

STAR WARS

ROLEPLAYING GAME



Mission to Myrkr

A New Jedi Order Sourcebook Web Enhancement

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WEB ENHANCEMENT
MISSION TO MYRKR

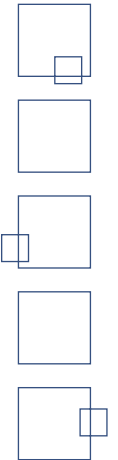
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"Mission to Myrkr" is a short adventure for the *Star Wars Roleplaying Game*. It's set in The New Jedi Order era, during the events of the novel *Star by Star*, and it's designed for four to six Jedi heroes of 6th to 8th level. Gamemasters who wish to present this adventure to their players should read the entire adventure first and be at least passingly familiar with The New Jedi Order era.

Although the adventure calls for purely Jedi characters, it's not necessary for the success of the scenario. Non-Jedi characters may find it a bit more challenging, especially when encountering Yuuzhan Vong warriors, but Jedi won't necessarily find the adventure easy, either. While on Myrkr, Jedi characters are going to find that they're fairly limited by the presence of so many Force-dampening ysalamiri.

At least some Jedi should be included on this mission, however, and considering just how dangerous the mission is likely to be, the GM might want to let his players create entirely new Jedi characters just for the purpose of telling this tale.

This bonus material, designed for use with *The New Jedi Order Sourcebook*, is exclusive to the Wizards of the Coast website: www.wizards.com/starwars.

Introduction

With the extragalactic Yuuzhan Vong invaders now perilously close to Coruscant, the only thing that stands in their way is the determination of the Jedi Knights. Ships and defense platforms can only slow the Yuuzhan Vong, but the Force is a power they don't understand and can't counter—at least, not until they discover vornskrs.

The feral vornskr is a vicious predator native to the planet Myrkr. It's capable of sensing Force-users and has a particular dislike of Jedi—an attribute that makes them useful to the Yuuzhan Vong. But wild vornskrs are far too difficult to train, and the Yuuzhan Vong are in a hurry to capture and kill their Jedi enemies.

The answer, as always for the Yuuzhan Vong, lies in biogenetic engineering. Captive vornskrs—dutifully provided by traitors within the New Republic—are delivered to the Yuuzhan Vong shaper caste, and their genetic material mixed with that of Yuuzhan Vong predators.

The result is the voxyn. A monstrous beast, it can track—and kill—Jedi with frightening ease. And the Yuuzhan Vong have begun to set these creatures loose on any world, any ship, any station that they even *suspect* harbors a Jedi. They have been terrifyingly successful.

As more of these creatures appear, the Jedi begin to discern the vornskr-like traits of the voxyn and guess the truth—that the voxyn are vornskr hybrids. But they need proof, and the only way to get that proof is to find out if Yuuzhan Vong are operating on Myrkr. That means they need someone to go to Myrkr and have a look.

Scene 1: Summoned to Service

After an incident in which Rogue Squadron stops a refugee ship full of Yuuzhan Vong voxyn from landing on Coruscant, Jedi Master Luke Skywalker sends word to the heroes that he would like them to investigate the connec-

tion between voxyn and vornskrs. In a meeting in a conference hall on Coruscant, near the Imperial Palace, Skywalker explains the situation:

- ☉ "These new creatures seem specially bred to hunt Jedi—and since we know the Yuuzhan Vong didn't know Jedi existed before they arrived, it's no leap of logic to assume the voxyn were recently created. More to the point, since the Yuuzhan Vong are 'blind spots' in the Force, it's also fairly obvious that they found some creature in our own galaxy that can sense beings who use the Force. The evidence points to vornskrs."
- ☉ "Vornskrs are predators that live in the forests of Myrkr. I ran into them several years ago, and they're formidable creatures. They're even more dangerous on Myrkr; a Jedi is cut off from the Force while in the presence of so many ysalamiri."
- ☉ "The ysalamiri are natural Force-dampers. They're harmless by themselves, but a single ysalamiri can extend a 'null-Force' bubble for about 10 meters around. When they're in numbers—like they are on Myrkr—a Jedi is effectively Force-blind."
- ☉ "If the Yuuzhan Vong are mutating vornskrs, there's only one place they could get them without someone noticing: Myrkr. If we can get proof that the Yuuzhan Vong are hunting vornskrs on Myrkr, we might be able to convince the New Republic to help deal with the problem."
- ☉ "Your mission would be to verify that there are Yuuzhan Vong on the surface of Myrkr. For the time being, we just want information. If you meet any Yuuzhan Vong, we don't expect you to stage an assault. Just get some holos and get out."
- ☉ "Once you've got the information, get out of the Myrkr system before transmitting it back. We know that the Yuuzhan Vong have developed ways to transmit on our frequencies, so it's very possible they've learned how to listen in as well. We don't want them to know that we've learned anything."
- ☉ "We'll provide you with a small ship and a line of credit for equipment. The ship is waiting for you; the equipment you'll have to buy. We've arranged a small line of credit for you. Again, though, remember to focus on stealth and speed, rather than strength, for this mission. Striking a blow against the Yuuzhan Vong is less important than getting this information."

If the heroes have more questions, Master Skywalker answers as many as he can. When the heroes have finished, Luke tells them where the ship is berthed and gives them a credit chip with which to purchase equipment. The chip is worth 5,000 credits on any New Republic world. Luke advises them to spend at least part of it on creating the appearance that they're smugglers trying to capture ysalamiri to sell to the Peace Brigade—just in case they're captured.

Even if the heroes have their own ship, Skywalker suggests they take the ship that's been provided for them; their own vessel may be too well known to the Peace Brigade, which would blow their cover as smugglers.

The Lady Starstorm

When the heroes have finished kitting out, they can go check out the ship. The *Lady Starstorm* is a previously owned YV-100 light freighter, scarred and stained, but still fast enough for most purposes. It won't outrun coralskip-pers, but it will get them into the system *quietly*.

Craft: YV-100; **Class:** Transport; **Cost:** 50,000 (used); **Size:** Small (46.5 meters long); **Crew:** 2; **Passengers:** 10; **Cargo Capacity:** 150 metric tons; **Consumables:** 6 months; **Hyperdrive:** x3 (backup x12); **Maximum Speed:** Attack; **Defense:** 21 (+1 size, +10 armor); **Shield Points:** 30; **Hull Points:** 150; DR: 10.

Weapon: Blaster cannons (2 fire-linked); **Fire Arc:** Partial turret (front, right, left); **Attack Bonus:** +5 (+1 size, +4 fire control); **Damage:** 4d10x2; **Range Modifiers:** PB +0, S +0, M/L n/a.

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

Scene 2: Arrival at Myrkr

Myrkr lies right on the edge of Yuuzhan Vong-occupied space, so getting to the system is not terribly difficult. But the heroes are greeted by a strange anomaly—the Myrkr system has an additional planet, one that's defended by at least a dozen Yuuzhan Vong ships and coralskipper squadrons.

Fortunately, the Yuuzhan Vong don't appear to have noticed the arrival of the heroes' ship. In fact, they seem to be concentrating on guarding a Yuuzhan Vong warship that has just entered the system and is heading for the new planet. This temporary distraction means that the heroes can reach the surface of Myrkr if they don't attract undue attention, but the longer they wait, the smaller their window of opportunity becomes. The heroes have roughly three minutes before the warship reaches the new planet and thus no longer provides a distraction. (The GM might want to keep track of how long it takes the players to arrive at the decision to carry on.)

To reach the surface of Myrkr without arousing suspicion, the heroes must make a Pilot check (DC 25) to approach Myrkr surreptitiously. The pilot gains a +2 synergy bonus to this check if he has 5 or more ranks in Hide. If the check succeeds, the heroes manage to imitate an asteroid or meteor long enough to reach Myrkr without incident.

If the check fails, a flight of four coralskippers detaches from the Yuuzhan Vong flotilla and begins heading toward the heroes' ship. The heroes can attempt the Pilot check again to avert suspicion and satisfy the coralskippers that the heroes' ship is just space debris. If the check succeeds, the coralskippers withdraw. If the check fails, the heroes may have to fight. Place the four coralskippers at Sensor range on the Starship Ranges Diagram (see Chapter 11 of the *Star Wars Roleplaying Game* core rulebook) and resolve the combat normally.

If the heroes' ship becomes damaged, the coralskippers block its escape from the system, but they allow it to land on Myrkr. If the heroes choose to flee, they can go to hyperspace if they can put the coralskippers outside Sensor range for two consecutive rounds.



YSALAMIRI AND JEDI

Force powers are effectively unusable on Myrkr because of the ysalamiri. These innocuous creatures generate a "bubble" within which the Force can't be used. The bubble has a radius of 10 meters around each individual ysalamiri, and several of the creatures spaced accordingly can create an even larger bubble.

Characters can't access the Force when inside a ysalamiri's bubble. They can't use Force feats or Force skills, and they can't use Force Points. Force feats or skills activated outside the area don't penetrate it, although they function normally up to that point. Characters with Force abilities become aware of this lack of the Force the instant they attempt to use a Force skill or feat.

The effect is so readily apparent that heroes know there's no point in attempting to use Force feats or skills. A character that tries to use a Force power inside a ysalamiri's "bubble" doesn't spend vitality points or lose an action for his attempt—instead, he realizes instantly that it just won't work. After the GM informs the hero that his Force powers are completely gone, he's free to take any normal action.

Note that there's no other sign to indicate that a ysalamiri is blocking use of the Force. Thus, a Force-user standing just outside the damping bubble would not be aware of it.

Ysalamiri: Herd animal 1; Init -4; Def 8 (+2 size, -4 Dex); Spd 2 m; VP/WP 1/6; Atk N/A; SQ Low-light vision, nullify Force; SV Fort +0, Ref -4, Will -2; SZ T; Rep 1; Str 3, Dex 3, Con 6, Int 2, Wis 6, Cha 6; Challenge Code: A.

Skills: Spot +3, Survival +3.

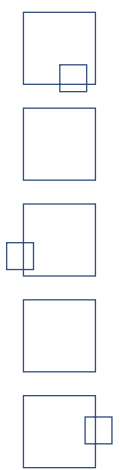
Scene 3: The Dangers of Myrkr

If the heroes land on Myrkr, any remaining coralskippers withdraw. The heroes are free to explore the surface of Myrkr without interference from the Yuuzhan Vong—for a while, anyway. Note that the high metal content of Myrkr's plant life fouls most sensor scans (a -10 penalty to Computer Use checks made to scan the surface of Myrkr) and prevents all but the most high-powered communications from operating (comlinks are useless at distances of over 1 km).

Still, on the way down to the planet's surface, the heroes catch a quick glimpse of what looks like a chunk of multi-colored asteroid resting on the surface of Myrkr. It's most likely a Yuuzhan Vong vessel. The heroes don't have time to take a holo-recording, but they can mark its position.

The Vornskrs

After the heroes set down (or crash) on Myrkr, a small number of vornskrs approach to investigate. Initially, they only prowl around the edge of the landing zone, but if the heroes stray outside the landing area at night in a group of fewer than four, the vornskrs attack. They also attack if a group of *any* size includes a Force-user—and they preferentially attack Force-users over other characters.



The vornskrs don't attack head-on, however. They use Hide to try to get within attack distance. The GM should make a separate check for each vornskr (and remember that if it's night, the creatures receive a +10 bonus). If the heroes notice a vornskr approaching, they spot it at 2d4 x 5 meters, moving toward them through the thick underbrush.

Vornskrs (4): Jungle predator 8; Init +3 (+3 Dex); Def 18 (+5 natural, +3 Dex); Spd 15 m; VP/WP 57/17; Atk +11 melee (dmg 1d6+3, 2 claws), +6 melee (dmg 1d8+3, bite) *or* +6 melee (dmg 1d4+3, tail), +11 ranged; SQ Venomous tail, Force use; SV Fort +9, Ref +9, Will +4; SZ M; FP 2; Rep 2; Str 16, Dex 17, Con 17, Int 5, Wis 14, Cha 10. Challenge Code E.

Skills: Climb +3, Hide +9, Jump +3, Listen +7, Move Silently +9, Spot +5, Survival +6.

Force Skills: See Force +12.

Feats: Alertness, Force-Sensitive, Stealthy, Track.

Force Feats: Sense.

The Yuuzhan Vong

Some distance from the place where the heroes landed, a small group of four Yuuzhan Vong warriors mind a small campsite near a yorik-trema landing craft. The Yuuzhan Vong are trying to get voxyn and vornskrs to mate so that they have a less unstable variety of voxyn with which to hunt Jedi (the cloned voxyn don't live very long). They have a voxyn in a cage near their ship and are preparing a meal while one of their number reports, via villip, on their progress.

The heroes can use Hide to try to approach the camp undetected. If they're successful, they can make a holo-recording of the campsite, the Yuuzhan Vong, and the caged voxyn. For each round they spend doing this, they must attempt another Hide check to remain unnoticed. When they're finished, one more successful Hide check will get them out of the area without the Yuuzhan Vong reacting.

However, if there are any Force-users in the group that approaches the camp, the voxyn in the cage automatically attempts a See Force check every round while the heroes are making their recording. If this check is successful, the voxyn growls anxiously, alerting the Yuuzhan Vong.

Once the Yuuzhan Vong warriors are aware of the presence of the heroes, they move to attack the characters and cut them off from fleeing. One of the warriors circles around to the right, and one to the left. The third Yuuzhan Vong throws himself at the heroes, while the last moves to release the voxyn.

Faced with four Yuuzhan Vong warriors and a voxyn, the heroes' best bet may be to run. While their enemies will certainly follow, the heroes don't want to let the Yuuzhan Vong enclose them in a pincer—especially with the voxyn so close. Alternatively, they can concentrate on keeping the voxyn under wraps in its cage. This plan means that they'll have to kill the Yuuzhan Vong warrior who's trying to release the beast and make sure that the others don't get close enough to set it free, but four Yuuzhan Vong is inherently less of a threat than four Yuuzhan Vong *and* a blood-crazed voxyn.

Yuuzhan Vong Warriors (4): Yuuzhan Vong, soldier 4; Init: +0; Def: 14 (+4 armor); Spd: 10m; VP/WP: 30/12; Atk: +5 melee (dmg 1d6+1, amphistaff) *or* (dmg 1d4+1, coufee); +4 ranged; SQ: Immune to Force, Sense, and Alter, DR 5 (armor); SV: F +7, R +1, W +0; SZ: M; FP: 0; DSP: 8; Rep: 4; Str 13, Dex 10, Con 12, Int 10, Wis 8, Cha 10. Challenge Code: C.

Equipment: Amphistaff, coufee (dagger), vonduun crab armor (subaltern's armor), thud bugs (x2), blorash jelly (x1), razorbug (x2).

Skills: Climb +4, Intimidate +6, Jump +4, Knowledge (Yuuzhan Vong) +4, Pilot +6, Survival +5.

Feats: Armor Proficiencies (heavy, light, medium), Exotic Weapon Proficiency (amphistaff), Great Fortitude, Power Attack, Two-Weapon Fighting, Weapon Group Proficiency (simple weapons).

The Voxyn

Voxyn possess the same dangerous tail poison that vornskrs have. Any opponent struck by a voxyn's tail must make a Fortitude save (DC 16) or be dealt 1d4 points of damage. Six rounds later, the target must make a second save at the same DC or be paralyzed for 2d6 minutes. The poison causes swelling and redness in the flesh of most creatures, which lasts for one to six days.

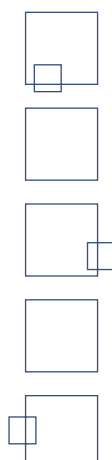
Voxyn also spit a similar poison, in the same fashion as their Yuuzhan Vong progenitor. The voxyn may make a ranged touch attack up to 6 meters away instead of its normal attacks. On a successful hit, the target must make a Fortitude save (DC 14) or suffer 1d6 points of Constitution damage. The target's vision is also affected; he suffers a -2 penalty to Search and Spot checks and treats everything as though it had one-half concealment for him (a 20% miss chance). On a failed secondary save one minute later, the character suffers an additional 2d6 points of Constitution damage and is blinded. The initial effect passes after two days, but if the character fails the second save, the blindness does not pass for 1d4+4 days.

The voxyn also has the ability to utter a compressed-wave screech of sufficient power to shatter eardrums. The voxyn may forgo all its other attacks to deliver this screech, and all living beings within 10 meters of the creature must make a successful Fortitude save (DC 16) or be deafened for 2d4 days. Whenever possible, a voxyn uses this ability before its initial attack to disorient its opponents.

As if its offensive capabilities weren't enough, the voxyn is also particularly difficult to kill. Its fast healing ability allows it to recover quickly, and its extra vitality ensures that it stays at peak efficiency for a long time.

Voxyn: Predator 12; Init +2 (+2 Dex); Def 20 (+8 natural, +2 Dex); Spd 14m; VP/WP 88/12; Atk +16 melee (dmg 1d6+4, 2 claws) *or* +11 melee (dmg 1d8+4, bite) *or* +6 melee (dmg 1d4+3, tail), +14 ranged (dmg *special*, spit poison); SQ Immune to Force, Sense, and Alter, Bonus vitality (+20 VP), Fast healing 2, Low-light vision, Sonic screech, Poison tail, Spit poison; SV Fort +9, Ref +10, Will +7; SZ Medium (2.3m long); Rep 2; Str 18, Dex 14, Con 12, Int 6, Wis 16, Cha 12. Challenge Code F.

Skills: Hide +8, Listen +9, Move Silently +10, Spot +7, Survival +7.



Force Skills: See Force +15.

Feats: Alertness, Force-Sensitive, Stealthy, Track.

Force Feats: Sense.

Scene 4: Escape from Myrkr

If the heroes manage to get their holos without alerting the Yuuzhan Vong or the voxyn, they'll have a fairly easy time leaving Myrkr. They'll still have to get off the planet without alerting the Yuuzhan Vong in the system, but this time there's no distraction to let them slip away (a Pilot check against DC 30, with a +2 synergy bonus for 5 or more ranks in Hide). If the check fails, four coralskippers move in. Still, because the heroes are so far from the bulk of the Yuuzhan Vong flotilla, they only need to avoid the Yuuzhan Vong for five rounds. After five rounds have passed, the heroes can go to lightspeed and escape.

On the other hand, if the heroes have already encountered Yuuzhan Vong (either the coralskippers in space or the warriors on the planet's surface), leaving becomes much more difficult. They can't slip away stealthily and will have to avoid six coralskippers long enough to escape to hyperspace. To do this, the heroes must keep the coralskippers at greater than Sensor range for three consecutive rounds.

If the heroes can't slip away, the Yuuzhan Vong cripple their ship and take them prisoner. Should this occur, the heroes are taken to the mysterious new planet in the Myrkr system: a Yuuzhan Vong worldship, where the Yuuzhan Vong shaper caste is actually creating the voxyn—and testing them on live Jedi in a diabolical labyrinth. (See *The New Jedi Order Sourcebook* for more information.)

Rewards

As a short adventure, "Mission to Myrkr" is worth 1,000 experience points, multiplied by the average level of the heroes involved and then divided equally among them. If the heroes escape with their information—without facing a confrontation with the Yuuzhan Vong—they each gain a 1,000-experience-point bonus. And if they return successfully to Coruscant with their holo-recording, they receive the gratitude of Master Luke Skywalker.

About the Author

JD Wiker came to Roleplaying R&D from Wizards of the Coast's Customer Service team. He has worked on ALTERNITY, STAR*DRIVE, DARK*MATTER, and DIABLO II for the new edition of DUNGEONS & DRAGONS.

He was 11 years old when *Star Wars* first came to theaters, and he recalls that, initially, he wasn't interested in seeing it. But while on vacation in Florida—during which it rained day and night—JD's father dragged him to the cinema to see it. After that, JD was hooked. Now, he works on the game every day, and is slowly building an army of battle droids with which to seize control of his neighbor's garden.

JD also does a pretty mean Jimmy Stewart imitation.

You can see more of his roleplaying work on the Web at www.wizards.com/starwars.

