



TAKEOVER AT KALISDOR

BACKGROUND AND INTRODUCTION

The group meets with a friend of Aidan Reglia (see last story), who asks them if they could do a cargo run for him to the Corporate Sector, to deliver a shipment of grain. He really needs this favor because he is running behind in his delivery schedule, and is worried about his reputation. He'll pay good money for the service.

On their way to their destination, the ship is pulled out of hyperspace by an interdicator field and asked to land on Kalisdor. An army squadron escorts them (and other ships too, as they can see from the viewport) to a landing platform.

STORY OUTLINE

Arrival on Kalisdor

As soon as they land, they'll have to go through simple safety procedures the Corporate Sector is insisting on. [When heroes ask for explanations, they're told it is because of some instability in the area, threats they're trying to eradicate. They learn that every ship entering the system has to go through this until the problem is resolved. Security won't say more than that. All their questions will be answered by ground security when they get there.](#)

On the ground, they are taken to a Registration Office where they go through a security check. Temporary passes are provided to all visitors (others are in the same case). Ship will stay on landing pad until verification has been established (a day or so). The place is full of Security Agents, in case our heroes get such funny ideas in their minds as running off or fighting their way through :)

Heroes learn that Kalisdor has recently joined the Corporate Sector and acts as a checkpoint because some illegal cargo have recently been smuggled into CSA (Corporate Sector Authority) territory. The CSA is now taking steps to stop the rise of smuggling activities (at least the ones that are not in their interest). That is the official story from Security and Immigration Agents anyway. If heroes try seeing through any



bluff, they might be able to sense that the guards they're dealing with don't seem to be completely truthful or might look edgy about being asked questions. Some of them might seem too quick on reassuring the "guests".

Everybody is given CSA shopping vouchers (20 percent off any purchase, when they get to their destination planet). Hotels can accommodate them until they get the green light to go. Hotel list is available at the information desk right outside the Registration Office.

In the streets of Meenk

It is Great Market Week in Meenk. At the end of the week, the Nak Tree Celebration will be taking place. But although the place is bustling with people and the market is crowded, there is an eerie quietness in the area. Stall people look sad, food is bland to the taste (if heroes decide to buy some) because the best food is exported by the new government. There isn't much talking, kids aren't running around laughing or playing. Now, for all the heroes know, it might be normal behavior for Dorians....

Suddenly, as the heroes pass near her, a stall lady collapses and screams in pain. She's been shot with a dart. Now, I hope you have at least 1 good hearted hero in your party because this is what starts the whole plot lol. Whether or not they try to help her, she'll eventually die (the killers used poison darts, and the poison, once in the system, is very fast acting.... Unless someone happens to have the antidote on hand, the victim dies within a minute or so). Heroes who run to help her will hear her mention something about it being her turn. She'll tell them to run before they're next. Before dying, she asks them to tell her son she's proud of him, that he acted as he should have, and to keep fighting. His name is Amiel.

People don't seem to react or offer help. They just glance uneasily down at her as they pass by, but they do have a frightened expression. A booming voice finally comes on and tells the Guards to get anybody who went to help her. If your group seems bent on staying put, waiting to be caught, try to emphasize the fact that the guards don't seem to care whether or not they take them dead or alive. Dead might even be their choice of predilection. If the heroes run off and hide, they'll hear the voice say : "Find the Outlanders! They can't have gone far! They must not escape!"

Roll a DC15 spot check to see if the heroes notice a Ranger's shadow as he comes and goes in the area. One of the paths leads out of the center of town, towards what seems to be a huge park or a small forest (from where they stand, the heroes can see lots of trees in that direction). Since that's where I wanted them to go, I kinda closed off all the other roads with Guards or walls.

As they round a corner, the same booming voice again : "You! Stop!" Footsteps can be heard from behind, in hot pursuit of the heroes. If there are any Jedi or Force Adepts in the party, they might hear a voice, someone trying to communicate with them through the Force. The message the person is trying to convey is to run to the forest, that danger will pass. Of course, depending on the roll, they'll get part(s), all or



none of that message. In the distance, they might hear (on a successful check) the motors of a few swoops, but it's still far away. Around that corner, there is a plaza, with a huge fountain and some nice houses with gardens. One of the houses' garden doors is open and there is a garden path that leads to the back of the house. From there, it's a fence jump to the forest trail. But there is a road that leads there too, it's just around the block. **My group decided to take the shortcut through the house, under the eyes of the stupefied owners. The man tried to ask them what they were doing, our Jedi started apologizing, but the others told her off cause it was a waste of time.**

Roll a DC15 to see if the heroes notice the Ranger's shadow again (he sneaks past them behind the columns of one of the buildings around the plaza). A grenade blast stops some of the guards in their tracks (the Ranger used it to slow them down and give time to the party to run to safety). If the heroes choose to fight, a few guards have managed to get close enough (make it as many as your party can handle but try not to overwhelm them yet). If any are caught, they're taken to a temporary prison and "questionned". Then, they'll be taken somewhere out of the way to be killed and disposed of. In that case, Ranger (Amiel) will arrange a rescue party to get them out of trouble. I didnt have to do that part, since my heroes decided to flee from the guards (our Jedi took the message to heart and lead the others to the forest as she had been told to).

If the heroes chose to flee, they can head to the forest either through the garden of the road. Whenever they stop to think about what their next move should be, they fall into a trap set up by the guards (the head guard had enough insight to notice where they were heading and called for air reinforcements, that's what the swoops motors were ealier). Listen checks to hear swoops coming close, 2 swoops arrive overhead, and pilots start shooting darts at the heroes. 4 guards hiding in the bushes too, come out and shoot.

Symptoms of the tranquilizer used to arrest the heroes : DC18 Fortitude Save - Damage 1d6 Dex

- Head spins - right away
- Tingles in arms and legs - right away
- Body feels heavy - after about 30 seconds
- Sharp pain through the whole body - after another 30 seconds
- Sweat in neck and on forehead - at the same time
- Vocal cords stop working (some species like Wookies, feel free to add specific ones, retain theirs until unconscious) - shortly after
- Hearing goes away (same as above for certain species) - shortly after
- Whole body stops feeling, legs won't support weight anymore - after another 30 seconds
- Unconsciousness (secondary damage) - right after, if save fails --> DC18 Fortitude save to avoid falling unconscious



Right before becoming unconscious, they might see a blurry, shadowy figure ready to pounce and an air taxi closing in on the swoops. If any of the party didn't fall unconscious, they'll be silent witnesses of the Rangers' attack on the guards (You can use the stats for Rangers I added to the NPCs section, add air support from the books, and cook up a combat scene. Otherwise, they'll just wake up a few hours later, in a house.

Meeting Amiel

When the heroes wake up, they're in a quiet room, lying on cots, covered with warm blankets. Some of their senses come back; they can smell food being prepared, then they hear footsteps. Legs are still asleep, they can't yet get up. Shortly after, a man in his mid twenties comes in, and says hello. Roll a check to see if any of the Force users recognize the voice they heard during their escape from the market (it is the same Ranger, Amiel).

"I apologize for the uncomfortable cots, we gathered what we could find to heal you. I also apologize profusely for touching you without your authorization, but there was no other way for us to hide you from the guards. I hope you'll forgive me, otherwise, I'll readily face the consequences of your choice. I gave the orders to my men to carry you."

One of the rules on Kalisdor is to not touch someone outside your family unit without their consent, or they can have you take a punishment of their choice. Emergency situations are usually understood though and if one saves someone's life, nobody will hold grudges. The rule applies only to citizens of Kalisdor, since Outlanders (the term Dorians use to refer to people who don't live on Kalisdor) can't be expected to know local customs.

The man is Amiel Krayin. If heroes helped the stall lady but don't remember the name she mentioned, he'll go on explaining that he saw them try to save his mother. Since that's how they got into trouble, he now feels it is his duty to help them. He thanks them and hands them a bowl of fowl smelling soup (it's healing potion to help neutralize the remaining effects of the tranquilizer). Once you get passed the smell, it actually tastes pretty good. If heroes don't want to drink it, the effects will fade much slower, and Amiel insists that they're not safe staying here too much longer. He also tells them that, as soon as they can walk again, he'll have to take them to another hideout. He doesn't want his friend, to whom the house belongs, to get into trouble. It's only a matter of time before the guards find enough clues or witnesses to point them here.

If the heroes ask them what's going on, he'll go on explaining that the Governor disappeared, some said he had stepped down. He had been sick and a Healer had come to take a look at his health. The Healer had suggested some rest. A temporary replacement came to take over the Governor's tasks until he came back healed and ready to take his functions again. A few weeks later, a note in his handwriting came announcing that the Governor had stepped down for health reasons. The new Governor took office and things have been going from bad to



worse since. Amiel doesn't believe the stepping down theory for 1 big reason.... The Healer who was to assist the Governor in the healing process hasn't come back or sent any messages. He knows him personally, since he is his Great Teacher and he knows he wouldn't just disappear without a word. His men and he have tried to convince people he might have been kidnapped but no one seemed to care, so they took matter into their own hands and decided to find their old Governor too see what had happened. That's when problems started. It seems to them someone is trying hard to keep them from finding him.

His mother died because of his ties to the Shadow Rebels (he's one of the leaders of the rebels), an underground resistance movement whose members wish to bring peace back to Kalisdor and restore the Governor back to his seat. The guards target members families in order to flush out resistance rebels. One gave himself up last week to save his child's life. Under torture, he gave a few secrets away, and the whole network had to scramble and relocate. The key people had to go into hiding for a while. Amiel knows too much to be captured; it would endanger 100s of lives. He wishes he could've saved his mother but, by the time he got there, it was already too late. The rebel group is made up of Rangers and citizens who care about the Governor.

If they drank their soups, their bodies get back to normal quite fast, with a DC5 save. Amiel receives a message and hushes them to the basement. *"If you can walk now, we'll need to leave. Some guards seem to be heading our way. Follow me, please."* In the basement, there is a secret door behind an armoire and they'll have to go in to meet some of Amiel's men. There are 2 tunnels branching out from this door. Amiel shows them the one to the left where they'll join his men. He'll take the other tunnel to go take care of some unfinished business. He'll meet them shortly. The password for his men to recognize them is "freedom". They hear a crash upstairs as the front door is being knocked down. Before parting, Amiel asks them to tell his men to find Graem and his wife (the owners of this house) and make sure they are safe.

When the party gets to the end of the tunnel, they are met by a group of cloaked and armed men. They ask where their host is and expect to hear the password they're supposed to give them. When the men are satisfied that they're the right people, their leader moves forward and offers a welcome bow. "Would it be acceptable for me to shake your hands?" After short introductions, the leaders then gives orders for a couple of his men to stay and wait for Amiel and make sure he's ok. Our heroes are taken to the heart of the forest. On the way, they witness firsthand the cruelty of the guards. They stumble on 2 of them roughing up a small child and his pet. (if the heroes decide to jump in, any guard template will do really). The group finally arrives to their destination, through galleries and tunnels underground.

The Governor's rescue

They arrive to one of the SpecOps (Special Operations) meeting rooms. A few people are already there, going over information, not paying attention to them. They are given refreshments and food and pretty much left to themselves for a short time.



A teenage boy runs in, all excited. He has good news : the SpecOps survey team (SOST) has come back with the location of the Governor. They also uncovered a secret lab where a few scientists are making experiments on their prisoners. Their infiltrator just came back with the information. Amiel comes back with an injured pregnant woman the guards left for dead in the forest (she's Graem's wife). She needs immediate healing. [My group offered to help with the Governor's rescue, which Amiel gratefully accepted, although he is a little worried for their safety.](#) The SOST sent a mapping of the whole area around the lab. Someone brings a bag full of uniforms and ammos. Only lab techs and droids are allowed in the lab complex, along with maintenance workers at times. All need to show proper ID. Fortunately, SpecOps has managed to get a fairly recent ID and Authorization chip. They hope it'll check out ok, but have no way of knowing until they use it if it's still the right one.

A group prepares for diversion and a couple of snipers meet them, along with SpecOps Commando Units. Now, there could be dozens of different ways the mission could turn out during the rescue part in itself, depending on what the heroes and NPCs do, the rolls and the kind of party you have. I'll try to describe what's going on in and around the lab complex for the setup.

The lab is a 2 level underground complex, with 1 main entrance and an emergency exit. You can find the drawing of it in the maps sections below. There is a group of armed guards at the main entrance, and a couple guards at the side one. Inside the complex itself, security is ensured by droids (I used several security and trade federation droids templates for the purpose of the fight). The cell the Governor and Healer are in is rigged to release some sleep gas if it is forced opened. The Healer can try to communicate with Amiel (since they were master and apprentice, they are attuned to each other anyway). The secret lab is used for the purpose of testing cloning, and there are a few scientists working there. There are cloning vats with experiments in them, but none seem to be finished. Quite a few look like they've failed. There are some of humans, others of animals. The prisoners are in a cell in the back. The party will have to locate the security room to disable the door trap before being able to release them. It's a DC25 to disable the system (the scientists don't have the codes for security, only security droids can turn it off with no problem. Amiel's Master hasn't been able to heal the Governor much because he has been fighting a poison the scientist injected in him some time back. He'd have died without the Great Powers (term the Healers use to call the Force). He's also really been weakened by an important blood loss (he was taken to a lab room where the scientists did experiments on him).

While the team is helping the prisoners out, they hear a big howl and another detonation outside, which is the signal that the diversion team isn't going to hold out much longer. Some guards are already coming back towards the lab and decided to go inside to stop the intrusion they eventually became aware of. More droids are put into service and sent to stop them too. A few guards walk in and try to intercept; they are carrying tranquilizer dart guns along with their blasters. If any heroes are left behind and are captured, they'll be taken to an experiment room and put in glass tanks (1 tank for each person). Obviously their "hosts" want them alive for now. They are hooked up to some machine. As soon as they wake up, a voice comes on the



speakers and welcomes them. If they try to move, they get a violent headache. A droid comes in the room and takes some blood samples from the heroes. Then, they are left alone in the room, still trapped in their tanks. A Jedi might be able to, very tediously, unscrew the bolts from the outside of his or her tank (move object checks). A very strong hero might be able to break out of the tank with sheer strenght (pulling the wires they're attached with from their hooks, then then lift the tank open by shaking the tanks to try to tear the bolts off for example. Glass is very sturdy and will not normally break under normal assault, unless an especially good roll - a critical - weakens it first). Anybody who manages to get out of the tanks, can try a computer check to release the others. Computer sends a security breech warning unless the roll is better than DC30. DC15 to see if the hero notices that, otherwise, they won't know security is aware of their attempt. Their weapons and other belongings are kept in a storage room next to the tank room.

Depending on how long it takes them to get out, droids will either be arriving when they get out of tank room, or come inside while they're still trying to escape. They can walk, but running gives them terrible headaches, unless they make a DC20 Fortitude save (they've been injected a substance that keeps them weak). There are weapons in another storage room, in the hall if they can get to them. As they make their way closer to the stairs, they see a scientist coming from the lift, a battle is raging upstairs (their rescue, orchestrated by the Rangers, has started). The scientists called up reinforcements after the first rescue, so there are now some soldiers protecting the building. A few of them are coming down the stairs to stop the heroes from escaping. Rangers finally manage to break through and Amiel comes running down the stairs with a few men to help with the soldiers. He tells them to hurry, his men have seen the soldiers rig the whole place with thermal detonators. They dont have much time. After a few minutes, the detonators explode, destroying the whole complex. Everybody outside gets 2d4 collateral damage, anybody still inside will most likely be lost.

All's well that ends well

Back to town, they all get healed. They find out that the Governor's illness was poisoning with Dimilatis, someone had been giving him tea that contains the poison, to fake an illness while poisoning him. The Governor invites our party to a reception in honor of the Rangers and the heroes. He gives each hero a reward for their bravery :

- a medal of great merit
- a certificate listing their exploits
- a 250 credit reward
- a datacard on Dorian culture and customs
- a decorative Paladin sword (the Paladins order used to protect the Kings of old, and the local Rangers descend from this Order)
- an invitation to the big Freedom festival that'll take place during the Nak Tree Celebration



If there is a Jedi or a Republic Envoy among the party, he also gives them a message to the Galactic Senate, explaining the facts and asking to be allowed to rejoin the Republic.

No one knows who tried to take over the planet...

- People who were taken for interrogation died during the sessions. It was found that they had all be given Lotiramine prior to their arrest
- Everything in the secret lab was destroyed and burned to charred pieces before anything could be recovered, cloning facilities included.
- After running a check through, spies found out the Scientist in charge had been a member of the Galactic Corporate Policy League. Not much is known about him, except he was a strong supporter of Senator Palpatine

On the lighter side

Hays (one of our heroes) received a message from the Head of the Healers Guild asking him if he wants to join. It's a 200 credit a year fee; you get instand updates on neqwfound medicinal plants and techniques plus a monthly magazine in the form of holo messages. They got his name from the Coruscant Board of Medical Licensure. The team also receives a message from Hunter, asking if he could be allowed to rejoin their team in the near future. He's been doing a lot of thinking lately, and is ready to take on missions to help the innocent and injured against evil of all kind . :)



HEROES AND NPCs LIST

I purposely do not put levels because everybody has different level characters and you can just make them whatever level would be a challenge for your players. Stats for some of these people can be found under the STATS link on the main page. For the rest, I use stats from the Core rulebook or from internet sources.

Heroes (in case you wish to hire them)

- * Voren
- * Sarrakka
- * Sarin
- * Hays
- * Collin

NPCs

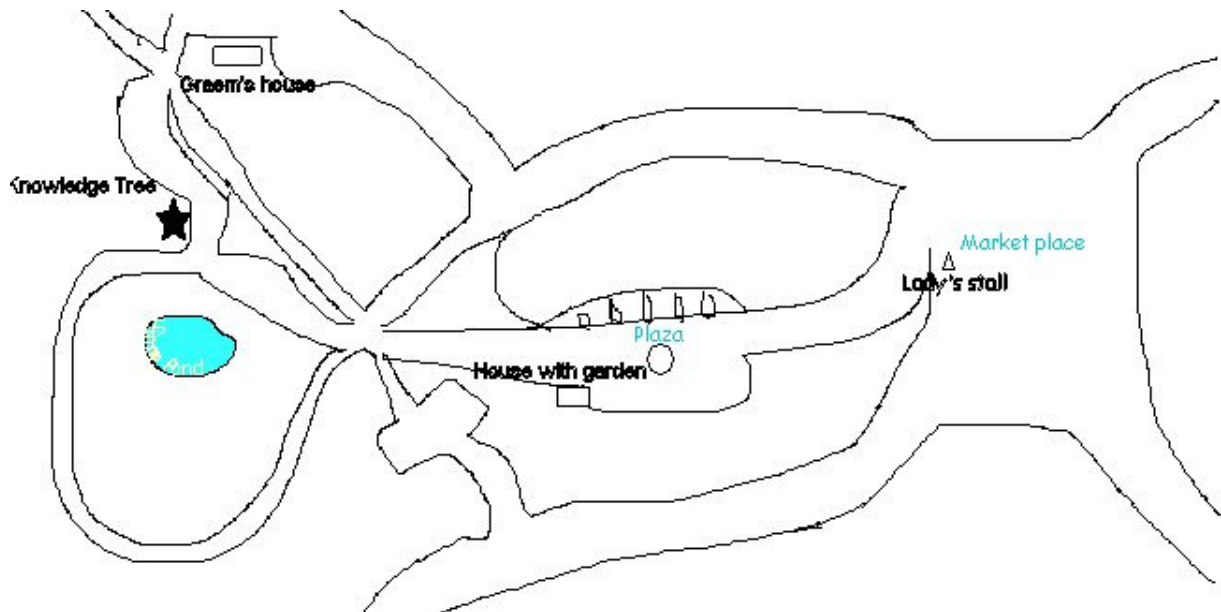
- * Amiel Krayin
- * Great Teacher (Healer)
- * Governor Bremmel
- * Sniper
- * SpecOps Commando
- * SpecOps Survey Team
- * Security guards
- * Security droids
- * Soldiers
- * Professor Herlyn



ENCOUNTERS AND MAPS

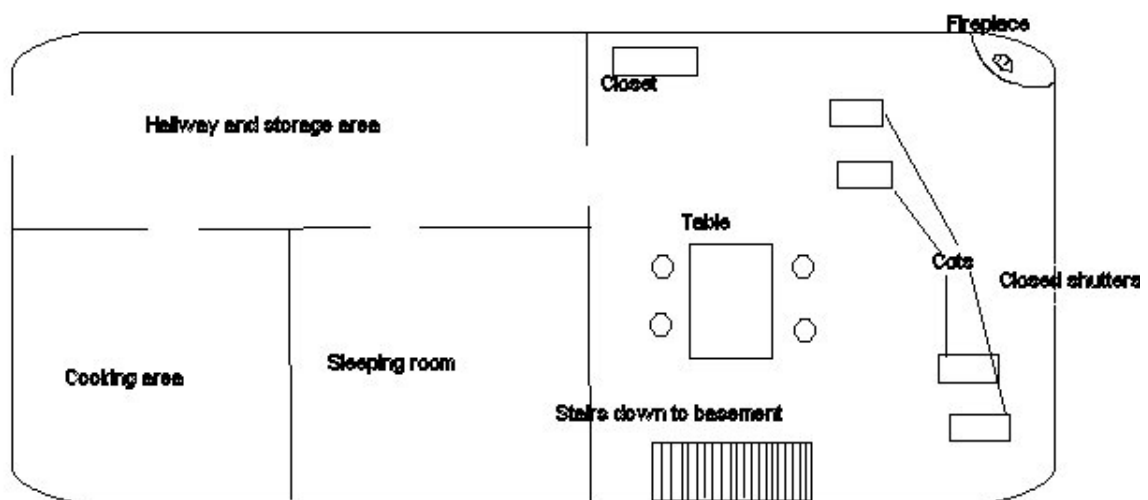
Here you'll find the maps of where the encounters take place.

Market area



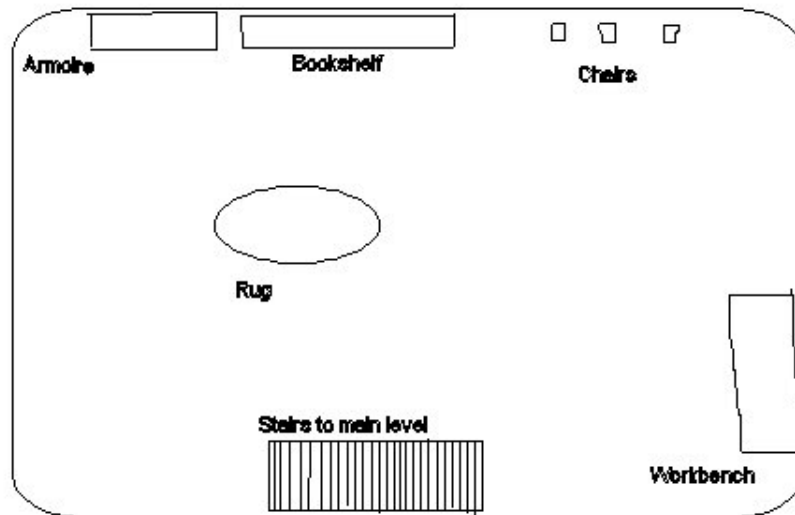
This isn't a very good drawing, I'm not an artist I'm afraid.... It is not to scale either unfortunately, as it would've been hard to fit it all in a small enough pic. But I made it to give an idea of where things are.

Graem's house (main level)

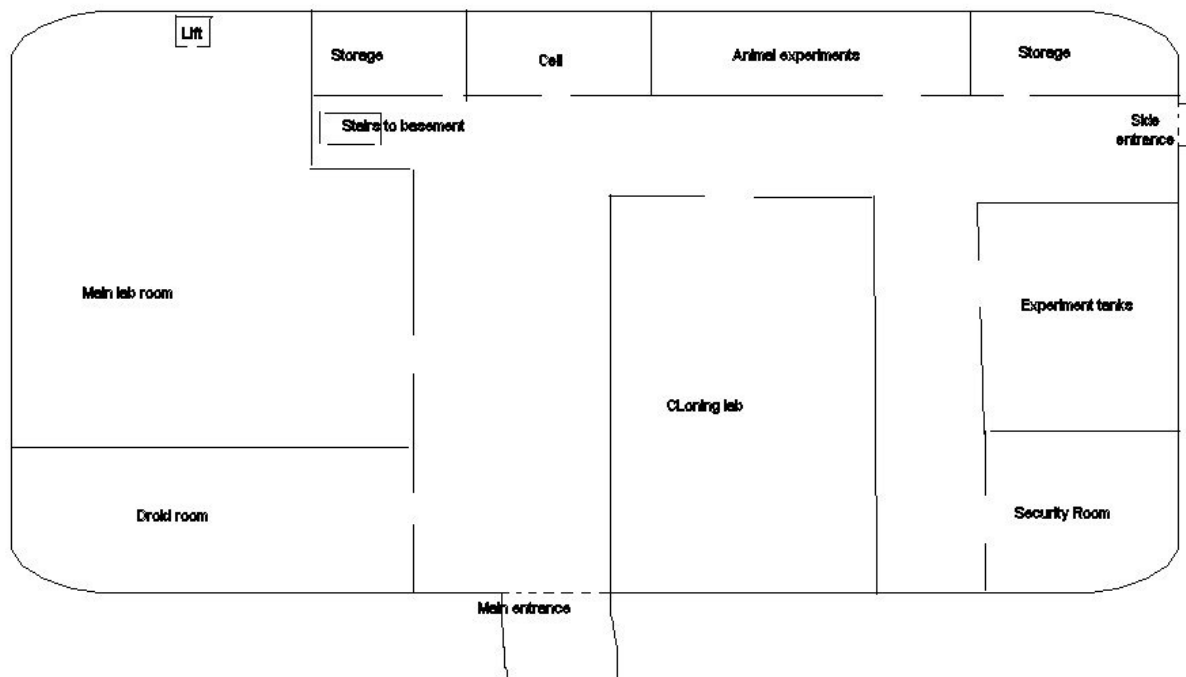




Graem's house (basement level)



Underground lab complex (main level)





Underground lab complex (lower level)

