

STAR WARS[®]

ROLEPLAYING GAME

Beneath Aucellis Park

A Free *Star Wars*
Mini-Adventure For Any Era

By Morrie Mullins



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“Beneath Aucellis Park” is a *Star Wars Roleplaying Game* mini-adventure for four heroes of 7th to 9th level. While the adventure is written for the Rebellion era, it can easily be modified to work in any time period. In the Rise of the Empire era, a militant branch of the Loyalists, not the Empire, are behind the park. In The New Jedi Order era, the Yuuzhan Vong secretly run the park. Add a single Yuuzhan Vong overseer of the facility, but leave the remaining staff and droids as written (though they obviously become Vong sympathizers/lackeys).

The scenario can be modified for heroes of higher level by adding one or more mid-level pirates (use the statistics on page 351 of the *Star Wars Roleplaying Game* revised core rulebook) to the final confrontation, increasing Sim’s effective level by adding 18 vitality, a +1 class bonus to Defense, and +1 bonus on all his saves, and increasing the skill check DCs from those listed by 1 for every level above 9 for the average hero in your party. The scenario can be modified for characters of lower level by lowering Grym’s vitality by 20 points and giving him a penalty of 3 to all skill checks, and by reducing Sim’s effective level by subtracting 18 vitality and penalizing his Defense and saves by 1 point; you may also consider reducing the number or frequency of droids encountered at various stages of the event.

Background

“Located on the lush moon of Keriba VI in the Kalarba system, Aucellis Park offers days of entertainment for you and your family. With daily shuttles to and from Coruscant and most other major worlds, Aucellis Park offers convenience, fun, and a sense of history. Our lush resorts can accommodate a family of four or a convention of 400,000. You tell us your needs, and Aucellis Park will meet them. That’s our guarantee!”

– from “Aucellis Park: Your Ideal Vacation” brochure

If its promotional literature is to be believed, Aucellis Park is “a panopoly of delights, a thrill-a-minute experience that will leave your family wanting to return again and again!” If you believe its detractors, the park is little more than a tourist trap designed to wheedle, cajole, swindle, and do everything short of actually extort credits from individuals who are lured in by promises of wholesome fun at a reasonable price. The park boasts a variety of rides, ranging from the heavy-gravity “Well of Darkness” to the zero-g “Time’s Radiance” low-orbit shuttle hop and everything in between. There are also games, overpriced concessions, souvenirs that break (by design) within three days of purchase, and a variety of costumed individuals who are all part of the overall theme of the park – Emo Aucellis.

Aucellis was an explorer and historian, and the park chronicles his life and work in a much more interesting and exciting fashion than it was likely lived. All of the rides, holovids, and other attractions are designed to evoke heightened emotional states. For the most part, they succeed. The park is well constructed and well run.

It also has a rather unpleasant dark secret. Aucellis Park is the cover for a large-scale Imperial re-education facility. Inherent in the design of many of the rides is the idea that

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exploration, while good, should serve to benefit the greatest number of people. The best way to accomplish this is to explore only in the name of the Empire (or the Galactic Senate, or the current ruling body). Those wild rides?

Designed to put people in a more excitable, impressionable state. The overpriced concessions? Laced with chemicals that reduce inhibitions and keep people open-minded about what they may see or hear. Several thousand security cameras monitor visitors; those who seem amenable to the park's underlying message are ignored. Those who are caught speaking against it are tagged and, whenever possible, discretely "removed" to the area beneath the park for re-education. The re-education is a combination of chemical treatments and nanosurgery and tends to be both quick and fairly effective (though its effectiveness degrades over time).

The chemical used in the concessions and the chemical used in the formal re-education are the same—a synth-drug whose chemical name is *platykona-zemlo-mobris*. The lab that developed the drug abbreviated it *pl-z-mo*, and when it made its (inevitable) way to the streets, it became known as "pleaz-mo." The name was appropriate, since "Please, more" was the most common response to this highly addictive substance.

But pleaz-mo was *too* addictive. Its developers realized that if they allowed it to get into massive circulation on the street, the money people behind Aucellis Park might get nervous. The sooner people realized pleaz-mo existed, the sooner someone might start checking for it in food, drink, or the circulatory systems of creatures throughout the galaxy. That might eventually lead back to Aucellis Park—and that could not happen. Thus, pleaz-mo had a street life of about two weeks, then it disappeared. That was five years ago.

Last week, a shipment of pleaz-mo intended for delivery to Aucellis Park fell into the wrong hands. From those hands, it made its way to a high-profile dinner party and into the dressing on several hundred salads. The dinner party fell into chaos as the pleaz-mo took effect, and Aucellis Park had to do something quickly to keep the drug from being traced to them. They hired Balthazar Sim, a noted smuggler and very efficient "cleaner," to remove all traces of their involvement. A single security camera caught an image of Sim, but it was enough. That image made its way into the hands of an old enemy named Evin Telbre, who decided that Sim needed to be tracked down. Once it became clear that Sim was headed for Aucellis Park, Evin began to look for help.

Getting the Heroes Involved

Several years ago, when he was just starting his own shipping company, Evin Telbre lost his best friend in the bombing of a transit shuttle near Coruscant. The resulting search took 18 months and all the favors he possessed. In the end, Evin learned that the explosion had been engineered by Balthazar Sim to cover up a conspiracy, the nature of which he never discovered. He settled for searching for Sim and has done so ever since. Sim set the bomb; Sim would be the one to pay.

In the meantime, Evin has used his legitimate shipping business as a cover to help slaves escape Hutt space and

settle as free individuals in less dangerous, less populated parts of the galaxy. The heroes may have worked for him at some point without even knowing it, but he knows of them.

Evin wants Sim brought in and has contacted the heroes with this information: *Balthazar Sim, a known death merchant, has been seen on approach to Aucellis Park. I do not know what he intends, but I ask that you capture him and bring him to me.* If you utilize this approach and the heroes wish to negotiate with Evin, use the above as basic guidelines for what he tells them; he can pay well and does not attempt to strong-arm anyone. He provides gruesome details about what happened at the dinner party that Sim was sent to "clean up" (use your imagination) and offers what information he has about Sim's methods.

He also provides them with a datapad-sized tracking device. Sim, in the grand tradition of overconfident villains, likes to take trophies from victims. This time he plucked a beautiful crystalline corsage from the lapel of a dead dignitary; that corsage has a homing beacon in it that was designed to be used if the dignitary were ever kidnapped. Through channels he refuses to divulge, Evin obtained the tracking codes for this corsage and hopes to get his people to Sim before any other bounty hunters get too close to the mark. Note that if any of your heroes are bounty hunters, this may be precisely the reason that Evin contacted them.

A Different Path

If you don't want to use Evin Telbre as the catalyst for this adventure, feel free to substitute a Gamemaster character more appropriate to your campaign. The basic story above could be applied to any character the heroes have worked for in the past.

In addition, you could use someone other than Balthazar Sim as the villain, especially if it's a foe the heroes have dealt with before.

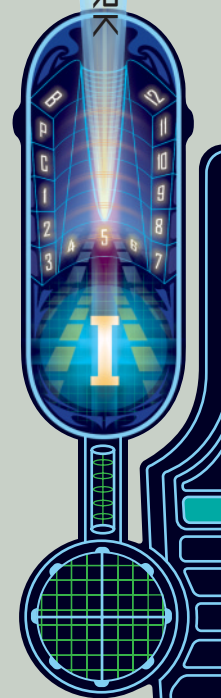
Scene 1: Shooting Gallery

The surface of Aucellis Park can be populated with whatever attractions you deem appropriate. A number of suggestions are offered below (most are era-independent), and you can always include others. Right now, Aucellis Park is closed for routine maintenance; thus, when the heroes arrive, they experience the following.

You enter a low orbit above Keriba VI, and your comm beeps with an incoming message. It is (quite obviously) a recording. The speaker is an attractive, if unspectacular, young Human female.

"Greetings, visitors to Aucellis Park! We regret to inform you that the park is currently closed for annual maintenance but will open again in 48 standard hours. If you would like to make reservations or purchase advance tickets, you may contact . . ."

The remainder of the message consists of a series of advertisements and contact information for various people and companies associated with the park. It drags on for another minute, and then ends in a pleasant, smiling, upbeat rendition of the "Emo Aucellis Tribute March."



The heroes have tracked Sim to Keriba VI, and he landed at one of the landing pads just inside the boundaries of Aucellis Park. He is currently inside the park; other than Sim, only a few dozen humanoids (all part of the maintenance crew) seem to be in the park right now. Most of the park's security detail consists of droids who patrol the park's area—over 100 square kilometers. Any hero with a knowledge skill related to security procedures or a background of any kind in security would estimate (DC 15 Knowledge or Profession check; default to Intelligence checks if no one has any background whatsoever in security) that 200 to 400 droids probably patrol the park when it is offline. The actual number is 312 standard battle droids (six squads of 52) and six modified destroyer droids who serve as leaders of the security squads.

The 312 security droids are functionally identical to the Baktoid Combat Automata B1 Series detailed on page 373 of the *Star Wars Roleplaying Game* revised core rulebook, with two modifications. First, each unit has locked access. The “key” required to unlock them is actually a tone whose frequency changes on a daily basis. Otherwise, the standard DC 25 Disable Device check applies to attempts to reprogram these droids. Second, the droids have been specifically programmed to detect forged documentation relating to the park, giving them an effective +8 to Forgery rolls to spot fake “orders.” If a forgery is detected, the droids attempt to take the heroes into custody.

The six security squad leaders, while of different superficial design, use the droideka stats on page 374 of the revised core rulebook. They do not have locked access, simply because the park doesn't expect anyone to get close enough to reprogram one of them.

Landing at any of the pads inside Aucellis Park is easy, and bypassing security is not important at this point. The park's operators assume that the droids can deal with any trespassers, so they didn't take great pains to keep interlopers out.

Information points for this scene:

- ☉ Three droids meet any incoming ship. These droids are in constant direct communication with the central security system for the park. If they are disabled, 3d6 more droids arrive every third round, and every five rounds a destroyer droid arrives. Standard DCs to reprogram the droids apply; a reprogrammed droid does not count as being disabled and will not result in more droids being called to the scene.
- ☉ If the heroes ask to be taken to the central security station, the droids comply. They also request an additional two droids per hero to serve as escorts. There are four droids per hero at the security station, but if the heroes can reprogram or disable all of those droids, they have full run of every security camera in the park (DC 28 Computer Use check to alter the programs that run the security system in the park). Security cameras are hidden in the signs for various attractions, attached to sprinklers that water or otherwise nourish the various plants on the grounds, and anywhere else you deem appropriate.
- ☉ The heroes can try to appropriate speeders or bikes. If this happens, the droids give chase as the characters attempt to track Sim's signal through the park. This allows you the opportunity to have a running fight

with the droids, whose primary tactic is to disable any stolen speeders, then stun the heroes and take them into custody. Any captured heroes are placed in an Imperial-grade detention facility. In the interest of cinematics, do your best to leave one hero free to attempt a daring rescue.

- ☉ The droids deny any knowledge of anyone named “Sim.” According to their logs, no other ships have landed and no other greeting parties have been disbursed today (which is odd, since Sim landed less than an hour before the heroes.) The droids are adamant that no one else has entered the park. They're not deliberately lying; that portion of their memory has been erased via an auto-wipe procedure the park uses to preserve plausible deniability about its below-the-board personnel.
- ☉ It takes 10 rounds for the heroes to locate Sim in the park. He has made his way to an attraction near the park's center, a ride known as the Cavern's Delight. It takes 10 minutes on foot, or 10 rounds in a speeder, to go directly to Cavern's Delight. If the heroes are reasonably cautious and take slightly longer, they can make the trip with minimal risk of encountering patrols.
- ☉ Rides closed for maintenance (or open for testing) include the Wampa's Vengeance, the Kessel Run for Kids, the Geonosis Arena Acklay-Rider, floating wheels, gravity-modification rides, and a Death Plunge that claims to drop riders through the planet, but which actually leaves them stationary and creates a very vivid illusion of motion on a full-surround screen.
- ☉ Concession areas (closed, but fully stocked) sell everything from Nerf burgers to something called “Mynock mud pie,” and souvenir shops offer all sorts of glitzy junk.
- ☉ If the heroes elect to be stealthy, they can elude all possible pursuit in this scene. They need to remember to jam any life-form scanners (DC 22 Computer Use or Repair check to reprogram a standard scanner to act as a jamming device). All stealth rolls (Hide, Move Silently, etc.) should be opposed by relevant checks from any droid patrol that comes within 60 meters of the heroes. Each round, roll 1d20. On a result of 4 or less, there is a patrol within 60 meters. On a result of 2 or less, there is a patrol within 30 meters. On a result of 1, roll again, and if you roll below 5, the heroes turn a corner and find a patrol of droids coming directly at them. There are 3 droids in a standard patrol.
- ☉ Most of the park is laid out on a grid. Avenues between attractions are 10 meters wide.

Scene 2: Cavern's Delight

Cavern's Delight is the *Star Wars* equivalent of a thrill ride. Passengers sit two to a hovercar, and the cars zip through a series of subterranean caverns on a half-dozen different “tracks” (actually lighted trails that often lead through empty space, making the course impossible). Cavern's Delight is also the entrance to the underground re-education facility run by the Empire, and it's currently home to Sim and a sizeable number of other Imperial lackeys.

Because of the strategic importance of Cavern's Delight, it has constant security monitoring from below. Standard park security has nothing to do with security on Cavern's Delight. The ride itself is easy to run and can be started by anyone even remotely facile with computers (DC 10 Computer Use to start the ride). However, as soon as the heroes pass through the entry arch, a set of sensors detects any active weapon cells and sounds a silent alarm. This brings droid guards in cars on two other tracks, one 4 meters to the right of the track on which the heroes ride and one 4 meters directly above. These droids don't bother shooting at the ride (in fact, they're trying *not* to damage the ride). They want to kill any armed intruders. There are three cars in each of the chains coming after the heroes, with two droids per car. The central security computer for the facility beneath the park controls the cars themselves.

Use the standard security droid stats as discussed in Scene 1 for these droids. If the droids are no match for the heroes, the combination of their sensors, their knowledge of the terrain, and the information fed to them by the security system can provide them with a circumstance bonus of up to +10 to hit. (Of course, this may be partially or wholly countered by the fact that the hovercars provide half cover to anyone inside them who tries to use them for cover.)

Cavern's Delight is dark, rocky, and speedy—very speedy. The combat should be fast-paced and dangerous. Any hero who wishes to do so can attempt to hotwire the lead car in their portion of the ride, allowing some measure of control. If this works, the heroes can drive the entire chain of cars off the planned course. This will make things much more difficult for the droid pursuers, who are not trained pilots and who have to count on the central computer to reprogram their cars; the computer has a functional Pilot skill modifier of +5 for purposes of opposed maneuvering in the dark underground of Cavern's Delight.

Heroes who try to jump from one car to another (or one chain of cars to another) need to make a DC 10 Jump check for a horizontal jump (plus or minus any relevant modifiers; the DC of 10 is based on jumping a distance of 4 meters) or a DC 15 Jump check for a vertical jump (again, plus or minus modifiers).

Through all of this, someone should be monitoring where Balthazar Sim goes. He actually exits his car in one of the lower sections of the ride and disappears from the tracking device, which should tell the heroes that he passed through some kind of shielded barrier.

Scene 3: Into the Chute, Flyboy

It's relatively easy to pinpoint the spot where Sim's signal vanished (DC 18 Computer Use check). Once this is accomplished and the heroes have managed to defeat the droid security forces, they find themselves at the bottom of a very dark, very large area. Above their heads, they can see the lighted tracks where the Cavern's Delight hovercars generally run. Characters with darkvision, low-light vision, or a light source can see that the floor of Cavern's Delight is covered with thick cables and boxes containing switches, circuits, and gears that coordinate the ride. One of these boxes can be slid to the side (DC 25 Search check to discover this) to reveal a chute that leads down into blackness. The chute

actually descends just 4 meters before turning sharply to the left.

A track runs along one side of the chute, which probably means there's a moving platform somewhere further down the line. The heroes can hotwire the mechanism to bring the platform to them (DC 22 Repair check). It's a bit tougher if they want to accomplish that task without alerting anyone to their actions (DC 32 Repair check, or a DC 22 Repair check and a DC 22 Disable Device check). If they succeed in calling the platform, they can ride it down the chute until it reaches the bottom, at which point they can step off the platform as it recesses into the wall.

Navigating the chute without the platform is trickier. After the initial drop of 4 meters, the chute twists and turns several times. Heroes who try to traverse the chute without a cable or other form of assistance need to make three Tumble checks (DC 14, 19, and 24, respectively) to reach the bottom uninjured. Failing any of the checks means that the hero takes 1d4 points of vitality damage and must immediately make another check (same DC) to right himself. If that check is failed, the hero haphazardly tumbles to the bottom of the shaft; allow other heroes who were descending in front of him Reflex saves (DC equal to the DC of the failed Tumble check) to get out of the way.

The chute ends in a room where Balthazar Sim is speaking to his commander, a Bothan mercenary named Hoogi Grym. Once the heroes are in the room with Sim, he shows up again on their tracking device.

Change the following player text as needed depending on whether the heroes telegraphed their arrival.

As you exit the chute, a Human and a Bothan turn to look at you. Neither of them seems particularly amused by your presence. The "Emo Aucellis Tribute March" plays in muted tones over a nearby loudspeaker.

The Bothan speaks. "I don't know you. I don't want to. Explain yourselves."

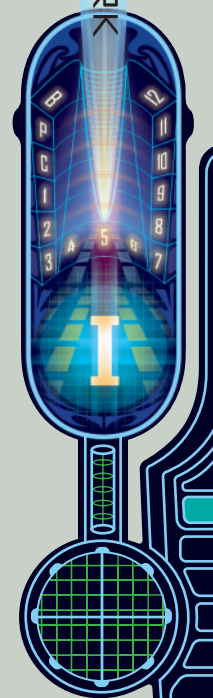
Balthazar Sim, Male Human: Scoundrel 9; Init +7 (+3 Dex, +4 Improved Initiative); Defense 19 (+3 Dex, +6 class); Spd 10 m; VP/WP 48/12; Atk +7/+2 melee (1d4+3, combat gloves) or +9/+4 ranged (3d6 or stun DC 15, blaster pistol); SQ Illicit barter, lucky (2/day), precise attack +2; SV Fort +4, Ref +9, Will +4; SZ M; FP 1; DSP 1; Rep +2; Str 12, Dex 16, Con 12, Int 14, Wis 12, Cha 14.

Equipment: Heavy blaster pistol, combat gloves, comlink.

Skills: Bluff +13, Computer Use +8, Demolitions +7, Diplomacy +8, Disable Device +9, Disguise +8, Escape Artist +10, Forgery +6, Gamble +5, Gather Information +12, Intimidate +5, Knowledge (torture) +9, Knowledge (brainwashing) +12, Knowledge (streetwise) +11, Listen +10, Search +15, Spot +15; Read/Write Basic, Read/Write Dosh, Speak Basic, Speak Bothan, Speak Dosh, Speak Huttese, Speak Sullustese, Understand Shyriiwook.

Feats: Alertness, Heroic Surge (3/day), Improved Initiative, Martial Arts, Persuasive, Sharp-Eyed, Skill Emphasis (Search, Spot), Weapon Group Proficiency (blaster pistols, simple weapons).

Hoogi Grym, Male Bothan: Fringer 13; Init +2 (+2 Dex); Defense 20 (+2 Dex, +8 class); DR 2; Spd 10 m;



VP/WP 80/10; Atk +8/+3 melee, +11/+6 ranged (DC 15/12, stun grenade, or 3d6 or DC 15 stun, blaster pistol); SQ Barter, jury rig, survival, bonus class skills; SV Fort +8, Ref +8, Will +9; SZ M; FP 3; DSP 2; Rep +0; Str 8, Dex 14, Con 11, Int 13, Wis 16, Cha 18.

Equipment: Stun grenades (4), blaster pistol, blast vest (DR 2).

Skills: Bluff +17, Diplomacy +19, Gather Information +16, Hide +14, Intimidate +18, Knowledge (enemies of my employer) +5, Listen +15, Profession (park operations) +6, Repair +10, Search +9, Spot +17, Survival +19.

Feats: Armor Proficiency (light), Combat Expertise, Frightful Presence, Iron Will, Skill Emphasis (Bluff), Trustworthy, Weapons (simple, primitive, blaster pistols).

Scene 4: Metacognition

Grym's first words—"I don't know you"—are a code word for the underground security system. Assuming he actually gets to speak them, 2d6 security droids arrive in 3 rounds, along with a single security commander droid (the droidekalike creations). Every third round thereafter, another 1d6 security droids arrives. Every sixth round, another security commander droid arrives. This goes on until Grym is killed (the security system is designed so as to not waste resources attempting to rescue someone who is already dead) or until he speaks a different set of command words ("You are friends"). If the droids arrive and there is no combat, they are informed of this by the security system and wait just outside the main doors to the room.

The heroes, Grym, and Sim are in the main control room. It's octagonal, 60 meters to a side, and packed with computers (one of the reasons the villains don't immediately open fire on the intruders). Aside from the chute, the room has three other entrances, and droid patrols can enter through any of them.

Most likely, the heroes will handle this encounter by talking or by blasting.

Talking

If the heroes try to talk to Grym, the Bothan smirks and mutters that he's not interested in a conversation at the moment. However, he doesn't want an "incident," either. If he can get the interlopers out of the control room and convince them to forget they ever saw it, he might be willing to negotiate. For each of the heroes who is an enemy of the Empire (or, in a different era, whomever Grym is working for), roll Grym's Knowledge (enemies of my employer) skill. For each hero, the DC is 25 minus that character's Reputation score. If the Bothan recognizes a hero as an enemy of the Empire, he deals with them politely, and then attempts to backstab them with a droid ambush as they leave.

Negotiation points for Grym (when he lies, roll his Bluff checks):

- ☞ This man? Sim is a freelancer. He does occasional work for us. I have no idea where he's been. (Lie)
- ☞ I have no knowledge of anything relating to this pleaz-mo drug. (Lie)
- ☞ I am head of secret security for Aucellis Park. (Not quite a lie, but definitely not all of the truth)

- ☞ If Sim has harmed anyone, he must be turned over. (To someone who will beat him for leading interlopers to the park.)
- ☞ If you pay me 20,000 credits to buy out Sim's contract, you can take him now. (True, but he expects Sim to escape and probably kill the heroes in the process.)

If it isn't clear yet, Grym plans to lie through his teeth. The truth is that he hired Sim and sent him to kill everyone at the dinner party to cover up the displaced pleaz-mo shipment. Grym has a huge cache of the drug—thousands of kilos—stored beneath the park, where the re-education facility has the stuff on an IV drip. The facility (which is too large to detail here) is extremely unpleasant, very expensive, and has Imperial markings all over it. But if the heroes negotiate and make their way out with Sim, they may never see any of it.

If that happens, Sim decides that the easiest way to escape is to be honest. He tells the heroes the truth about Aucellis Park in gory detail, and if they seem intent on leaving, he mocks them with statements such as, "That's why the Empire will always win—because cowards like you won't fight them." Generally, he's obnoxious until someone shuts him up. Given the chance, he'll provide proof of what's going on. If he can barter for his freedom, he will.

Blasting

If the heroes opt for combat with Grym, Sim, and the droids, resolve the battle. If/when the characters are victorious, they can search the computer banks (the ones that haven't been destroyed, at least) for information about what was going on. Letting the heroes learn about the re-education facility will raise a number of moral questions, especially since the records indicate that currently 31 people are in the middle of the re-education process. These people are doped up and confused, and some heroes will decide that they are victims in need of rescue. Others might feel reluctant to take on a large facility, especially since they were hired only to capture Sim.

Wrapping Up

The conclusion to this adventure has been left open-ended so that you can allow your players the maximum flexibility in determining what happens to Aucellis Park after they capture Sim. A few guidelines:

To completely reprogram the re-education facility beneath the park, the heroes need to make a DC 55 Computer Use check. The DC is reduced by 10 for every 12 hours the programmers spend in the system, to a minimum DC of 25. Note that this is 12 real hours, not 12 "person" hours—having one character work for 12 hours gets exactly the same result as having three heroes work for 12 hours. Changing the programs is difficult and time-consuming, and you should be careful in what kinds of modifications you allow the heroes to make. For example, it's not possible to alter the accounting code so that all funds used to run the park are funneled into the heroes' personal accounts; the funds are monitored and audited by a different remote system every hour.

In terms of completing the job for which they were hired, the heroes are rewarded once they return Sim to Evin Telbre. If they negotiated their payment in advance, the heroes can now expect to receive up to 3,000 credits each, plus expenses. (If no such negotiations were undertaken, Evin may offer them as much as 5,000 credits each, assuming that the characters were polite and professional.) If the promised payment was not credits but something else—a specific item or piece of information, for example—Evin provides it happily. As far as it goes, Evin really doesn't care whether he gets Sim alive or dead. He'll be disappointed if he doesn't get to question the man himself, but he recovers quickly if presented with a body.

About the Author

Morrie Mullins is a psychology professor who saw *Star Wars* in theaters in 1977 and fell hopelessly in love. He began playing RPGs in elementary school and started writing for the RPGA in 1999, culminating in a two-year stint as plot director for the **Living Force** campaign. He has written over 20 modules for the RPGA and contributed extensively to the *Living Force Campaign Guide*. Currently, he teaches and does research during the day, does freelance and other writing at night, and is firmly convinced that sleep is a crutch.

