

The Kaluthin Are Always Greener...

Episode I of the “Almas, Sweet Almas” Trilogy

A One-Round Living Force Adventure

by Adam Burns

Something is rotten on the planet Almas. The home of the Jedi Academy has always been a place of mysterious happenings; however, the current problem could affect the very existence of the world and dramatically change the balance of power and justice in the system... Play before “Desert Cries” and “A Dark Fortress”. An adventure for Living Force heroes levels 1-9.

©2002 Lucasfilm, Ltd. & TM ALL RIGHTS RESERVED. RPGA is a registered trademark of Wizards of the Coast, Inc, a subsidiary of Hasbro, Inc. ALL RIGHTS RESERVED. Used under authorization. This scenario is intended for tournament use only and may not be reproduced without the approval of the RPGA Network.

The Kaluthin Are Always Greener is a standard RPGA Network tournament. A four-hour time block has been set aside for this event but the actual playing time will be about three and a half hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom and the hero's name, species and gender at the top. This makes it easier for players to keep track of who is playing which hero.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use: *No-vote scoring*: The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

1. *No-vote scoring*: The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring*: The players rate the game master and the scenario on their player voting sheet, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting*: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their heroes to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually require advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

A note about the text: Some of the text in the module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is

general and must be adapted to the specific situation or to actions of the player heroes.

Hero Earnings

At the beginning of the round, if the heroes are employed, they receive their pay. No matter how much time has passed since the previous round, they receive pay for one week. Heroess who are not employed but who have profession or craft skills may roll against those skills to see how much they have earned from their profession or craft in the last week. Use the method in the core rules (Craft: pg. 72 *Check result times 20 credits*; Profession: pg. 80 *Check result times 50 credits*). Note that heroes may use only one of the above methods and must choose which before rolling (Employment, Craft or Profession).

Issuing Force and Dark Side Points

Issuing Force Points: When heroes perform cinematically heroic actions, don't forget that you may issue a Force point for such activities. Because this is a heroic campaign, we expect heroism - and encourage judges to reward it. In the course of a standard Living Force event, there are many opportunities for heroism. If a Living Force hero performs in a way that is heroic, dramatic, and cinematic, then a Force Point is definitely in order. Our favorite story involved the hero at the premiere, who leapt from a moving speeder, grabbed a vine, and swung on that vine to attack someone in another moving speeder. THAT is dramatic, cinematic heroism!

Not everything is that extreme, and you don't have to jump from a moving speeder to earn a Force Point, but if a hero does something that makes you, the judge, say, 'Wow,' then they should probably get a FP.

The core rules (pg 157) define "Dramatic Heroism" as follows:

To qualify as an act of dramatic heroism, an action must fulfill three criteria:

- It must accomplish a significant task in the defense of good or the defeat of evil;
- It must occur at a dramatically appropriate time (usually the climax of the adventure); and
- It should require significant risk on the part of the hero.

Issuing Dark Side Points: Unfortunately, it is impossible to produce an exhaustive list of all the possible ways people can get Dark Side points. There are just too many ways that the beginnings of "evil" can manifest themselves.

To quote the Dark Side book... "Evil is not always easy to recognize. An innocent act may ultimately result in great suffering. An act of revenge may save the lives of millions of people. The pure at heart can lash out in anger. Evil may lurk beneath a mask of virtue.

Whether an act is evil or not often boils down to a question of motivation, and motivation can be hard to identify.

"When a Gamemaster is in doubt about whether to award a Dark Side Point to a hero, he or she should consider the hero's motives: Did the character act out of anger? Hatred? Cruelty? Vengeance? Pride? Did the hero choose an option simply because it would allow her to spill an enemy's blood? Was greed or envy involved? Jealousy?" (Great section, beginning on page 41, which illustrates the problem fairly precisely.) The GM must assess the motivations of the hero, and if those motivations derive from the base emotions that are the path to the dark side, then a DSP is appropriate.

General Notes to the GM

When running this adventure, or any *Star Wars* adventure, keep in mind the *Star Wars* adventures should seem like the *Star Wars* movies. The action should flow quickly and the players should not get caught up in too many details of what they are doing. Describe things in sweeping statements, and recall scenes from the movies when necessary to help players visualize what is going on. More than anything else, have fun.

The point of Living Force is not to kill heroes. If you believe a combat is too tough for a group you are running, scale it down. If you believe it will be far too simple, scale it up – within reason. Do your best to keep fights cinematic and interesting, and if someone dies because they made a glorious sacrifice, that's fine. But let's not have any "dumb" deaths. That's not what *Star Wars*, or Living Force, is about.

This is an adventure for low- to upper-level Living Force heroes, and therefore heroes levels 1 through 9 are appropriate. If a player brings a higher-level hero to your table, explain that he or she must use a lower-level hero to play in this event. If your players do not have heroes, help them create new ones (see your event coordinator for hero creation instructions).

GM Overview

The Kaluthin Are Always Greener introduces a new element of the ongoing Living Force story arc, centering on Almas and the disturbances in the Force that have provided such great discomfort to certain of the Jedi present.

Two dark Jedi, working for an unknown master, have been tasked with killing off the kaluthin on Almas. Working with a large number of malcontents, these two fallen Jedi have been poisoning the aquifers of Almas, killing the kaluthin and doing serious damage to the health and morale of the populace.

A research station on Almas offers the biggest threat to the operation, since the researchers there might uncover the toxins being fed into the aquifer, so the two dark Jedi attempt to hamstring the research station by stopping a shipment of supplies. Unfortunately, they do so within hearing distance of the heroes of Cularin...

Encounter 1: Getting There is Half the Fun

Upon hearing a cry for help and the sound of lightsabers, the heroes must rush to the rescue of a Duros, who then asks them to accompany him to Almas to ensure safe transport of his goods.

Encounter 2: A Dying World

Arriving at Almas, the heroes learn that the planet is not as hardy as they might have thought. The kaluthin, the plant that creates the atmosphere and makes life possible on Almas, are dying – at an alarming rate.

Encounter 3: A Planet Divided

In their search for answers, the heroes stumble upon a pair of Jedi in an awkward situation – they are surrounded by an angry, drunken mob. The heroes must talk down the mob, diffusing the situation without violence.

Encounter 4: Down on the Farm

Given a chance to explore one of the farms affected by the mysterious death of the kaluthin, the heroes discover a number of strange things – the strangest being a red ichor in the well, which seems to have unpleasant side-effects when ingested.

Encounter 5: Red-handed

The heroes are contacted about a group of speeders near another farm – unmarked speeders, that the locals believe are up to no good. Arriving at the farm, the heroes find the thugs finishing up dumping more of the red ichor into the aquifer, and can fight with or capture some of the villains. Left behind in the aftermath of the fight is a datapad with critical location information.

Encounter 6: Showdown

Following a datapad recovered in encounter 5, the heroes locate the home base of one of the dark Jedi, a fallen Gungan Jedi named Kosa-Yin Hadu. Carnage ensues.

Encounter 7: So Many Questions...

The researchers, and several Jedi, arrive and assist in cleaning up and analyzing the site that had been chosen by the Gungan and his Calamarian companion (who was not present for the battle). They begin the work to

create an antitoxin, to help protect the kaluthin and keep Almas safe.

Important Note to Judges: For the duration of this adventure, Jedi Master Lanius Qel-Bertuk is unavailable to the heroes. The Jedi contact “Alec” is on Coruscant currently and is also beyond the heroes’ reach. Karae Nalvas (Clouds of Genarius) also has no involvement in this, in case the heroes try to connect him with the plot.

Opening Crawl

A thousand years ago, darkness stalked Almas. Over time, the evil washed away, sinking deep beneath the surface of the planet. Now, as Cularin enters a time of great turmoil, that darkness has begun to stir...

Encounter 1: Getting There is Half the Fun

Key ideas of this encounter: pull the heroes into the action and introduce their foes

The summer storms on Cularin are a sight to behold. Rain comes down in sheets, trees hundreds of meters tall bend and sway in the wind, and lightning crashes all around. An amazing sight, but not something most normal folk want to experience first-hand.

You had the misfortune of being on the streets of Hedrett when this storm hit, and while the countless liters of water that suddenly poured down on your head were an annoyance, the real problem was the lightning, which seemed to come from everywhere at once.

In the lull after a huge peal of thunder, you heard a strange, disturbingly familiar sound. Two, in fact. The first was a high-pitched scream for help – the second, the “snap-hiss” of an igniting lightsaber. Both came from the groundspout, across the road from where you took shelter from the storm.

The entrance to this landing bay is directly across the street, and is a tunnel 4 meters wide that opens out into the area where a ship is parked. Cowering by the ship is a Duros, who is facing a pair of cloaked individuals. Between the heroes and the frightened Duros (he’s still screaming) is a small squad of battle droids, and three unpleasant-looking men with metal rods clipped to their belts. (These are designed to look like lightsabers, but aren’t. Spot check, DC 10, on the heroes’ first action to determine that they aren’t real lightsabers; this leaves them with only a move action in their first round.)

When anyone else arrives, the two dark Jedi make their exit. They leave through a rear door (which was cloaked with an Illusion from outside, so that they knew where any “assistance” would come from; no one who tries to go around the back is going to find a rear entrance, nor do they notice the illusion-cloaked ship parked on the next pad over, since they have no reason to think it’s there, and thus do not receive a save) and take off while the droids and the thugs keep the heroes busy.

There are enough droids accompanying the three thugs to make it impossible to just burst through in time to stop the dark Jedi from leaving (they both leave on initiative 32 in round 1 of the fight, having used Force points to escape when the numbers became less to their liking; remember those Force points if they’re forced to do anything else in this round). In addition, the droids have crowded part-way into the entry tunnel, and attempting to leap over them (using Burst of Speed, for example) is going to result in a fairly painful headache because of the low ceiling in the entry tunnel. Make sure the heroes know this before attempting such a leap!

There are anywhere between a half-dozen and 20 droids here, depending on your needs. They are cannon-fodder, and deactivate as soon as the dark Jedi make their escape. They were mostly brought along for intimidation value, so the dark siders could get access to the Duros’s ship. The three thugs, if things go badly, attempt to escape as well, after first attempting to bluff the heroes away by standing, feet shoulder-width apart, and patting their fake lightsabers menacingly while the squad of battle droids stands at the ready between them and the heroes. If captured and forced to talk (via Affect Mind, for example), the thugs will at first chant “Death to Unbelievers”, over and over. They know that Kosa-Yin Hadu and “the fishy one” are their leaders, and great power and glory await them. Unfortunately that’s pretty much all they know – they’re not very well informed.

See DM Aid #1 for Stats

The Duros is Welrin Maduk. He is very grateful to have been saved, and can share the following information with the heroes.

- I don’t know who they werrrrrr. They claimed to be porrrrrt authorrrrrity, but when I said I’d been inspected, they pulled lightsaberrrrrrs!
- One was Gungan, the otherrrrrr, no face seen. Sounded... wet.
- I haul technical gearrrrrr to Almas.
- It is forrr rrrresearch station, not Jedi Academy.
- Sometimes, I do charrrrrrrr worrrrrk for Jedi. [True statement; any Padawans are likely to recognize

Maduk from hops back and forth between Almas and other planets in the system]

- I worrrrry about this trrrrip. Bad to have lightsaberrrrs pulled on one. Can you escorrtrt?

He is willing to pay them to escort him back to Almas. His initial offer is 100 credits per hero, but he can go as high as 300 for the run. He would prefer they be in the ship with him, but if some of them would like to follow in a privately owned ship, he's okay with that as long as he has someone to fly with him. He can't afford to pay for fuel for the second ship, though.

Maduk's ship is his pride and joy: the *Fool's Paradise*, a modified Ghtroc Industries short hauler. The craft is an elongated box, with the cockpit on one short end and the engines at another. It rests on four stout landing legs, and seems to have put its best years behind it.

Once the heroes have agreed to assist him, Maduk opens the *Paradise* up and set about looking for damage. The heroes can help, if they wish; Repair or Spot rolls are nessessary to examine the ship. Regardless of what they roll, they find nothing – the dark Jedi did not tamper with the freighter in any way.

The droids are of a make and model that no one in the party is familiar with. They are definitely custom-built, but the work could have been done anywhere from Uffel to Nal Hutta.

If they choose to report this incident to authorities, an pair of OPS officers arrive after several minutes. They take statements of everyone involved, and look very concerned over the idea of lightsaber-wielding criminals. They promise to do what they can (sincerely), but it isn't going to be much. OPS takes the burnt husks of the droids into account. Neither the authorities, nor any of the heroes, have ever seen this kind of droid before.

As soon as he's satisfied his craft is fine, Maduk wants to raise ship and get out of there.

Encounter 2: A Dying World

Key ideas of this encounter: introduce the heroes to the Jedi Academy; get the heroes on the trail of the mystery surrounding the kaluthin.

The trip is uneventful. The heroes can rest, use Heal Another, Treat Injury, or simply time – the voyage lasts four hours – to recover any lost vitality points. Maduk does have three medpacs on board which he makes available to the heroes if they need to recover wounds.

If the heroes wish to search the cargo, they find exactly what Maduk described – high-tech survey and analysis equipment. They can make Search checks to their hearts' content, if they wish. There is nothing more to find.

After they heal up, Maduk calls them up to the bridge.

"I thought you might want to see this," the captain says from the pilot's seat. "Almas is quite...unique, in this mannerrr."

Your gaze sweeps out the window to find that he isn't joking. Cularin's twin suns shimmer in the distance, but there is no possible way they are illuminating the orb before you. The planet – well, it glows, for lack of a better way of expressing it. It is not a blinding, or overpowering light, but a luminescence that originates from the surface itself, and not from the twin suns.

Maduk watches in silence for a few moments, then speaks. "It's rrreally something. I've been to just about everrry corrrnnerrr of the galaxy, and I can't rrrememberrr anything else quite like Almas."

He points, then, to a spot on the horizon of the planet that isn't lit up. "Therrre...that's the Wasteland. The kaluthin are rrresponsible for the glow, but they don't grrrow out therrre. No one is quite surrrre why, eitherrr."

Much of this, Jedi heroes are familiar with. He asks them what they know of the planet, and they are welcome to include their own perspectives. He's heard rumors of the dark fortress on the far side of the planet, but hasn't ever seen it himself.

As they approach, have the heroes make two separate Spot checks. If the first succeeds against a DC 15, the hero sees another "dead spot" in the glow of the kaluthin, away from the wasteland. If it's brought to Maduk's attention, he'll squint to look for it, then say "That's not rrright. I thought the Wasteland was the only place that the kaluthin didn't grrrow."

If the heroes beat a DC 20 spot check, they see an unmarked freighter in the distance. The ship is descending towards the planet, but any attempts to contact the vessel are fruitless – the crew is either ignoring the *Paradise*, or they're not able to answer. Regardless, the other freighter moves away in the atmosphere and is quickly gone from sight.

Soon after, the ship's communication system crackles to life. A droid's voice – tinny and emotionless – tells

them to follow landing beacon three to their landing site. Maduk acknowledges the call, then programs in the auto-pilot.

The ship glides through the thin atmosphere, then gently cruises over a grassy plain towards the town of Forard. The grass glows, illuminating everything from below; as far as the heroes can see, the terrain is the same – mainly grass-covered plain, with some gently sloping hills.

After a few moments, the majestic spire of the Jedi academy appears to raise out of the ground before them. The city of Forard is laid out around the Academy in a circle. Where the Academy seems to be of Coruscanti design, with several additions, the town's buildings are mostly bland and pre-fabricated constructions, and none raise even a quarter of the height of the Academy.

Peeling off towards the southwest, the *Paradise* heads towards the space quarter of the city. The landing beacon leads the ship to a small landing surface on the very outskirts of the circular city; Maduk brings the craft in flawlessly and smiles. "Too easy."

The landing surface is pretty much just that. It's a raised circular platform ringed in flashing lights, with a trio of red lights in the center of the circle. As soon as the ship touches down, a small droid-controlled hoversled moves into the landing ring.

"Well," Maduk breathes, shutting the engines down and standing, "I'll open up the aft carrrgo hatch. If you folks would like to strrrretch yourrrr legs out firrrst, that's fine. But don't take too much time...rrrememberrr our encounterr on Cularrin. I would verrry much like to avoid a similarrr experrrience."

The atmosphere of Almas contains enough oxygen to sustain carbon-based life; however, there are also trace amounts of toxins (phosphorus and methane) present in the air. The toxins are not fatal, but they build up in an unprotected individual's body and can cause major damage later if not deterred. Only continuous exposure, for a period of months, with no detoxification of the body, leads to real problems – but paranoid heroes may want to acquire breath masks nonetheless. None of the locals wear them, though, nor does Maduk. The oxygen-rich atmosphere of the planet also aids in recovery; heroes recover one additional vitality point of damage every hour when they are healing.

After the heroes have stretched their legs, they'll need to help Maduk load the cargo onto the hoversled (simply a cooperative effort, no dice needed, and some

Move Object checks if the heroes are itching to play with their Force skills). The heroes may set a watch, or a single sentry, if they choose. Have that hero make a few Spot and Listen checks, too keep them on their toes. They are not harassed.

Once all of the cargo is on the hoversled, Maduk closes up the ship and hop on board. He'll invite the heroes to ride on the 'sled, or walk if they choose. It's a couple of kilometers to the research station, which rests outside of town to the southeast.

As the heroes travel through the town, they definitely get the feeling that this place has a "frontier" feel to it. Most of the buildings are two stories high, and have very little color to them. There are a good number of residences, some small shops and restaurants, and what look like a few administrative buildings. They also pass a pair of three-story buildings that run the entire length of a city block (450 meters) – this is the city's only non-Jedi school. There are very few people out at the moment; Maduk explains that they landed in the middle of the local night.

After a handful of minutes, they'll slip outside of town and towards a cluster of buildings. The research station has a main building that resembles the prefab constructions of the rest of the town; a cylindrical storage unit separated from the main building; and a small dormitory to house the researchers.

Maduk pulls the sled up to a back-side loading door and announce their presence into his comlink. After a moment, the loading door opens. Maduk pilots the sled inside and stops before another door. The outer door closes, the heroes hear a gentle hiss as the room detoxifies, and then the inner door opens.

The party is greeted by a trio of scientists – a large, elderly Ithorian; a small, nervously twitching Rodian; and a young Human male who looks indifferent to the entire process. The Ithorian steps to the fore, moving to clasp Maduk's hand.

"Maduk, my friend," the hammerhead manages in near-stereo Basic, "I hope the trip was uneventful."

"Not nearrrly, Gilloma. But we'll save that talk forrrr laterrr. Wherrre do you want yourrrr equipment?"

There is a short conversation, and unless the heroes speak up and introduce themselves, Gilloma is going to assume they are just "along for the ride."

The equipment is stowed, and if the heroes did not make themselves known and get an invitation to meet with Gilloma and the others initially, Maduk invites

them along for refreshments. Treegin (the Rodian, who looks perpetually half-ill) leads the way to the lounge.

The lounge is an area near the “front door” of the station. A long table is the feature piece of this richly-colored and carpeted room; comfortable chairs extend down the table’s length. The walls are mostly bare, but there are some unique plants decorating each corner of the lounge. One wall near the door boasts a refreshment tray and caf dispenser.

When the heroes enter, Gilloma and the Human are waiting for them, as is another individual. The third is a gracefully aged Human female, clad in spacer’s gear – white shirt, black pants, and a green vest that brings out her sparkling jade eyes. Anyone who makes a Sense Force check (DC 10) on the woman sees that she has 8 levels of a Force-using class. She smiles as the group enters, then turns back to Gilloma. Any Jedi hero of 4th level or higher automatically recognizes this woman; she is Seenlu Kir, and she oversees the dormitories at the Academy. Other Jedi heroes (levels 1-3) need to make DC 10 intelligence checks to recognize her. She recognizes them – it’s part of her job – but knows that the Padawans of Almas often do “odd” work on the off-hours.

After the party has gotten refreshments and eased into their seats, Gilloma stands.

“Thank you for your assistance of our friend Maduk. I know your agreement only extended to the delivery of the equipment, but I would appreciate your attending my offer of another matter.” As he says this, the older woman’s attention turns to each of the Jedi in the group. “It seems that we are in a bind.”

Gilloma has a habit of speaking at great length, and when he begins, the individuals who most obviously know him draw deep breaths. He then proceeds to relay a detailed history of Almas, the highlights of which are as follow (heroes can make Knowledge (Cularin History) or related checks, DC at your discretion, to jump in to the story; make it as interactive as possible):

- Over a thousand years ago, an evil man came to Almas.
- The planet was not, at that point, habitable.
- He created the kaluthin to synthesize the local atmosphere into something breathable.
- This research station exists to determine how the kaluthin were created, so the technology can be used to terraform other planets.

He has been pacing the whole time. Belatedly, he realizes that he has not introduced any of his

companions, and (if he has not already been told as much), realizes as well that Maduk would not bring just “any” crew in with him. Gilloma is, in many ways, an absent-minded scientist, and doesn’t go in for most of the niceties of society.

The Ithorian pauses in his pacing, back at the head of the table. “My apologies. My manners are slipping. My associates... This young man is the head of our genetics division – Garvin Delquist.” The Human, still disinterested, nods once. “Treegin, my nervous friend, is the head of our computer division. I am Gilloma; I am but a simple botanist, with the honor of a most prestigious assignment.”

“And far too much modesty.” The Human female stands. “I am Seenlu Kir. I represent the Jedi Academy.” [If there are any Jedi in the party, she adds. “I believe I know some of you already.”] “Gilloma is an amazing botanist and chemist, but not much of a publicist.”

At this point, the heroes are welcome to introduce themselves to the NPCs. Delquist seems unimpressed by everything, Treegin punches notes furiously into his datapad, and Seenlu smiles and nods.

If he hasn’t already done so, Maduk speaks up at this point and mentions their heroic rescue of him. He makes the events much grander than they were, and much more dangerous, and everyone but Delquist and Seenlu is suitably impressed. Delquist isn’t impressed by anything, it appears, and Seenlu looks as though she’s heard stories like Maduk’s before.

Now, though, Gilloma is going to get serious.

“My friends...this world is dying. The kaluthin are an integral part of the ecosystem – without them, this planet will revert back to being an uninhabitable rock. Something is killing the kaluthin, and we have not yet been able to determine what it is.”

Things Gilloma knows:

- For hundreds of years, no kaluthin have grown in the Wasteland around the abandoned fortress.
- In the last three months, other areas of kaluthin extinction have cropped up – the first in recorded history, aside from the miniscule yearly expansion of the wasteland.
- These extinction zones have been well inside the “fertile” parts of the planet, nowhere near the Wasteland. [He shows a holoprojection of where the zones are on the planet; they are scattered across a great deal of the portions of the planet that had, until recently, been fertile; heroes with mathematical backgrounds (engineers, navigators,

etc.) get a DC 20 check against the relevant skill to recognize that if these zones expand, they will cover all of Almas in less than three years. Give anyone with Knowledge (botany) or Profession (botanist) this information without making them even look at their dice.]

- The zones seem engineered. If something is not done, the planet may become uninhabitable in as little as three years.

Gilloma wants help. The heroes seem as good a bet as any, and he's willing to pay, if they require pay. (He cannot offer more than 300 credits per hero, though.)

Seenlu also has a stake in this. The Jedi Academy has already sent out a team to investigate, but she believes that a broader array of perspectives might be useful. She is not going to offer pay, but also asks the heroes to assist in uncovering what is going on.

Once they have agreed to the mission, they are supplied with a pair of unarmed airspeeder transports and the holographic map of the planet. At this time, the researchers answer any questions the heroes may have:

- The recent spreads of the kaluthin seem to be by design, rather than happenstance.
- The Jedi Knight Syr Tal-Soten was dispatched to investigate the wasteland two days ago. He arrived intact, but has yet to check in. His communiqué is only an hour overdue now, but Seenlu has a "bad feeling" about his well-being.
- The citizens of the planet are nervous; one of the new spreads was preceded by an apparent attack on an outlying kaluthin farm. While evidence exists that this attack took place, all of the potential witnesses saw and heard nothing.
- A man named Rashon Sotose owned the attacked kaluthin farm. He, his family, and his workers have been moved into temporary living facilities in Forard.
- An unarmed airspeeder big enough to fit the entire party is available for loan to the group by the researchers. Gilloma also provides the heroes with a holomap that will show them the planet and all affected sites.
- The most recent spread is centered in a small hillock about seven hundred kilometers to the west of the city. This is the one the heroes saw on their way into town.
- The orbiting surveillance satellites used by the scientists have not detected any craft entering or leaving the system other than the traffic at Forard; nor have they seen any activity along the surface of the planet that would lend a clue as to the parties behind the kaluthin death.

- Yes. The creator of the kaluthin was a Sith.

Seenlu has one final thing to tell them.

"Take care. There are those on-planet who have heard tales of the individual who created the kaluthin, and have developed a slight distrust of the Jedi. This is the other reason I very much want others investigating matters."

If the heroes wish to speak with Rashon Sotose, Gilloma tells them he may be found at Almas's main cantina – Building 49-A – most of the time.

Encounter 3: A Planet Divided

Key idea of this encounter: get the heroes involved in the local sentiments, allow them to begin exploring the kaluthin mystery.

Building 49-A is exactly what it sounds like – a squat, two-story pre-fab construction located to the north of the spaceport. The gray façade is broken up by someone's half-hearted attempt to paint the exterior; however, all the windows have been sealed and covered from the inside.

As the heroes approach, they see a pair of individuals leaving the place, shooting dirty looks back over their shoulder towards the place. Applicable Force powers detect a wave of hostility from inside the building.

Entering the establishment, the heroes have to cycle through the airlock (a painless process – outer door closes, then inner door opens). While in the lock, a droid's voice fills them in on the house rules – no fighting, no drawing weapons, etc.

As soon as they enter the main area, they're treated to a well-maintained and cleaned inner chamber – for a bar. However, everyone's attention is focused on the very quiet main floor.

Two men – a young Human male and a young Rodian male – stand in the middle of a makeshift ring, back-to-back. Both wear Jedi robes, and while the Rodian seems calm enough, the Human – who wears a Padawan braid – seems to keep wanting to reach for his lightsaber.

Surrounding the Jedi are a group of rough-looking individuals of mixed species and genders. There's no talking going on, but there's a lot of glaring, and some

of the throng are clutching makeshift weaponry – bottles, mugs, chaal sticks, and so forth.

It's going to take some fast-talking and good diplomacy checks to get the crowd calmed down. Feel free to make stuff up on the fly – make the players roleplay instead of just rolling. Force powers such as Empathy and Friendship work as well (each one of the crowd has a will save of +2 for such checks), as will Affect Mind and the like. None of the crowd initially listen to any Jedi in the party. Someone has put the idea in their head that the Jedi are responsible for the damage to the kaluthin, and what we have here are a dangerous bunch of drunks who have fixated on these two young Jedi as the source of their trouble. It's not rational, but neither are most drunken mobs.

IF ANYONE REACHES FOR A WEAPON, warn them that they're flirting with the dark side, and that drawing a weapon could lead to someone getting hurt or killed. Should anyone draw, the crowd becomes hostile to them as well. *IF ANYONE FIRES OR ATTACKS* without provocation, doing potentially lethal damage, they earn a dark side point. This situation needs to be diffused. If anyone does start a brawl, the Human Jedi Padawan (Lo Pelkar) joins in (use stats from page 268 of the *SWRPG* core book); the Rodian (Rulo) immediately moves to cut him off (using his lightsaber to block his Padawan's attacks). If the Human Padawan is attacked, he fights back; the Rodian draws and defends only. The workers should all be treated as level 1 or 2 experts (they are all farmers and farm crews). Do not force the issue with a fight. This is a roleplaying encounter, so let the heroes talk the angry farmers down. The farmers think the Jedi are behind the problems with their kaluthin crops, but have no evidence of it whatsoever. (They actually harvest the sadrin grains from the kaluthin plants, leaving the plants intact, but getting rid of excess seed matter that would have been wasted; these sadrin grains end up used in high-end air filtration systems.)

The best thing is to get the two Jedi out of the building. The crowd lets them go as long as they do just that – go. Both Jedi are rattled and want to return to the Academy. The Human is Lo Pelkar; he's a little on the "cocky" side, but was behaving himself very well in the bar. The Rodian is Rulo, a Jedi Knight. He is of the opinion that someone had been in there earlier, bending the ears of the locals against the Jedi, and that he and Lo were simply in the wrong place at the wrong time. He is grateful for the assistance.

The citizenry disperse once the Jedi are gone. If anyone helped calm down or otherwise peacefully resolve the situation, they'll be greeted and a Trandoshan named

Kressis buys them each a drink – except for any obvious Jedi in the group (wearing robes, or openly displaying a lightsaber or using Force powers). Any Jedi heroes are given the silent treatment for the remainder of the encounter, unless they are properly deferential and respectful (your judgment).

Kressis is open with the heroes. The attack on Sotose's farm was the string that shattered the Kaiburr crystal. With the kaluthin dying, the Jedi don't seem to be doing anything about the situation, and public sentiment has slowly been turning against the Academy. There have been a few more vocal leaders, saying that the Jedi are responsible for the kaluthin's disappearance, in an attempt to scare the civilian groups off the world. Kressis doesn't agree with that sentiment, but he is getting nervous about the whole thing. He heard there might have been someone in here earlier bad-mouthing Jedi, but neither he nor anyone else present at the time can remember what the person looked like. If prompted, however, they think it might have been a Gungan.

Once they earn his trust (roleplay to your heart's content), Kressis reveals more. He is the lead harvester for the Sotose farm. If the heroes tell him that they're working for the research station, he'll offer to take them out to the Sotose farm. They can agree, or he can just give them directions and a layout (*Player Handout 1*). Kressis was manning a harvester when the attack occurred.

Kressis will not introduce them to Sotose, nor allow them to meet his family. If anyone uses any Force powers on him (Empathy and such) or beats a DC 15 Sense Motive check, they know that he's protecting the Sotose family (not being totally honest with the party).

Encounter 4: Down on the Farm

Key ideas of this encounter: a chance to explore other avenues...

The Sotose farm is approximately a two-hour journey by airspeeder west of the city. Upon initial approach, the heroes detect nothing within the building cluster. There does seem to be some damage done to each of the buildings, but a simple aerial survey won't tell them much.

The kaluthin are dying in this area; the ground is covered with black, withered grass. Breath masks are more necessary here, if only because of the smell.

If anyone drinks water from any area of the house, they must make a Fort Save DC 15 or throw up violently. They take 2d4 vitality damage (this does not go to wounds), and can't keep anything down for 24 hours.

Kressis offers explanations as to what is what as far as the buildings go, but he'll mainly stay by the airspeeder, nervously watching the area and fidgeting with his blaster rifle.

Use the following key to aid the search of the farm:

- 1) Farmhouse. This two-level building serves as the family center of the farm. The first level is the kitchen, dining room, recreation room, and communications station. The second floor holds the family's rooms, and barracks for the workers. A DC 10 Search check reveals numerous blast marks on the walls and into door locking mechanisms.
- 2) Garage. This large, one-level building holds the harvesters, planters, and other droid- and organic-piloted machinery used for farm work. All eight of the bays are full, holding various machines. There is no sign here that anything has been tampered with, or that anyone attempted to force entry to this building. If present, Kressis reveals that the garage was open when the attack occurred. Stealing farm equipment is Dark Side Point territory.
- 3) Processing station. This droid-brain controlled building is where the sadrin grains are separated from the kaluthin, packaged, and sent to the holding bins.
- 4) Holding bins. Two of these tall, cylindrical towers are full of the sadrin grains; the third is empty. A vacuum door in the side of the towers allows the grain to be transferred to a hovertruck for transport to Forard.
- 5) Well. This small structure contains a pumping unit to bring water up from an underground well; it also houses a purification device and piping to send purified water to each of the buildings. If inspected, it's obvious that the well covering has been forcibly removed (a DC 10 search tells the hero that the cover was burnt off by an energy blade). If inspected, the well's walls are covered in a slimy, red substance. A reasonable Knowledge roll (chemistry, life sciences, etc.) reveals that the substance is not native, nor is it natural. Anyone who tastes the stuff must make a DC 25 Fort save or suffer 2d8 Vitality damage (will not go over into wounds) and vomit violently, as well as being unable to keep anything down for 24 hours.

Anyone with a chemistry background (or with a reasonable rationale for figuring it out, in character) can deduce that someone is likely poisoning the aquifer.

When the encounter is winding down, the airspeeder's comlink hisses on, faintly. The relay is bad, but Gilloma is on the other end, trying frantically to get a hold of the heroes. The connection is poor, as if there is jamming or other interference. If answered, he'll say that there has just been a report of a group of unauthorized airspeeders detected near another sadrin farm. If the heroes leave now, they might be able to get there in time to catch the bad guys...

Encounter 5: Red-Handed

Key idea of this encounter: finding someone poisoning the aquifer at a separate farm, the heroes uncover more secrets about the kaluthin-killers, the heroes discover something critical about the toxin – it's explosive!

As the heroes speed towards the second farm, the tenuous link with Gilloma over the comlink finally dies. They're racing blind into a very likely hostile situation. Feel free to make them nervous about this. Kressis isn't all that interested in going with them; he wants to stay and protect the Sotose farm.

Half an hour later, they'll arrive at one of the sadrin fields. The harvesters have been pulled into a tight circle, and the farmers have hunkered down in the middle of them, blaster rifles ready (since the incident at the Sotose farm, they're taking no chances). The farmers can only be reached by comlink once in line-of-sight; if the heroes approach without making any overtures of identifying themselves, one of the farmers stands atop an enormous farm implement and shouts, **"Halt and identify yourselves, or we fire!"** He's very clearly a farmer. Provide spot checks to notice the markings on his coveralls, or whatever it takes to convince the heroes that (waving hand) "These are not the bad guys you're looking for."

Once contact is made, the lead farmer – a Herglic named Davv'si – says that they saw the unidentified airspeeders about three clicks to the west. The farmers hunker down and stay put.

As the heroes approach the area indicated by the farmers, they see an airspeeder moving away in the distance. In a shallow, rocky valley near the farm, another pair of airspeeders rests around a natural well. There are several armed figures in the valley, dumping the contents of large barrels into the well; each airspeeder holds eight of the barrels – the crew is on the second barrel of the second airspeeder (the first being the one flying away).

The size and level of the party determines the size of the opposing force – one thug for each hero, plus two. Each of the bad guys is armed with a blaster pistol and a vibroblade. (See **DM Aid #1**).

These thugs are not interested in fighting. They off-load their barrels when they see the heroes closing, tossing one or two down the well unopened, and as they pull away, they shoot one or more of the remaining barrels, sending them up in gouts of red and orange flame.

The barrels contain a very reactive toxin. Any strike on a barrel that does more than 10 points of damage causes the toxin to react violently – 8d6 damage to the immediate 2 meter area, 4d6 to all within the 8 meter blast radius.

This should be a cinematic fight (the big fight is yet to come), and it's important that at least one of the thugs be captured or killed (or at least drop his stuff!) in order that the heroes can find the datapad one of them is carrying. If captured and forced to talk (via Affect mind, for example), the thugs will at first chant "Death to Unbelievers", over and over. They know that Kosa-Yin Hadu and "the fishy one" are their leaders, and great power and glory await them. Unfortunately that's pretty much all they know – they're not very well informed. "Everything we need to know we are told when we need to know it, or it's on the datapad. Oh, yes, this datapad..."

Fortunately there's more information on the datapad. A Computer Use skill check of DC 15 on the datapad or better bypasses the security locks on the pad and reveals an area map. It matches up well with the map the heroes were given; they can identify the Sotose farm and several other areas that seem to be near natural wells – and all are marked with a red dot. However, there is a large blue mark on the map, which corresponds with a small hilltop about a hundred kilometers away.

That area, when it is scanned (if the heroes have a way to accomplish this, like calling in a favor to have it scanned from orbit) shows up as nothing at all. No topography, nothing. It's being jammed.

Any request for help is met with the following response (whether it's from the Jedi or anyone else): **We will have someone there as soon as possible. Go ahead, scout the area, and if you can, neutralize the threat. You will have backup shortly.**

Encounter 6: Showdown

Key idea of this encounter: Final fight. Knock-down drag out to the end of this menace. Get the heroes to get some of the poison being used on the kaluthin.

The hill marked on the map is a small, temporary camp area. There are three flat-bed airspeeders here, parked near a group of four tents.

- 1) Storage. This tent protects the toxin barrels from the weather.
- 2) Armory and communications. This area holds 10 spare blaster pistols, 10 blaster rifles, 40 energy packs, and one heavy blaster pistol. It also holds a military-grade field communications setup, which is the source of the local area jamming. A Computer Use DC 20 shuts down the jamming without damaging the equipment; breaking the setup also kills the jamming.
- 3) Barracks. This large tent is the sleeping area for the soldiers here. Other than cots and foot lockers with personal stuff, there's nothing here.
- 4) Hadu's Tent. This is Kosa-Yin Hadu's quarters and field office.

The heroes can safely survey the encampment from a hillock about 500 meters away. Let them plan, if they want to, or go in guns blazing.

As soon as Kosa-Yin Hadu is alerted to the attack, he'll emerge from his tent and move to cut the invaders off. Three of his personal guards (the soldiers) go with him; the other dozen personnel (the thugs) here will begin to power up the airspeeders to leave. If they have to, they'll fire on the storage tent and detonate the toxin barrels to destroy the camp as they flee.

See **DM Aid #1** for stats for this encounter.

Encounter 7: So many questions...

Key ideas of this encounter: Report back to the scientists and the Academy.

The reinforcements arrive shortly after the fight ends (or shortly before, if the dice are particularly unkind to the heroes and they need to be rescued). The reinforcements include Gilloma, Treegin, and Seenlu Kir (Kir brings three more Jedi – another Knight and two Padawan Learners – with her).

Once the fight is mopped up, the Jedi establish a loose perimeter while the scientists begin taking measurements, soil samples, and atmospheric readings.

Gilloma approaches the heroes with credit chips.

"Here is your payment," the Ithorian says in stereo. "I can't express how thankful we are that you've ended this threat."

Seenlu Kir approaches next, frowning. "We discovered the identity of the Gungan Jedi. His name was Kosa-Yin Hadu. He was the Padawan of a Knight

named Kin-Ya Dosun, who was also a Gungan. The pair of them disappeared on a mission for the Coruscant temple about two years ago. We're trying to find out what that mission was and where they were lost, but all our inquiries are coming up empty. I'll see that you're kept informed."

Treegin moves to Gilloma's side, and quickly rattles off a report to his superior. Gilloma nods, then turns back to you. "It seems that we've enough samples here, and from the other sites, to begin work on an anti-toxin for this biological terror. Please, my friends, come back to the station. We can't offer much more, but what we have is yours. We will meet you back at the station."

Conclusion

As the speeder containing the reinforcement team leaves, a young Rodian comes rushing up to the heroes. She wheezes out a message in broken Basic. **"Found. In. Tent."** She is holding a holoprojector. When it's activated, the image of a dark-cloaked figure flickers into existence. Its face is shrouded in shadow beneath a deep cowl.

The being's arms fold over his chest, just underneath an odd-shaped pendant dangling from a gold chain. A red gem in the center of the piece pulsates, as if it is his heartbeat.

"So," the shadow speaks. "The Jedi have learned of our presence. Accelerate the timetable. The two of you are only the first wave in the tide that will wash the Jedi scourge from my planet."

And with that, the projection flickers and fades. The Jedi Academy will be happy to take the holoprojector to study (this is actually what Gilloma will recommend), but it will be some time before they can identify the speaker...

Here Ends *The Kaluthin Are Always Greener*

Experience Point Summary

Experience is calculated as follows for Living Force events.

- 1) Experience awards in Living Force are not made for achieving objectives, but instead for successfully completing an adventure of a given length. Thus, if the heroes survived and accomplished the primary goal of the adventure, they receive full Adventure Experience (600 xp for core LF plot scenarios, 350 for non-core LF scenarios).

- 2) Assign discretionary role-playing experience (0-400 points). These should reward accurate hero portrayal throughout the adventure, not just how well the PC interacted socially. Do NOT automatically award max roleplaying XP, consider carefully how well the players stayed in-character. This is your opportunity to reward appropriately cinematic behavior, so use it!

Adventure Experience Award:

Did the heroes track down the source of the problem with the kaluthin, and kill Kosa-Yin Hadu? If so, each hero who survived receives 600 xp.

Adventure Experience:	600 xp
Roleplaying Experience:	0-400 xp

Total Possible Experience: 1,000 xp

If the heroes did not complete the scenario because of time constraints, but were "on the right track," you may award ½ adventure experience. If the heroes succeeded in tracking down the source of the kaluthin problem, but Kosa-Yin Hadu escaped, award them ¾ adventure experience.

Loot Summary

If it's not on this list, the PCs cannot keep it. This is a house rule that overrides what they may actually acquire in the scenario. Certificates are not supplied for standard equipment, but it should be assumed that any equipment the heroes find which is not listed here cannot be kept or is non-functional for one reason or another.

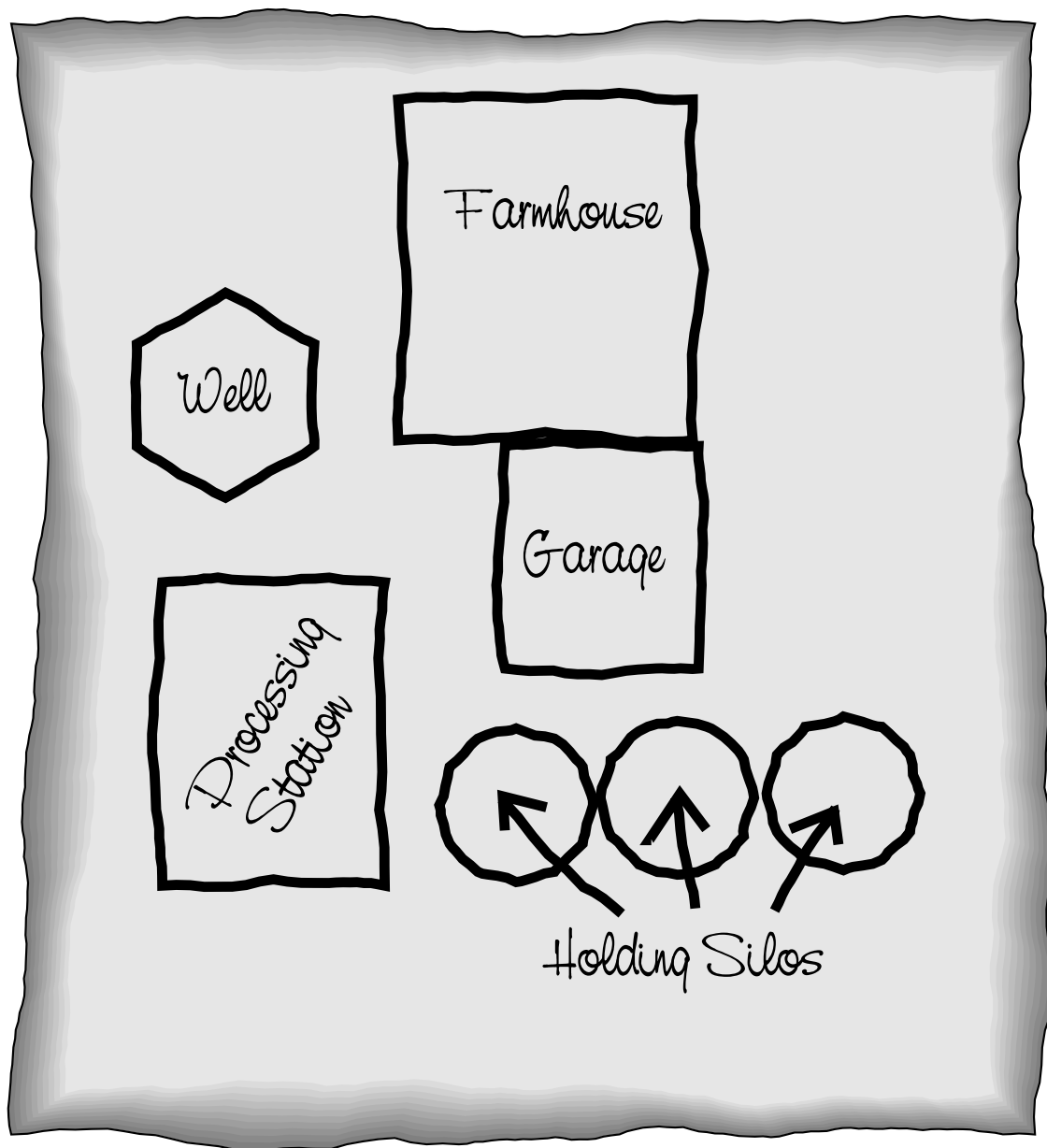
- If Kosa-Yin Hadu was killed, his lightsaber (certed)
- One heavy blaster pistol (illegal, certified)
- 5 functional blaster pistols
- 5 functional blaster rifles
- 20 energy packs

Kosa-Yin Hadu's Lightsaber:

Jedi Lightsaber, constructed by Kosa-Yin Hadu.

Every time it is activated by a non-Dark Side persona, that individual gains one Dark Side point; two Dark Side points if that individual is Force-Sensitive. The focus crystals were imbued by Kosa after he went over to the dark side, and as such, filter powerful dark side energies into anyone who uses them, either in this lightsaber or in another.

Player Handout #1: Map to the Sotose Farm



DM Aid #1: NPC Stats

Encounter 1 – Getting There Is Half the Fun

Attack Droids: Walking attack droid, Thug 1; Init +2 (Dex); Defense 17 (+5 armor, +2 Dex); Spd 8 m; VP/WP -/13; Atk +1 melee (1d6, punch), +4 ranged (3d6, blaster pistol); SQ nil; SV Fort +3, Ref +2, Will +1; SZ M; Rep 0; Str 11, Dex 14, Con 13, Int 10, Wis 13, Cha 6.

Equipment: Arm-mounted blaster pistol, armor plating (armor check penalty -3), locked access.

Skills: Listen +1, Read/Write Basic, Speak Basic (understand only), Search +2, Spot +2.

Feats: Weapon Focus (Blaster Pistol), Weapon Group Proficiency (Blaster pistols, simple weapons).

NOTE: In middle tier (levels 4-6), the droids gain DR 3; in upper tier (levels 7-9), they gain DR 6. In all tiers, use a number of droids sufficient to challenge (but not decimate) the party, and keep them busy until the dark Jedi have escaped.

Lower Tier (Average hero level 1-3):

Male Human Thug 2 (3); IM+3; Def 17; Spd 10m; VP/WP -/14; Atk +3 melee (1d4+1, boot knife), +5 ranged (3d6, blaster pistol); SV Fort +5, Ref +3, Will +1; SZ M; FP 0; DSP: 1; Rep 0; Str 13, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills: Climb +2, Intimidate +2, Knowledge (Jedi Lore) +2, Knowledge (Streetwise, Cularin) +2, Profession (Unpleasant rabblrouser) +3, Search +2, Spot +2, Swim +2.

Feats: Weapon Group Proficiencies (Simple Weapons, Blaster Pistols), Armor Proficiencies (Light), Force Sensitive.

Equipment: Combat boots, blast vest, utility jumpsuit, blaster pistol, metal rod with buttons glued on (fake lightsaber).

Middle Tier (Average hero level 4-6):

Male Human Thug 5 (3); IM+3; Def 17; Spd 10m; VP/WP -/14; Atk +7 melee (1d4+2, boot knife), +8 ranged (3d6, blaster pistol); SQ Bonus feats; SV Fort +6, Ref +4, Will +2; SZ M; FP 0; DSP: 3; Rep 1; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills: Climb +2, Intimidate +3, Knowledge (Jedi Lore) +3, Knowledge (Streetwise, Cularin) +3, Profession (Unpleasant rabblrouser) +4, Search +4, Spot +4, Swim +3.

Feats: Weapon Group Proficiencies (Simple Weapons, Blaster Pistols), Armor Proficiencies (Light), Force Sensitive, Point Blank Shot.

Equipment: Combat boots, blast vest, utility jumpsuit, blaster pistol, metal rod with buttons glued on (fake lightsaber).

Upper Tier (Average hero level 7-9):

Male Human Thug 8 (3); IM+3; Def 17; Spd 10m; VP/WP -/17; Atk +10/+5 melee (1d4+2, boot knife), +11/+6 ranged (3d6, blaster pistol); SV Fort +8, Ref +6, Will +3; SZ M; FP 0; DSP: 4; Rep 2; Str 14, Dex 17, Con 14, Int 10, Wis 12, Cha 8.

Skills: Climb +2, Intimidate +5, Knowledge (Jedi Lore) +4, Knowledge (Streetwise, Cularin) +4, Profession (Unpleasant rabblrouser) +5, Search +5, Spot +5, Swim +3.

Feats: Weapon Group Proficiencies (Simple Weapons, Blaster Pistols), Armor Proficiencies (Light), Force Sensitive, Point Blank Shot, Toughness.

Equipment: Combat boots, blast vest, utility jumpsuit, blaster pistol, metal rod with buttons glued on (fake lightsaber).

Encounter 3 – A Planet Divided

This should not come to a fight, but if it does, here are some stats for the participants.

Lo Pelkar, Jedi Guardian 4; IM+3; Def 19 (+6 class, +3 Dex); Spd 10m; VP/WP 34/14; Atk +5 melee (lightsaber 2d8+1) or Unarmed (1d3+1), +7 ranged (blaster pistol 3d6); SV Fort +6, Ref +7, Will +3; SZ M; FP 2; DSP 0; Rep 3; Str 13, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills: Battlemind +9, Enhance Ability +9, Force Push +7, Move Object +7

Feats: Alter, Blind-Fight, Burst of Speed, Control, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Sense, Weapon Group Proficiencies (Simple Weapons, Blaster Pistols)

Equipment: Lightsaber, comlink

Assorted farmers and laborers Commoner 0; IM+1; Def 11; Spd 10m; VP/WP -/13; Atk +3 melee (various blunt objects 1d6+3); SV Fort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep 0; Str 16, Dex 12, Con 13, Int 14, Wis 8, Cha 10 (stats vary by species)

Skills: Various appropriate for farmers and laborers
Feats: Weapon Group Proficiencies (Simple Weapons)

Encounter 5 – Red Handed

Lower Tier (Average hero level 1-3):

Male Human Thug 2 (3); IM+3; Def 17; Spd 10m; WP 14; Atk +3 melee (2d6+1, vibroblade), +5 ranged (3d6, blaster pistol); SV Fort +5, Ref +3, Will +1; SZ M; FP 0; DSP: 1; Rep 0; Str 13, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills: Climb +2, Intimidate +2, Knowledge (Jedi Lore) +2, Knowledge (Streetwise, Cularin) +2, Profession (Unpleasant rabblouser) +3, Search +2, Spot +2, Swim +2.

Feats: Weapon Group Proficiencies (Simple Weapons, Blaster Pistols, Vibroweapons), Armor Proficiencies (Light).

Equipment: Combat boots, blast vest, utility jumpsuit, blaster pistol, vibroblade

Middle Tier (Average hero level 4-6):

Male Human Thug 5 (3); IM+3; Def 17; Spd 10m; WP 14; Atk +7 melee (2d6+1, vibroblade), +8 ranged (3d6, blaster pistol); SQ Bonus feats; SV Fort +6, Ref +4, Will +2; SZ M; FP 0; DSP: 3; Rep 1; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills: Climb +2, Intimidate +3, Knowledge (Jedi Lore) +3, Knowledge (Streetwise, Cularin) +3, Profession (Unpleasant rabblouser) +4, Search +4, Spot +4, Swim +3.

Feats: Weapon Group Proficiencies (Simple Weapons, Blaster Pistols, Vibroweapons), Armor Proficiencies (Light), Point Blank Shot.

Equipment: Combat boots, blast vest, utility jumpsuit, blaster pistol, vibroblade.

Upper Tier (Average hero level 7-9):

Male Human Thug 8 (3); IM+3; Def 17; Spd 10m; WP 17; Atk +10/+5 melee (2d6+2, vibroblade), +11/+6 ranged (3d6, blaster pistol); SV Fort +8, Ref +6, Will +3; SZ M; FP 0; DSP: 4; Rep 2; Str 14, Dex 17, Con 14, Int 10, Wis 12, Cha 8.

Skills: Climb +2, Intimidate +5, Knowledge (Jedi Lore) +4, Knowledge (Streetwise, Cularin) +4, Profession (Unpleasant rabblouser) +5, Search +5, Spot +5, Swim +3.

Feats: Weapon Group Proficiencies (Simple Weapons, Blaster Pistols, Vibroweapons), Armor Proficiencies (Light), Point Blank Shot, Toughness.

Equipment: Combat boots, blast vest, utility jumpsuit, blaster pistol, vibroblade

Encounter 6 – Showdown

Kosa-Yin Hadu: Adult Male Gungan, Jedi Guardian 4/Dark Side Marauder 2; **Init** +6 (+2 Dex, +4 Bonus); **Def** 21 (+2 Dex, +9 Class), 23 when lightsaber active; **Spd** 10m; **VP/WP** 60/14; **Atk** +7/+2 melee (1d3+1, punch), +8/+3 melee * (2d8+1, crit 19-20, Lightsaber), +8/+3 ranged (3d8, heavy blaster pistol); **SQ** Hold breath, Low-light vision, Tainted; **SV** Fort +9, Ref +10, Will +2; **SZ** M; **FP** 4; **DSPs**: 8; **Rep**: +4; **Str** 13, **Dex** 15, **Con** 14, **Int** 13, **Wis** 10, **Cha** 9.

Equipment: All-Temperature cloak (+2 to Fortitude saves made to resist severe weather), Lightsaber, Heavy Blaster Pistol

* Kosa-Yin Hadu has constructed his own Lightsaber.

Skills: Climb +3, Craft (Lightsaber) +5, Intimidate +3, Read/Write Basic, Read/Write Gungan, Speak Basic, Speak Calamarian, Speak Gungan, Tumble +5

Feats: Armor Proficiency (light), Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Improved Initiative, Power Attack, Weapons Group Proficiency (blaster pistols, blaster rifles, primitive weapons, simple weapons, vibro weapons)

Force Skills: Battlemind +6, Enhance Ability +6, Force Defense +6, Force Push +4, Heal Self +2, Force Grip +5.

Force Feats: Alter, Control, Hatred, Lightsaber Defense, Rage, Sense

Equipment:

Dark Side Feats from the Dark Side Sourcebook:

Hatred - 10 meter radius centered on user. Counts as an attack action and costs 4 vitality points. All within the radius suffer 2d6 dmg and –2 penalty on all attacks, skill, and ability checks. Targets may attempt a Fort save (DC15 + user's CHA modifier) to reduce damage by ½. Lasts 1 round. May spend 4 additional vitality as a move action to maintain the effect for that round. Each round Hatred is maintained, do 2d6 dmg. May not take 2 move actions to "maintain" this ability twice.

Rage - Channel anger into a berserker fury, increasing battle prowess. Temporary gain of +4 Strength, +2 Vitality points per level, and a +2 rage bonus on Fortitude and Will saving throws. –2 penalty to Defense. Cannot use skills, feats or special abilities that require patience and concentration. Rage lasts for #rounds = 5+Constitution modifier. At the end, lose bonus vitality and 1d4 additional vitality for every round of the Rage's duration. Cannot result in wound damage.

Various Expendable Thug 1 (12); IM +0; Def 10; Spd 10 m; VP/WP -/15; Atk +2 melee (1d6+1, baton), +1 ranged (3d6, blaster pistol); SQ none; SV Fort +4 Ref

+0, Will +0; SZ M; FP 0; Rep 1; Str 13, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Skills: Intimidate +3, Speak Gungan.

Feats: Toughness, Weapons (simple, blaster pistols).

The expendable thugs exist solely to get away. They will help out if things look too easy for the group, but really, they just want to run.

Lower Tier (Levels 1-3)

In this tier, Kosa has been utilizing his Force skills extensively terrorizing isolated farmsteads today, and only has 3 vitality points left. He will not waste an action on healing himself. He doesn't think the heroes are worth it.

Kosa's Guards (3): Various Soldier 2; IM +2; Def 15 (+2 dex, +3 class); Spd 10 m; Sz M; VP/WP 18/14; Atk +3 melee (1d6+1, baton), +4 ranged (3d8, blaster rifle; +5, 3d8+1, point blank); SQ none; SV Fort +5, Ref +2, Will +1; SZ M; FP 2; DSP 2; Rep 1; Str 12, Dex 14, Con 14, Int 9, Wis 12, Cha 10.

Skills: Climb +6, Demolitions +4, Intimidate +7, Listen +2, Repair +2, Spot +5, Survival +7, Treat Injury +6.

Feats: Armor (light, medium), Weapon Proficiency (simple, blaster pistols, blaster rifles, vibroweapons, heavy weapons), Dodge, Point Blank Shot.

Equipment: Blaster rifle, street clothes, baton.

Middle Tier (Levels 4-6)

In this tier, Kosa has been utilizing his Force skills to torture innocents, and only has 29 vitality points left. He may well consider healing himself, if the heroes look dangerous.

Kosa's Guards (3): Various Soldier 5; IM +2; Def 18 (+2 dex, +6 armor); Spd 10 m; Sz M; VP/WP 48/14; Atk +6 melee (1d6+1, baton), +7 ranged (3d8, blaster rifle; +8, 3d8+1, point blank); SQ none; SV Fort +6, Ref +3, Will +2; SZ M; FP 2; DSP 2; Rep 1; Str 12, Dex 14, Con 14, Int 9, Wis 12, Cha 10.

Skills: Climb +7, Demolitions +6, Intimidate +7, Listen +2, Repair +2, Spot +5, Survival +7, Treat Injury +6.

Feats: Armor (light, medium, & heavy), Weapon Proficiency (simple, blaster pistols, blaster rifles, vibroweapons, heavy weapons), Dodge, Point Blank Shot, Mobility, Weapon Focus (blaster rifle).

Equipment: Blaster rifle, padded battle armor, baton.

Upper Tier (Levels 7-9)

Kosa-Yin Hadu is at full strength for heroes levels 7-9. Not that it will help him much... He will Rage as his guards demonstrate that the angry Gungan with the lightsaber is not always the biggest threat. One of the guards has a grudge against Jedi, and will immediately blow a Force point, calling on the dark side, to Force Grip the most powerful (he just picks an obvious Jedi; YOU get to pick the most powerful one!) Jedi present (which means, you're rolling 4d6+d20+6; when you roll damage, roll it behind your screen, and do not outright kill the hero this way, but give the player a good scare). All three guards are quite happy to heroic surge as much as they can, while their boss rages into the midst of the fray.

Kosa's Guards (3): Various Soldier 7/Force Adept 1; IM +2; Def 18 (+2 dex, +6 armor); Spd 10 m; Sz M; VP/WP 75/14; Atk +8/+3 melee (1d6+1, baton), +9/+4 ranged (3d8, blaster rifle; +10/+5, 3d8+1, point blank); SQ tainted; SV Fort +6, Ref +3, Will +2; SZ M; FP 1; DSP 7; Rep 1; Str 12, Dex 14, Con 14, Int 10, Wis 12, Cha 10.

Skills: Climb +7, Demolitions +8, Intimidate +7, Listen +3, Repair +3, Spot +5, Survival +7, Treat Injury +6.

Force Skills: Force Grip +6.

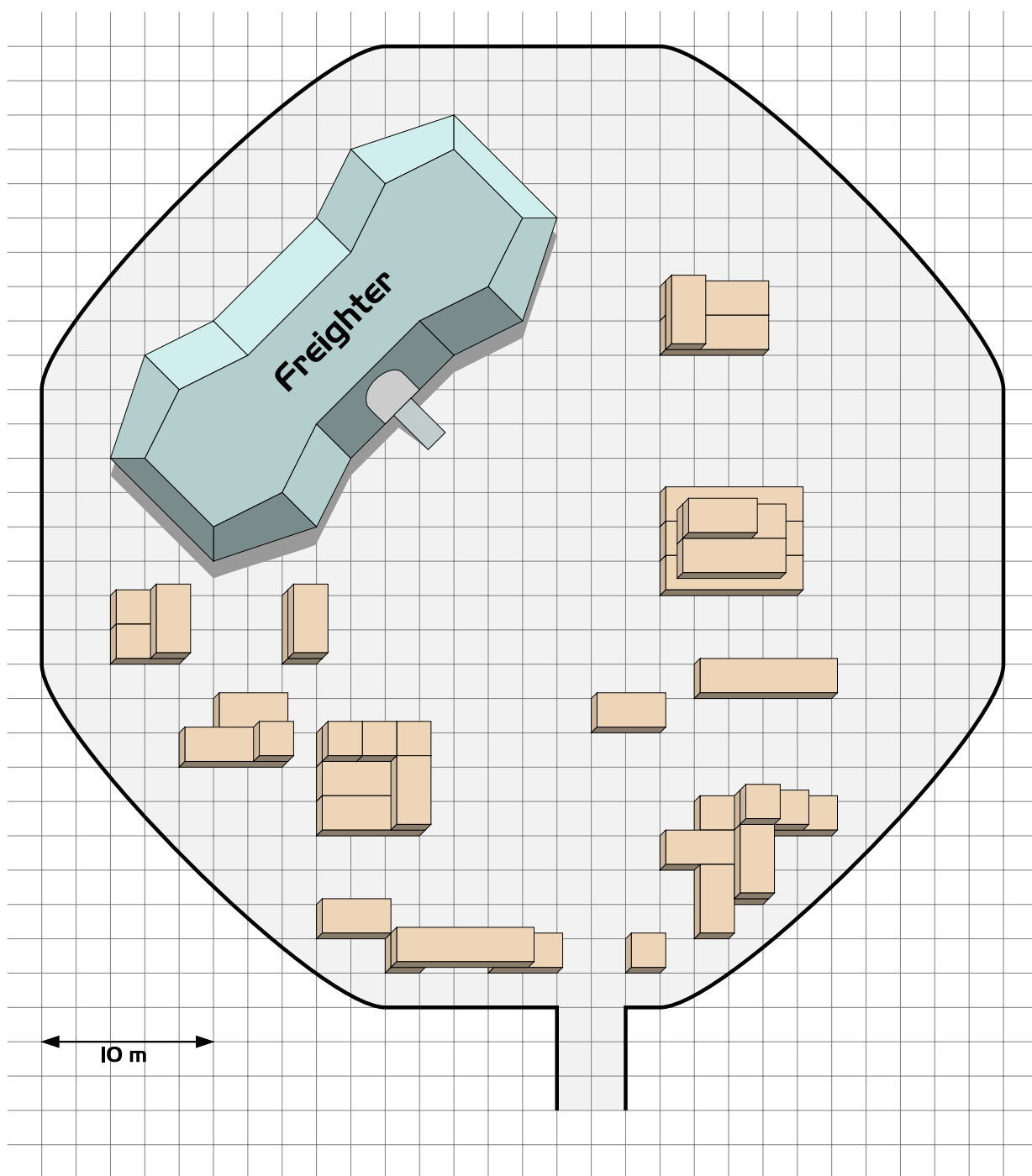
Feats: Armor (light, medium, & heavy), Weapon Proficiency (simple, blaster pistols, blaster rifles, vibroweapons, heavy weapons), Dodge, Point Blank Shot, Mobility, Weapon Focus (blaster rifle), Force Sensitive, Alter, Heroic Surge.

Equipment: Blaster rifle, padded battle armor, baton.

DM Aid #2

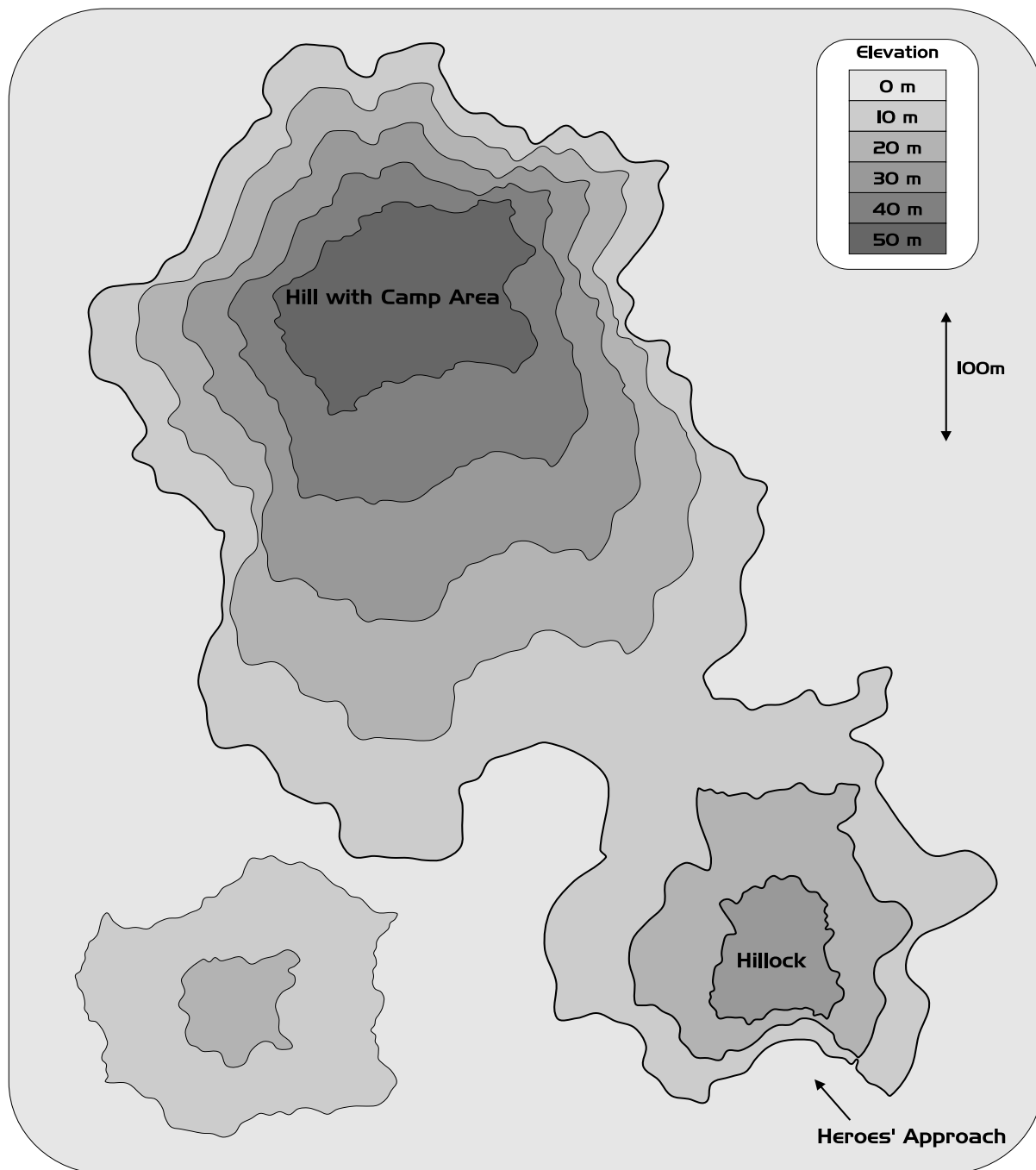
Map of the Hangar

Objects shown are boxes and crates (and suitable for use as cover).



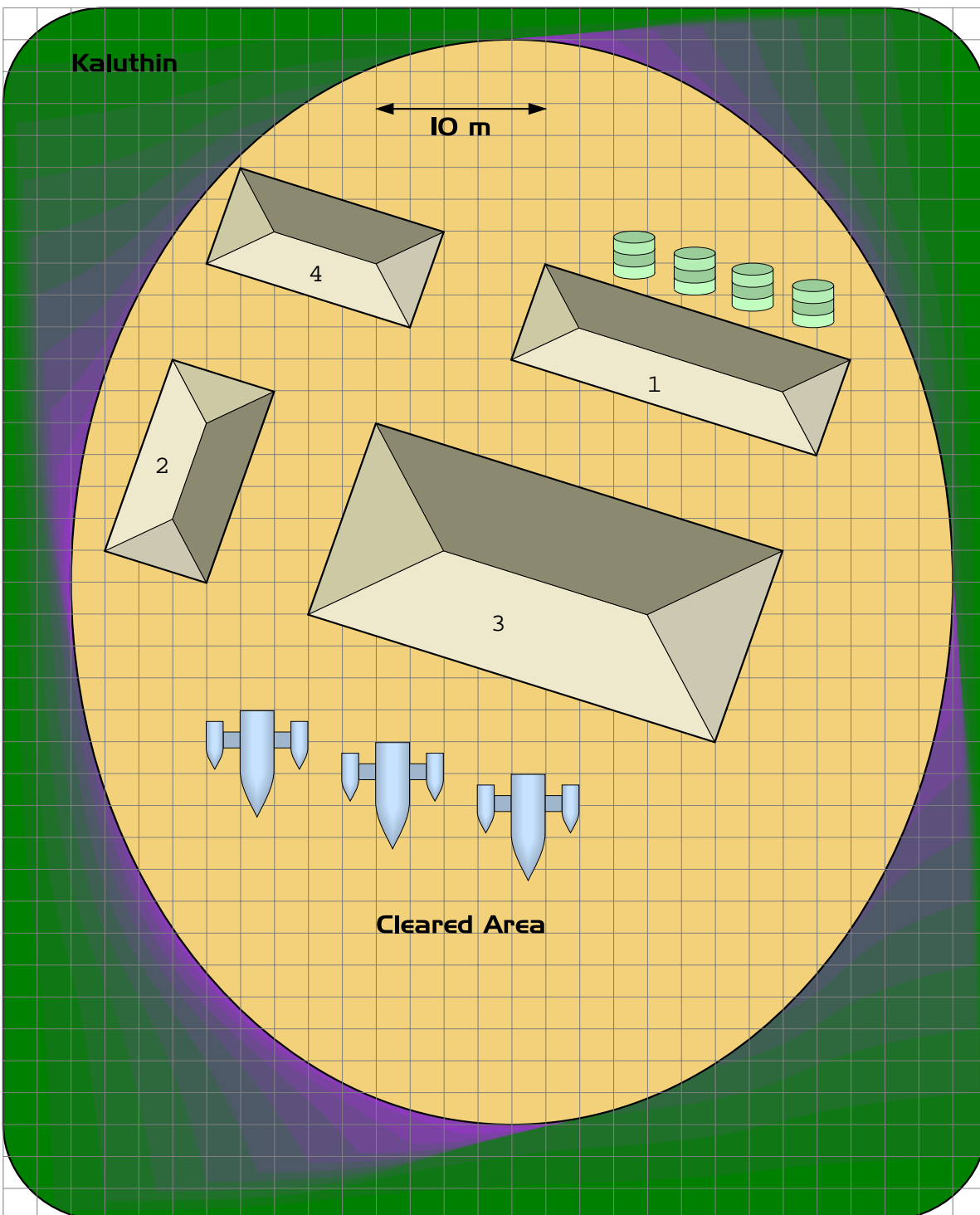
DM Aid #3:

Encounter 6 – Showdown - Topographical map of the temporary camp



DM Aid #4

Encounter 6 – Showdown - Map of the camp site



Critical Event Summary

The Kaluthin Are Always Greener

1. Did the PCs defeat Kosa-Yin Hadu?

Yes

No

2. Did the PCs recover a barrel of the toxin for the research station to work on?

Yes

No

3. Did the heroes prevent the riot at the cantina? Did they do so without resorting to violence?

Yes

No

4. Did any heroes aggravate Kressis especially? Record player name, rpga# and hero name below.

5. Did any of the heroes take Kosa-Yin Hadu's lightsaber? Record player name, rpga# and hero name below.

Convention Coordinator:

To report these results (for events during the month of March 2002 only), you may US mail them to:

RPGA - Living Force, P.O. Box 707, Renton, WA 98057-0707

Or email to: LFPlots@living-force.net

Or fax to: (425) 687-8287 Attention Living Force Critical Events

Check <http://www.living-force.net> for other methods.