

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 characters. 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. A Jedi character's Force skills should be around 3D or less, and other character's primary skills shouldn't be too far north of 6D/7D.

The adventure was designed using West End Games' D6 system, but the appendix includes stats in Wizards of the Coast's D20 format. The adventure is written such that converting the action from D6 to D20 should be a simple matter. The adventure is best suited for a group of D20 characters of 3rd level or less.

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 also 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 may 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 Pena 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.

I also want to thank the folks who have played this one with me: Gareth, Philip, Jeff, Cara, David, Susan, Kenji, Wendy and Paul.

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!

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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. 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. 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. Each of you are dedicated specialists, and I thank you for aiding in our investigation. 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 Republic Space Marines 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 *Fawlty Flier*."

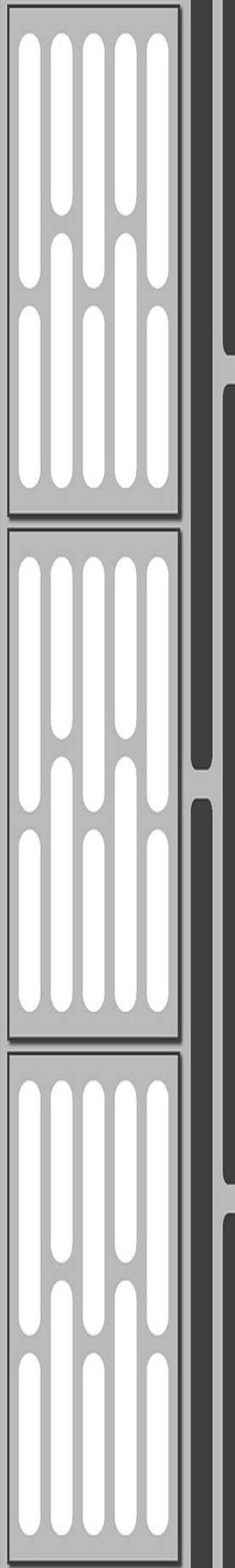
Mace gestures at the droid. "If you require any additional equipment, RX-12 will see to your needs."

"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."

RX-12 takes care of any reasonable equipment requests. Water-safe blaster pistols, called "stingers,"



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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 sunset, 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. The visitors are welcomed warmly by Selan. 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. He 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 powers may detect a vague feeling of the Dark Side. The sensation will remain indistinct and just out of reach. The best the PC can sense is the certainty that dark forces are at work on Iskalon. The GM 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

Ottmar

Type: Mon Calamari Pilot

Height: 2 meters

Species: Mon Calamari

Sex: Male

DEX 2D+2

Blaster 3D+2

KNO 2D+2

Alien Species 3D+2

Planetary Systems 3D+2

MEC 4D

Starship Piloting 6D

Watercraft 5D

PER 2D+1

Search 3D+1

STR 3D

Brawling 4D

Swimming 4D

TEC 3D+1

First Aid 4D+1

Starship Repair 4D+1

Special Abilities: Moist Environments (+1D DEX, PER, STR); Dry Environments (-1D DEX, PER, STR), Aquatic

Force Points: 1

Move: 10

Equipment: Blaster (4D), Space suit, 3 Medpacks, 150 Credits, Light Freighter, *Deep Star Six*.

Deep Star Six

Craft: Mon Calamari Venture Class Freighter

Type: Light Freighter

Scale: Starfighter

Length: 30 Meters

Skill: Space Transports: Venture Freighter

Crew: 1

Passengers: 8

Cargo: 75 metric tons

Consumables: 4 months

Hyperdrive Multiplier: x2

Hyperdrive Backup: x25

Nav Computer: sure

Maneuverability: 1D

Space: 4 / **Speed:** 2D+1

Atmosphere: 480; 800 kph

Hull: 4D

Shields: 1D

Sensors:

Passive: 10/0D

Scan: 25/1D

Search: 40/2D

Focus: 2/3D

Weapons: Laser Cannon

Fire Arc: Turret

Crew: 1

Skill: Starship Gunnery

Fire Control: 1D

Space Range: 1-3/12/25

Damage: 4D

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

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a Jedi will be immediately recognized by any of the offworlders of Pavillion, and most folks will assume that the characters are there 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. Most of the regulars in the cantina are workers 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 him 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 some Neimoidians some months back, but doesn't know what they wanted and hasn't seen them 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 in his shop. 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, construction 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 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

Haskal
Type: Corrupt Administrator
Height: 2 meters
Species: Human
Sex: Male
DEX 2D+2
 Dodge 3D+2

KNO 3D
 Alien Species 4D
 Bureaucracy 4D
 Business 6D
 Streetwise 4D
 Value 5D

MEC 2D+1

Force Points: 1
Move: 10
Equipment: Hold-out Blaster (3D), datapad, 500 Credits.

PER 4D
 Bargain 6D
 Con 5D
 Persuasion 5D

STR 2D+2

TEC 3D+1
 Computer Prog/
 Repair 4D+1

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hopes of directing the heroes away from his own embezzlement, even if it means selling out 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 is a Difficult task 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 (Moderate difficulty).

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 be a Difficult task. A PC may try again freely from another port; security on Pavillion is not very tight. If the slicing is detected, Haskal will be notified. Since the player characters are representatives of the Jedi Council, Haskal is obliged to provide the characters with whatever information they need. Any information that comes through Haskal will not, of course, implicate him in any wrong doing.

If the player characters investigate the *Fawltly 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. Otherwise, the only other concern she can mention is that in the area where those ships have been seen, 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 *Fawltly 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. The droids will attempt to kill the heroes quickly and complete their sabotage by overloading the hyperdrive which will blow up the ship and anyone on it, including 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.

Sakana

Type: Iskaloni Scout

Height: 1.7 meters

Species: Iskaloni

Sex: Female

DEX 3D+2

Melee Combat 4D+2

Melee Parry 4D+2

Dodge 4D+2

KNO 2D+2

Survival 4D+2

MEC 2D

PER 3D+1

Sneak 4D+1

STR 4D

Swimming 6D

TEC 2D+1

First Aid 3D+1

Special Abilities: Aquatic

Force Points: 1

Move: 10

Equipment: Coral Dagger (STR+1D), Stinger (4D), Rebreather Helmet (1 day of breathable water).

Stinger

Model: Tibrin Exotic Armaments Stinger Pistol

Type: Blaster Pistol

Scale: Character

Skill: Blaster Pistol: Stinger

Ammo: 30

Cost: 600

Availability: 3, R

Fire Rate: 1

Range: 3-10/20/50

Damage: 4D

Game Notes: Fires electric bolts and may be used underwater.

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If no one has been left behind to guard the ship, the droids will have little problem gaining access and destroying the ship.

Meanwhile, on board the *Fawltly 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 Very Difficult roll 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 (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 Very Difficult roll 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 they finish up on the *Fawltly Flier*, a breathtaking fireball will consume their 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 *Fawltly Flier's* hyperdrive was seriously damaged by the Battle Droids. Repairing the hyperdrive is a Very Difficult task and will take several hours 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 the lair 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 swimmers (or foolhardy adventurers) 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, although she doesn't know exactly where it is. A Jedi sensing with the Force (Moderate difficulty) can home in on the Chiaki's location, otherwise the characters will have to spend some time searching. Player characters who approach the Chiaki guns blazing should be rewarded with a difficult and perhaps doomed battle - stealth and sensitivity are the key here.

As the heroes near a natural cavern carved into one of the rift walls, they discover an enormous red and green sea serpent with colorful tendrils, glistening scales, and a large mouth full of 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 of the Chiaki's massive head. A Moderate Computer Programming/Repair 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; a Moderate Sneak roll will allow a character to approach undetected. If the creature is riled, particularly daring Jedis may attempt to use the Force to sooth the savage beast.

Battle Droid

Type: Baktoid Combat Automata Battle Droid
DEXTERITY 2D

Blaster 4D, Brawling Parry 4D, Dodge 4D

KNOWLEDGE 1D

MECHANICAL 2D

PERCEPTION 1D

STRENGTH 2D

Brawling 4D, Swimming 4D

TECHNICAL 1D

Equipped with: Reinforced frame (+1D Physical/Energy)

Move: 10

Size: 2 meters

Note: The Battle Droids in this scenario are specialized for underwater action. Battle Droids cannot operate independently of a Central Control Computer.

Equipment: Watersafe Blaster Rifle (5D).

Chiaki

Type: Deadly Sea Serpent

DEXTERITY 3D+2

PERCEPTION 2D

Search: 5D

STRENGTH 7D

Special Abilities:

Bite: Does Strength+2D damage

Move: 15 (swim)

Size: Up to 12 meters long

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If 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 Difficult roll, 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 they get there is up to the players. Both the *Fawlty 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, a Moderate Sensors roll will detect a large metallic structure nearby on the ocean floor.

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 ocean 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, 30 meters in diameter, at the top of the dome.

As they approach the dome, several Battle Droids (one 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 base of the dome through the hatch.

The exterior airlock to the docking bay cannot be opened from the outside. A Moderate Security roll will open the lower, outer hatch. Once they enter the facility, the whole place goes on alert.

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 sea floor. Above that is level three, the main manufacturing plant where Battle Droids are constructed and assembled.

Level two is the factory control center, the core of the operation where the plant's central computer is located. Level one is the airlock which currently houses a huge, H-winged Trade Federation landing craft which is awaiting departure orders. Access ladders and stairwells connect all levels, but the turbolift between levels is disabled once the base goes on alert.

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 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

Dividing Suit

Model: Custom Iskaloni Diving Suit

Type: Diving suit and rebreather

Scale: Character

Cost: 5000

Availability: 4

Game Notes: -1D DEX, +1D Physical/Energy, +1D Swimming, +2 Search. The suit provides 12 hours of breathable air.

Axin Blue's Mini-Sub

Craft: Cuewerks Personal Submersible

Type: Mini-sub

Scale: Speeder

Length: 4.5 meters

Skill: Watercraft: mini-sub

Crew: 1

Cargo Capacity: 1 metric ton

Cover: 1/4

Cost: 7500 (new)/2000 (used)

Maneuverability: 0D

Move: 20; 60 kph

Body Strength: 1D+2

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Battle Droids. The factory should spit out two brand new droids for each one the characters manage to kill. The heroes' immediate goal is to reach the control center on level two.

Level 4, the extraction plant, is a labyrinthian and mechanical underworld of ovens, presses and drills which rip ore from the depths of Iskalon. Passage through this area is treacherous enough without the added distraction of Battle Droids.

Level 3, 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, empty, circular room. An oversized, spherical chair sits in the center of the room 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 was delivered by a lightsaber.

Characters checking out the central computer, discover that the Battle Droid was not able to erase all the incriminating evidence in the computer's memory banks, and any PC with a portable computer or datapad can easily copy the data. The extent of the information gleaned from the facility's computer's should be determined by the gamemaster.

Unfortunately, the droid did manage to successfully engaged the plant's self-destruct mechanism.

The heroes have only moments to escape. Racing back down through the plant where a legion of Battle Droids awaits them should be out of the question. Continuing up is the only option! The characters must race up to the airlock level and blast their way through a few more droids to the Battle Droid Landing Craft which is loaded to the gills with thankfully deactivated Battle Droids. GMs 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 airlock 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 dropship takes during the escape.

As the ship bursts through the shattering dome, 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.

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 dropship 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, Jeung 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...

Droideka

Type: Trade Federation Destroyer Droid

DEXTERITY 2D

Blaster 6D, Running 4D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 2D

Search 3D

STRENGTH 4D

TECHNICAL 1D

Equipped with: Shields (+6D Physical/Energy), 4 fire linked repeating blasters (6D damage)

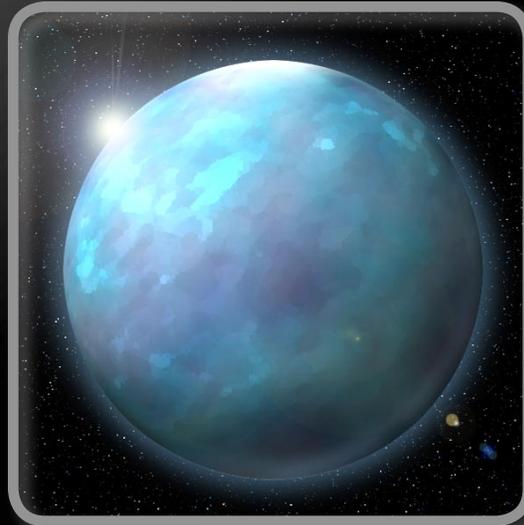
Move: 5 or 20 (wheel mode)

Size: 2 meters

STAR WARS · HYDRA

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

Attribute Dice: 12D
Dexterity 2D/4D
Knowledge 2D/4D
Mechanical 2D/4D
Perception 2D+1/4D+1
Strength 2D+1/4D+1
Technical 1D+1/3D+1

Special Abilities:

Aquatic Survival: At the time of character creation only, characters may place 1D of skill dice in Swimming and Survival: Underwater and receive +2D in the skill.

Water Breathers: Iskaloni are water breathers whose lungs extract oxygen from water. They can survive outside water for only a short time before suffocating from exertion. After a minute without breathable water, Iskaloni must make a Very Easy Stamina roll. For each minute after the first, increase the difficulty by one level. Every failed roll causes a Wound.

Story Factors:

The School: Iskaloni are a highly social race and spend much of their lives swimming in organized schools. Decisions regarding both individuals and the school as a whole are arrived at by consensus. Individuals who defy decisions of the school risk expulsion or exile.

Move: 10/12

Size: 1.4 - 2 meters tall

STAR WARS · HYDRA

APPENDIX: D20 STATISTICS

- **Stinger**

Underwater Blaster; Cost: 600; **Damage:** 3d6; **Critical:** 20; **Range:** 8; **Weight:** 1.5 kg; **Stun:** n/a; **Type:** energy; **Size:** medium; **Group:** blaster.

Game Notes: Fires electric bolts and may be used underwater.

- **Axin Blue's Mini-Sub**

Craft: Cuewerks Personal Submersible; **Class:** Sea; **Cost:** 7500 (new)/2000 (used); **Size:** large (5m); **Crew:** 1; **Passenger:** 0; **Cargo:** 1 metric ton; **Speed:** 20m (max 60 kph); **Defense:** 12; **Hull:** 16; **DR:** 5.

Weapons: None.

- **Iskaloni Diving Suit**

Exotic Medium Armor; Cost: 5000; **Defense Bonus:** +6; **Maximum Dex Bonus:** +3; **Armor Check Penalty:** -3; **Speed:** 8, 10 swim; **Weight:** 16 kg.

Game Notes: +4 Swim checks; +4 Fort saves vs. cold; +2 Spot (sensors); the suit provides 12 hours of breathable air.

- **Haskal:** Generic Administrator, Diplomat 4.

- **Ottmar:** Generic Smuggler, Scoundrel 4.

- **Deep Star Six**

Craft: Mon Calamari Venture Class Freighter; **Class:** Transport; **Cost:** Not for sale; **Size:** Small (30 m long); **Crew:** 1; **Passengers:** 8; **Cargo Capacity:** 75 metric tons; **Consumables:** 4 months; **Hyperdrive:** x2 (backup x25); **Maximum Speed:** Attack; **Defense:** 21 (+1 size, +10 armor); **Shield Points:** 30; **Hull Points:** 120; **DR:** 10.

Weapon: Laser Cannon; **Fire Arc:** Turret; **Attack Bonus:** +5 (+1 size, +2 crew, +2 fire control); **Damage:** 4d10x2; **Range Modifiers:** PB +0, S +0, M/L n/a.

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

- **Sakana:** Female Iskaloni Scout 3; Init +1 (Dex); Defense 15 (+4 class, +1 Dex); Speed 10m/14m swim; VP/WP 20/12; Atk +5 melee (1d8+2, coral dagger), +3 ranged (3d6, stinger); SQ Trailblazing, Waterbreathing; SV Fort +3, Ref +3, Will +1; SZ M; FP 1; Rep 1; 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 (Depths of Iskalon) +8, Move Silently +5, Search +8, Spot +5, Survival +5, Swim +18.

Feats: Weapon Focus (coral dagger), Athletic, Track, Weapon Group Prof (stingers).

- **Chiaki:** Gargantuan Aquatic Predator 6; Init +7 (+4 Improved Init., +3 Dex); Defense: 15 (+6 Natural, -4 Size, +3 Dex); Spd 30m swim; VP/WP 81/112; Atk +10 melee (2d10+8 bite); SQ Low-light vision, scent; SV Fort +14, Ref +10, Will +0; SZ G; Rep 1; Str 26, Dex 17, Con 28, Int 6, Wis 6, Cha 9; Challenge Code: E.

Skills: Hide +12, Search +9, Spot +4, Swim +12.

Feats: Alertness, Improved Initiative, Lightning Reflexes.