

STAR WARS



HYDRA

A STAR WARS ROLEPLAYING GAME ADVENTURE

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STAR WARS HYDRA

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Hydra is a short Star Wars roleplaying game adventure designed for 4 to 6 relatively inexperienced D20 characters of 1st to 3rd level. The adventure works best if there is at least one Jedi in the party. Otherwise, anything goes. Combat specialists will have plenty to do, of course, but techies and smooth talkers will also find moments to shine.

The adventure is set in the wake of the events of *Episode 1: The Phantom Menace* and assumes that the Jedi player character is a Padawan under the tutelage of an experienced Jedi Knight named Jueng Yun Mak. The subplot involving Jueng Yun Mak is very minor, so the gamemaster should revise or eliminate her role as best suits the campaign. The adventure, which was originally written as a one shot with pregenerated characters, also assumes that this is the player characters' first adventure together. Gamemasters should tweak that aspect to fit their game.

This adventure is set on the planet Iskalon which was featured in several Star Wars adventures published by Marvel Comics in the 1980's. No knowledge of those comics is necessary to play this adventure, but folks interested in finding out more about Iskalon and its inhabitants should check out issues 74, 75, 76, 82 and 102 of the Marvel series. As of this writing, Dark Horse Comics has begun a trade paperback series reprinting the entire Marvel run, so those stories will soon be available at your local bookstore. In addition, the Iskalonian species was covered in detail in the first issue of Wizards of the Coast's *Star Wars Gamer* magazine.

I want to expend special thanks to Abel Peña who helped out on the second draft of this adventure. He contributed much of the flavor and detail which was lacking in my first pass. Thanks also go to JF Boivin for his invaluable aid with the D20 stats, and Paul Hudson for the rulebook. I also want to thank the folks who have played this one with me: Gareth, Philip, Jeff, Cara, David, Susan, Kenji, Wendy, Paul, Shelley, R.J. and Peter. Extra special thanks to Jo Duffy and all the artists at Marvel Comics who brought Iskalon and its people to life.

If anyone out there plays this, let me know. I'd love to hear how it goes!

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For more of my work, visit the Home of the Lost Star Warriors, the unofficial Marvel Comics Star Wars Roleplaying Game page!

<http://www.generic-hero.com/lost>

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A long time ago, in a galaxy far, far away...

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THE MISSION, SHOULD YOU ACCEPT IT

Coruscant, proud capital of the Galactic Republic. It is a world whose landscape is consumed by urban architecture and whose sky is crowded by all manner of starcraft and airspeeder. Rising above it all like a crown are the spires of the majestic Jedi Temple. Inside one of the great halls of the Temple, a group of eager heroes look out over the canyons of steel and glass. They await the word of the Jedi Council. They await adventure.

A silver protocol droid tends to the visitors' needs while they settle in. Shortly, two Jedis enter, a Knight and a Padawan. The Jedi Knight introduces herself as Jueng Yun Mak; she is a slight but beautiful human with dark brown hair and black lined robes. She divides the group into two, and while she joins a group of non-player characters, the Padawan takes the assembled player characters aside and asks everyone to be seated. If this is the first time the characters have met, this is a good opportunity for the group to introduce themselves to each other. The Jedi Padawan should get the ball rolling.

As the characters are getting comfortable another Jedi enters. He walks with a confident swagger and coolly regards each of the people before him. Some of the characters may recognize him. It is the famous Jedi Master, Mace Windu.

Mace speaks: "Welcome. Each of you are dedicated specialists and I want to thank you for offering to aid the Jedi Council and the Republic. Today we have need of your services. As you may know, the Trade Federation recently failed in its illegal attempt to blockade and invade the Naboo System. As a result, the Trade Federation's franchise was revoked, and the Jedi Council, in conjunction with the Senate, is investigating how the Neimoidians managed to secretly assemble a large army of Battle Droids."

"To discover the source of the munitions we have, as they say, followed the money. Datafiles

confiscated from the Neimoidian delegation deported from Naboo indicate several large shipments from the Gamandar System."

"There are two inhabited worlds in that system: Gamandar, an industrialized planet, and Iskalon, a waterworld. In order to preserve the element of surprise we will investigate both planets simultaneously. Jueng Yun Mak will lead one team to Gamandar, and her Padawan will take a second group to Iskalon."

"Your mission is to locate any secret munitions plants, arrest any project managers on site and confiscate any information about the project you can find. We would like to know if they are still producing Battle Droids and who their clients and backers are."

"We expect any facilities to be automated so small teams are appropriate. If you encounter overwhelming opposition, retreat and call for back-up. A contingent of Sector Rangers will be deployed to capture any facilities you discover."

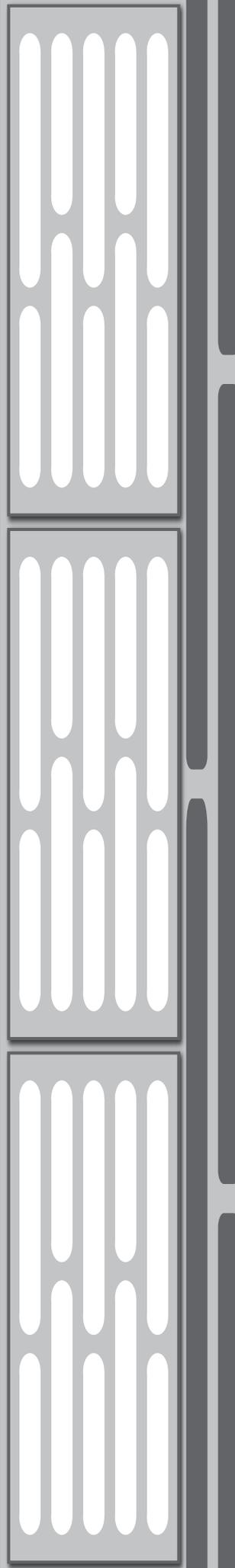
"I do have one lead to get you going. It's not much, but it is something. An Er'Kit smuggler with ties to the Trade Federation has been making frequent trips to the Gamandar system. His name is Axin Blue and his freighter is called the *Fawly Flier*."

Mace gestures at the droid. "If you require any additional equipment, RX-12 will see to your needs."

"May the Force be with you." Many of the characters have certainly heard those words before, but from the Jedi Master, they've never believed them more. Mace departs, leaving Jueng Yun Mak in charge.

The characters are provided a datafile on Iskalon. The planet is covered completely by water and is populated by native water-breathers. A very small offworlder population is centered around the town of Pavillion. Except for floating landing platforms, Pavillion is completely underwater, a city enclosed by domes and plasteel where natives and free traders ply their wares.

Jueng Yun Mak has some parting words for her Padawan. "You can give me a call over the ship's comm if you need help or advice, but I expect it'll be a nice vacation for you. Nevertheless, remember to trust the Force, and to trust your instincts."



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RX-12 takes care of any reasonable equipment requests. Water-safe blaster pistols, called “stingers,” breath masks and diving suits will be freely supplied. Droids, heavy weapons and high explosives are not available. All supplies must be returned after the mission. If they don’t have a ship, one will be supplied with a pilot for the duration of the mission.

The freighter is *Deep Star Six*, a green, cigar shaped light cruiser covered with lumps and bumps. It hardly looks like it can fly. Captain Ottmar, the Mon Calamari who owns the ship, assures you that it flies with the grace of a Bozillan fire lark.

Once their preparations are complete, the player characters are given expedited take-off clearance. They depart at dusk, the setting sun shining spectacularly through Coruscant’s smog incrustated atmosphere. The journey to Iskalon is uneventful. Stars streak into the swirling mass of hyperspace and before long, a shining blue orb, the planet Iskalon looms outside the freighter’s cockpit. Pavillion’s automated spaceport control answers the ship’s hails and transmits landing coordinates for the ship.

WELCOME TO ISKALON

The ship skims over an endless expanse of ocean before finally approaching a half dozen landing platforms floating independently on the waves. The platforms are large enough to accommodate most light freighters; two of the six platforms have ships on them. Each platform is separated by approximately 40 meters of open water. Shortly, the PC’s ship touches down on landing platform gamma.

As the characters step off their ship, they feel a warm blast of salty air. The horizon stretches out into a blue infinity of sky and sea. Above, Iskalon’s bright yellow sun shines through sparse midday clouds.

“Hello! Welcome to Iskalon!” The voice comes from the edge of the landing platform, where a humanoid figure has popped his head from the water. He is an Iskaloni swimmer named Selan, one of the native people of this world. He has glistening green skin, long blue hair, and large pupil-less eyes. Selan is something of an ambassador between the offworlders and the native Iskaloni swimmers, and he warmly welcomes the visitors. Selan is quite chatty and can answer most questions about Iskalon and the Iskaloni, although he knows little of the offworlder politics within Pavillion. He directs

such inquiries to Haskal, who runs the trading post and is charge of the construction project. If any of the player characters show an interest in exploring Iskalon outside of Pavillion, Selan will offer to introduce them to a young swimmer named Sakana, who knows the reefs and ravines around Pavillion as well as anyone.

Airbreathers must ride a lift through a transparent tube down to Pavillion, a half completed town consisting of a small cluster of domes and prefabricated structures. As they ride down the tubes, native Iskaloni swim around waving at the offworlders and knocking on the glass.

As they approach the undersea town, the heroes will note that Pavillion is nothing like Otoh Gunga, the Gungan city from *The Phantom Menace*; Pavillion is being constructed as cheaply as possible around the notion that functionality is the primary goal. Pavillion stands in stark contrast to the natural coral reef it is constructed upon. It is grossly man-made with pipes and structural supports in obvious view. The town is cramped, underlit and constantly leaking water.

THE FORCE

During the adventure, a Force sensitive character using Sense based skills may detect a vague feeling of the Dark Side. The sensation will remain indistinct and just out of reach. The best the character can sense is the certainty that dark forces are at work on Iskalon. The gamemaster should subtly use this taint of the Dark Side to increase the characters’ sense of urgency and paranoia.

THE INVESTIGATION

This section describes some of the areas where the characters can begin their investigation. Note that a Jedi will be immediately recognized by any of the offworlders of Pavillion, and most folks will assume

Ottmar: use the low-level smuggler archetype on page 352 of the *Star Wars Roleplaying Game* revised core rulebook.

Deep Star Six

Mon Calamari Venture Class Freighter

Class: Space transport **Crew:** 1 to 2 (Normal +2)
Size: Small (30 m long) **Initiative:** +3 (+1 size, +2 crew)
Hyperdrive: x2 (backup x25) **Maneuver:** +3 (+1 size, +2 crew)
Passengers: 8 **Defense:** 12* (-1 size, +3 armor)
Cargo Capacity: 75 tons **Shield Points:** 30 (DR 20)
Consumables: 4 months **Hull Points:** 120 (DR 20)
Cost: 100,000 (new), 25,000 (used)
Maximum Speed in Space: Attack (8 squares/action)
Atmospheric Speed: 800 km/h (13 squares/action)
Weapon: Laser cannon; **Fire Arc:** Turret; **Attack Bonus:** +5 (+1 size, +0 crew, +4 fire control);
Damage: 4d10x2; **Range Modifiers:** PB/S +0, M/L n/a.

This Mon Calamari-built starship has been designed to safely land on water.

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that the characters have come to Iskalon to arrest Haskal who has his fingers in most of Pavillion's pies. Although nobody really likes Haskal, his contract to build Pavillion provides the workers a steady source of income and few are willing to cross him.

- The local cantina, the Fishing Hole, is divided into three sections: wet, mostly wet and complete immersion. Most of the offworlders are drawn from aquatic races: Ishi Tib, Piscoids and even a few Gungans. Many of the regulars in the cantina are laborers who have come to work on the construction of Pavillion and pass their off duty time with a drink or game of water-holo.

The owner and bartender is Hubert, an old and enormous Aqualish with a large curled mustache. Hubert knows nothing of the Trade Federation's activity on Iskalon. He does know Axin Blue, and if he is convinced the player characters mean Axin no harm, the location of Axin's freighter (platform delta, next to the character's ship) can be bribed out of him. Hubert has not seen Axin since the day he arrived. Axin came into the cantina and seemed to be looking for someone, but soon left alone.

Gamil Bix, a scuzzy Corellian free trader and occasional smuggler, is one of the bar's patrons. He knows Axin and with appropriate lubrication by drink or flattery will admit that Axin is currently on Iskalon, although he has not seen him since he arrived two days ago. Gamil assumes Axin is working on a deal. He doesn't know with whom it is, but he will speculate freely and inaccurately.

Most of the aliens aren't interested in chatting with the player characters; these folk are just looking to do their jobs and attempt to keep any knowledge of underhanded dealings to a minimum. The Gungans are most approachable, if any of the characters buy them some drinks. Jespar, a young Gungan, will relate that he has journeyed from Naboo to see the galaxy, and found work here on Iskalon to build Pavillion. He is disappointed that he spends more time waiting than working. The project manager, Haskal, claims that he doesn't have enough money to pay the construction workers full time wages. Once he earns enough credits to pay for passage, Jespar plans to move on. He knows nothing of Axin Blue or the Trade Federation but offers to ask some of his native Iskaloni friends. If he does so, he can provide much the same info that Sakana does (see below).

- Bringlee's Bed and Breakfast provides the only rooms for rent in Pavillion. Bringlee is a seemingly kindly old woman, although she has close business ties to Haskal and won't sell him out. She knows that Haskal met with a Neimoidian some months back, but doesn't know what he wanted and hasn't seen him since. She has had no dealings with Axin Blue. She barely knows who he is. Her rooms for rent are very small and mostly dry (completely dry costs a few extra credits). Bringlee makes up for the accommodations with homemade meals that are genuinely tasty to the human palate. All rooms have scomplinks allowing access to Pavillion's somewhat meager holonet.

- Haskal's Trading Post. Most trade on Iskalon is held in Pavillion's small open market that meets once a month. The rest of the time, Haskal is the man to see for goods. Haskal cultivates the appearance of a slightly absent minded shopkeeper, but he is actually keen witted and the closest thing Iskalon has to a crimelord. Within his shop, Haskal has most mundane equipment for sale or rent. He can provide stingers (water safe blasters) and diving suits to anyone who needs them. He rents diving suits for 100 credits each and watercraft (outrigger motor boats or small submersibles) for 500 credits.

Haskal is also the Republic's designated manager in charge of Pavillion's construction. However, the project is months behind schedule. Haskal has been skimming from the budget and over-charging contractors. Several months ago, Haskal was approached by a Trade Federation representative, Roeg Dub, who needed to hire a reliable smuggler operating around the Gamandar system. Haskal recommended Axin Blue, who accepted the job. Haskal knows the Trade Federation is up to something on Iskalon, but doesn't know what. If pressed he will direct them towards Axin

Haskal: use the low-level administrator archetype on page 339 of the *Star Wars Roleplaying Game* revised core rulebook.



Stinger

Weapon Type: Underwater blaster

Proficiency Group: Blaster pistols

Damage: 3d6

Range Increment: 8 m

Fort DC: 15

Multifire/Autofire: M

Hardness: 6

WP: 2

Availability: Specialized, licensed

Cost: 600

Critical: 20

Weight: 1.5 kg

Type: Energy

Size: Medium

Break DC: 15

Era: [RI] [RE] [NI]

Stinger pistols fire powerful electric bolts and may be used both in air and underwater.

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Blue. Haskal has a good thing going and doesn't want to see things spoiled by the Jedi Knights. He will attempt to minimize (or neglect to mention) his involvement with the Trade Federation in hopes of directing the heroes away from his own embezzlement, even if it means betraying Axin.

- The Holonet. Technically minded characters may attempt to slice into the local holonet for information. It can be done by linking in to the holonet from a scomplink in Pavillion or using the ship's computer for remote access. If intrusion is detected however, it will more easily be traced back to their ship rather than to one of the links in the town. Accessing landing control's databanks undetected requires a DC 20 Computer Use check and confirms that Axin Blue is a frequent visitor to Iskalon and is, in fact, currently docked on platform delta. Accessing the logs of the turbolift connecting the landing platform to Pavillion indicates that the lift has not been used since Axin arrived and was last used to go up to the platform (DC 15).

If Pavillion's central computer detects the slicing, it will attempt to block access to the holonet by the intruders. Reconnecting to the net from the same scomplink will call for a DC 25 Computer Use check. A player character may try again freely from another port; security on Pavillion is not very tight. If the slicing is detected, Haskal will be notified, but he will only interfere if it seems the heroes' investigation is focusing on him. Since the player characters are representatives of the Jedi Council, Haskal is obliged to provide the characters with whatever information they need. He will pass on anything in Pavillion's computers about Axin, but any information that comes through Haskal will not, of course, implicate him in any wrong doing.

If the player characters investigate the *Fawlty Flyer*, go to the section THE FATE OF AXIN BLUE.

- The Iskaloni. Selan knows nothing of any Trade Federation plot, but doesn't figure he'd be first to know anyway. If there is anything going on in the depths, he supposes one of the more adventurous swimmers in his school would know. Selan suggests talking to Sakana, a young Iskaloni who has served as a guide for offworlders who wish to go diving. Selan can ask her to contact the party if they like. Characters who meet Sakana will discover a beautiful young swimmer of small, but lean stature, with golden skin and short cropped

blonde hair. Sakana has never heard of the Trade Federation, but does report that some swimmers have occasionally seen large spaceships in the night skies above Iskalon, ships much too large to land on the platforms of Pavillion. All the sightings have been in an area called Orin's Reach. Otherwise, the only other concern she can mention is that in Orin's Reach, a Chiaki, a large sea predator, has been threatening some of the schools. Chiaki usually leave the swimmers to themselves, but this one has been more aggressive. Investigating the Chiaki can lead the heroes to the Trade Federation plant; see the HUNT THE CHIAKI section below.

CALLING FOR HELP

Some player characters may want to take the Jedi Knight Jueng Yun Mak up on her offer of help. Unfortunately, once the heroes make their presence known on Iskalon, all interplanetary comm traffic off Iskalon will be jammed. Since there isn't much communication between Iskalon and Gamandar, the characters may be the first to notice. The sensors on the characters' ship are not powerful enough to locate the source of the jamming. Should the characters simply fly to Gamandar, they may. It is a short trip, but by the time they return, the Trade Federation base will have been destroyed and all evidence of it lost.

THE FATE OF AXIN BLUE

Axin's freighter, a lightly modified YT-1300 called the *Fawlty Flier*, sits quietly on platform delta. If the characters hail or ring the comm on the *Flier*, they will be greeted with silence. Axin Blue is dead. Player characters breaking into the ship will discover several Battle Droids (one per character) in the midst of sabotaging the freighter. The droids have green markings indicating underwater specialization (all swimming Battle Droids in this adventure have Swim +5). The droids will attempt to kill the heroes quickly and complete

Sakana: Female Iskaloni Scout 3; Init +1 (Dex); Defense 14 (+3 class, +1 Dex); Speed 10 m/swim 14 m; VP/WP 20/12; Atk +5 melee (1d8+2, coral dagger) or +3 ranged (3d6, stinger); SQ Aquatic (cannot drown, cannot breathe out of water without water rebreather for more than 1 hour, +8 to Swim checks), +2 species bonus on Listen checks, trailblazing, heart +1; SV Fort +3, Ref +3, Will +1; SZ M; FP 1; DSP 0; Rep +0; Str 15, Dex 13, Con 12, Int 14, Wis 8, Cha 10.

Equipment: Coral dagger, stinger, rebreather helmet (1 day of breathable water).

Skills: Climb +4; Hide +7, Knowledge (Iskalon) +8, Listen +7, Move Silently +7, Search +8, Speak Basic, Speak Iskalonian, Spot +5, Survival +5, Swim +18.

Feats: Athletic, Track, Weapon Focus (coral dagger), Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

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their sabotage by overloading the hyperdrive which will blow up the ship and anyone on it, including the droids themselves.

If the characters have done anything to attract attention (making it known that there is a Jedi in the party is sufficient), there is another contingent of Battle Droids swimming towards the heroes' ship. If no one has been left behind to guard the ship, the droids will have little problem gaining access and destroying the ship in the same manner as the *Fawlty Flier*.

Meanwhile, on board the *Fawlty Flier*, a quick search will reveal Axin's dead body, blasted in the chest and slumped down in a chair in the ship's lounge. The hold is empty except for an Iskaloni diving suit and a small hydro-pod (an unenclosed, single pilot mini-sub). The only information to be gleaned here will come from the ship's computer. A DC 25 Computer Use check will allow slicers to access the ship's log. The log indicates that Axin has made several visits to Iskalon in recent months, apparently landing on a stretch of open ocean called Orin's Reach (near the recent Chiaki attacks, if the heroes have learned that information). The log indicates that Axin has been bringing mundane supplies (food and luxury items mainly) to that location. Another DC 25 check will reveal the exact location; a failed roll will only give the general location and will risk a possible encounter with the Chiaki.

If the characters did not manage to stop the droids attacking their own ship, once the player characters finish up on the *Fawlty Flier*, a breathtaking fireball will consume the heroes' own ship. Burning parts of their freighter and Battle Droid bits will splash down into the water around them.

Before they can continue, the characters should aid in controlling the fire on the landing platform and make whatever excuses to Haskal they deem necessary. Haskal will not question anything they say so long as they leave him out of it.

The *Fawlty Flier's* hyperdrive was seriously damaged by the Battle Droids. Repairing the hyperdrive is a difficult task and will take several hours and a DC 25 Repair check to complete. In the meantime, the ship is still space-worthy; her repulsorlift and ion drives are undamaged. The ship also has deployable pontoons allowing water landings.

HUNT THE CHIAKI

If the heroes ask Sakana to guide them to Orin's Reach, the hunting ground of the Chiaki, she will warn of the grave danger the Chiaki poses, but she secretly relishes the possibility of adventure. Still, the heroes should clearly understand that none save the most prepared (or foolhardy) swimmers would tempt the Chiaki's wrath. The site is some leagues away, and the journey will take several hours travel.

The heroes can rent a small boat or submersible transport from Haskal if they like. Diving suits will also be necessary. Iskalonian diving suits are works of art. They resemble brass and copper suits of the decadent Manderon Period of the Republic, designed in the image of orbs presented to the Xarian majesty. Intricate and elaborate detailing with wire and colored enamel panels decorate the suits. The heroes can be reassured that the suits are as sturdy as they look delicate.

Sakana will lead the party through Iskalon's wondrous ocean depths, pointing out the amazing diversity of life, such as ribbon squids and daggert fish, along the way. Finally they arrive at a deep rift where Sakana suspects the Chiaki makes its lair.

The terrain in and around the rift is studded with numerous caves and ancient geothermal vents. A DC 20 Spot check will locate the Chiaki's cave quickly; otherwise the characters will have to spend some time cautiously searching the caverns along the rift walls. After about an hour's worth of exploration, the characters will locate a large, dark cave with a distinct lack of plant or animal life around its maw. It is here that the Chiaki resides. Player characters who approach the Chiaki with guns blazing should be rewarded with a difficult and perhaps doomed battle - stealth and sensitivity are the key here.

As the heroes near the natural cavern carved into the rift wall, they discover an enormous red and green sea serpent with colorful tendrils, glistening scales, and a large mouth full of razor sharp teeth; it is 12 meters long and as wide as a man, but, for the moment, asleep in its lair. Observant characters will notice a small electronic device implanted in the base

Chiaki: Gargantuan Aquatic Predator 6; Init +3 (-1 Dex, +4 Improved Initiative); Defense: 15 (+10 natural, -1 Dex, -4 size); Spd swim 30 m; VP/WP 100/140; Atk +14/+9 melee (4d6+12 bite) or +1 ranged; SQ Aquatic, breathe underwater, low-light vision, scent; SV Fort +17, Ref +4, Will +3; DX G; Face/Reach: 2 m x 12 m/ 4 m; SZ G; Str 35, Dex 9, Con 35, Int 3, Wis 13, Cha 9; Challenge Code: E.
Skills: Hide +3, Listen +4, Spot +5, Swim +20.
Feats: Improved Initiative, Power Attack, Track.

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of the Chiaki's massive head. A DC 15 Knowledge (Technology) check will yield the suggestion that the device seems to be a neural implant, but the heroes can't be certain without examining the device closely. One or two characters may sneak up on the creature and attempt to remove the device. The Chiaki has recently fed and is fast asleep; it has a -2 penalty on any Listen checks to detect intruders. A character who makes a DC 20 Disable Device or Treat Injury check may remove the implant without disturbing the Chiaki.

If the creature is riled, particularly daring Jedis may attempt to use the Force to sooth the savage beast. Consider the Chiaki's attitude to be Hostile for Friendship checks.

Should the characters find themselves in battle with the Chiaki, they may not be able to overcome the beast by force. Their best option is to blast the neural implant. Hitting the device on the thrashing Chiaki is a Very Difficult shot. If the implant is hit, it will deactivate instantly, and its remains will fall off the sea serpent. Once freed of the implant's control, the Chiaki, rather than suffer more annoying shocks from the party's Stingers, will flee back to its usual hunting grounds and ignore the heroes unless they continue to provoke it.

The characters may now examine the disabled or deactivated implant. Investigating the device will confirm that it is a small neurotransmitter implant which provides an individual with limited, but remote control over the creature. Moreover, with a DC 15 Knowledge (Technology) check, the characters can glean the frequency used to transmit to the device. A handscanner or ship's sensors will detect a transmission being beamed to the implant on that very frequency. Simple triangulation will locate the source of the transmission.

The source of the location is identical to the coordinates at which Axin Blue has been landing his ship.

THE TRADE FEDERATION'S SECRET BATTLE DROID CONSTRUCTION FACILITY

The journey to the location indicated by Axin's log or the Chiaki implant is uneventful. How the characters get there is up to them. Both the *Fawltly Flier* and the *Deep Star Six* (if it hasn't been destroyed) have been modified for water landings

and can float safely on the surface of the ocean. The characters may also travel in rented watercraft. If the Chiaki hasn't been freed of the implant, characters who linger in the area too long, risk attracting the monster which must be fought off before continuing. If the precise location of the base is not known, the character may attempt to use their starship's sensors; a DC 20 Computer Use check roll detect a large, metallic structure on the ocean floor above an area rich in iron ore deposits.

The player characters may approach the Trade Federation's undersea base

using diving suits or other submersible vehicles. As they approach the bottom, they see a large cloud of dirt and debris which clears to reveal a massive geodesic dome resting on the sea floor. The dome is secured to the surface by four stout legs, and beneath the structure, a tangle of pipes and drills carve into the sea floor. There is a man sized hatch in one of the legs and an enormous airlock, nearly two hundred meters in diameter, at the top of the dome.

As the characters approach the dome, several Battle Droids (two for each character) emerge from the airlock at the base of the dome and engage the heroes. They swim with their whole bodies somewhat like dolphins or eels. Their blaster rifles have been modified for underwater action, and they make good use of them.

After disposing of the Battle Droids, the party may enter the dome through the hatch to the lower airlock in one of the dome's legs. The airlock to the docking bay atop the dome cannot be opened from the outside. A DC 15 Disable Device check will open the hatch to the lower airlock. Once they enter the facility, the whole place goes on alert.

Iskaloni Diving Suit

Armor Type: Medium armor **Proficiency Group:** Medium
Cost: 5,000 **Damage Reduction:** 5
Maximum Dex Bonus: +3 **Armor Check Penalty:** -3
Speed: 8 m/4 m, swim 10 m **Weight:** 18 kg
Availability: Specialized **Era:** [RI] [RE]

A character wearing an Iskaloni diving suit gains a equipment bonus of +4 on all Swim checks and +4 on all Fort saves vs. cold. The helmet has built-in sensors, and a character wearing the suit gains low-light vision and makes Spot checks with a range penalty of -1 per 10 meters. The suit provides the wearer with 12 hours of breathable air.

Axin Blue's Mini-Sub

Cuewerks Personal Submersible

Class: Sea **Crew:** 1
Size: Large (5 m long) **Initiative:** +3 (-1 size, +4 crew)
Passengers: 0 **Maneuver:** +3 (-1 size, +4 crew)
Cargo Capacity: 1000 kg **Defense:** 12* (-1 size, +3 armor)
Cost: 7500 (new), 2000 (used) **Shield Points:** 0
Availability: Specialized, licensed **Hull Points:** 16 (DR 5)
Speed: 20 m **Max Velocity:** 60 km/h
 (1 sq./action)

*Provides no cover to pilot.

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A computer station near the airlock can give the characters the factory's layout. Level four is the bottom level and includes the exterior hatch where the group entered and the raw materials extractor where ore is mined from the ocean floor. Above that is level three, the main manufacturing plant where Battle Droids are constructed. Level two is the factory control center, the core of the operation where the plant's central computer is located. Also located on level two in areas inaccessible to the characters are the installation's automated power plant and oxygen storage cells. Level one is the docking bay which currently houses a huge, H-winged Trade Federation C-9979 Landing Craft which is awaiting departure orders. A passenger turbolift, access ladders and stairwells connect all levels, and a cargo lift connects the manufacturing level directly to the docking bay. However, once the base goes on alert, both turbolifts are disabled, and heavy, airtight blast doors seal each level.

The remote terminals on levels three and four have been blocked from accessing the central computer. The factory's mining and assembly controls and main databanks can only be accessed from the master terminal on level two.

Sirens fill the air above the din of machinery, and red warning lights are the only illumination. Random blasts of foul steam shoot out of the innards of the factory. The base was constructed for efficiency not comfort, and the characters must dodge and duck under machinery as they make their way.

The heroes' immediate goal is to reach the control center on level two. The threat level in the factory should start out low and then quickly build leaving the characters no choice but to flee in the face of dozens of pursuing Battle Droids. The factory should spit out two brand new droids for each one the characters destroy.

Level four, the extraction plant, is a labyrinthine and mechanical underworld of ovens, presses and drills which rip ore from the depths of Iskalon and refine the metals into parts for the droids. Passage through this area is treacherous enough without the added distraction of a platoon of Battle Droids bent on the heroes' destruction.

Level three, the manufacturing area seems to be operating far above maximum capacity. It is a Rube Goldbergian maze of gears, robot arms and conveyor belts which drag parts along an automated assembly

line before depositing completed droids in a rack above the exit which is the party's goal. A rack of newly minted Battle Droids await deployment just as the player characters enter the area.

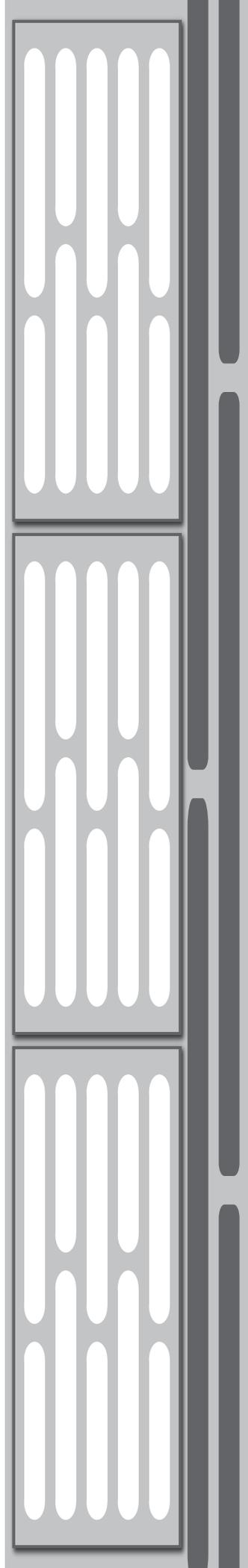
Upon reaching level two, as the heroes seal a blast door behind them, they emerge into the control center, and have a few moments to spare before the Battle Droids can break through. This area is the antithesis of the rest of the base. It is a large, bright and sanitized room. An oversized, spherical chair sits before a desk containing a bank of computer monitors. A dead Neimoidian, Roeg Dub, sits in the chair, a wisp of smoke issuing from a burnt hole in his chest. Only one Battle Droid, with the yellow markings of an officer, greets the party. The droid is currently operating the computers, attempting to erase all incriminating data and engage the base's self destruct.

The characters should have no problem dispatching a lone droid. But they'll have little time to catch their breath.

Roeg Dub still holds a datapad with the last transmission he received. Decoding it reveals the following message: "Destroy the evidence. Destroy all witnesses. Destroy the Jedi. Don't fail me." A Jedi will immediately recognize that the wound which killed the Neimoidian bureaucrat was delivered by a lightsaber.

Characters who access the central computer will discover that the Battle Droid was not able to erase all the incriminating evidence in the computer's memory banks; any character with a portable computer or datapad can easily copy the data. The information exposes the Trade Federation's illegal activities on Iskalon, but does not reveal the identity of the mastermind behind the plot. The extent of any other data gleaned from the facility's computer's should be determined by the gamemaster.

Resourceful characters may attempt to deactivate all the Battle Droids in the underwater base with a DC 25 Computer Use check. Unfortunately, it's not all good news; the officer droid did manage to engage the plant's self-destruct mechanism. The installation's reactor is set to overload, and the heroes have only moments to escape. Racing back down through the plant where a legion of Battle Droids may still await them should be out of the question. Continuing up is the only option! The characters must race up to the docking bay and blast their way through a few more droids to the C-9979 Landing



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Craft which is loaded to the gills with thankfully deactivated Battle Droids. Gamemasters who want to spice things up a bit may opt to block the way with a Droideka or assassin droid.

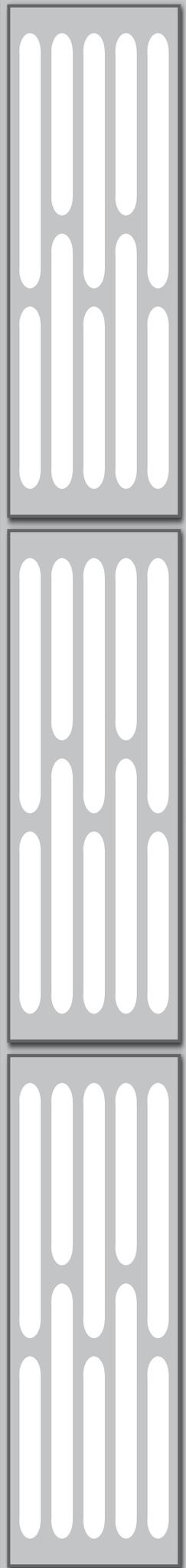
Since there isn't enough time to fully fill the enormous docking bay with water, whoever pilots the landing craft must lift off through the roof of the airlock before it can fully open! Roll plenty of dice, of course, but the characters ought to survive. Any rolls will determine how much damage the transport takes during the escape.

As the ship bursts through the shattering dome, a crushing wave of water rushes into the docking bay just before the entire facility explodes in an eruption of fire and twisted metal. The ship must out run the fireball in a desperate race to the ocean's surface.

On the surface, as the falling rubble, fire and smoke begin to clear, all turns still. There is only the sound of the wind and the lapping of water along the edge of the floating starship. Fade to the next day. The landing craft floats passively on the waves of the planet Iskalon. In the clear bright daylight, the characters stand outside on the wings of the ship and survey the situation.

Having arrived from Gamandar, Jueng Yun Mak is also there. She is concerned but pleased with the group's performance. "You have done well," she says. "This battle has been won, but I fear a war remains to be fought."

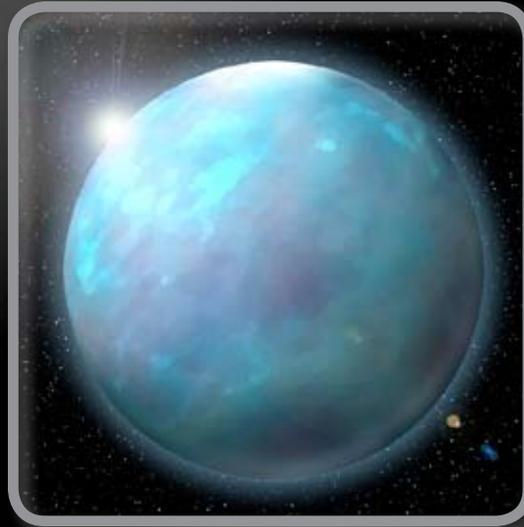
Wipe to credits...



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Iskalon

Planet Type: **Tropical Ocean**
Temperature: **Temperate**
Atmosphere: **Type 1 (Breathable)**
Hydrosphere: **Saturated**
Gravity: **Standard**
Terrain: **Ocean**
Length of Day: **25.1 Standard Hours**
Length of Year: **379 Local Days**
Sentient Species: **Iskaloni, Republic Settlers**
Points of Interest: **The Great Coral Rift, Port of Pavillion**
Starport: **Limited Services**
Population: **200 million**
Government: **Tribal Collective**
Tech Level: **4, Industrial**
Major Exports: **Foodstuffs, Metals, Minerals**
Major Imports: **High Technology**

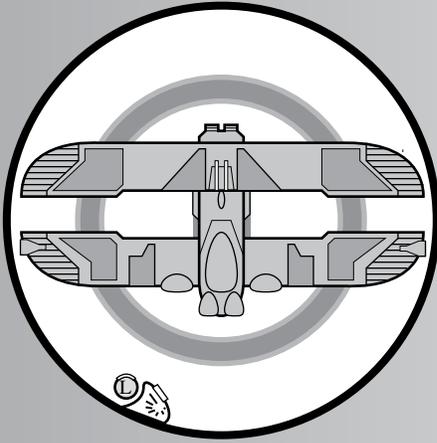


Iskaloni

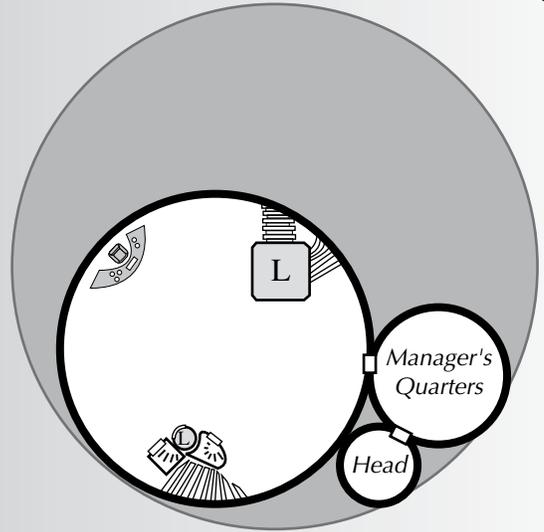
The native swimmers of Iskalon are a diverse people whose physical traits vary considerably. The skin and hair of the Iskaloni can be found in all manner of bright tropical colors. Moreover, Iskaloni are not uniformly humanoid. Some are humanoids with two arms and two legs, while others have arms and a serpentine or fish-like lower bodies. The degree of amphibiousness of the Iskaloni also varies depending on the depth of the ocean at which individuals are encountered. Some Iskaloni are purely aquatic and prefer the great pressure of the ocean depths. Offworlders are most likely to encounter native Iskaloni who live near the ocean's surface on Iskalon's stunning coral reefs and are able to breath air for short periods of time.

Despite their physical differences, the people of Iskalon co-exist peacefully in schools, banding together for common protection and benefit. Individuals are welcome to join a school as long as they are willing to abide by the collective decisions of the school, and they may leave at any time if they wish to pursue their own interests.

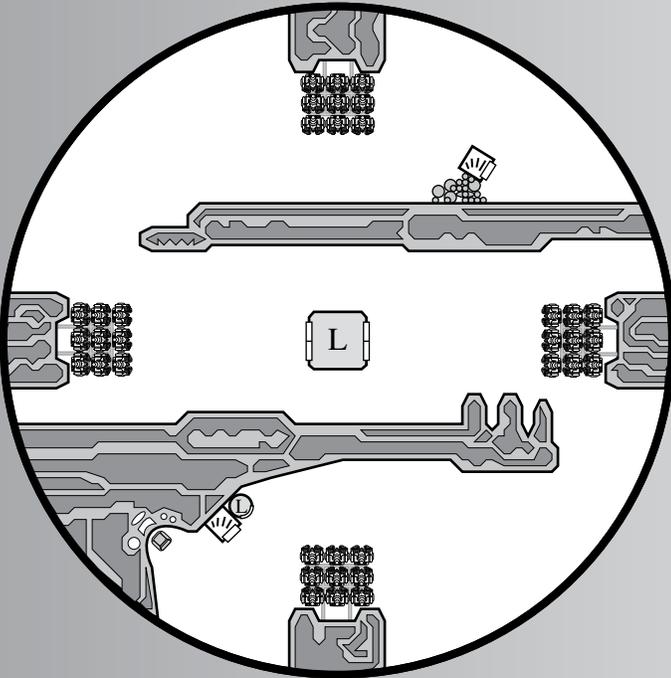
The Iskaloni have been open and friendly in their contacts with those from the greater galactic community. The swimmers have begun some trade with offworlders, principally with their sister-world of Gamandar. The Iskaloni are protective of their environment and society, but have recently allowed the construction of an enclosed undersea spaceport called Pavillion in order to facilitate trade between themselves and the Galactic Republic.



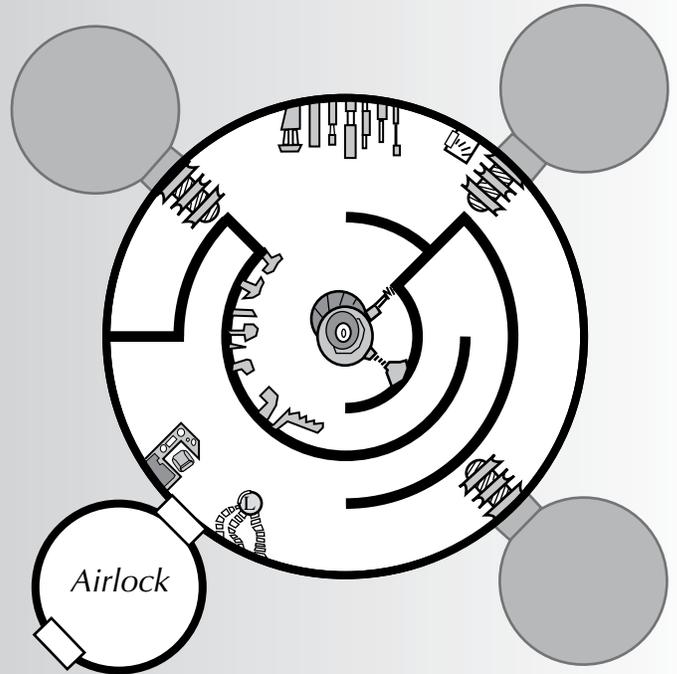
Level 1: Docking Bay



Level 2: Command and Control



Level 3: Manufacturing



Level 4: Raw Materials

Undersea Construction Facility

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