

Head in the Clouds

(Episode I of the Clouds of Genarius Trilogy)

A One-Round Living Force Adventure

by Jason Nichols

A scientist goes on vacation to the resort of Rorkee, and doesn't return. Was it a simple accident, or something more? It seems someone wants you to find out, and if possible, bring the scientist (or at least her body) back.

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

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

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their heroes 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 heroes.

Hero Earnings

At the beginning of the round, if the heroes are employed, they receive their pay. No matter how much time has passed since the previous round, they receive pay for one week. Heroes who are not employed but who have 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 heroes may use only one of the above methods and must choose which before rolling (Employment, Craft or Profession).

Post-Scenario Paperwork

In addition to filling out a scoring packet, the Judge needs to do the following after a Living Force game:

1. Sign and date each player's passport. Players are responsible for keeping track of their own experience points. If the convention coordinator has provided passport stickers, put one in the box for the scenario, with the "spot" in the lower right-hand corner. (Every sticker has an area on it that looks "spot-like".)
2. Ask each player for their credit total (original total, minus anything spent, plus anything earned/won/otherwise gained in the scenario). Write the new total on a fresh Republic Credit Chip and tear up the old one. You don't need to be concerned with every single credit -- this is just a way to keep track of general amounts of money.
3. Sign and date any additional certificates. Be sure to put the character name in the space available.
4. Sign/date/notate any metagaming certificates that require your attention. These should be evident from the metagaming certificates.

Dark Side Points

If heroes earn (or have earned) dark side points, those dark side points may not be removed using the "spend a Force point" method in the core rules. Heroes wishing to redeem dark side points must petition the campaign staff at LFAAdmin@rpga.net. If you issue a dark side point (or points) we would appreciate hearing the tale (with player name, hero name and RPGA#) here at campaign HQ (LFAAdmin@rpga.net).

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 heroes, and therefore heroes levels 1 through 4 are appropriate. If a player brings a higher-level hero 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).

DM Overview

It started out as a simple vacation. Shilaea Motacc, a scientist specializing in large-scale propulsion, was taking a vacation before reporting for her new position with the Usable Resource Location, Recovery, and Development Corporation. It seems Shilaea had some theories that might allow large ships to travel within planet atmospheres and to set up temporary bases with heavy equipment and a fraction of the current costs.

Unfortunately, she did not return from her vacation. She traveled to the cloud city of Rorkee on the planet of Genarius, for a vacation that involved her other hobby – archeology. She has always been interested in the history of the Cularin system, and with the discovery of some ancient artifacts on Dorumaa a few years back (and the closing of the location by an investment group), she thought it would be interesting to get to experience some of the work that went into the dig without worrying about the native life forms.

So, as part of her agreement to work for U.R.L.R.D., she required them to buy her a vacation on Rorkee – a city that specializes in bringing fantasies to life.

Unfortunately, three days into her vacation, part of the excavation collapsed, and she was reported dead. What really happened is that another corporation (Modified Technology Systems) decided to try to acquire her services without having to pay her the salary she wanted. Modified Technology Systems provides much of the equipment Rorkee uses to create its fantasy worlds, and so had access to most of what it needed to snatch the good doctor. Unfortunately, they have not been able to come up with a good way to get her off the cloud city, and so she is being kept in one of their back areas until they come up with a way to transport her past spaceport security.

U.R.L.R.D. now wants to hire the heroes to find out what is going on in Rorkee, and to see if they can find Shilaea. To get them access to the city and the area where Shilaea was working, they have booked the group as a college archeology class spending their spring break recreating the somewhat famous find and seeing what they can learn (yes, it is somewhat lame, but, hey, they had to come up with it on short notice). The group is to go in, poke around, and find out what they can.

Hopefully they can either rescue the Shilaea, or at least find out for sure if she is dead.

Plot Summary

Encounter 1:

The party sees an advertisement to meet a potential employer in the city Gadrin on the planet of Cularin. There, they meet with Fesvk Wefos, and are asked to investigate the case.

Encounter 2:

Arrival at the City of Rorkee. The city seems like a tropical paradise, and the party gets the basic layout of their island vacation.

Note: Scenes 3 and 4 can be visited repeatedly. The party will get to scene 3 first, but the group may spend several days investigating to find the entrance to the secret passages.

Encounter 3:

The hotel/resort the party will stay at while on the dig. Since the hotel was told to expect a mixture of vacationing researchers and students wanting to relax, the hotel is set up for partying, gambling, and other recreations, in addition to having folks to talk to about the dig. While the site is accurate, the resort, of course, doesn't exist on Dorumaa.

Encounter 4:

Investigating the excavation site. With a bit of investigation (either here or the previous evening at the hotel), the party can discover where the “accident” seems to have taken place. With enough digging (in one form or another) the heroes will find the service tunnel access, and (hopefully) will move to investigate.

Encounter 5:

A trip through the service tunnels (with several security devices to overcome) leads to the area where Shilaea is being held. And, hopefully, the group comes up with a plan to rescue her.

Encounter 6:

Getting the doctor off of the cloud city. Once the party has Shilaea, it should be fairly obvious that the folks that had her now want her back... and they seem to be able to get most anywhere in the city. So, the party gets to have a running battle getting off the planet and into space.

Encounter 7:

With Shilaea, the party gets to go back to Fesvk Wefos

on Cularin, collect their pay and the gratitude of Shilaea and Fesvk.

Important Note to Judges: This is *Star Wars*. Some areas of this module are purposefully left somewhat vague so you can tailor the module to the party and make it a fun and exciting module for your players.

Opening Crawl

Even in a galaxy far, far away, people sometimes disappear. The question that always follows is – was it just an accident? Was the person trying to leave their life behind? Or was something more sinister involved? With the rumors of the Sith being active in the Galaxy again, and the conflicts between the various factions in Cularin, what could cause a famous scientist to disappear while on vacation at a pleasant Resort? Perhaps, only heroes can find the answer.

Encounter 1:

Key ideas of this encounter: Get the party together, explain what is going on. Get them ready to get into the main portion of the module.

It was a simple, if somewhat strange ad: “We are looking for talented individuals who might be interested in solving a mystery and getting a paid vacation out of it. Potential danger involved, only those with a serious interest and skills in investigations and/or rescuing missing persons should apply. References appreciated.”

Well, either work was getting a bit boring, or savings were running a bit low, but the idea of a paid vacation with the only work being solving a mystery or maybe rescuing a missing person somehow seemed appealing. So you made a call and set up an interview with Fesvk Wefos of the Usable Resource Location, Recovery, and Development (U.R.L.R.D.) Corporation.

Fortunately, Fesvk seemed reasonably laid back for a corporate type, as he set up the meeting for a popular bistro – Bath Rabbud’s. At the meeting, he explained that a scientist, Doctor Shilaea Motacc, had recently been hired by his company to help them develop a new type of propulsion system for flying cities. She is one of the leading researchers in planetary propulsion, and URLRD is interested in expanding its operations to Genarius. As part of her signing bonus, the good doctor was given a vacation in the resort city of Rorkee on Genarius. Unfortunately, it seems there was an accident, and word from Rorkee is that the Shilaea was killed in a cave-in on her vacation. Strangely, the

doctor’s body has not been turned over for arrangements to be made with her relatives. In fact, there have been few answers coming from Rorkee. Just an official apology for the loss.

Fesvk wants to know what happened, and if the doctor is really dead. It seems that URLRD had decided to make use of the fact that Shilaea was interested in one of the more famous archeological finds in the system, and was scheduled to send a group of students to the city to help with their education. Since it is using the same site where the doctor disappeared, URLRD has decided to bump the college class in favor of investigators. Unfortunately, URLRD doesn’t keep people around for such contingencies, and that is where the party comes in. You get to pretend to be a group of student researchers on vacation. You get paid 500 credits, up front even, plus the vacation, transportation, and a chance to perhaps rescue a damsel (or doctor, or Doctor Damsel, as the case might be) in distress, and it was just too hard to resist.

So, you packed your things, making sure anything that might be out of place in a resort was well hidden, and climbed aboard the URLRD-provided transport that would take you to Genarius.

The trip to the cloud city of Rorkee is uneventful, taking just a few hours. Hero pilots may pilot the ship if they wish.

Information that can be given out to players who ask questions about where they are going or what is going on:

- Doctor Shilaea Motacc is a Human female, about 1.6 meters tall. She is 29 years old, has an athletic build, and is reasonably attractive. She had a passion for research of all sorts, and is one of the best young minds in the galaxy in the field of large-scale propulsion for near planetary platforms. She is also a bit of an archeology enthusiast. She has quite a bit of experience on digs and research projects.
- The simulation site replicates a location on Dorumaa that is only above water for two weeks out of the year. As the region heads into the heart of its winter, a small island emerges in the low tides. The only expedition to the island claimed to have found evidence of an ancient intelligent species on Dorumaa – apparently the caves contained writing, and evidence that the caves may have been created by sentient beings rather than by the forces of nature. Unfortunately, before any further research could be done, the Dorumaa

Investment Group set up a floating landing platform over the site, and no further research has been allowed. In fact, the investor controlling the platform, known only as Identification # 43641, has put out repeated announcements that the evidence was a hoax, and that there is no indication of sentient life ever existing on Dorumaa. With no access, it is hard to prove one way or another. Some researchers do like to go over the information that was gathered by the only explorers to the site. Rorkee now happens to own all original copies of the reports, and has been trying to use this information to draw vacationers away from Dorumaa and to Rorkee. They have had some moderate success, mainly with those who want to believe in older species in the universe.

- Rorkee is an established city, formerly a knowledge hub whose owners did not find pure knowledge profitable enough. They transformed it into a vacation spot with the simulated digs 15 years ago, and business has boomed ever since. No one knows who actually owns Rorkee, and it is staffed by any number of individuals who share responsibilities, even at the highest levels of management. No single person is “in charge.” Vacations here typically run 3000-20,000 credits, depending on what you want from the experience...

Encounter 2:

Key ideas of this encounter: Introduce the party to Genarius and Rorkee. Get the party into their hotel. Provide a feel for the world

The flight into Rorkee is quite an experience. For those new to Genarius, the swirls of colors and clouds are breathtaking. The clouds seem to be lit from within, giving the entire planet the appearance of a glowing ball of swirling colors. For those who have been here before, you know that beneath that beauty is the terrible power of the storms of Genarius, and the beauty of the glow comes from the fusion at the heart of the planet – the fusion that makes the planet almost a star.

The city of Rorkee doesn't seem remarkable for a floating city. For a place that makes dreams come true, it seems almost plain from the outside.

Arriving in the landing bay is like pulling into another world. The landing bay is brightly lit, and you appear to be landing on a sandy beach rather than a ship. There are attractive members of various species (add appropriate species to suit the party) waiting with

wreaths of flowers, smiles, and drinks to greet you.

An attractive Human woman leads the welcoming party. “Welcome to Rorkee. I’m Lujei, your hostess and guide. We are glad to have you as our guests, and we hope you enjoy your stay. We have arranged for your explorations of Dorumaa to begin tomorrow, and have prepared a feast and party at the Sanads of Rorkee, our resort hotel. Please, come with me, your luggage will be brought up to your rooms for you.

Lujei is a pleasant woman, and will be available to the heroes throughout the early portions of their explorations. If they seem to be floundering, use her to give them a gentle nudge in the right direction. She knows many people on Rorkee, and can arrange introductions if need be. Tips are appreciated.

Encounter 3:

Key idea of this encounter: Provide a resort feel. Make the heroes nervous with people avoiding questions. Provide some diversions while still allowing the party to gain information. Heroes that pick the right way of asking questions can learn that the employees aren't buying the explanation, but they are trying not to alarm the guests. As the party earns the trust of some of the folks here, they may be able to get some important clues.

The Sanads of Rorkee is everything you could imagine in a resort hotel. You enter the hotel via a ramp that leads down to the “beach” landing bay. As you come up the ramp, Lujei gives you the quick tour of the main hotel.

“To your left is a casino offering all sorts of games of chance, most popular are the sabacc tables, of course. Next to that is the restaurant with stage, where we have shows each evening. Directly ahead of us as we come up the ramp is a day spa, where you can have a massage, pedicure, facial, manicure or other personal service. There is the front desk and bank of lifts to take guests up to their rooms. You have the entire top floor, the third floor. To our right is the Cabana Bar, which offers drinks from all over the galaxy and has dancing and a live band during the evenings. Last, but certainly not least is the hotel pool. As you can see, the pool is designed for your convenience, with both a hot tub and a cool pool at the far end, depending on your preference of water temperatures. We'll have dinner and a show for you in two hours time. If you would like to take a look around the main floor, we should have your luggage up to your room within a few minutes, in case you would like to freshen up after

your trip.”

The Sanads is certainly not the sort of place you would typically expect to be staying at on an archeological dig. That is probably one of the perks of being able to recreate the research. Maybe it isn't such a bad thing that someone closed off that section of Dorumaa.

Basic information on the different areas in the hotel

1) Casino – by far the most popular portion of this resort. The big draws here are the sabacc tables. sabacc is sort of a computerized card game akin to poker, but a bit more complicated. As there is no specific skill for playing sabacc in the game, players can try a multitude of different skills that have some application – Computer Use, Bluff, Diplomacy, appropriate Knowledge skill (gaming or mathematics for example), or appropriate Profession skills could also be used. Note that since the game is computerized, slight of hand doesn't work very well. Any character can get a +2 synergy bonus from having 5 or more ranks in a second skill the judge feels is related, but it is only possible to get one synergy bonus for this roll. And no, the house does not allow 4 people to stand behind a player and give him advice on the play (no cooperation bonuses to rolls).

The house is running three different “levels” of sabacc table: level 1, level 2, and level 3. All the tables have a fixed wager of 50 credits (the house always puts in 50 credits times the level of the table to get a hand as well). The level one table has a maximum of 3 players besides the house. The level 2 tables have a maximum of five players besides the house. The level 3 tables have a maximum of seven players besides the house.

Determining the winner: each player makes a skill check, and divides that by the level of the table, always rounding down to generate their chance number.

A d% roll determines each hand, with player being assigned a chance of winning equal to their chance number. The first player to the left of the dealer is assigned a range of numbers from 1 to their chance number. The next player gets the numbers from 1+ the last number given to the previous player through their chance number + the last # for the previous player.

For example: Three characters decide to play at the level two table. Player A generates an 18 on his skill check. Player B generates a 26, and Player C gets a 33. Since this is the level 2 table, the chance #'s for the players are A=9, B= 13, and C=16. So, on a d% roll, player A will win on 1-9, B on 10-22, C on 23-38, and the house will win on all other rolls. Had these folks been playing at the level 1 table, A would have won on

a 1-18, B on a 19-44, and C on a 45-77.

In any event, no player may win more than 1500 credits in one day of gambling (that is they may not be ahead by more than 1500 credits, if someone wins 1000, then loses 700, they are only ahead 300 credits, and can still possibly win 1200 more that day). This is a house rule, and is to help prevent any problems from breaking out in the casino. If a player insists on playing on once they reach that limit (or if a pot for a hand will put them over that limit) they do not get a chance to win on the d% roll, the judge simply skips over them when assigning numbers. There is no way around this limit. Once a player has lost enough money in these “no win” games that the pot for a hand will not put them over the 1500 limit, they can again get counted in on the chance to win.

Other games can be present at the judge's option, but in general the limits on betting are fairly low, and the odds of winning are not huge for any pc. And the house limit is in effect for all games – no one can win more than 1500 credits in one day (unless the gambling is just amongst the heroes, in which case that is between players. None of the employees/guests will participate in high stakes games, and the house will try to put a stop to any high stakes gambling).

Lujei will guide any “questionable” looking types in this direction (think scruffy-looking scoundrels and hay-haired fringers). If anyone wants to try “fixing” the computerized games, let them try it. The house will know immediately, but because these are guests, will allow a certain amount of winning to occur before that player's datapad “mysteriously stops working” – right around the 1500 credit mark.

2) Restaurant – meals are served here, and there is an evening comedy/cabaret show. Otherwise, folks sit, drink talk, and just relax in this area. Several of the entertainers like to socialize with the guests and let the guests buy them dinner/drinks in this area.

2a) Stage – performers only, no guests. The current show is a comedy/cabaret with acts ranging from dancing girls to comedians to anything else fun you as the judge want to include that fits, and that you think the players will have fun with.

2b) Kitchen – no guests. It is possible to get back stage through the kitchen, and the access tunnel to the maintenance complex where Dr. Shilaea Motacc is being held comes out back here (for bringing in props for the stage or new games for the casino, or other needs).

3) Day Spa – Run by Ulo Enan, an Ithorian Masseuse,

the spa caters to all the basic pleasures, massage, mud baths, manicures, pedicures, facials, as well as having a barber/beautician and a skin care consultant.

4) Front Desk – The desk is the place to stop for any special requests as the goal here is to make the customer happy.

4a) - The lifts are elegantly styled, and move quickly but comfortably to the designated floor. The lifts are controlled by the front desk, and do not stop at any floor that individuals riding the elevators are do not have rooms on.

5) Cabana Bar – Specializing in drinks from all the known worlds (and some unknown worlds). One of the local favorite games is “Stump-the-Wookiee-Bartender”. Of course, it is usually the folks who are regulars trying to get newcomers to play.

5a) Cabana Stage – Dance music nightly, when there isn’t a show over on the main stage. The current band is Geedo Loken and the Lo-keys. They may not know the song, but they will make it into something anyone can dance to.

5b) The Pool Bar – Here to make life fun for the folks who like the water. All drinks come in floatable cups, to help prevent accidents in the pool.

6) The Outdoor Pool – The swimming pool appears to be outside on a bright sunny day (during the day) or a beautiful starry night (in the night). This is done with some very intricate lighting, and it is possible to tan by the sunlight. The pool itself ranges from half a meter deep in the shallow end around the bar to 15 meters by the diving platform. Water temperature is usually around 26 degrees Celsius. (about 80 Fahrenheit)

6a) Diving Platform – Featuring boards at 1 meter, 5 meters, and 10 meters.

6b) Hot Tub – Water jets and bubbles for those who don’t mind the water a bit warmer – water temperature is usually set at 40 degrees Celsius. (105 Fahrenheit)

6c) Cool Pool – Especially for those who like their water a bit more arctic. Water temperature is usually set at about 6 degrees Celsius. (42 Fahrenheit)

7a) Male Dressing Room

7b) Female Dressing Room.

In general, the following information should be gleaned by the PCs over the course of the evening

(recommendations are given on who can provide which pieces of information in the DM aid, but it’s possible the heroes may not go everywhere; get them the critical information, let them meet some of the interesting characters, and keep things moving):

- Not everyone is convinced Dr. Motacc is dead.
- The work crew for that dig has been acting very strange.
- Shilaea’s personal effects were gathered and taken, not to the flight deck, but to the dig site.
- There is an access tunnel to the Work Area from the kitchen.
- Some of the setup/cleanup crewmembers for the city have been absent since the “accident.”
- The props building is located beneath the Sanads.
- The dig they’re looking at going on has “had some problems,” and the locals are wary.

Don’t make people roll dice for the information. Role-play, let them bribe whomever they need to, and have fun. If they hit any snags, it’s fine for Lujei to make some more introductions for them. She doesn’t “get” that they’re gathering information, but she’s certainly willing to set up her coworkers to make a little extra money, if the vacationers want to be shown around. Tips are appreciated.

As they are getting ready to wrap up for the night, read the following:

You hear a shout from the bar, and a fairly annoyed Wookiee roar. Glasses break, and the Wookiee sounds downright peevish!

There is a minor skirmish in the bar. No big deal, and the bartender tosses both of the hooligans – two Human males – out the door of the bar. One of them should run into a PC.

The man looks at you crossly. “Can’t even get in a good bar fight in this place.” He shrugs, glares at the other brawler, then is grabbed by the shoulders and dragged off by Sanads security.

These are legitimate security personnel. Unfortunately, they’re no match for this guy. As soon as he’s out of sight of the party, he slips away from security and is gone. Once he’s safely away, have the party member he bumped into roll a spot check (DC 10) to notice something odd. They now have a datapad chip in their pocket, that wasn’t there before.

The chip has a text program on it, with a message that reads, “Stop asking so many questions.” Running that program also triggers a nasty little virus (which

could have been noted on a DC 25 computer use check, and disabled prior to running on a second DC 25 check (reduce both DCs by 5 if running low tier)) that will basically eat the datapad, destroying all its contents and rendering it a pretty little box with a blank screen and a nice little puff of smoke coming from its back. The only warning will be the blinking red words, “Bye-bye” and a sinister crunching sound coming from the datapad. The same DC check applies to keep the virus from eating the datapad once it’s been triggered.

It is impossible to find the brawler, and the other guy in the fight never met the man before, and was pretty surprised to get jumped by him.

Encounter 4:

Key ideas of this encounter: View of what Dorumaa is like. PC’s must find the access tunnel for them to get further, although there shouldn’t be a rush – it may take several days. There are guides & workers here to help with the digging and to help educate the heroes a bit about the simulation of the Dorumaa site. Again, these folks suspect there is something strange going on, but all of them like their jobs and don’t want to cause trouble. If the heroes ask the right questions, their search can be expedited.

The site of the dig is west of the hotel, or at least so it seems by the artificial suns. The site looks to be not much more than caves in a rock face that, other than the hotel, is the only remarkable feature on the island.

The caves themselves look to be fairly rough, and if it weren’t for your guide (Blibbie) pointing out strange scratches in the stone, you think you would have completely missed the indications that someone lived here and made the marks as a form of writing.

While you agree that the marks are probably too regular to be random, it is hard to believe that whatever made these had any type of intelligence. They seem much more like scratches made by something with claws than writing, but you are quickly able to persuade Blibbie that you should be allowed to spread out and examine the caves. Blibbie does insist that no one try any digging without consulting him first, as the site is very old and might be unstable in some areas – “this is for your own safety!”

The judge should feel free to make up appropriate NPCs to be working the dig. Any of the NPCs will be able to show the heroes where the cave-in that caused the doctor to die (as far as they know) occurred. (area A on the map). Area B is the tunnel Blibbie came out of

after the accident. Depending on what the heroes are willing to pay (about 50 credits a worker will get them to point out the location, another 50 credits will get them to open up and do some speculating), the heroes could gain any one of the following pieces of information from any one worker:

- The dig workers were not allowed to try to find the doctor.
- Set construction workers were on the scene almost immediately and took over rescue efforts.
- No one ever saw the doctor’s body.
- One worker was sure he heard the doctor shouting after the cave-in.
- There was no blood on any of the rocks any of the dig workers ever saw.
- Blibbie has been very upset since the cave-in; he was working near the doctor and was almost trapped himself. Fortunately for him, he was working further into the cave, and so was past the cave-in and able to escape.
- Some of the set construction workers came out of the cave with Blibbie, and wouldn’t let anyone try going in to rescue the doctor that way, either.

You will notice that the area where the cave-in occurred is some ways away from the secret door to the tunnels. The cave-in was designed to draw attention and to make time for the kidnapping, not to actually hurt anyone. Heroes that search the area of the cave-in with appropriate skills (judge’s call) may be able to figure out that the cave-in was deliberate, and not an accident. They will not find any indication that a person was caught in the cave-in.

The party will need to search the caves, and in order to find the secret door; it will take a search check DC 35 (DC 25 for low tier). Most likely, the party will not find this on the first pass, and will need to work together to cooperate to find the door. Taking 20 is also an option.

Encounter 5:

Key idea of this encounter: Alarms and guards build tension. Time for a Star Wars style rescue. Track down Shilaea and break her out, then find away off this city and back to Cularin.

Opening the hidden doorway leads you to an obviously man-made tunnel that slopes downward into the ground. The tunnel is well lit by standard lights, and a short ways in changes from stone to metal.

Either what was found on Dorumaa was a very well kept secret, or you have found something else hidden in this fantasy.

As the heroes progress through these tunnels, there will be several alarms and locks that will need to be bypassed. Each will have a DC class listed. ADJUST ALL DCs DOWN BY FIVE IF RUNNING THIS AT LOW TIER. No more than two heroes should be able to work on any of these problems together, so cooperation opportunities will be somewhat limited. As the judge, you are encouraged to modify these DC's to provide an appropriate challenge to the heroes. All of the obstacles should be passable by the party if they take their time. Of course, taking their time makes it likely that someone will stumble across them.

The most important thing during all of this is to remember that this is *Star Wars*. It is supposed to be high heroic fantasy. If the heroes come up with an off-the-wall cinematic idea that seems like a lot of fun, work with it. At some point, either fate or bad luck should reveal the presence of the party to the folks trying to hold the doctor, and the party should have a running gun battle back to their ship.

- 1) Entrance from Dig area. The door is closed and locked -- DC 20 to break/pick/reprogram the lock. No alarms, although breaking the door open may attract attention.
- 2) Four-way intersection, obvious security camera in one corner, sweeping the room. DC 12 hide check to slip past. Fairly loud machinery sounds coming from the double doors straight ahead.
- 3) Heavy Tool storage room / repulsor lift equipment. Lock DC 25. Tamper alarm DC 25 to disarm. If the alarm isn't deactivated, it will sound when the door is opened. The locked cages in the room also have DC 25 locks, and similar tamper alarms.
- 4) Large prop storage room. DC 20. Right now, this room contains lots of rocks similar to the dig site above.
- 5) This is a storage room that is not being used.
- 6) Construction materials storage room. There are two guards inside the room, and they aren't really expecting anyone to break in. Shileae is locked in the storage cage in the back of the room. The lock on the cage is DC 25, with a tamper alarm on the cage, and the cage has a pressure plate in the floor (DC 35 to notice, DC 35 to disarm) that will go off if the doctor steps out of the cage or if more than 20kg of extra weight is added into the cage.
- 7) Prop assembly room. Eight goons working on various projects for sets in here. They aren't expecting trouble, although the doors are closed and locked (DC 25)

- 8) Small tools room. Four goons in here talking shop.
- 9) Transfer corridor to another set. Door (DC 20). 4 goons on guard duty playing sabacc.
- 10) Barracks -- Looks like room for roughly 30 men, half of which are in here. If alarms sound, they will spend 2-4 rounds grabbing gear before heading toward an alarm.
- 11) Passage way to hotel kitchen. Door (DC 25), Tamper alarm (DC 25)

Encounter 6:

Key idea of this encounter: Get out of Dodge (or Rorkee, as the case should be). Running blaster fight/chase.

And then, the alarm sounded. Well, things had been going a bit too well up until now anyhow...

Depending on how the heroes get out of the Work Area from here, the NPC's should have alternate routes to try to cut the heroes off -- the NPC's will arrive just a bit behind the heroes or off to the side, so the heroes can make it if they hurry. Because no two groups will do this exactly the same, there isn't an exact blue print. Just remember, have fun.

If needed, the judge can bring in more goons from other areas of the city -- remember, the idea is to make this exciting and high energy. Other employees will see the heroes exchanging blaster fire with their co-workers and may decide to become involved. Use your imagination, and keep it fun.

Conclusion:

Key ideas of this encounter: PCs getting to be heroes and celebrating / getting paid.

The escape from Rorkee was a hair-raising experience, but once you were clear of the cloud city, there was no sign of pursuit.

During the trip back to Cularin, Shileae thanks you profusely for rescuing her, and reveals that a hooded man had visited her briefly during her captivity and had informed her that his "master" would be pleased to be able use her knowledge to complete his work. Shileae never got a good look at the man, "but his presence was cold and somehow disturbing." She just felt good that she managed to get a few good shin-kicks in on the first "goons" who took her.

Fesvk is overjoyed that you have found Shileae alive

and managed to rescue her. Since you did such fine work, Fesvk has decided to throw you all a party at Bath Rabbud's, and pays you each a 250-credit bonus. The drinks flow freely, Fesvk and Shileae both toast to their heroes, and you remember why it is so good to be a hero...

Here Ends *Head in the Clouds*

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 find Shilaea Motacc and bring her out alive? If so, each hero who survived receives 350 xp.

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 finding Shilaea but did not bring her out alive, award them ¾ adventure experience.

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

Total Possible Experience:	650 xp
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Loot Summary

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

Encounter 1

500 credits for each hero.

Encounter 3

A maximum of 1500 credits in gambling winnings per hero (only if they gamble and win, of course).

Conclusion

250 credit bonus per hero if Shilea is successfully rescued and uninjured.

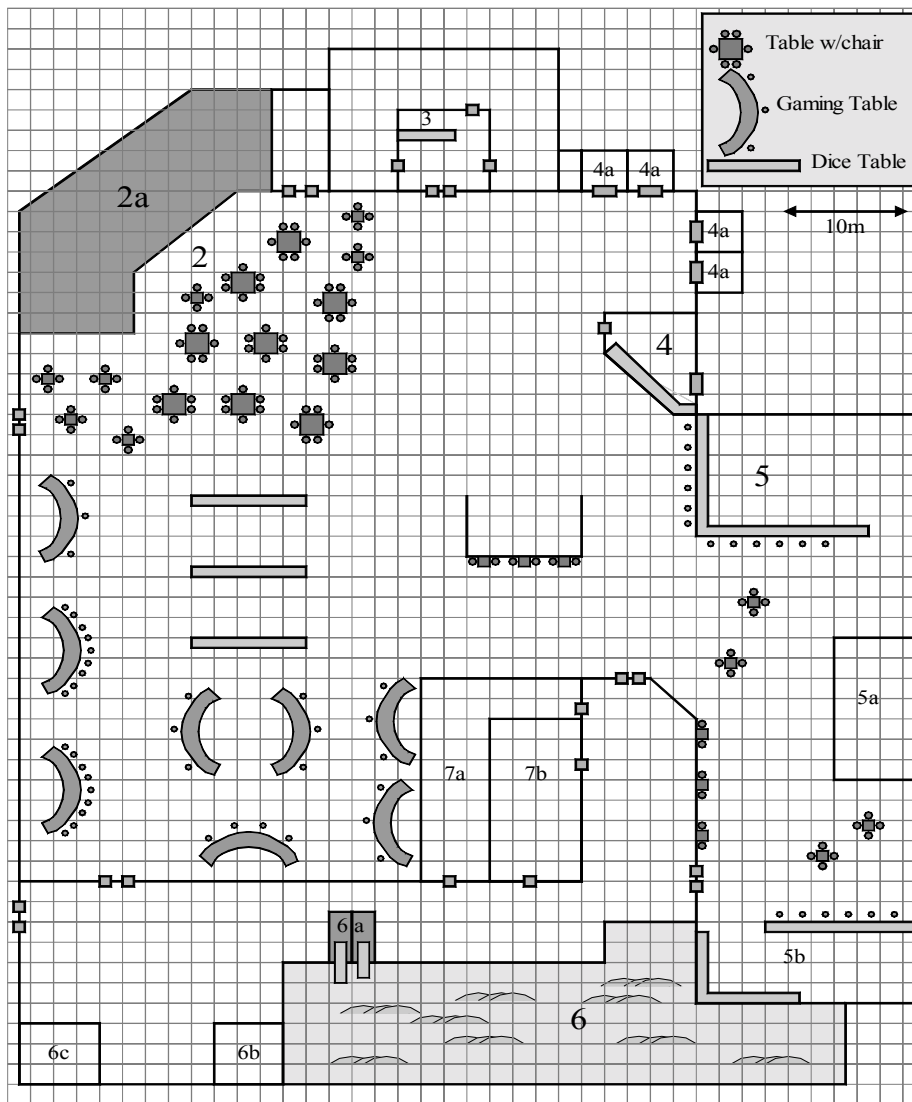
Player Handout 1:

Doctor Shileae Motacc is a Human female, about 1.6 meters tall. She is 29 years old, has an athletic build, and is reasonably attractive. Shileae has blonde hair and green eyes. She has a passion for research of all sorts, and is one of the best young minds in the galaxy in the field of large-scale propulsion for near planetary platforms. She is also a bit of an archeology enthusiast. She has quite a bit of experience on digs and research projects. As far as is known, she had no one who wished her harm, had not received any threats, and had been working independently for several years before signing on to assist ULDRD.

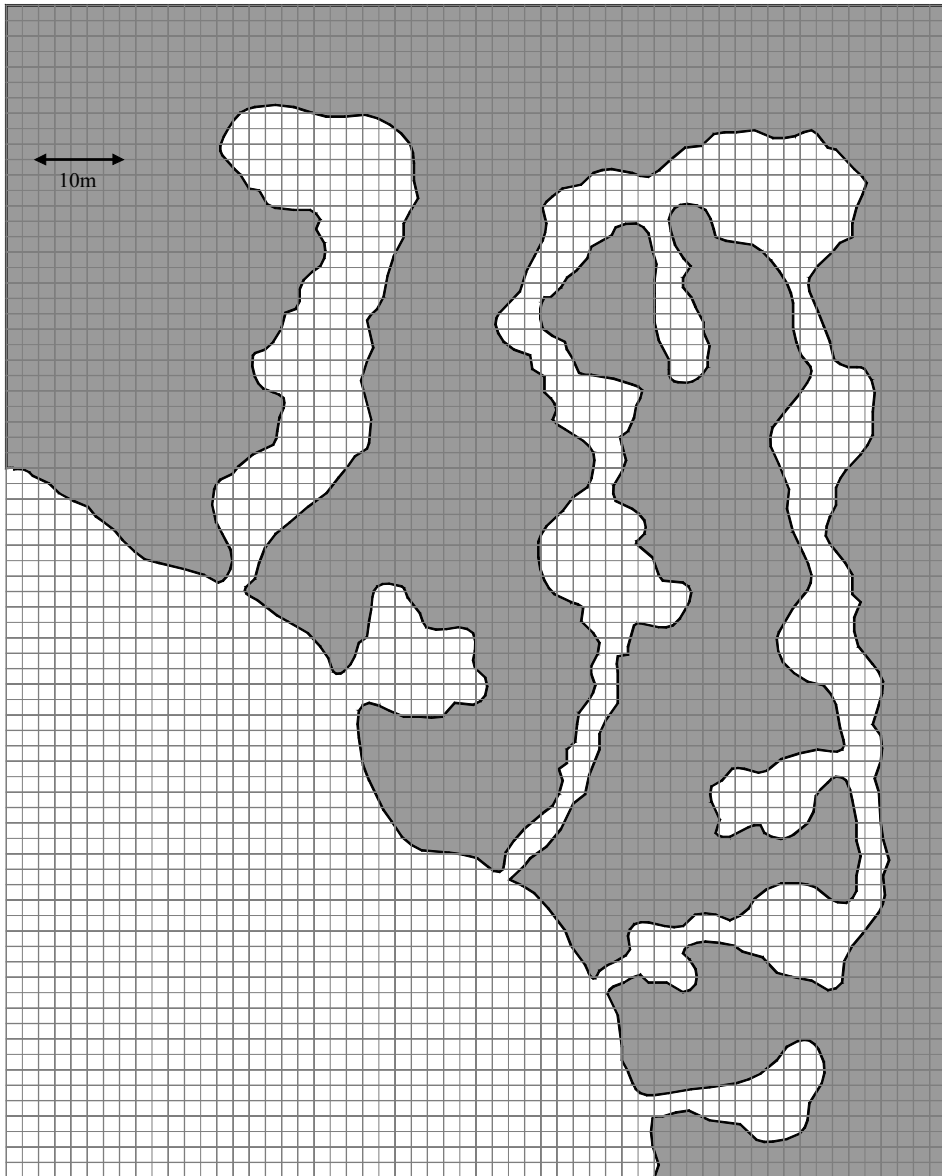
Player Handout 2:

The simulation is of a location on Dorumaa that is only above water for two weeks out of the year. As the region heads into the heart of its winter, a small island emerges in the low tides. The only expedition to the island claimed to have found evidence of an ancient intelligent species on Dorumaa – apparently the caves contained writing, and evidence that the caves may have been created by sentient beings rather than the forces of nature. Unfortunately, before any further research could be done, the Dorumaa Investment Group set up a floating landing platform over the site, and no further research has been allowed. In fact, the investor controlling the platform, known only as Identification # 43641, has put out repeated announcements that the evidence was a hoax, and that there is no indication of sentient life ever existing on Dorumaa. With no access, it is hard to prove one way or another. Some researchers do like to go over the information that was gathered by the only explorers to the site. Rorkee now happens to own all original copies of the reports, and has been trying to use this information to draw vacationers away from Dorumaa and to Rorkee. They have had some moderate success, mainly with those who want to believe in older species in the universe.

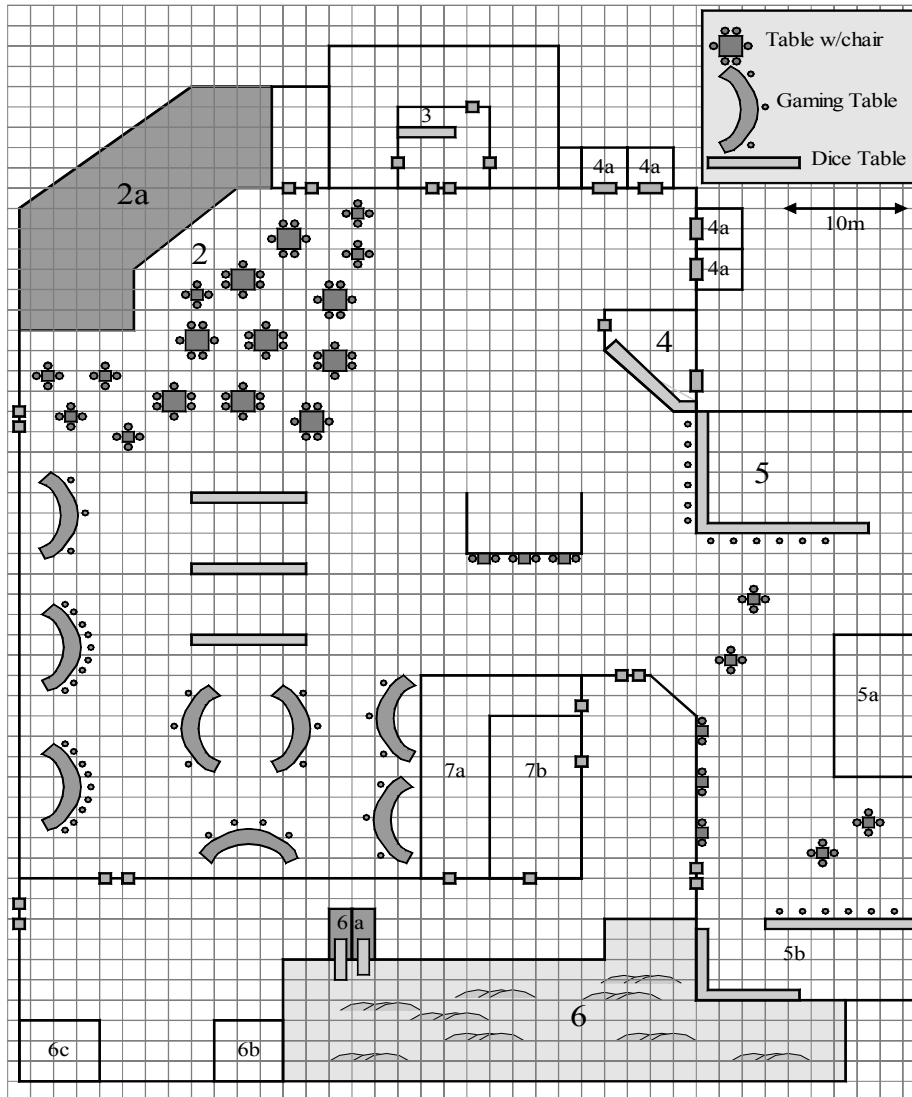
Player Handout 3: Map of Hotel



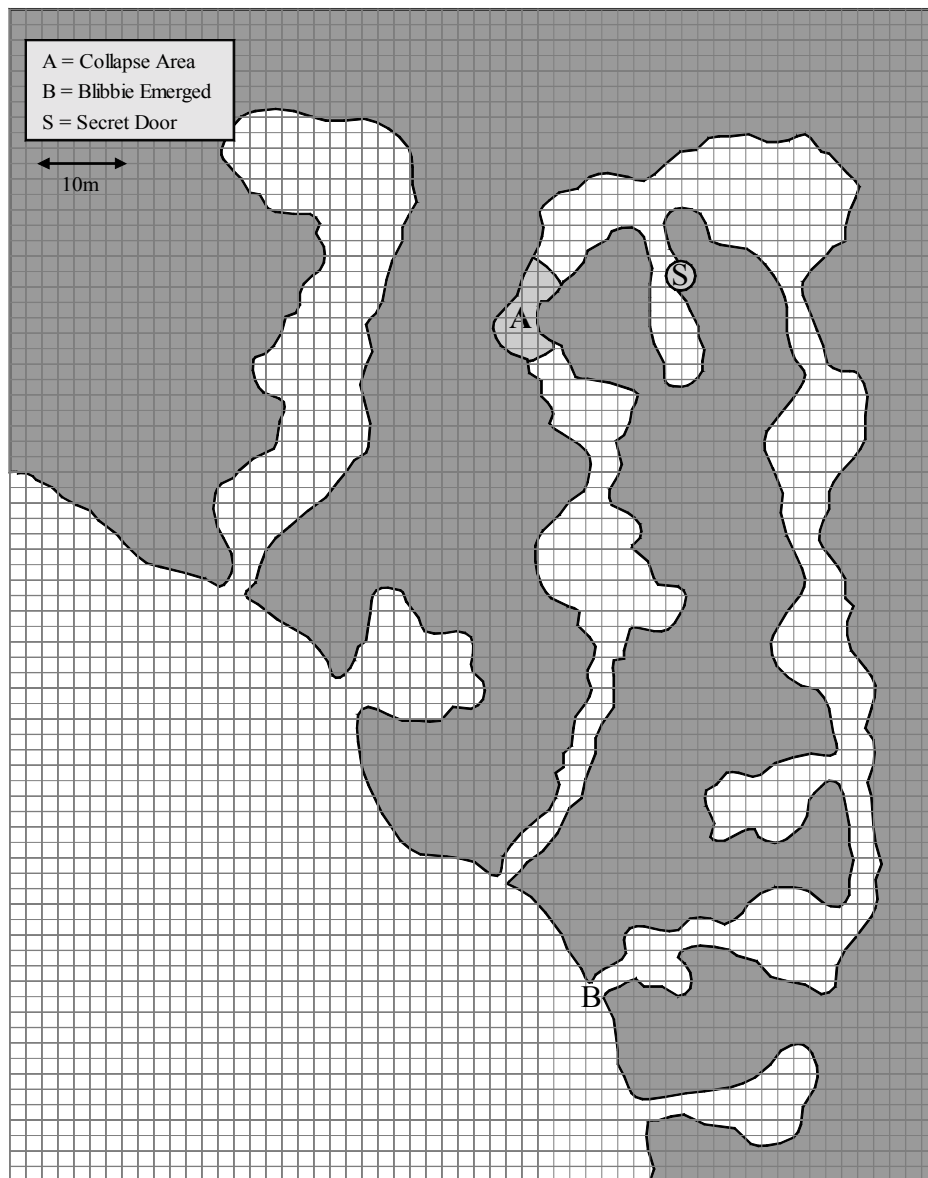
**Player Handout 4:
Map of Dig Site**



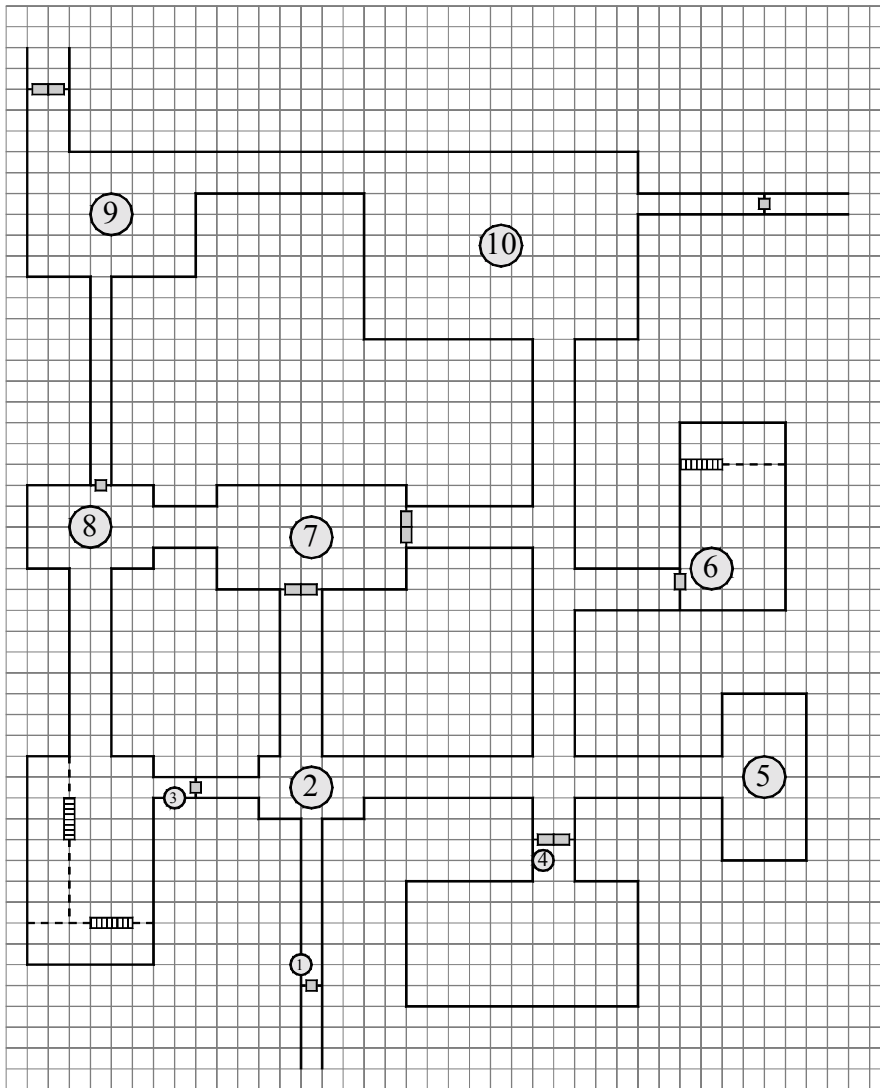
DM Aid #1: Map of Hotel



DM Aid #2: Map of Dig Site



DM Aid #3:
Map of Work Area



DM Aid #4:

Low Tier Goon Stats:

Expendable Troops, Various Humans Thug 1; IM +1; Def 11; Spd 6 m; Sz M; VP/WP -/15; Atk +1 melee (1d6+1, baton), -2 ranged (3d6, blaster pistol); SQ none; SV Fort +3 Ref +1, Will +0; SZ M; FP 0; Rep 1; Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 9.

Skills: Various Crafts +4

Feats: Toughness, Simple Weapons, Light Armor.

Equipment: Blaster pistol, baton, uniform, 2 medpacs.

Higher Tier Goon Stats:

Expendable Troops, Various Humans Thug 3; IM +1; Def 15; Spd 6 m; Sz M; VP/WP -/15; Atk +4 melee (1d6+1, baton), +4 ranged (3d6, blaster pistol); SQ none; SV Fort +4 Ref +2, Will +1; SZ M; FP 0; Rep 1; Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 9.

Skills: Various Crafts +6

Feats: Toughness, Simple Weapons, Light Armor, Blasters.

Equipment: Blaster pistol, baton, flight suit, 2 medpacs.

Note that because this is a running battle, it's silly to think that the heroes are going to stop and loot. If they do, open up on them with five or six guys at once from around a corner. Loot the goons indeed...

Appendix A: NPCs

Casino NPCs:

Chizz Major – Near-Human sabacc “dealer,” working the triple bet table. Chizz enjoys his work, and keeps an eye out for potential marks in the room -- folks who can get roped into the low-entry, high-payoff level 3 sabacc games. Any big tippers might get a hint from him that the dig they are going on has had some problems, and some of the employees are a little nervous about whatever happened out there.

Har Fuggaw – Rodian sabacc ringer, working for the house. Very personable, very exuberant. He is just there to “play a game, have some fun.” Har isn’t cheating, but it’s clear that he’s a whiz with probabilities. His average skill roll is 30. He’s just here for the cards, and doesn’t stick his nose anywhere it doesn’t belong.

Kli-Klu Niib – Sullustan sabacc ringer, working for the house. Kli-Klu has a small datapad implanted on the back of his hand. All it can do is run simple calculations, but he’s referring to it constantly as he plays the game. Again, there’s nothing illegal about this, it’s simply a way to take advantage of the probabilistic nature of sabacc. He’s very businesslike, and not all that interested in talking about what he’s doing. His average skill roll is 27. He knows that the last patron of the dig site didn’t come back one day. It is quite a pity, she was very nice, and accidents aren’t supposed to happen here.

Barma Fel’Lona – Rodian sabacc ringer, working for the house. Barma is a quiet Rodian, very different from Har. She doesn’t actually like him much, feels that he’s extremely arrogant and talks too much about what he’s doing. She actually has a twinge of guilt to be working for the house and helping keep the winning percentage down for the others here, but it’s a job. No one expects casinos to run things like this fairly anyway. She’d really like to be working as a lead in one of the fantasy settings, but there has never been that much call for Rodian leading women on Rorkee. Her average skill roll is 25. For a handsome male who is willing to give her a bigger role in this vacation, she might mention that several of the set up/clean up crew haven’t been around much since Shileae Motacc “died”. She also knows that somewhere under the dig site is the props building facility, although she doesn’t know how to get in.

Various Gamblers – Individuals of all species are involved in the sabacc games. They don’t particularly care that the house has plants in the tournament. They expect as much. If the judge has a fun idea to add, feel free. The idea here is to have some interesting folks for the pc’s to interact with.

Restaurant/Stage NPCs:

Two Gungan gamblers sit off to one side, in a corner of the restaurant, playing a strange game with an old-style sabacc deck. It’s not the traditional form of the game at all (it’s the variant developed in the cantinas of Otoh Gunga, in which low scores prevail). These two (Mik and Donn are the only names they give) come here all the time to play and people-watch. They don’t involve themselves in the standard games or most of the other entertainment here, since they’re not terribly trusting. They have noticed that many of the employees are a bit on edge since the disappearance, but they are not surprised, since they are always a bit on edge.

Ylla Nalooma – Twi’lek Waitress. Ylla is the antithesis of the typical Twi’lek dancing girl. Surly and short-tempered, she delivers drinks with a snort and an ostentatious wriggling of her head-tails. She clearly thinks she’s above waiting tables. Flirting with her just causes her to become rudier, and she steadfastly ignores all rumors or problems in the hotel unless they directly relate to her.

Nan Syboeseb – Human Waitress. Nan is still in training, so frequently mixes up drink and food orders. At various points, trays get dropped throughout the casino/restaurant/bar. Usually, Nan is somewhere nearby. She knows that there is an access tunnel to the Work Area in the kitchen, but the door only opens from the access tunnels, and there always are guards down there.

Bora Edtuth – Gungan dancing girl. Bora is very attractive (for a Gungan) and very naïve. She enjoys having “all da males makin’ nice to mya,” but isn’t exactly clear on why that is. She just dances. That is all.

Day Spa NPCs:

Ulo Enan – Ithorian Masseuse. Ulo is a distant cousin of Vanster Enan, who owns a nice little cantina down on Cularin. He decided his talents lay in other domains, however, and came to Rorkee. His style of massage is somewhat unorthodox. He moves himself along the ceiling, holding onto two metal bars, and uses his large (and surprisingly dexterous) feet to work the knots out of the backs of prone customers. The massages, while strange, are amazingly effective, as the Ithorian's feet can work out almost any knot, and his staff are some of the best in the system at what they do. Shilae never came in here, but some of the workers from that dig site did. Some of them were pretty banged up, especially around the shins (like someone had been kicking them) and upper arms.

Assorted others, as players want to interact. Barber, manicurist, etc.

Front Desk NPCs:

Trago Smusch – Trandosha Bellhop. Trago sees everything, remembers everyone, and talks very little without having credits passed to him. He doubles as the bouncer for the casino. He's got himself quite a reputation. He doesn't believe the doctor is dead, and thinks that something is up with the Work Area construction workers, but it will take at least 250 credits to get this information out of him.

Ta' Sen – Tarasin Bellhop. Ta' Sen is younger male Tarasin, who thought it would be interesting to get out and see the other worlds, so has been taking jobs here and there to learn about the other planets in the system. He is a bit homesick, but hasn't quite put together the funds to pay for a trip home to Cularin. For folks willing to talk with him about Cularin to lift his spirits, or who can tell good stories about anywhere else, Ta' Sen might inform them that he saw some of the workers who collected Shilae's personal effects, and that they took the items out to the dig site, not to the flight deck.

Bar NPCs:

Hurrwarr – Wookiee Bartender. Hurrwarr is as neatly groomed as Wookiees come. In fact, watching him wipe down the bar every five minutes, one might get the impression that he's obsessive-compulsive. Which, in fact, he is. He's a neat freak, and can't handle having things out of place. He's also a coaster junkie. Every glass on the bar has to have a coaster underneath it. Consequently, there are always stools open at the bar, because he keeps driving patrons absolutely nuts. Shilae came to the bar often; she enjoyed Double-Dip Outer Rim Rumdrops. He's actually out of the drink, now; someone came in while he was on dinner break and bought out the entire stock two days after she disappeared, using generic, untraceable cred sticks. They also left their glasses sitting on the bar instead of on coasters.

Dig NPCs:

Blibbie - Sullustan Archeologist. Blibbie is a chatty Sullustan, who likes to try to convince folks that he is an expert in archeology, especially on the Dorumaa site. In reality, Blibbie doesn't really have any idea of what the marks mean, he is just trying to make it seem important, so folks are interested and may come back. Blibbie was in on the disappearance of Shilae, as the workers needed someone with some expertise to make sure no one really got hurt when the cave-in happened. Blibbie also fears that the PCs are there looking for her. If he has any reason to believe that any of the heroes are force users, he will consume a dose of a drug he has purchased. The drug will remain inert in his system until a force power is successfully used against him. Upon failing to resist a force power, the drug will kick in and cause Blibbie to become severely nauseous, to the point of throwing up. This condition will last for 2d4 minutes, and Blibbie will try to excuse himself to not embarrass himself in front of the PCs. At this point, Blibbie will have to leave "for medical attention" and will do what he can to avoid the PCs after that point.

Critical Event Summary

Head in the Clouds

1. Did the heroes rescue Shilaea Motacc?

Yes

No

2. Did the heroes cause any significant collateral damage to the simulated dig site?

Yes

No

3. Did the heroes cause any significant collateral damage to the hotel or props area?

Yes

No

4. Did any of the heroes express an interest in arranging their own "fantasy" vacation?
If so, please list Player name, rpga# and character name below.

Convention Coordinator:

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

RPGA - Living Force, P.O. Box 707, Renton, WA 98057-0707

Or email to: LFPlots@rpga.net

Or fax to: (425) 687-8287 Attention Living Force Critical Events

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