member of the Cell in tow, and possibly as many as six. To be sure, they aren't the most knowledgeable or best-connected members of the organization, but they know enough here and there that Nirama is going to be able to piece together a good amount of information about his adversaries. They are specifically aware of and excited about the slave trade coming to the system, which has long been one of Nirama's primary concerns.

*Nirama glares disdainfully at the prisoners you brought to him. They cower as close to the wall as possible, shackled hands and feet.*

*He shakes his head. "You were all hired for a reason. I give you this one chance. Tell me everything you know, and I will send you away. Alive."*

*Before he even finishes speaking, the prisoners are falling all over themselves to tell him what they know. Names, dates, places, and other vital information spills forth. And Nirama just sits in his chair and smiles.*

*Shortly, the prisoners are led away, leaving you*

*alone with Nirama. He looks at you and nods. "You've done well. Thank you."*

The heroes will be sent home at the same time another transport leaves taking the prisoners out of the system. This will make it look like whatever happened, happened to all of them. There won't be any fuss, since no one really knows what happened, although rumors will circulate that more members of a renegade smuggler group were captured and expelled. And Nirama will be keeping an eye on the heroes – until he needs them again.

## Here Ends *MidWorld*

### 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 locate the Cell and report what they found to Nirama? If so, each hero who survived receives 600 xp.

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

<b>Total Possible Experience:</b>	<b>1,000 xp</b>
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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 locating the Cell but did not tell (or lied to) Nirama (it's bad to upset the reigning crime lord for the system), award them ¾ adventure experience.*



## **Loot Summary**

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

### **Encounter 6 – Payday**

300 credits (pay)

### **Encounter 7 – Cell Out**

5 blaster pistols

### **Conclusion**

From Nirama:

1500 credits

## Player Handout A: Contents of the Freezer

20 kilograms ground wampa meat (lean)  
14 kilograms Rodian eel (skin-on)  
40 liters Gungan hot cherry sauce  
200 tekka nuts (unshelled, out of season)  
120 grams catabar (a spice similar to black pepper, but very finely ground and with a sweet aftertaste)  
1 kilogram paprika  
3 whole boneless skinless mynocks (taste like – well, you know...)  
35 kilograms various Cularin greenery (no ch'hala cuttings)  
2 vats Huttese lard-butter  
20 liters Ithorian brandy  
4 live Dosh bira-lizards  
Salt. Lots of salt.  
10 kilograms cane sugar  
5 kilograms brown sugar  
17 kilograms \_\_\_\_\_ liver (species name unreadable on label)  
4-20 kilogram bags, ground Kashyyyk wheat flour (technically not made from wheat, but tasty nonetheless)  
5 kilograms Cularin berries  
5 liters heavy cream  
40 liters Bantha milk

**Your task: Create a Menu...**

## Critical Event Summary

### MidWorld

1. If you fabricated any interesting rumors, please share them with us!

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2. Were the Heroes respectful to Nirama?

Yes

No

3. Did the Heroes impress Tal'benes, or did they start in the kitchen?

Yes

No

4. If the Heroes came up with an interesting menu, please attach it.

5. Did they kill any of the shadow lurkers?

Yes

No

6. Did the Heroes attempt to gather information on the mystery room?

Yes

No

7. Did the Heroes tell Nirama about the room?

Yes

No

8. Did the Heroes save Xav's ship?

Yes

No

9. Did the Heroes kill or capture the Cell members (or anyone else)? If they were killed, record below.

Ahlya

Dor Balse

Jarrilyn

Jasper

Kruss Gaal

Michael

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### Convention Coordinator:

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

LF Administration, PO Box 838, E. Lansing, MI 48826

Or email to: [LFAdmin@rpga.net](mailto:LFAdmin@rpga.net)

Or fax to: (517) 351-0288

Check <http://www.rpga.net/LF> for other methods.