

Yri Worms Wreak Havoc for Miners

Tilnes Scenario Supplement

By Morrie Mullins

RPGA Living Force Plot Director

The Living Force campaign's plot director offers the third in our monthly supplements to each of the RPGA's newest scenarios. This time it's a new creature, the yri worm, which is causing no end of chaos for the miners on the moon of Tilnes. This creature and related story seed ties in with the Tilnes scenario, the third episode in the Broken Orbits trilogy.

The "hot season" on Tilnes, when the moon spins so close to Morasil that the surface of Cularin's moon becomes completely unlivable, was even hotter than usual this year, leading to the collapse of several tunnels in the upper layers of the Verga Mer Mining Company's mine complex. While no personnel were lost in these cave-ins, management on Tilnes has reacted strongly, laying blame squarely at the feet of the yri worms native to the moon. They claim that the worms' tunneling through the upper layers of the crust was responsible for the tunnels' collapse.

Because they certainly couldn't have been dug too close to the surface to begin with...

In a policy memo dated the first day the hot season ended, VMMC head of operations Hiem Bryl condemned the worms and offered a bounty of 50 credits for every dead worm brought in by one of VMMC's miners. What Bryl did not consider, at least initially, was what such a bounty would do to productivity in the mines, as workers began chasing the meter-long blind worms instead of working to extract crystals from the rock. More of a problem was the fact that the worms proved much more intelligent than expected, and began to act almost vengeful when chased.

More tunnels began collapsing, and the rubble revealed that worms had tunneled back and forth beneath the corridor floors until the floors could not hold any more weight. Mine shafts became depositories for excess rock and worm waste. And miners discovered that these docile creatures actually had teeth -- and they were not afraid to use them when cornered.

This hazardous situation ended with a series of unexpected meteor showers above Tilnes, sending debris crashing to the surface of the moon and chasing the worms deeper into the caverns, away from areas where the miners might hunt them. VMMC canceled the bounty on the worms, having paid out over 50,000 credits and having little to show for it other than a pile of desiccated worm corpses and three dozen collapsed tunnels. Rumors of sanctions against Bryl have floated throughout Tilnes, but to all appearances, he remains as cocky and utterly in charge as ever.

Meanwhile, the worms bide their time beneath Tilnes. While the deeper caverns remain safe and dark, they lack the easy access to delicious crystals that the loose stone higher in the strata offers. The worms wait -- and grow hungrier by the hour.



Tilnes Adventure Summary

The mining moon above Cularin is constantly pounded with debris because of its thin atmosphere, so a little more or less is hardly noticed -- especially since the settlements are all beneath the surface of the moon. Still, when an unmanned spacecraft falls out of orbit, people eventually notice. Episode 3 of the *Broken Orbits* trilogy. An adventure for **Living Force** heroes level 1-6. Premieres November 2001. It's strongly recommended that this be played after *Dorumaa* and *Uffel*.
By Michael Webster and Morrie Mullins.

Scenario Supplements

Broken Orbits: Tilnes (November 2001)

Broken Orbits: Uffel (October 2001)

Broken Orbits: Dorumaa (September 2001)

Yri worm: Subterranean scavenger 2; Init +1 (Dex); Defense 16 (+5 natural, +1 dex); Spd 5m (burrow through rock 15m); VP/WP 12/14; Atk +3 melee (2d4+2, bite), +2 ranged; SV Fort +4, Ref +2, Will +0; SZ M; Rep 1; Str 15, Dex 13, Con 14, Int 8, Wis 8, Cha 4. Challenge Code: B.
Skills: Hide +4, Move Silently +4.

Yri worms are built to travel through rock. Their thick scales grab the rock and pull them through, and as they take in the rock before them, they extract the nutrients and crystals they want and excrete the remainder through their hides. On the surface, they move awkwardly, but they prove very difficult to capture underground.

In combat, yri worms stick with their strengths; they maneuver around opponents, stick their heads through the floor, walls, or ceilings of the caverns, and bite before withdrawing into their holes. Because the mandibular muscles of the yri worm are attached to its neck, withdrawing into a hole when it is done biting is a free action. (Thus, a round of combat for an yri worm goes as follows: Move Equivalent action, stick head from hole; attack action, bite something; free action, withdraw into hole.) Clearly, this makes yri worms somewhat more dangerous to face on their home ground than anywhere else.

*For more on the Tilnes adventure, check out the [updated schedule](#) of **Living Force** scenarios released throughout 2001.*

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