

Coruscani Dawn

**A One-Round Living Force Tournament
Created for Star Wars Celebration II**

by Morrie Mullins

An ancient artifact of the Sith has been uncovered beneath the wasteland of Almas, and it needs to get to Coruscant *now*. A veritable fleet of ships has been organized for the mission, and the heroes of Cularin have quite a journey ahead of them. Coruscant awaits! An adventure for Living Force heroes levels 1-9.

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Coruscanti Dawn is a standard RPGA Network 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 nametag 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 character.

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:

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 characters 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 among 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 characters.

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. Heroes 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 players may use only one of the above methods and must choose which before rolling (Employment, Craft or Profession). There is no pay for unskilled labor in the Living Force campaign.

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 character, he or she should

consider the character's motives: Did the character act out of anger? Hatred? Cruelty? Vengeance? Pride? Did the character 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 character, 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 characters. 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 characters, and therefore characters levels 1 through 9 are appropriate. If a player brings a higher-level character 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

Not long ago, a team of Jedi (including Master Kirlocca) undertook an expedition into the Sith fortress that sits in the center of the great wasteland on Almas. In a dark, forgotten corner they came across a fist-sized black crystal that pulsed with dark energy. It matched descriptions from histories of the Sith Wars of an artifact known as the Pulas, an object whose function is unclear, but which was wielded by numerous powerful Sith down through the ages.

It immediately became clear that Almas was no place for this artifact, especially with the emergence of the Believers, a cult of dark side worshippers in Cularin. Master Lanius Qel-Bertuk spoke at length with the Jedi Council about the crystal, and it was decided that it must be sent to Coruscant.

Nothing is ever quite that easy. The first night the

crystal was in the Academy, a group of the Believers attempted to break in, presumably to steal it. Faced with capture, the band turned their blasters on themselves. Master Lanius saw that he could waste no more time and called on the heroes of Cularin for assistance.

In order to make it difficult for the Believers to find the crystal, Master Lanius had a small fleet assembled, and a large number of boxes made of Mandalorian iron brought out of deep storage. This iron, in addition to being virtually indestructible (even to lightsabers), cannot be easily penetrated by attempts to utilize Force abilities (Far Seeing, See Force, etc.). Each of these boxes was loaded onto a different ship, and no one but Master Lanius knew which ship actually contained the suspected artifact.

The heroes crew one of the ships bound for Coruscant, and are tasked with delivering their box to a representative of the Jedi once they arrive. Do they have the artifact? Are they a decoy? There is no way to tell without opening the box, and doing so could doom them all.

Encounter 1: To the Study

The heroes are contacted by Master Lanius and asked to come to Almas. He has heard of their work, and is in need of the assistance of as many heroes as possible for the transport of a potentially dangerous item to Coruscant. He can provide a ship, or they can take their own, it makes no difference to him. The Academy will, within reason, pay for all travel-related expenses.

Encounter 2: To the Ship

Leaving Cularin is not a simple task. The heroes are part of a fleet of ships that are heading out from Cularin to Coruscant, and must navigate the comet cloud prior to making the jump to hyperspace. As they are traversing the comet cloud, they pick up a tail: a dark fighter that seems intent on stopping them. A minor ship combat ensues, and then the heroes make their way out the far side of the comet cloud and can make the jump.

Encounter 3: To the Center

Given the number of ships arriving at Coruscant from Cularin, and the need to ensure secrecy (no one knows who has the real delivery except for Master Lanius), the deliveries are staggered. The heroes are routed to landing platform 3107, which is located several hundred kilometers from the Jedi Temple, until such time as the Temple is prepared to accept their delivery. They are met by Devan, a young Jedi Knight, who is present to accompany them to the safe location where the heroes wait.

Encounter 4: To the Undercity

When another of the ships from Cularin cargo is stolen, the heroes must pursue and retrieve the box from the thieves. This pursuit leads them to the Undercity of Coruscant, where they find the thieves' speeder wrecked, and must deal with some irate locals.

Encounter 5: To the Package

Through any of a number of clues, the heroes find their way to Saludi's, a cantina way down in Coruscant, a popular hangout for pilots and criminals and criminal pilots. There is a door in the back beyond which the heroes are fairly certain the item in question is. To get through it they should use tact; there's too much muscle here for most of the heroes to really want to fight it out.

Encounter 6: To the Endgame

The standard running chase is turned on its head as the heroes chase (and perhaps capture) a hapless goon who was left to guard the entrance to the hideout of the Believers on Coruscant. If he is captured, the heroes can learn that there is a trap waiting for anyone who comes after the item. If not, the trap is waiting for them regardless. It includes one very unrepentant fallen Jedi with a stolen lightsaber and at least one other Force user.

Encounter 7: To the Temple

The Jedi arrive after the fight is over (for good or ill), and the heroes are escorted to the Council chambers, where they deliver their package to Mace Windu. He asks them for the lightsaber, if it was recovered. He is very grateful in the calm, cool way that only Mace can manage and is more than happy to answer any questions the heroes may have. The event ends with the sun rising over Coruscant, and the heroes getting to watch the sunrise from the Council chambers.

Important Note to Judges: This event can run long. If you can, schedule it for 2 slots; you probably won't take the whole time, but it does let you do things like run a bar fight in Coruscant's Undercity, and include enough opportunities for everyone to really have a chance to explore. Part of the point of this event is to let the heroes expand their horizons, so when you run it make sure everyone is given a chance to shine. This scenario is heavily grounded in the Force, but it also includes chances for pilots, scoundrels, nobles, and fringers to show what they're made of. And, of course, it includes some combats. Make everyone central for at least some part of the event, and give everyone a chance to be heroic. If you need to trim, the easiest places to trim are the combats; remove even the potential of a combat with Ilok and Bartle, and don't let anything in the cantina turn into a fight. You can also

minimize the roleplaying surrounding the information gathering in the cantina, but since that is one of the enjoyable parts of the event, try not to cut it too much. It is also important to get things moving, so don't let them sit and ask Lanius questions forever. He's a busy man, and needs them to get on their way so he can instruct the next group. One last thing—have fun. How many times do you get to play on Coruscant, after all?

Opening Crawl

For many centuries the Sith fortress on Almas stood abandoned but it was not forgotten. With the recent activity in the Cularin system, the Jedi of the Almas Academy have begun to investigate the fortress in more detail than they did in the past. Rumors have begun to circulate that a team of researchers found something deep within the fortress. Now the Academy must decide what to do with whatever it is they found...

Encounter 1: To the Study

Key ideas of this encounter: summoned by Master Lanius, the heroes of Cularin are informed of their mission and given a chance to ask questions about what they will be doing

Master Lanius Qel-Bertuk is a serious man who cares deeply about Cularin and her people. When he asked his Padawans to help him put out the call for assistance he was hopeful that the heroes of Cularin would respond. However, he didn't foresee the volume of response that would come. I was more than he had ever hoped.

The scenario begins with the heroes arriving at Almas in answer to Lanius's call...

It seems like forever that your transport hangs in orbit, waiting for clearance to land. The sky above Almas is crowded like you've never seen it with ships from across the system, some public freighters, some private vessels. There is no way the landing platforms around Forard can handle this kind of traffic.

While you wait, you have time to replay the message sent out earlier today by Lanius Qel-Bertuk, headmaster of the Almas Academy.

"Cularin has proven herself to be home to a great many heroes. The Jedi need the assistance of all available heroes for a mission of the utmost urgency. Please come to Almas. Now."

It would be very convenient if the heroes were all traveling together. This is easiest if all of them had to

obtain transport to Almas, but if one or more of them have their own ships encourage them before play starts to determine whose ship is in use, since only one can be utilized by the party throughout the adventure. Also encourage the pilot to take on “passengers” (the other heroes). While any charge for transport is strictly up to the pilot, try to discourage greed.

This is a good opportunity for the players to introduce and describe their characters. Once that is completed, the ship receives its landing clearance but the landing isn’t exactly standard.

A large number of temporary platforms have been set up on the outskirts of Forard to accommodate the increased traffic. Eyeballing things, it looks like there are somewhere between 150 and 200 ships around the outskirts of Forard with crowds of heroes milling throughout. Feel free to personalize the adventure for your group by allowing them to spot other heroes they know or have meet in other LIVING FORCE adventures in the crowd.

As the group disembarks their craft a Padawan representative of the Jedi Academy meets them. This Padawan should be familiar to heroes who have played *An Official Engagement*.

An attractive young woman wearing the robes of a Padawan awaits you at the bottom of the ramp. She has dark hair; three small gems decorate her left earlobe, and a string of small hoop earrings run from the top of her right ear down to her right lobe. “Hello. I’m Lora. If you’ll please proceed to the Academy, your group will be assigned a place in line.”

Heroes who played *An Official Engagement* may have met Lora before. She is a mid-level Padawan at the Academy who detects as having seven Force levels. She hasn’t always been a Padawan, and is approaching her 19th birthday. She is often asked to help out with Academy work around Almas because of her experience in the area.

She is unable to tell the heroes anything about why Master Lanius has summoned so many heroes here, but she does know that every one of the ships that now surrounds Forard contains individuals answering Lanius’s call. She also believes that he plans to utilize all of the available resources, since most of the Jedi Knights and Padawans who are not working the crowd are preparing for missions in one way or another.

Jedi Heroes may be familiar with Lora (Knowledge: Local, DC 14 for those who did not play the module in which she first appeared, DC 10 for those who did). She can be easily frustrated, and has been seen around the fountain many times practicing meditation to help bring her mind into focus. There are rumors that she came to the Jedi “the hard way,” but no one asks too many questions since she is very dedicated

to the Order and to her studies.

The inside of the Jedi Academy is a madhouse. An Ithorian Padawan is handing out numbered slips of paper to groups as they come through the entry doors and the groups then get into a line that winds down a long corridor and disappears.

There is a wait while the heroes are in line. If they want to chat with the folks around them, here are some rumors that they may hear (and you can feel free to add more of your own).

- There is a Sith in the system.
- The Jedi Council is coming to Almas, and a security delegation needs to be elected.
- Senator Wren has been kidnapped, and is being held for ransom on Coruscant.
- Karae Nalvas (a dark Jedi who appeared in the “Clouds of Genarius” trilogy) has returned to Cularin.
- The Thaereian military are blockading Cularin, and blockade-running teams are needed.
- A droid on Uffel has stolen a ship and is threatening to “do something rash.”
- Anything else that would torment your players.

Of course, none of these are truth. Don’t spend too much time spreading false rumors. When the characters reach the front of the line, they are escorted into a large comfortable study.

“Please, come in.” Master Lanius Qel-Bertuk, headmaster of the Almas Academy, gestures to several chairs in front of his desk. “I’d rise, but I’m afraid I’m rather worn out from all the talking I’ve done today.

“I’m in need of heroes. There isn’t pay involved, and it may be extremely dangerous. I can’t tell you more unless you’re willing to work under those two parameters. Are you interested?”

If they indicate interest, Lanius has a great deal that he can tell them. The basics of the information are presented below in bullet form, rather than in read-aloud text, so that the heroes may ask questions.

- ***Recently, a team working deep within the Sith fortress, helping to clean it out, uncovered a black crystal with 40 facets. It radiates strongly of the dark side of the Force.***
- ***It may be a Sith artifact. It greatly resembles the Pulas.*** (No one should have Knowledge [Sith Lore] because there is no way to learn about the Sith for non-Jedi heroes, and Jedi heroes are taught the light side, not the dark; Lanius briefly explains, if

asked, that the Pulas was a black crystal supposedly wielded by a number of Sith through the years, which disappeared around the time of the Battle of Ruusan, where almost all of the Sith were wiped out.)

- *It needs to be taken to Coruscant, to be put in the hands of the Council.*
- *We are sending as many teams as we can. Every team has a box to transport.*
- *I am traveling to Coruscant as well, yes.*
- *No one knows who has the Pulas. No one but me. Every box is identical in size and shape.*
- *No, I will not tell you whether your box has the crystal inside it.*
- *Upon arrival at Coruscant, proceed to a landing platform until such time as the Jedi Temple can receive you. A Jedi Knight will meet you and take you to a safe location.*
- *We have every reason to expect that the Believers—that is the name that has been claimed by the cult of dark side followers that has emerged in Cularin—are trying to stop the crystal from leaving the system.*
- *We also have plenty of reasons to expect that there may be others who want it as well. But exactly who is a matter of speculation only.*
- *The party that initially brought it out was attacked on their way here. We know that others are aware of it.*
- *Yes, every ship out there is potentially headed to Coruscant. I want there to be too many targets for the ones who might want to stop the crystal from getting to Coruscant to deal with.*
- *If you have your own ship, you can take it. We pay for fuel and docking fees. We can't afford more than that. If you need a ship, one can be provided, along with a pilot if necessary.*
- *It doesn't matter what the decoy boxes are holding. You should never, ever open the box. If it is actually a Sith artifact, and you are carrying it, it might take advantage of you, and you would be lost to us.*

- *The boxes are made of Mandalorian iron that we've kept in storage here. They are impenetrable to most Force abilities (they block Far Seeing and See Force attempts to recognize their contents), and cannot be harmed by lightsabers.*
- *The boxes are roughly 30-centimeter cubes. (As in, 30 cm to a side.)*
- *Your landing platform will be 3107. The Jedi Knight who will meet you is named Devan. She was spoken of very highly by Master Windu.*

He can also tell them that the rumors they heard outside are just that—rumors—and should be dismissed as such. That should be all that the heroes need to know. All of the ships are leaving Forard and heading into orbit, then exiting Cularin through the comet cloud at the same time before making the hyperspace jump to Coruscant. If the heroes like, Lanius provides an assistant to get their nav-computers programmed for the trip. Once they have learned all that they can Lanius wishes them luck:

“What you are doing is vital not only to Cularin, but to the entire galaxy. May the Force be with you.”

Encounter 2: To the Ship

Key ideas of this encounter: getting out of Cularin and into hyperspace, complicated by the fact that there's a small fighter tailing them, leading to a chase through the comet cloud

As the heroes return to their ship (or the ship they have been assigned), other ships have already begun to take off. When they arrive at their ship, they find Master Kirlocca (Wookiee lightsaber master for the Academy) waiting for them, with E1-6RA (the four-armed protocol droid who is Master Lanius's assistant) at his side. Master Kirlocca speaks to them in Shyriiwook as they approach, so any hero who understands the language knows what he says before E1 begins translating.

“Master Kirlocca wishes you good fortune and safety on your journey to Coruscant. He is placing in your care a vital parcel. You must not under any circumstances open the box.” As E1 finishes speaking, Master Kirlocca reaches into a crate that rests on a repulsorsled beside him and pulls out a dull gray metallic box, 30 centimeters to a side. There are no markings of any kind on the box. He steps forward and hands it to [either the highest-level Jedi hero, or the hero with the highest reputation, if no Jedi are

present]. *He and E1 then turn and head for the next ship.*

There is no trouble obtaining flight clearance. The designator for the heroes' ship is the same as their landing platform: 3107. They receive their clearance to lift off, and are told to wait in orbit until such time as the full fleet has reached orbit, at which point they all head for the comet cloud and, once past, make the jump to hyperspace. (Use the standard rules for calculating hyperspace times on page 173 of the *Star Wars Roleplaying Game Core Rulebook*). The base time for the trip is 84 hours in hyperspace, and if the heroes let the Academy have someone set up their coordinates, that is how long it takes. If they elect to do the astrogation themselves, the DC for the check is 12 (not counting modifiers for the ship; there are no modifiers if the ship belongs to the Academy, it's just a straight DC 12 check, at that point), and the time in hyperspace can be modified based on table 11-5.)

Once all the ships have left Almas (by now, the number of ships has swelled to over 250 leaving for Coruscant) a voice comes over the comm of every ship:

"It is time." Master Lanius sounds very calm. "Pilots, plot course for the comet cloud, and when you are through, make the jump to light speed. I will see you all on Coruscant."

The comet cloud is a mass of debris—ice and rock and bits of broken ships that never made it through. The comet cloud marks the borders of Cularin. It is a challenge to navigate, although usually there are three primary lanes that ships use to get in and out. With this many ships, though, a number have taken to the paths less traveled, since the three main lanes are packed. The heroes can either take one of the main lanes, or try to make their way through the cloud proper.

Sticking to the Main Lanes

This is the least exciting option. Any hotshot pilot worth his salt is going to want to skip this way, because it's the interstellar equivalent of a traffic jam. A hotshot pilot who actually decides to go this way is going to have to really give his ion drive all its got to not get stuck at the rear of the pack, and if he manages to make it up to the front, he (or she) finds himself racing another pilot for the far side of the comet cloud. If they really want the race, utilize the "Generic Pilot" stats on page 267 of the *Star Wars Roleplaying Game Core Rules* for the opposed pilot (tier as you see fit), and kindly remind them (if it becomes an issue) that this is one of their allies, who is also making a delivery to Coruscant, and it's bad form to shoot at allies. If they end up just stuck in traffic (or if they have no pilot in

the group), gloss over this portion of the encounter.

Going through the Comet Cloud

Flying through the comet cloud is a lot like flying through the asteroid belt, only much more unpredictable. There are periodic explosions as balls of ice spin into one another, and the gases within are released. This is a chance to really have fun with the pilot in the group.

I'm not going to tell you exactly how this should run, because it's going to be different for every pilot that goes through it. Here are the basics: the comet cloud is a mass of rock and ice, and ice-covered rock, and rocks embedded in ice, and there are billions and billions of minute particles hitting the ship's shields and burning up every second the pilot spends pulling these maneuvers. There are bits and pieces of comet that are smashing into one another, there are explosive outgassings, there are dead bits and pieces of ships that haven't successfully made the run—get creative. Have fun with them.

The DC to avoid debris in the early part of the trip is 15 in low tier, 25 in middle tier, and 35 in upper tier. If you have someone in the group who can make that check without rolling dice, then make the DC higher, but don't tell them what the DC is. Ever. There are a lot of near misses, and the faster they're going, the more difficult it appears to be. If they run into something, describe the impact, but do *not* blow their ship up. I shouldn't have to tell you this, but if you blow the ship up now, there is no module.

After a couple of rounds of maneuvering through the cloud, find out who's running the sensors on the ship (it will *not* be the pilot, since she has her hands full with the piloting job). There may be more than one person doing sensors, it's your call. Give them a computer use check, DC 10 (15 in middle tier, 20 in upper tier) to notice that there is another ship in sensor range that seems to be tailing them through the cloud. Another sensor check, with a DC 5 higher than the first, reveals that the other ship is a fighter and there were no fighters among the ships launched from Almas.

This probably isn't good news.

The really bad news is when someone at one of the other sensor stations (you can take your pick, or it can be someone manning the weapon systems) realizes (DC 10 computer use check) that a targeting computer has locked onto the ship.

The fighter tailing them is an unmarked, dead black, Headhunter. There is no way to tell who it is, but she has no intention of shooting at the group. (It is, in fact, a member of the Believers who is trying to crash them into a piece of debris in the comet cloud; her orders are to make it look like an accident, and to make sure there's enough left that the box can be found.)

What is going to need to happen is a series of opposed pilot checks (utilize the stats for the generic fighter pilot on page 267 of the SWRPG core rules, but add an additional +5 bonus to the pilot skill of the opposing pilot, beyond what's listed in the book). The opposing Headhunter is unmodified, so the stats from the *Star Wars Roleplaying Game Core Rulebook* (p. 183) can be used without modification.

The opposing pilot only wants to cause panic and a crash. She begins at 4 range categories distant, and tries not to move closer than 3 range categories away. If she is ever, at any point, more than 8 range categories behind the heroes, they have lost her.

The heroes are free to fire at her, if they can (if they're in a loaner ship, it's an unmodified YT-1300 transport), but she does not fire back. This is all about piloting skill. If the heroes lose her, or after 10 rounds of pursuit, they break through the far end of the comet cloud and can make the jump to hyperspace. Don't worry about obstacles during the chase, just focus on the chase itself.

In Hyperspace

In the time it takes to get to Coruscant, whatever is in the box begins trying to make itself felt. While the box stops See Force and Far Seeing, it does not stop Affect Mind and that's a variant of what the thing inside is trying to do.

Pick a hero, start with any that have dark side points, and begin to describe a calling, a soft, mistlike voice that they hear, coming from the box. It's asking them to open it... they want to open it... they want to remove what is inside... it should be theirs...

You can have them roll some will saves. The DC is unimportant, unless they roll a 1. If they do roll a natural 1, they have failed the save. They begin moving, zombielike toward the box. It only takes someone else trying to stop them (as little as a touch on the arm, or saying their name, works fine) to bring them out of it. They remember what they were told, and it felt... wrong. They want to get the box as far away from themselves as possible. It's particularly fun to torment Jedi with this, if there are no heroes with Dark Side Points in the group!

If they are smart and decide to put the box in a place that they can't easily access it, or do something like make sure there are always at least 2 or 3 guards on the box, the rest of the trip goes without incident. Don't make a big production out of this, and don't let it devolve into inter-party conflict. Someone notices if another hero gets taken over, and if they try something to stop the other hero, let it work. The point here is to show that whatever they're hauling, it's dangerous.

Encounter 3: To the Center

Key idea of this encounter: arrival at Coruscant, greetings by Devan, a Jedi Knight assigned to guide them, and the discovery that another of the ships was attacked as it landed, its box stolen, and one of its passengers gone

In this encounter, description and imagery are everything. I've provided some box text for you to start with, but if you're running this, you've seen Episode I. You know how enormous, majestic, and sprawling Coruscant is. The city-planet at the functional center of the galaxy is almost all skyline, and the air above the planet is thick with ships at all hours of the day and night.

You come out of hyperspace and see before you a planet unlike any other in the galaxy. White hemispheres cover the poles of the planet, but everything between the sheets of polar ice is alive with light and motion. Enormous space stations orbit the planet, some anchored, others free-floating. Ships dart back and forth across your path. Your sensors are nearly overwhelmed as you scan the area ahead. Somewhere, on that planet, the Galactic Senate meets. Somewhere, on that planet, the Jedi Council deliberates the fate of the galaxy. Somewhere, on that planet, anything you can imagine can be found – living, dead, or otherwise.

Welcome to Coruscant.

Go on with whatever other descriptions you want. There are various ships from Cularin that are coming out of hyperspace and making their way through the upper layers of the atmosphere, headed for their docking areas. If they need a gentle nudge in the right direction, use something like the following.

"Shuttle 3107, this is Jedi Tower, over."

"Shuttle 3107, please proceed to assigned coordinates. You will be met by Devan. She will guide you to the safe-house where you will wait until such time as you can deliver your package."

This is actually flight control from the Jedi Temple on Coruscant, and can be verified with a sensor check (computer use, DC 12). Their landing location is approximately 600 km away from the Jedi Temple.

Your descent through the atmosphere is not as harrowing as you might have thought, from above. What looks like a chaotic mess from without is actually very orderly, once you make your way into the flow of traffic onto the planet. You bring your ship down on the designated platform, and as soon as your

engines shut down, a tall figure steps out of a nearby doorway and begins to approach the ship.

This is Devan. She is a Human woman, 22 years old with short red hair. It looks as though she only recently stopped wearing it Padawan-style (this is true; she is a 7th-level Jedi Knight, having only taken her trials a month before), and it's in an awkward in-between stage of growth. She also has piercing blue eyes (lightsaber blue, in fact), and is very tall—just over 1.75 meters. She identifies herself as a representative of the Jedi Council, and a Jedi Knight, and either asks to be brought aboard or to have the heroes come out, so they can proceed to a safer location. She has all appropriate identification, and she's really who she says she is.

Devan, Human Female Jedi Consular 7; IM +3; Def 19 (23 with lightsaber ignited); Spd 10m; VP/WP 44/11; Atk +9 melee (3d8-1, lightsaber*), +8 ranged (3d8, heavy blaster pistol); SQ Jedi Knight; SV Fort +5, Ref +7, Will +6; SZ M; FP 8; DSP 0; Rep 4; Str 8, Dex 16, Con 11, Int 16, Wis 12, Cha 3.

Skills: Bluff +6, Sense Motive +8, Knowledge (Jedi Lore) +7, Intimidate +7, Treat Injury +7, Computer Use +6, Diplomacy +9, Craft (lightsaber) +3, Speak Basic, Speak Dosh, Understand Shyriiwook, Speak Ryl, Speak Hutttese.

Force Skills: Enhance Ability +13, See Force +9, Friendship +4, Empathy +8, Battlemind +8, Force Defense +2, Heal Self +4, Affect Mind +8, Move Object +8, Heal Another +7.

Feats: Force Sensitive, Weapons (Simple, Blaster Pistols), Exotic Weapon Proficiency: Lightsaber, Heroic Surge, Weapon Finesse: Lightsaber, Skill Emphasis: Enhance Ability.

Force Feats: Control, Alter, Sense, Lightsaber Defense, Knight Defense.

Equipment: Jedi robes, lightsaber (teal blade), heavy blaster pistol with Coruscant permit.

Things Devan knows...

- What's in this box? *I'm not sure.*
- Why can't we stay on the ship? *Because there are probably a large number of individuals watching for ships from Cularin right now. Staying on the ship is not safe.*
- How do we get where we're going? *I have a transport speeder waiting for us. I can fly it, if need be.*
- How long are we going to need to wait before we get to make our delivery? *I'm not sure. It shouldn't be more than a matter of hours. The Council is staggering the deliveries, interspersing them with other arrivals, to keep anyone who might be watching guessing.*
- Has the "real" package already been delivered? *I*

was told they are all important, whether or not they contain... [She shrugs.]

- Do you know what's in the "real" package? *I don't need to know that. If it is the Council's will for me to learn, I will learn.*
- How long have you been on Coruscant? *I was brought to the Jedi as an infant. It's the only life I've known. [She doesn't really care much about where she was before, either.]*
- Why has this box been talking to us? *Off-hand? I'd guess that whatever's inside wants to come out. I suggest not letting it.*

When the heroes are done asking questions, or when you get tired of it, something exciting happens. If you need to, have Devan ask that they talk as they head for the speeder. Once they're on the speeder, give everyone Spot checks (except Devan; what's the fun if the NPC notices things first?). The person(s) with the highest check see(s) the following.

You're glancing around as the speeder finishes unlocking from the platform, and notice something that looks like blaster fire several platforms over. Squinting more closely, you see that the ship on that platform bears the markings of the Jedi Academy on Almas!

Yes. Someone has attacked one of the other ships, and they've been fairly successful. The box is gone, as is one of the passengers, who fell over the edge of the platform just prior to the attack.

Devan is insistent that the heroes go investigate, since they are all responsible for the safe delivery of the items, and sacrificing even a single team might mean failure for all. Hopefully, it won't take too much cajoling to get the heroes to act like heroes and run to the rescue.

By the time they arrive, there are a number of individuals strewn across the platform. All of them are individuals the heroes recognize as having been at the Academy, receiving instructions from Master Lanius.

A Wookiee sits against one of the landing struts, eyes glazed (he's clearly been hit with a stun weapon, and comes out of it the round after the heroes arrive). His bowcaster lies on the ground beside him. This is Wojarra, and he is not pleased with what just occurred. In fact, he's downright grumpy.

A pair of rumpled Humans—a male and a female—sprawled on their backs at the base of the ramp. These two should look familiar to a lot of heroes who played *The Resistance Within*, *Something Uffel*, or *Tilnes Rising* from year one of the LIVING FORCE campaign. Their names are San and Nia, and they seem to have fairly rotten luck when it comes to adventuring. They're both alive, but have also both been shot

repeatedly, and at close range, and not with anything set to “stun.” They are currently unconscious, and need to be tended.

Note that paranoid heroes may suspect Wojarra as an “insider” because he was only stunned. This was a tactical move on the part of the thieves, though. Humans are frail, and easy to kill, and Bothans are easier still. The easiest way to deal with a Wookiee, though, is to stun him before he can go into a rage and kill you. It only requires a DC 10 check in any kind of military or tactical knowledge (no roll required for a soldier-class hero) or a DC 10 intelligence check for anyone else to come to this conclusion.

The actual insider was Es'Loma, the Tarasin member of the group, but there is no way for the heroes to determine that at this time. She is a member of the Wyrd—the coven of Dark Force Witches on Cularin—and turns up again in Encounter 6. As far as anyone can tell, based on what the heroes are told, she fell to her death from the platform.

The only other individual on the platform is Nysis Belzara, a Bothan Jedi Knight who was sent by the Council to escort this group to their safe house. He is dead. Devan can identify him, and calls the Council to report. The Council, in return, tells her to send someone after the missing box *immediately*.

When Wojarra has recovered, he can tell the heroes the following things (he has a translator droid, if no one speaks his language):

- We landed and Es'Loma got out and walked to the edge of the platform. We were all getting out and then he arrived. [Pointing to the dead Jedi Knight.] Es'Loma screamed and fell over the edge of the platform. We ran to see what was going on, and they hit us from behind. They took the box, and killed the Jedi.
- Es'Loma was a Tarasin. No one could survive that fall. She was so excited about seeing Coruscant, too...
- It hasn't even been a minute yet. I shot their speeder with a tracer. Here. (He hands someone a datapad.) This allows you to track them. Go! Get it back!
- They were all Human, and wore black. There was too much blaster fire to see anything else.

Any of the following approaches work, as potentially do others.

- The heroes can take Devan and the box with them, and head for the Undercity to retrieve the stolen box.
- The heroes can take the box with them, but leave Devan to take care of the injured.
- The heroes can leave Devan to take care of the

injured, and leave the box with which they were entrusted in her care. Devan suggests this is not the best of ideas, since she is not sure she can both take care of the injured and protect the box. If forced, she promises to do her best, though. Just make sure you know whether the heroes are taking the box, and whether they are taking Devan along as well.

Not going after the thieves, however, is not an option. If they have one of the boxes, the heroes have to get it back. The longer they stand around, waiting, the harder it's going to be to catch up to the thieves. Make sure the NPCs emphasize this, if the heroes don't catch on.

If she's not coming with them, Devan happily gives them the codes to the speeder she brought, and they can take off, heading straight down, to the Undercity of Coruscant.

Encounter 4: To the Undercity

Key ideas of this encounter: a chase down, through traffic, the crash site, a glimpse of the residents of the Undercity, and a means of tracking the missing box

There is no good traffic lane leading down, in part because very few people *want* to go to the Undercity. It's therefore a little tricky to dodge a few of the other ships in the upper levels of the city (this should be done via description, not dice-rolling), but after a short time, it becomes much easier going. There is another ship that matches the description given by Wojarra that is weaving dangerously back and forth, coming close to hitting the sides of several buildings.

Just as you begin to wonder how much further down you can go, a ball of fire erupts from directly below you – the ship you were chasing has crashed!

In reality, the pilot and most of the other thieves bailed out early, and let the ship crash in order to distract the folks they had realized were following them. One of the thieves wasn't able to extricate himself from the restraints in time and is most likely going to die. It is possible for the heroes to save him, in which case, they have an easier time finding where the package went.

The Undercity of Coruscant, lit by the flames of the crashed ship, is quite a sight. Because of the buildings, which stretch for the better part of a kilometer above the level of the street and which are as thick as trees in a forest, there is little (if any) natural light. The faces of the buildings are lined with glowrods in dozens of unnatural colors, and the fire actually makes things look rather bizarre. A crowd has begun to

gather around the crash site by the time the heroes approach.

Dozens of faces turn to peer at you as your speeder settles to the street. Beyond them, a pile of burning rubble marks what seems to be left of the ship you were tailing. A single body lies off to one side, its face obscured by burns.

If they don't bother checking whether the "body" is actually dead, the person dies. Feel free to give them spot checks (DC at your discretion) to notice that the body is breathing, if raggedly. It's actually one of the thieves. He is wearing a dead-black jumpsuit. If they attempt to administer medical treatment (Treat Injury or Heal Another, standard rules apply), they can even bring him back to consciousness (when they find him, he is hovering at 0 wound points, but has not yet failed his save). His name is Blaise, and he didn't expect anyone who is not a Believer to help him—he's been taught that non-Believers are the ultimate form of evil in the universe (yes, he's been brainwashed, and should be played as such, but he's really an innocent at heart; he wasn't involved in the shooting above, he was there to help on the mission with his technical skills; he is carrying a deluxe security kit, but lacks any kind of permit for it). If the heroes heal him and, through roleplaying, can convince him that they are working for the best interests of the galaxy (or just mind-trick him!), he tells them that the box has been taken to a bunker beneath a bar called Saludi's, where it is going to be opened. The only entrance to the bunker is through Saludi's, and he doesn't know exactly where it is inside the bar. He refuses to accompany them, but assents to being tied up and left with their speeder, if the option is presented to him. If pressed for what it is the Believers believe in, he launches into a recitation on the power and will of the Force, but it's clear from the way he talks that he is thinking of the dark side – "It's always there, and easy to touch, and it wants us to use it for everything" – rather than the light side.

The buildings and the many ships and communication channels in this part of Coruscant make it difficult to get a clear channel through to communicate with anyone on the outside. ANY GIVEN ATTEMPT TO CONTACT THE JEDI COUNCIL OR ANYONE ELSE ON THE TOP LEVEL OF THE CITY ONLY HAS A 50% CHANCE OF SUCCESSFULLY GETTING THROUGH. If contact is made, the Council dispatches envoys, but encourages the heroes to begin things on their own, to minimize the chances that the box will be opened.

An additional complicating factor is that some of the residents of the Undercity are rather unhappy that this ship crashed here—no one was hurt in the crash, but that doesn't change the fact that the ship crashed,

and caught fire, and someone could have been killed. The fact that someone else came tearing down shortly thereafter reinforces the belief that the heroes might have been responsible.

A Human male steps forward. He wears a shirt and pants that look like they were sewn together from the remnants of old towels, and he stares at you, wild-eyed, from beneath a mop of dirt-brown hair. Behind him is an enormous creature that looks like a cross between a Rancor and a Gungan. It stands almost three meters in height and has a long, sloped snout like a Gungan, but no ears at all, that you can see. Blotches of discolored fur mark its body, and the areas without fur are covered with scars and burn-marks. It wears only a loincloth.

The Human speaks, and as he does, the rest of the crowd moves back. "Upworlders, I think maybe we've got a problem."

The heroes can attempt to fight, talk, or mind-trick their way out of this encounter. Utilize the stat blocks below for their opposition, and remember that lower tier should be used for average character level 1-3, middle for average character level 4-6, and upper for average character level 7-9, with flexibility at your discretion. In middle and upper tiers, there are 3 Trandoshans maneuvering for position on the heroes before they charge. For more information on Coruscanti Ogres, see the *Alien Anthology*.

Lower Tier

Ilok, Male Human Soldier 3; IM+3; Def 17; Spd 10m; VP/WP 14/14; Atk +4 melee (2d4+1, vibrodagger), +7 ranged (3d6, blaster pistol); SQ Bonus feats; SV Fort +5, Ref +4, Will +2; SZ M; FP 0; DSP 3; Rep 1; Str 13, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills: Computer Use +1, Demolitions +2, Intimidate +5, Knowledge (Cularin Undercity) +4, Pilot +4, Profession (Rabblouser) +5, Repair +1, Search +2, Spot +2, Treat Injury +2, Tumble +5, Speak (Bartle's language), Speak Basic.

Feats: Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, vibro weapons), Armor Proficiencies (Light, Medium, Heavy), Weapon Focus (Blaster Pistol), Point Blank Shot, Precise shot.

Equipment: Blast Helmet/Vest Combo, Jumpsuit, blaster pistol, vibrodagger.

Bartle, Coruscanti Ogre, Subterranean Scavenger 5; IM +0, Defense 14 (+5 natural, -1 size); Spd 10m; VP/WP 11/14; Atk +9 melee (d4+7, 2 fists), +2 ranged (whatever he can find to throw, d6+7; he prefers just to wade in and bash, though); SQ darkvision, scent; SV Fort +6, Ref +1, Will +2; SZ L; Rep 1; FP 0; DSP 0; Str 24, Dex 10, Con 14, Int 3, Wis 12, Cha 4.

Skills: Hide +3, Listen +6, Move Silently +3, Search +5, Spot +2, Survival +2.

Feats: Power Attack.

Ilok and Bartle do not initiate a fight, but definitely fight back if attacked. If things look particularly bad for the heroes, Bartle stops fighting. He gets bored easily, and doesn't enjoy fighting things that aren't any good at fighting back. He can also "develop a phobia of lightsabers" if it's cinematically appropriate, that is if you want a reason for him to run shrieking into the night. Ilok stops to shout at him, and this gives the heroes a chance to get away. For the purposes of this event, Bartle is subject to the rules governing PC-class individuals, and without the martial arts feat, he cannot generate a critical hit with his unarmed attacks. Remember, no one attacks unless Ilok tells them to.

Middle Tier

Ilok, Male Human Soldier 6; IM+3; Def 17; Spd 10m; VP/WP 44/14; Atk +7/+2 melee (2d4+1, vibrodagger), +10/+5 ranged (3d6, blaster pistol); SQ Bonus feats; SV Fort +5, Ref +4, Will +2; SZ M; FP 0; DSP 3; Rep 1; Str 13, Dex 17, Con 14, Int 10, Wis 12, Cha 8.

Skills: Computer Use +4, Demolitions +5, Intimidate +8, Knowledge (Cularin Undercity) +7, Pilot +4, Profession (Rabblouser) +5, Repair +1, Search +2, Spot +2, Treat Injury +2, Tumble +5, Speak (Bartle's language).

Feats: Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, vibro weapons), Armor Proficiencies (Light, Medium, Heavy), Weapon Focus (Blaster Pistol), Point Blank Shot, Precise shot, Dodge, Mobility, Ambidexterity.

Equipment: Blast Helmet/Vest Combo, Jumpsuit, blaster pistol, vibrodagger.

Bartle, Coruscani Ogre, Subterranean Scavenger 5/Thug 2; IM +0, Defense 14 (+5 natural, -1 size); Spd 10m; VP/WP 22/17; Atk +11 melee (d4+7, 2 fists), +4 ranged (whatever he can find to throw, d6+7; he prefers just to wade in and bash, though); SQ darkvision, scent; SV Fort +6, Ref +1, Will +2; SZ L; Rep 1; FP 0; DSP 0; Str 24, Dex 10, Con 14, Int 3, Wis 12, Cha 4.

Skills: Hide +3, Listen +6, Move Silently +3, Search +5, Spot +2, Survival +2, Jump +9.

Feats: Power Attack, Toughness, Simple Weapons, Blaster Pistols.

Krood, Dure, & Sounac, Trandoshan Thugs 2; IM+3; Def 17; Spd 10m; WP 17; Atk +4 melee (d6+2, crowbar), +5 ranged (3d6, blaster pistol); SQ darkvision; SV Fort +5, Ref +3, Will +1; SZ M; FP 0; DSP: 1; Rep 0; Str 15, Dex 16, Con 14, Int 8, Wis 12, Cha 8.

Skills: Climb +3, Intimidate +2, Knowledge

(Coruscani Undercity) +2, Knowledge (Streetwise: Coruscani) +1, Profession (lackey) +3, Search +1, Spot +2, Swim +3.

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

Equipment: Combat boots, blast vest, Utility Jumpsuit, blaster pistol, crowbar.

Ilok and Bartle do not initiate a fight, but definitely fight back if attacked. If things look particularly bad for the heroes, Bartle stops fighting. He gets bored easily, and doesn't enjoy fighting things that aren't any good at fighting back. Ilok stops to shout at him, and this gives the heroes a chance to get away. For the purposes of this event, Bartle is subject to the rules governing PC-class individuals, and without the martial arts feat, he cannot generate a critical hit with his unarmed attacks. The Trandoshans attack on the second round of combat, but do not initiate anything any more than Ilok or Bartle do. Remember, no one attacks unless Ilok tells them to.

Upper Tier

Ilok, Male Human Soldier 8/Elite Trooper 1; IM+4; Def 18; Spd 10m; VP/WP 108/14; Atk +10/+5 melee (2d4+1, vibrodagger), +12/+7/+12/+7 ranged (3d6, 2 blaster pistols); SQ Bonus feats; SV Fort +10, Ref +7, Will +4; SZ M; FP 2; DSP 3; Rep 1; Str 13, Dex 18, Con 14, Int 10, Wis 12, Cha 8.

Skills: Computer Use +4, Demolitions +8, Intimidate +11, Knowledge (Cularin Undercity) +10, Pilot +7, Profession (Rabblouser) +5, Repair +1, Search +2, Spot +2, Treat Injury +2, Tumble +5, Speak (Bartle's language), Speak Basic.

Feats: Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, vibro weapons), Armor Proficiencies (Light, Medium, Heavy), Weapon Focus (Blaster Pistol), Point Blank Shot, Precise shot, Dodge, Mobility, Ambidexterity, Two-weapon fighting, Improved two-weapon fighting.

Equipment: Blast Helmet/Vest Combo, Jumpsuit, blaster pistols, vibrodagger.

Bartle, Coruscani Ogre, Subterranean Scavenger 5/Thug 2/Soldier 2; IM +0, Defense 16 (+5 natural, -1 size, +2 class); Spd 10m; VP/WP 46/17; Atk +15/+10 melee (d6+8, 2 fists; remember, only one attack with his off-hand, so his total attack sequence is +15/+15/+10, and he is able to crit now because he has the martial arts feat), +6 ranged (whatever he can find to throw, d6+8; he prefers just to wade in and bash, though); SQ darkvision, scent; SV Fort +6, Ref +1, Will +2; SZ L; Rep 1; FP 0; DSP 0; Str 26, Dex 10, Con 14, Int 3, Wis 12, Cha 4.

Skills: Hide +3, Listen +6, Move Silently +3, Search +5, Spot +2, Survival +2, Jump +9.

Feats: Power Attack, Toughness, Simple Weapons, Blaster Weapons, Heavy Weapons, Vibro Weapons, Light Armor, Medium Armor, Martial Arts, Weapon Focus (unarmed strike).

Krood, Dure, & Sounac, Trandosha Thugs 5; IM+3; Def 17; Spd 10m; WP 17; Atk +9 melee (1d6+2, crowbar), +8 ranged (3d6, blaster pistol); SQ darkvision; SV Fort +6, Ref +4, Will +2; SZ M; FP 0; DSP: 3; Rep 1; Str 16, Dex 16, Con 14, Int 8, Wis 12, Cha 8.

Skills: Climb +4, Intimidate +3, Knowledge (Coruscant Undercity) +3, Knowledge (Streetwise: Coruscant) +3, Profession (lackey) +4, Search +3, Spot +4, Swim +3, Speak Dosh, Speak Basic.

Feats: Weapon Group Proficiencies (Simple Weapons, Blaster Pistols), Armor Proficiencies (Light), Weapon Focus (crowbar), Toughness.

Equipment: Combat boots, gray blast vest, gray Utility jumpsuit, blaster pistol

Ilok and Bartle do not initiate a fight, but definitely fight back if attacked. If things look particularly bad for the heroes, Bartle stops fighting. He gets bored easily, and doesn't enjoy fighting things that aren't any good at fighting back. Ilok stops to shout at him, and this gives the heroes a chance to get away. Note that in this tier, and this tier alone, Bartle is capable of generating a critical hit with his fists. Needless to say, this can be quite dangerous, since his base damage also increases in this tier; I recommend rolling damage for a critical hit behind a screen, since anything +8 can kill a lot of heroes, and that's not the point; the point is to show them (if they haven't already figured it out) that not everything has to be about fighting. The Trandosha attack on the second round of combat, but do not initiate anything any more than Ilok or Bartle do. Remember, no one attacks unless Ilok tells them to.

Talking with Ilok can also work. Too much honesty is, in this case, a bad thing, since there are many things the average man-on-the-street doesn't need to know about the heroes' mission (and Devan stops them, if she is present and they try to start talking about specifics), but skillful roleplaying of the Diplomacy skill can actually make Ilok almost pleasant to deal with. (It does not, however, stop him from smelling funny. He does. It's kind of a cross between rotten eggs and pineapple juice.) Use your judgment on how well they talk their way out of things, and as ever, Affect Mind works just fine in this situation. Ilok and Bartle both saw where the other individuals went, after bailing out of the crashing ship. They are headed for a little bar across the way called Saludi's.

Bartle (if anyone can understand him; likely the only way to do so is via the Force Adept 7th-level class ability) is confused, and just wants to make Ilok happy,

so does what Ilok tells him to do.

Encounter 5: To the Package

Key idea of this encounter: making their way to Saludi's, the bar that will allow them access to the underground hideout of the Believers on Coruscant; negotiating their way through, and finding the hideout, where they can be jumped by all sorts of nastiness

Once the issues with Ilok and his cohort have been resolved, move on. Again, don't feel like it has to be a fight, it can be a roleplaying encounter just as easily; I only provide stat blocks because some folks want to throw down with anything that looks even remotely threatening, and Bartle absolutely looks threatening, but that's the kind of stuff you see in the Undercity.

If the heroes have their box with them (and that's fine; if they don't wonder to themselves "should we leave this with someone else when we were told, basically, to guard it with our lives?" then they may not be doing their jobs anyway), then they're getting a strange, unpleasant vibe off it. It's also telling them what direction they need to go; the darkness in the box is sensing the darkness in the other box, and wants to go to it. Whoever is carrying the box should hear voices every so often, telling them things like, "You're going in the right direction," "Keep going," "We are getting closer." Make them paranoid, but don't overdo it.

Whether or not they have the box with them, the Undercity of Coruscant is a strange place.

You can't move away from the scene of the crash quickly enough. Across the way, a glowing neon sign announces "SALUDI'S – FAVORITE OF PILOTS ACROSS THE GALAXY." It flashes red, then green, then blue, then violet, before beginning the color cycle anew. You hear the noise of a band coming from inside.

As you approach, the doors slide open, and a green, ruddy-faced, pig-snouted individual who must weigh 400 kilos comes flying out.

Reflex saves, DC 10, to avoid being hit by the flying Gamorrean. It only hurts a little (1d3 vitality) if they fail, and the Gamorrean grunts gratefully at not having to break his fall with the concrete, before stumbling off. This is another way to emphasize to the heroes the strangeness of the Undercity, because they are unlikely to have seen Gamorreans anywhere else in this time period.

A Wookiee steps into the doorway, rubbing her hands together and watching the green-faced pig creature stumble drunkenly off, down the street. She growls

something under her breath, then smiles at your group – displaying several spots where teeth used to be – and steps aside.

Saludi's is raucous, but not obnoxious. A thin haze of smoke hangs in the air, and it has a sharper smell than the smoke of the bars the heroes are used to. Those with backgrounds in the sciences might speculate that this is due to the level of the city on which they find themselves, with millennia of pollutants to mix with the standard smoke to create a different sensation. Of course, it's also possible that something different is being smoked in the Coruscant Undercity than what gets smoked in Cularin, but there are no meaningfully different physiological effects. If the heroes decide they want to try to buy some of the material that's producing the smoke, when they leave the Undercity they find that they've actually purchased an Alderaanian meat seasoning called p'chab. It does remarkable things for the flavor of fish, and is almost worth what they paid for it back in Cularin, but isn't even remotely good for anything else.

The inside of the bar is decorated in the same neon colors that flashed on the sign outside. In describing Saludi's, think of the cantina at Mos Eisley in *Star Wars: A New Hope*, and then make it more alien. Remember that you're in the Undercity, and there are things down here that have never experienced natural light, as well as things down here that have been from one side of the galaxy to the other. The Wookiee bouncer is named Colara, and she—yes, that was a female who tossed a 400-kilo Gamorrean (he was big, even for his species) out the door—is friendly enough, but very businesslike. She does flirt with any Wookiee hero, although she likely out-masses any of them—she's a healthy girl.

The interior of Saludi's is a wash of colors and sounds and fragrances the likes of which you've never seen in Cularin. If you've ever wondered what a "spacer bar" looks like, this is it. Individuals sit around tables on raised stools – some on hovering stools – and just at a glance, you see patches from all over the galaxy.

There are individuals here in military pilot uniforms. Heroes with military backgrounds recognize insignias from places like Naboo and Coruscant, as well as the insignia of the Mecetti House Guard (House Mecetti being one of the ruling houses of the Tapani Sector, and a fairly unpleasant sort, by reputation; either Spacer Lore or a military-related Knowledge skill, DC 10, allows heroes to remember this tidbit).

There are also pilots without military insignias in the dress common to places like Alderaan, Corellia, and pretty much any planet a hero could have come from.

This is, in short, a chance for the heroes to find someone to talk to—with a purpose. They should know that there is a secret exit somewhere here that should allow them to follow the stolen box (they shouldn't be here, if they haven't gotten that much information; they should have gotten it from the last encounter, whether they had to talk it out of Ilok, or beat it out of him). Ideally, they won't make too much trouble, although this is a rough place, and there is always a tension, as though someone wants a fight.

Just glancing around, there are several options here. They can talk to the Wookiee, the bartender (a one-eyed Human whose lips are fused in the center, so that he literally talks out of both sides of his mouth, but can't actually open it all the way), a random spacer "from home," or someone from a military. Try to focus the encounter on someone who hasn't been overly active thus far – interact with him or her, and give him or her an interesting NPC to deal with.

Obvious Jedi in the group (such as Devan, if she's with them) are eyed warily by the patrons of Saludi's, but provided the Jedi do not provoke anyone (and Devan, at least, won't; she's very competent), there won't be trouble on their account.

The Bartender

Chez O'nder likes to tell the story of the time he tried to pick his teeth with a lightsaber, and fused his lips together. In reality, he lost a bar bet and tried to eat the fuel cell from a blaster—a stupid act that nearly cost him his life. He didn't have his lips separated all the way as a reminder to himself not to be such a spacehead in the future. He's never held a lightsaber, much less tried to pick his teeth with one. Have fun trying to talk like Chez. Remember, his lips are fused at the center, and his mouth only opens on either side.

Chez is part-owner of Saludi's, and knows about the "back exit," but it takes a lot of work to get him to talk about it. Major convincing, good diplomacy rolls, and bribes, above all else, help convince him that the heroes are "arright ta takk ta" ("all right to talk to," as it comes out when I try to say it without separating the center of my lips).

Use your judgment on how many credits it takes to get Chez to talk about the back room. It depends, in large part, on how well the conversation with him is roleplayed. When he is appropriately convinced to tell them, he lets them know that it's accessed through the restroom facilities, and is sometimes used for gambling. To get to it, you have to press on the tile that's eleven tiles from the far left wall, and 38 tiles down from the ceiling.

One thing to be aware of is that Chez is not available as the first person to talk to. He's very busy making drinks, and it is only after at least one other

conversation has taken place that he becomes available. If you have more time available, and want to have some fun roleplaying with the other heroes, feel free to have him busy for quite a while, but don't let the encounter drag.

The Spacers

Create whatever NPCs you want for this portion of the encounter. There are salty old spacers who've been everywhere, and seen everything, there are young hotshot pilots from Corellia, there are goggle-eyed farmboys who've come to Coruscant to try and make names for themselves. Xav Verivax is also here, chatting up some Twi'lek females (DC 15 spot check for anyone who's played an event with him in it to recognize him), but he doesn't recognize any of the heroes, and will ask them what they've been drinking, that they think they know him. Put in whatever NPCs you like, within reason. Get creative and have fun!

Gathering information among the spacers can provide interesting tidbits. Individuals with five or more ranks in Knowledge (Spacer Lore) get a +2 synergy bonus on their Gather Information checks; you can provide other bonuses if you like, based on common home systems, but no more than a total of +4 from synergy. The other way to get bonuses to the gather information checks is to drop a few credits. As with any such enterprise, do *not* tell the players what bonus they get for what amount of money. Here, at the functional center of the galaxy, money doesn't go as far as it does on Cularin. For every 150 credits they spend on gathering information, they get a +2 bonus. Figure this in yourself. Do not tell them how much they're getting back for their investment. Let them roll and add in their ranks, then you add in the bonuses and consult the chart below. If there are multiple individuals trying to get information from spacers, start with the lowest DC made, and move to the highest. Each successive DC also gets all the information from lower DCs as well.

DC	Information Gained
5	So, yeah. This is a bar. <hic> I think we're on, like, Corellia. Er, I mean, Coruscant. There are lots of people here. <hic>
10	Rough crowd here. Did you see that big green guy get tossed out by the Wookiee? You know who knows the most about what goes on here? Chez, the bartender.
15	Saludi actually means "hidden" in some weird language. I can't remember what it is. Maybe one of the variants of Huttese. [It's a dialect, but this is a correct statement; anyone with Huttese as a language can verify it.]
20	Yeah, there were some folks in black suits what came through here not five minutes ago. Headed

DC	Information Gained
	for the loo. [Restroom]
25	This place opened 50, maybe 60 years ago. Before that, I hear it was part of a bunker that goes back to one of the wars. Blast if I know which one, though.
30	I hear tell there's a network of tunnels what runs under this place, and that some unpleasant types still use them.
35	There's a bunch of religious fanatics from some backwater Mid-Rim world that use this place as an access point to get to their "secret base." Secret. Heh. If I know, how secret can it be? You get to it through the gambling room in the back. Trap door under the table. Thanks for the creds.

Make note of anyone who is particularly adept at communicating with the spacers, and decide whether they may be eligible for the "Spacer Contact on Coruscant" award at the end of the event. Do *not* give this to anyone who receives another spiffy certificate (lightsaber, deluxe security kit, bowcaster, and so on) from the event.

The Soldiers

There are no representatives of the Thaereian military here.

Talking to the various military pilots provides the same information as in the chart above. Here, though, the synergy bonus comes from five or more ranks in Knowledge (Military – anything related to military knowledge is fine), and is worth +2. You can, as above, assign another +2 synergy bonus for common system experience, and buying the men and women of the armed services expensive drinks (they don't have cheap tastes) has the same benefits for the cost as spacers.

The only exception is the Mecetti House Guard. These men are arrogant, and disdainful of anyone who is not of House Mecetti. They are also quite confrontational, and a hero who gets on the bad side of one of the Mecettis is taken by the shoulder and bought a drink by any of a number of other pilots in the place, who actively dislike the Mecetti attitude. In other words, the Mecettis are denied their bar brawl. If a brawl is unavoidable, Colara, who has been waiting for an excuse to toss a Mecetti out on his ear all night, breaks it up quickly.

Make note of anyone who is particularly adept at communicating with the soldiers, and decide whether they are eligible for the "Military Contact on _____" award at the end of the event. Do *not* give this to anyone who receives another spiffy certificate (lightsaber, deluxe security kit, bowcaster, etc.) from the event.

Colara

The only way to get information out of Colara about the back room is to have a Wookiee make a date with her. Period. No amount of money works. Now, that being said, aside from the missing teeth, she's quite a catch, as Wookiees go. She's big, strong, and has a surprisingly clean coat, for where she works. (Effective charisma to non-Wookiees of around 8; effective charisma to Wookiees of around 18, having seen her toss the Gamorrean like a sack of tubers.) Wookiees can find out about the back room from her, and how to access it, but not that there's anything beyond it. That, she doesn't know.

If there is no Wookiee in the group, Colara is polite, but focuses on watching out for other troublemakers. She admits that there was a group of black-clothed individuals who came in a little while ago in a rush, but she doesn't know where they went, because they didn't "look like" trouble-makers. (That is, they were small and Human, and she decided immediately that she could take them all by herself if they wanted to make life difficult.)

The Back Room

Once the heroes make their way to the back room (having either been told how to get there by Chez, or finding it themselves via a DC 25 search check of the bathroom (and DC 25 isn't that hard, since you can take 20 on the check, so you only need a combination of +5 from ranks and intelligence to get there)), it is a little more complicated to figure out where to go next if they don't know about the trap-door under the table. There is a sabacc game going on at the table, and the heroes are not going to be able to take 20 on the search without disrupting the game.

Fortunately, the players—a group of Twi'leks whose lekku twitch in a way that suggests (Knowledge—Spacer Lore, or any medical-related skill, DC 15) that they may be on spice, are amenable to telling the heroes where the last group who came through here went. They want 500 credits for the disruption of their game to show the heroes where to go (they can be talked down to a minimum of 300 based on the level of Diplomacy check succeeded; DC 10 takes it down to 450, 15 takes it down to 400, 20 to 350, and 25 to 300), or they can be targeted with Affect Mind (they all have will saves of +3). They move the table when negotiations are completed, and open the trap door to the tunnels.

They really don't care about who goes down, and are not affiliated with the Believers in any way. They don't know what happens down there, but they get paid every time someone goes through (and they don't tell Chez about it; they actually make money off renting

this room from him, because the Believers have been so active lately), and that's all that matters to them. Chez may be interested to hear about this, down the road.

Encounter 6: To the Endgame

Key ideas of this encounter: chasing a guard through the winding corridors, the heroes eventually find a large room in which a number of Believers have assembled, and are preparing to open the stolen box

If Devan is present, she encourages the heroes to hurry; they must get to the box before anyone opens it. Going through the trap door, the heroes find themselves in the room labeled with the "TD" on DM Aid 2. Give each person a Listen roll (DC 10 for low tier, 15 for middle, 20 for upper) to hear someone attempting to run away down the corridor, tripping, then getting up and starting to run again.

This should encourage them to move quickly, since if they don't, it sounds like someone is going to give them away. The person who's running is trying to get to the main gathering area to warn the rest of the villains; they don't use comlinks because they're insecure, and he doesn't want to shout, because he would prefer not to let the heroes know that he knows they're coming.

Fortunately, he was stationed just around the curve, and doesn't begin moving toward the gathering chamber until the heroes are all in the room, so he can tell his boss how many are on their way. Use the stats for a Thug 2 from DM Aid #1 for this goon. If he is caught by the heroes and subdued quietly—he *will* scream if he thinks he's going to be caught, since by that point, it's clear that the heroes know there's something further on, and the most important thing is to warn his boss—he can tell them how many Believers there are ahead, and takes the opportunity to tell the heroes that "It's not too late. You can still come over to the side of the Believers, and all will be forgiven." As with the guy outside, he's quite thoroughly brainwashed.

Once they go through the trap door, everything is stone that appears to have been carved from the rubble just below street level. It's not quite natural tunnels and caverns, but it's as close as you're going to get without going a few hundred meters further down, into the guts of Coruscant.

Can the box be affected with Move Object?

Good question. As a matter of fact, it can. Mandalorian iron blocks Sense-based abilities, so no one can find it or see what's inside of it, but it can be moved just like anything else, provided the heroes are in range. It is

functionally in the range of 200 kilos (its actual weight is much lower than this!), because it is actually anchored to the table (DC 12 spot check to notice this), but it can be pulled free using the Force, and anyone who gets over to it automatically notices that it's anchored, and can flip the latch on the side of the box to release it as a free action, prior to picking it up.

With warning from the guard, the following preparations will have been made:

If they have any warning at all, the Believers who are present in the gathering chamber are standing, weapons at the ready, when the heroes rush in. Being a bad guy, however, their leader must give a cinematic (if short) speech, before he gives the command to kill the heroes. If they choose to interrupt his read-aloud text, that's fine.

Es'Loma (the Tarasin who "fell off the platform," but who was actually caught by a hovering speeder just below; she is a member of the Wyrd, the Dark Force Witches of Cularin, and instigated the plan to steal this box) has been sleeping in an alcove above the tunnel entrance that the heroes come through. She positions herself on the ceiling directly above the door, 4 meters up (using her spider climb ability), and in the first round of combat uses her Hatred ability. She is silent when she does this. Have fun describing a wave of black hatred washing over the heroes as she activates the ability. She is also actively using her Hide skill to blend in with the rock of the ceiling, which makes her VERY difficult to spot, in all likelihood (and there's no reason the heroes should be looking up, at least initially; Hatred has a set range, but it's hard to figure out where the hate comes from).

Malyas (a Human scoundrel) has been maneuvering for a flanking bonus (or, in top tier, a sneak attack) when the heroes come through the door. He has his blaster pistol in hand. He is also actively using his Hide and Move Silently skills.

Bleth Fahr (who is an Omwati, a blue-skinned humanoid, thin of feature and white of hair) is standing before what looks like it might be an altar. The box is on the altar behind him, with tools spread out around it. It's clear he was trying to get it open. Now, he has a lightsaber in his hand. He speaks when the heroes enter.

"I had thought no one would be ... foolish enough, to come down here. This is ours." He gestures to the box. "Leave now, and take your lives. Remain, and we will take them."

The thugs, and Malyas, then open fire, as Es'Loma uses Hatred and Bleth Fahr ignites his lightsaber, twirls it, and charges. Note that the number of thugs for this encounter is variable. In low-tier, you may not want to

use any, since the three heroic-class NPCs may be more than enough for the heroes to handle.

In no case should you have more bad guys in this fight than there are heroes.

Also, be *very* careful in the lower tier with the Hatred ability; Es'Loma tends to maintain her Hatred for as long as she feels it is safe to do so (so long as no one seems to spot her), but 2d6 a round (even with a save) is a lot for low-level heroes to deal with. If your party is weak, she switches to her hold-out blaster after the first round; weaklings aren't worth using so much energy on, and Hatred is 4 vitality a round.... In low tier, she is not going to use her Force Grip ability at all; it's simply too draining, although she does use it once or twice in the other tiers, targeting what she perceives as the most powerful heroes (yeah – probably Jedi).

Without warning from the guard, the encounter runs like this:

If the guard doesn't get through, give the bad guys Listen checks against the Move Silently checks of the heroes. If anyone notices, utilize the tactics as described above. If no one notices, the heroes come in and Es'Loma is in her alcove above the door (it's DC 15 to spot this alcove, since it is above and behind the heroes as they enter) and does not enter the fight until the second round, having spent the first crawling out onto the ceiling and using her Hide skill. She probably still opens with Hatred, since she's really quite an unpleasant individual. In low tier, she is not going to use her Force Grip ability; it's simply too draining, although she does use it once or twice in the other tiers, targeting what she perceives as the most powerful heroes (yeah – probably Jedi).

Bleth Fahr is working on opening the box, if he is surprised, and Malyas and the thugs are milling around. Unfortunately, bad guys who are surprised don't get to give speeches – they just shout, *"Death to the Unbelievers!"* and go for their lightsabers. (That is, of course, what Bleth Fahr does; none of the others have lightsabers.)

Whichever way it ends up going, utilize the stat blocks provided in DM Aid #1.

This fight is not a guaranteed win for the heroes, by any stretch of the imagination. The Dark Force Witch is quite formidable, especially if the heroes can't *find* her. The dark Jedi isn't bad, either, and while the rest of the goons present are basically cannon fodder (except for Malyas, and then mainly in upper tier), the numbers can be problematic. Do not throw more at the party than you think they can handle, but don't softball. If they fail to retrieve the box, they fail to retrieve the box. Getting the goodies out of this event means overcoming the odds. If the heroes are grossly overmatched, Es'Loma leaves in disgust, crawling across the ceiling and

leaving through the secret door. The thugs also begin to flee if either Bleth or Es'Loma are taken down.

If the heroes are all taken down, Bleth insists that they be stabilized, then takes the stolen box (he won't bother searching the heroes for their box, since he can't believe anyone would be foolish enough to bring it with them) and leads the others out through the secret passage. It opens onto the streets of the Undercity, and the Believers quickly get lost in the crowd.

Heroism should be rewarded, as should teamwork. If the heroes are working well together, but the dice are going against the players, try not to be too brutal. Non-heroic groups, though, or ones that simply cannot function as a team, shouldn't be shown much mercy by anyone but Bleth.

Do your best not to permanently kill anyone (allow them to spend Force points if they reach the "Fortitude save or die" point). Bleth Fahr talks a big game, but he is only tainted, and is not wholly evil. He believes that others can be brought to the side of the Believers, and as one who was once a Jedi, he knows the leverage that mercy can give. For example, if he confirms a critical on someone and takes them down, he immediately attempts to stabilize the person before turning to the next threat. He refuses to surrender, though; he is not going to be taken alive, he simply wants to escape with his prize.

If all of the heroes are taken down, they are stabilized and left there for the Jedi to find – which happens about five minutes after the fight ends.

If Devan is present, feel free to target her first with the bad guys; it's never a crime to choke out one NPC with another. Do not make this the "Devan show," though. If she's present, she either works on taking out some of the thugs to get numbers down, or takes direction well – that is, she fights anyone the heroes ask her to fight, although you should really try to avoid giving her the glory of killing the bad guys. If she gets close to killing Bleth, for example, have him get a lucky critical on her, and she goes down (but does not die). Let the heroes be the heroes. Don't overshadow them with the NPC.

Encounter 7: To the Temple

Key ideas of this encounter: a chance to speak with Mace Windu, and to be either reassured that the loss was not as bad as it could be, or congratulated on their success

If the heroes were all beaten into unconsciousness

It is preferable not to have to run this option, and as I noted before, if the heroes are being heroic and working well together, it's all right to fudge things a little bit in

their favor. Use your discretion on this. If you do end up with the entire party down, Bleth stabilizes them (including leaving some medpacs behind that were obviously used on the heroes) and leaves. The Jedi backup team arrives five minutes later and finishes reviving the heroes, but it's too late to catch the individuals who stole the box.

There are a number of Jedi present, but none of any note. They escort the heroes back out to the street, where a second speeder is parked beside the heroes' speeder, and they escort the party back to their ship, then ride with them to the Jedi Temple.

Your arrival at the Temple is quiet, and you are escorted from your ship through the long, tall corridors. The longest part of the trek is your ride up the turbolift that seems to continue going up forever. Then it stops, the doors open, and you find yourselves in a hallway that opens out on a circular chamber.

A number of chairs of different sizes and shapes are set into the floor around the room, and every wall is a window that looks out over Coruscant. The skyline of the city-planet sparkles beneath the stars, and a glow has begun to grow on the horizon.

Two individuals wait for you in the chamber. One is standing, his back to you, staring out the window. He turns, and you recognize Master Lanius. His eyes look very tired.

The other individual is seated, legs crossed, arms folded on his chest. He stands as you enter, and you can feel the strength of the Force in him as he runs a hand over his dark, bald head.

Master Lanius steps forward. "My friends, this is Master Windu."

Lanius then proceeds to introduce the heroes to Master Mace Windu, esteemed member of the Jedi Council. Mace asks the heroes to sit, and then talks to them about what they've experienced. He sits, very relaxed, and asks them questions. He also has questions that he's willing to answer for them. The first thing he asks about is their box.

He takes the box and looks at it, turning it over in his hands. "You've done well, to get it here." He looks up at you. "I suppose you want to know..."

Question: What were we hauling?

At Star Wars Celebration II ONLY, this is the explanation Mace gives them.

You had possession of the Pulas. It's an artifact of the Sith that was passed down for generations. We aren't sure exactly what it does, but when you went missing, Lanius became ... excitable. That was always the risk

with the approach we elected to take, though. When you call on heroes, you have to expect them to be heroic, and you had no way to know if the stolen box had actually contained the artifact. Going after it was the right thing to do.

After Star Wars Celebration II, players should be told the following:

You were carrying a piece of Conkesta. From what I've been told, this was a powerful city in your system that was deeply imbued with the dark side of the Force. Every piece of it is critical to our understanding of what was actually accomplished on Conkesta, so don't feel as though you didn't have an important package to deliver. You simply didn't have the Sith artifact. Everything that has been brought to Coruscant is essential for the Jedi to continue to do research to better understand the power of the dark side.

Question: What was in the box that was stolen?

Master Windu sighs. "Thankfully, it wasn't the Pulas. The artifact arrived safely. The box that was stolen contained a piece of Conkesta. We're hopeful that the individuals who stole it will not be able to learn the secrets that went into the construction of that city. The ability to imbue such a large structure with the dark side of the Force is not something the Order can take lightly. Hopefully, the other pieces of it that made it to us successfully will allow us to counteract such effects in the future."

Question: Why did the box talk to us?

That is the temptation of the dark side. What you had was powerful with the dark side of the Force, and there is always temptation that goes along with power.

Question: Were the thieves caught?

Not yet. The Undercity is not a place Jedi travel lightly. There are many down there who wish us ill, to say the least. We have individuals searching, though.

Question: Were we wrong, to go after the other box?

Absolutely not. You proved yourselves more than worthy of the task you were given.

Question: Worthy? But, we lost!

But you accomplished your core task, and delivered the package you were given. You saved lives in the process.

Question: Why did we get a task like this?

I trust the judgment of Master Lanius. He has seen the potential for greatness in many of the heroes of Cularin. You've done nothing to prove him wrong.

If the heroes killed Bleth Fahr, his lightsaber was brought back. If the heroes attempt to hide it, Mace asks for it back; he imbued the crystals, after all, and he can feel the presence of his creation. He thanks the heroes for retrieving it, explaining that it was a lightsaber he constructed years ago, for practice purposes. It was loaned to a Padawan, who was killed while on an assignment with her Master (not Mace) in the Outer Rim. The lightsaber was taken, and has apparently been floating through the hands of various unpleasant individuals ever since.

Mace tries to make sure the heroes understand that they have done well, in spite of being beaten mostly to death. He does not, however, offer them any special rewards. He allows them to keep the Deluxe Security Kit if they want, but does not offer them the lightsaber (see treasure summary for description of the lightsaber awarded; the saber awarded at *Star Wars Celebration 2* is different than that awarded at any other time). Only groups that succeeded in retrieving the second box get the lightsaber and the Coruscant permit for the Deluxe Security Kit.

After the heroes have had some time to talk to Mace, he rises. He has another meeting to attend.

"My friends, I thank you, and the Jedi Order thanks you. You have done a great service for the galaxy, and it will not be forgotten. May the Force be with you all."

If the heroes succeeded in retrieving the second box

If the heroes are victorious in the fight, either through brute force or teamwork, the Jedi backup team arrives five minutes later, and probably meets the heroes coming out (either coming out through Saludi's, or coming out through the secret door, onto the street). Seeing the heroes have been successful, they offer an escort to the Jedi Temple; the time has come for the delivery.

There are a number of Jedi present, but none of any note. They escort the heroes back out to the street, where a second speeder is parked beside the heroes' speeder, and they escort the party back to their ship, then ride with them to the Jedi Temple.

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Master Windu turns the lightsaber over in his hands.

At Celebration II

"I never thought I would see this lightsaber again." He ignites it, and the violet blade springs to life. He flips a switch, and the blade disappears. "I no longer have any use for it, though. I have made another. Would one of you like to wield it?"

He means, of course, one of the Jedi in the party. If there are no Jedi in the party, then he does not even extend the offer, he simply thanks the heroes for helping him to recover it. If there are one or more Jedi present, though, he explains the ground rules of taking

the lightsaber, as they are laid out on the cert. Basically, a hero who takes it must return the lightsaber on loan from his or her Master to the Master. If the hero wishes to continue using Mace's lightsaber, then when the time comes to make his or her own saber, the newly-constructed saber must be sent to Coruscant to be used in training Padawans. In other words, this is not a way to have two lightsabers – it's just a chance to have one that was constructed by Mace Windu, before he joined the Jedi Council.

There will be no rolling off for this lightsaber. The decision must be made in character, in front of Mace. If two Jedi pull out chance cubes to decide who gets it, he's going to get really grumpy and rescind the offer to allow the heroes to keep the lightsaber. Feel free to warn players before having Master Windu berate them, but this is a serious responsibility—wielding a lightsaber created by a Jedi like Master Windu is not something to be done lightly, and it should not be decided randomly. If there is a Jedi in the group who really stood out over the course of the adventure, it's within your rights as GM to simply have him give it directly to that person.

After Celebration II

If there are no Jedi in the party, only the second paragraph below is necessary. There's no reason to tease a party of non-Jedi with a lightsaber – they simply aren't going to get it. If there are Jedi, though, present the full box-text below.

Master Windu leans back in his chair and examines the lightsaber. Then he presses a button on the right arm of the chair and it opens. Another lightsaber rises slowly from the opening, its case looking like some kind of black glass. He flicks it on, and you can see, through the case, as the energy moves up through the focus crystals and coalesces at the tip before shooting out and forming a brilliant blue blade. He flicks the switch again, and the blade disappears.

"I prefer not to deny heroes the spoils of victory, but this lightsaber," he hefts the lightsaber you retrieved from the dark Jedi, "is mine, and is special to me.

"This one, though," he holds up the saber with the case that looks like black glass, "was crafted by a master of the lightsaber here on Coruscant. If you would accept it, I would offer it to you – as thanks for your heroism."

He then explains the ground rules of taking the lightsaber, as they are laid out on the cert. Basically, a hero who takes it must return the lightsaber on loan from his or her Master to the Master. If the hero wishes to continue using Coruscanti lightsaber, then when the time comes to make his or her own saber, the newly-

constructed saber must be sent to Coruscant to be used in training Padawans. In other words, this is not a way to have two lightsabers – it's just a chance to have one that was constructed by a master craftsman on Coruscant.

There will be no rolling off for this lightsaber. The decision must be made in character, in front of Mace. If two Jedi pull out chance cubes to decide who gets it, he's going to get really grumpy and rescind the offer to allow the heroes to keep the lightsaber. Feel free to warn players before having Master Windu berate them, but this is a serious responsibility—wielding a lightsaber created by a master Jedi craftsman, on Coruscant, is not something to be done lightly, and it should not be decided randomly. If there is a Jedi in the group who really stood out over the course of the adventure, it's within your rights as GM to simply have Mace give it directly to that person.

In addition, Master Windu procures a Coruscant permit for them for the deluxe security kit, and Wójarra finds a Wookiee in the party (unless the only Wookiee in the party just got a cool new lightsaber; we are not going to give a cool lightsaber and a bowcaster to the same hero in the same event, sorry!) and give him or her a bowcaster, out of gratitude for retrieving the box that he, San, and Nia had taken from them. Note that there is only one bowcaster, even if there are multiple eligible Wookiees. If any of the heroes specifically impressed Wójarra, he tends to give it to that Wookiee first.

After the heroes have had some time to talk to Mace, he rises. He has another meeting to attend.

"My friends, I thank you, and the Jedi Order thanks you. You have done a great service for the galaxy, and it will not be forgotten. May the Force be with you all."

Conclusion

After Master Windu has left, the heroes find themselves alone with Lanius.

"You did well." He turns and looks out the window. "You should take some time to enjoy Coruscant. It's a remarkable place." And as he speaks, the sun begins to peek over the horizon, its rays dodging between buildings. The sky takes on a red-orange hue, and the ships that criss-cross the skyline come into focus. A new day has begun.

I have nothing further for you. The heroes are welcome to look around Coruscant, have fun, spend money—they aren't expected back in Cularin for a couple of weeks. Master Lanius has seen to it.

The End

Experience Point Summary

Experience is calculated as follows for Living Force events.

- 1) Experience awards in the SWRPG 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 character 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 locate the hideout of the Believers and retrieve the second box? If so, each hero who survived receives 350 xp.

Adventure Experience:	350 xp
Roleplaying Experience:	0-300 xp

Total Possible Experience:	650 xp
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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 locating the Believers, but lost the fight and didn't recover the box, award them ¾ adventure experience.

Loot Summary

If it's not on this list, the heroes cannot keep it. This is a house rule that overrides what they may actually acquire in the scenario.

Various blasters, knives, and so forth

The following rewards are available at all runnings of *Coruscanti Dawn*, with the exception noted below.

1500 credits/tier (1500 at low tier, 3000 at middle tier, 4500 at upper tier) per hero, retrieved from the Believers' hideout beneath Saludi's.

Lightsaber constructed on Coruscant (one only, given only to a Jedi hero, replaces the "lightsaber constructed by Mace Windu" cert and should only be issued after **Star Wars Celebration II**): This mastercraft lightsaber was constructed by artisans on Coruscant, and features a casing fashioned from what looks like black glass, with the components of the saber visible through the case. The blade of the saber is brilliant blue. The lightsaber provides a +2 equipment bonus to all damage rolls (but *not* to-hit rolls) made with the weapon. It was given to the hero named above as thanks for assisting in the delivery of the Pulas to Coruscant. In return, the hero agrees to send any lightsaber s/he constructs in the future to Coruscant, to be used in training Padawans at the Temple. The hero (as is true with all Jedi in *Living Force*) may never possess more than one lightsaber; any lightsaber that was in use prior to receiving this certificate must be either returned to its owner, or given to Master Windu in exchange for this saber. If, at any point, the hero decides s/he would prefer to utilize a lightsaber of her own construction, this lightsaber must be returned to the Temple on Coruscant. Similarly, if at any point the hero decides to leave the Jedi Order for any reason, this lightsaber must be returned to the Temple on Coruscant. If this lightsaber is given to anyone else other than the hero named above, within three days, it will be reclaimed by a representative of the Jedi Council.

Bowcaster (only given out if the heroes retrieve the box that was stolen from Wojarra, San, and Nia, and given only to a Wookiee hero): As thanks for retrieving the box he was tasked with delivering from those who would have abused its contents, Wojarra has gifted the hero named above with a bowcaster (stats per the SWRPG core book).

DeluxeSecurity Kit This kit provides a +4 equipment bonus to all Disable Device checks, and a +4 equipment bonus to all Repair checks involving security systems. Note that this counts as a Deluxe Security Kit for purposes of certified permits that might have been issued in the past. ____ This hero has a permit to possess this kit on Coruscant only OR ____ This hero does not have a permit to possess this kit anywhere in the galaxy [If the heroes recovered the second box, Master Windu will arrange for a Coruscant permit; if they did not, please check the second blank, because while he won't take it from them, he is also not going to go out of his way to get them a permit to possess it.]

Spacer Contact on Coruscant [one only, given to a hero who interacted exceptionally well (your discretion) with one or more spacers in Saludi's; will not be given

to anyone who received the lightsaber, bowcaster, or security kit from the module] One time, and one time only, the hero named above may get in touch with the space-faring individual they met at Saludi's and request one of the following favors: (1) Free transport from anywhere in the galaxy, to anywhere in the galaxy; this is a one-way trip, so choose wisely; or (2) One piece of accurate information (limited by what the judge knows from the current event) about an individual or situation the hero and his or her companions are currently facing, which can assist them in dealing with that individual or situation; it is assumed, for the purposes of this favor, that the hero has a means to contact the spacer in question, and any scenario effect that blocks communication will keep the hero from being able to use this version of the favor. (This is intentionally vague, and the interpretation of the text above is up to the judge, NOT the player.)

Military Contact on _____ [One only, given to a hero who interacted exceptionally well (your discretion) with one or more military personnel in Saludi's; will NOT be given to anyone who received the lightsaber, bowcaster, or security kit from the module] One time, and one time only, the hero named above may get in touch with the military representative they befriended at Saludi's and request one of the following favors: (1) Tactical advice regarding a combat situation, which the hero must have some knowledge of (for example, "How do we best attack a fortified bunker with these dimensions, and this many exits?"); it is assumed that the hero has a means to contact the soldier in question, and any scenario effect that blocks communication will keep the hero from being able to use this favor; it is not guaranteed that the tactical advice will work, but it should represent the best approximation of a workable tactic available to the judge at the time, based on what the heroes convey to the contact; or (2) Use of any restricted weapon that can be carried by one person (note that this automatically excludes heavy weapons, but includes everything else except for thermal detonators; the contact is not going to loan out anything he or she won't be getting back!) for the duration of one event.

*The following two rewards are available at the premiere only (at **Star Wars Celebration II**)*

Forbidden Knowledge (one per hero): By virtue of extended exposure to the Pulas, an ancient artifact of the Sith, the hero named above has gained one rank in Knowledge (Sith Lore). This is NOT a skill that is typically available to heroes in Living Force, and it does not enable the hero to teach others about Sith Lore. It simply gives them the opportunity to make a roll against this type of knowledge if and when it

becomes appropriate. It cannot be increased by any way other than through scenario rewards; the hero cannot spend skill points to buy it higher. In addition, the hero may be called upon (out-of-module) to discuss issues related to the Sith with representatives of the Jedi, when questions arise. You must show this certificate to the judge at the beginning of any Living Force event you play.

Lightsaber constructed by Mace Windu (given only to a Jedi hero): The hero named above was given a lightsaber constructed by Mace Windu as thanks for delivering the Pulas to Coruscant. In return, the hero agrees to send any lightsaber s/he constructs in the future to Coruscant, to be used in training Padawans at the Temple. The hero (as is true with all Jedi in Living Force) may never possess more than one lightsaber; any lightsaber that was in use prior to receiving this certificate must be either returned to its owner, or given to Master Windu in exchange for this saber. If, at any point, the hero decides s/he would prefer to utilize a lightsaber of her own construction, this lightsaber must be returned to the Temple on Coruscant. Similarly, if at any point the hero decides to leave the Jedi Order for any reason, this lightsaber must be returned to the Temple on Coruscant. If this lightsaber is given to anyone else other than the hero named above, within three days a representative of the Jedi Council will reclaim it.

DM Aid #1: Stat Blocks for Encounter 6 Fight

Lower Tier

Es'Loma, Dark Side Tarasin Female Force Adept 3/Dark Force Witch 2; IM+3; Def 20; Spd 10m; VP/WP 15/10; Atk +2 melee (1d4-1, dagger), +6 ranged (3d4, hold-out blaster pistol); SQ color change, Spider Walk; SV Fort +4, Ref +7, Will +8; SZ M; FP 1; DSP 15; Rep 2; Str 8, Dex 16, Con 10, Int 15, Wis 14, Cha 10.

Skills: Hide +17, Knowledge (Tarasin Culture) +6, Move Silently +12, Intimidate +2.

Force Skills: Affect Mind +5, Move Object +10, Force Push +6, Empathy +6, Enhance Ability +2, Force Grip +11, Fear +13, See Force +5, Drain Knowledge +9.

Feats: Weapon Group Proficiencies (blaster pistols, simple weapons, primitive weapons), Force Sensitive, Stealthy.

Force Feats: Alter, Sense, Hatred.

Equipment: street clothes, hold-out blaster pistol, dagger.

Malyas, Human Scoundrel 1; IM +2; Def 16 (does not include Dodge bonus); Spd 10m; VP/WP 7/13; Atk +2 melee (d4+2, dagger), +2 ranged (3d6, blaster pistol); SQ Illicit Barter; SV Fort +1, Ref +4, Will +1; SZ M; FP 1; DSP 4; Rep 0; Str 14, Dex 15, Con 13, Int 8, Wis 12, Cha 10.

Skills: Hide +8, Move Silently +8, Listen +5, Profession (Hitman) +5, Spot +5, Tumble +6, Escape Artist +6, Disguise +4.

Feats: Weapons (Simple, Blaster Pistols), Stealthy, Dodge.

Equipment: Street Clothes, dagger, blaster pistol.

Bleth Fahr, Tainted Male Omwati Jedi Guardian 2; IM +7; Def 18; Spd 10m; VP/WP 18/10; Atk +2 melee (2d8, lightsaber), +5 ranged (3d6, blaster pistol); SQ bonus feat (Gearhead); SV Fort +3, Ref +6, Will +4; SZ M; FP 2; DSP 8; Rep 2; Str 10, Dex 16, Con 10, Int 16, Wis 15, Cha 8.

Skills: Climb +5, Jump +5, Tumble +8, Intimidate +2.

Force Skills: Battlemind +5, Enhance Ability +5, Friendship +1, Heal Self +5.

Feats: Force Sensitive, Gearhead, Weapons (Simple, Blaster Pistols), Exotic Weapon Proficiency: Lightsaber, Improved Initiative.

Force Feats: Control.

Equipment: black robes, stolen lightsaber (created by Mace Windu), blaster pistol.

Various Thug 2 (variable #); IM +0; Def 12; Spd 10 m; VP/WP -/15; Atk +4 melee (1d6+2, baton), +2 ranged (3d6, blaster pistol); SQ nil; SV Fort +4 Ref +0, Will +0; SZ M; FP 0; Rep 1; Str 15, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Skills: Intimidate +3, Jump +2.

Feats: Toughness, Simple Weapons, Blaster Pistols, Light Armor.

Equipment: Blaster pistol, baton, fatigues.

Middle Tier

Es'Loma, Dark Side Tarasin Female Force Adept 3/Dark Force Witch 2; IM+3; Def 20; Spd 10m; VP/WP 25/10; Atk +2 melee (1d4-1, dagger), +6 ranged (3d4, hold-out blaster pistol); SQ color change, Spider Walk; SV Fort +4, Ref +7, Will +8; SZ M; FP 1; DSP 15; Rep 2; Str 8, Dex 16, Con 10, Int 15, Wis 14, Cha 10.

Skills: Hide +17, Knowledge (Tarasin Culture) +6, Move Silently +12, Intimidate +2.

Force Skills: Affect Mind +5, Move Object +10, Force Push +6, Empathy +6, Enhance Ability +2, Force Grip +11, Fear +13, See Force +5, Drain Knowledge +9.

Feats: Weapon Group Proficiencies (blaster pistols, simple weapons, primitive weapons), Force Sensitive, Stealthy.

Force Feats: Alter, Sense, Hatred.

Equipment: street clothes, hold-out blaster pistol, dagger.

Malyas, Human Scoundrel 4; IM +3; Def 19 (does not include Dodge bonus); Spd 10m; VP/WP 22/13; Atk +4

melee (d4+2, dagger), +5 ranged (3d6, blaster pistol); SQ Illicit Barter, Better Lucky Than Good; SV Fort +3, Ref +7, Will +2; SZ M; FP 1; DSP 4; Rep 2; Str 14, Dex 16, Con 14, Int 8, Wis 12, Cha 10.

Skills: Hide +15, Move Silently +15, Listen +8, Profession (Hitman) +8, Spot +8, Tumble +10, Escape Artist +10, Disguise +7.

Feats: Weapons (Simple, Blaster Pistols), Stealthy, Dodge, Skill Emphasis: Hide, Skill Emphasis: Move Silently.

Equipment: street clothes, dagger, blaster pistol.

Bleth Fahr, Tainted Male Omwati Jedi Guardian 5; IM +7; Def 19 (21 with lightsaber ignited); Spd 10m; VP/WP 35/10; Atk +5 melee (3d8, lightsaber), +8 ranged (3d6, blaster pistol); SQ bonus feat (Gearhead); SV Fort +4, Ref +7, Will +5; SZ M; FP 2; DSP 8; Rep 3; Str 10, Dex 17, Con 10, Int 16, Wis 15, Cha 8.

Skills: Climb +5, Jump +5, Tumble +10, Intimidate +2.

Force Skills: Battlemind +8, Enhance Ability +5, Friendship +1, Heal Self +5, Force Grip +6, Force Push +8, Move Object +6, Drain Energy +2, Fear +7, Enhance Senses +4, See Force +4.

Feats: Force Sensitive, Gearhead, Weapons (Simple, Blaster Pistols), Exotic Weapon Proficiency: Lightsaber, Improved Initiative.

Force Feats: Control, Alter, Lightsaber Defense, Sense.

Equipment: black robes, stolen lightsaber (created by Mace Windu), blaster pistol.

Various Thug 2 (variable #); IM +0; Def 12; Spd 10 m; VP/WP -/15; Atk +4 melee (1d6+2, baton), +2 ranged (3d6, blaster pistol); SQ nil; SV Fort +4 Ref +0, Will +0; SZ M; FP 0; Rep 1; Str 15, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Skills: Intimidate +3, Jump +2.

Feats: Toughness, Simple Weapons, Blaster Pistols, Light Armor.

Equipment: Blaster pistol, baton, fatigues.

Upper Tier

Es'Loma, Dark Side Tarasin Female Force Adept 3/Dark Force Witch 6; IM+3; Def 21; Spd 10m; VP/WP 54/10; Atk +5/+0 melee (1d4-1, dagger), +9/+4 ranged (3d4, hold-out blaster pistol); SQ color change, Spider Walk, Inspire Fear -2, Enshroud; SV Fort +6, Ref +8, Will +10; SZ M; FP 1; DSP 15; Rep 3; Str 8, Dex 16, Con 10, Int 15, Wis 14, Cha 12.

Skills: Hide +21, Knowledge (Tarasin Culture) +6, Move Silently +14, Intimidate +3.

Force Skills: Affect Mind +8, Move Object +12, Force Push +6, Empathy +7, Enhance Ability +2, Force Grip +19, Fear +16, See Force +5, Drain Knowledge +10.

Feats: Weapon Group Proficiencies (blaster pistols, simple weapons, primitive weapons), Force Sensitive, Stealthy, Heroic Surge, Skill Emphasis: Force Grip.

Force Feats: Alter, Sense, Hatred, Control, Summon Storm.

Equipment: street clothes, hold-out blaster pistol, dagger.

Malyas, Human Scoundrel 7; IM +3; Def 20 (does not include Dodge bonus); Spd 10m; VP/WP 37/13; Atk +7 melee (d4+2, dagger), +8 ranged (3d6, blaster pistol; in point-blank range, Malyas is at +9, and does 3d6+1, plus sneak attack, if applicable); SQ Illicit Barter, Better Lucky Than Good, Sneak Attack +2d6; SV Fort +4, Ref +8, Will +3; SZ M; FP 1; DSP 4; Rep 0; Str 14, Dex 16, Con 14, Int 8, Wis 12, Cha 10.

Skills: Hide +18, Move Silently +18, Listen +11, Profession (Hitman) +11, Spot +11, Tumble +13, Escape Artist +13, Disguise +10.

Feats: Weapons (Simple, Blaster Pistols), Stealthy, Dodge, Skill Emphasis: Hide, Skill Emphasis: Move Silently; Point Blank Shot.

Equipment: street clothes, dagger, blaster pistol.

Bleth Fahr, Tainted Male Omwati Jedi Guardian 8; IM +7; Def 21 (25 with lightsaber ignited); Spd 10m; VP/WP 66/10; Atk +12/+7 melee (3d8, lightsaber), +12/+7 ranged (3d6, blaster pistol); SQ bonus feat (Gearhead); SV Fort +5, Ref +9, Will +6; SZ M; FP 2; DSP 8; Rep 2; Str 10, Dex 18, Con 10, Int 16, Wis 15, Cha 8.

Skills: Climb +5, Jump +5, Tumble +13, Intimidate +2.

Force Skills: Battlemind +10, Enhance Ability +5, Friendship +1, Heal Self +7, Force Grip +6, Force Push +11, Move Object +9, Drain Energy +2, Fear +11, Enhance Senses +5, See Force +7.

Feats: Force Sensitive, Gearhead, Weapons (Simple, Blaster Pistols), Exotic Weapon Proficiency: Lightsaber, Improved Initiative, Weapon Finesse: Lightsaber.

Force Feats: Control, Alter, Sense, Lightsaber Defense, Knight Defense.

Equipment: black robes, stolen lightsaber (created by Mace Windu), blaster pistol.

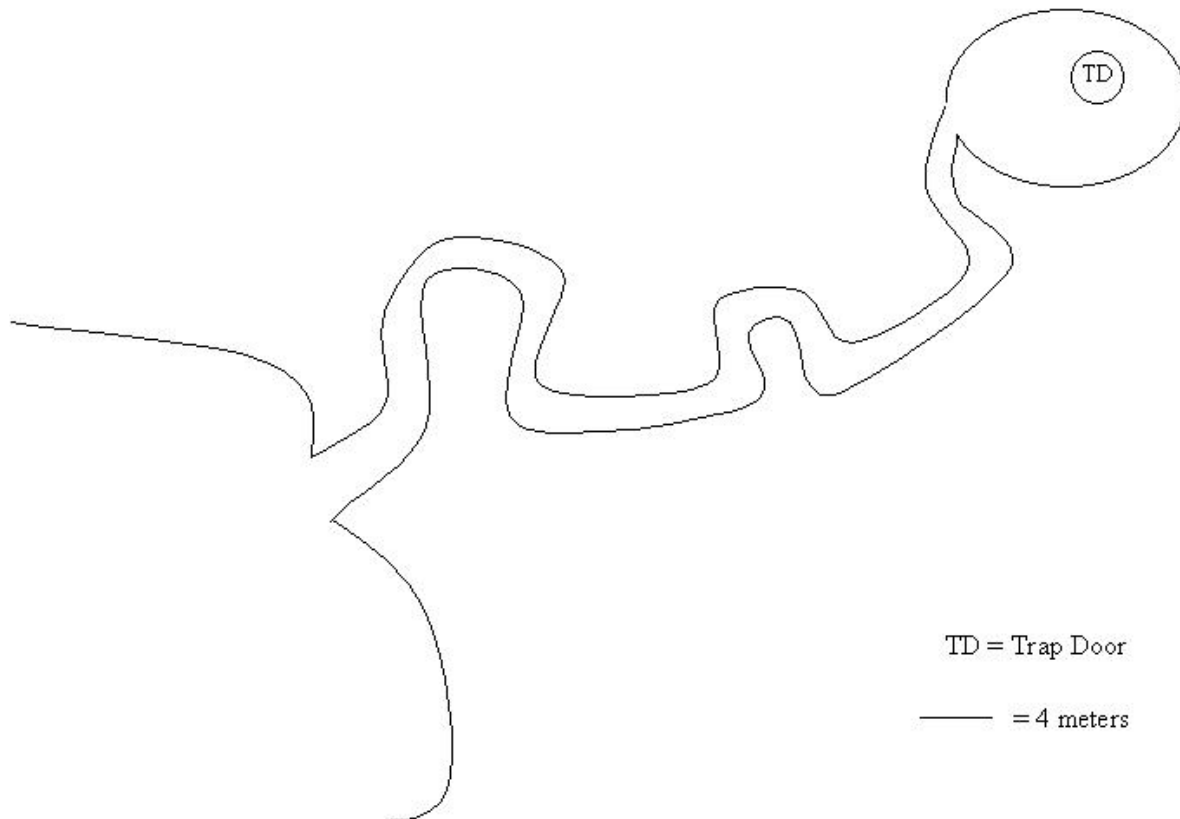
Various Thug 2 (variable #); IM +0; Def 12; Spd 10 m; VP/WP -/15; Atk +4 melee (1d6+2, baton), +2 ranged (3d6, blaster pistol); SQ nil; SV Fort +4 Ref +0, Will +0; SZ M; FP 0; Rep 1; Str 15, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Skills: Intimidate +3, Jump +2.

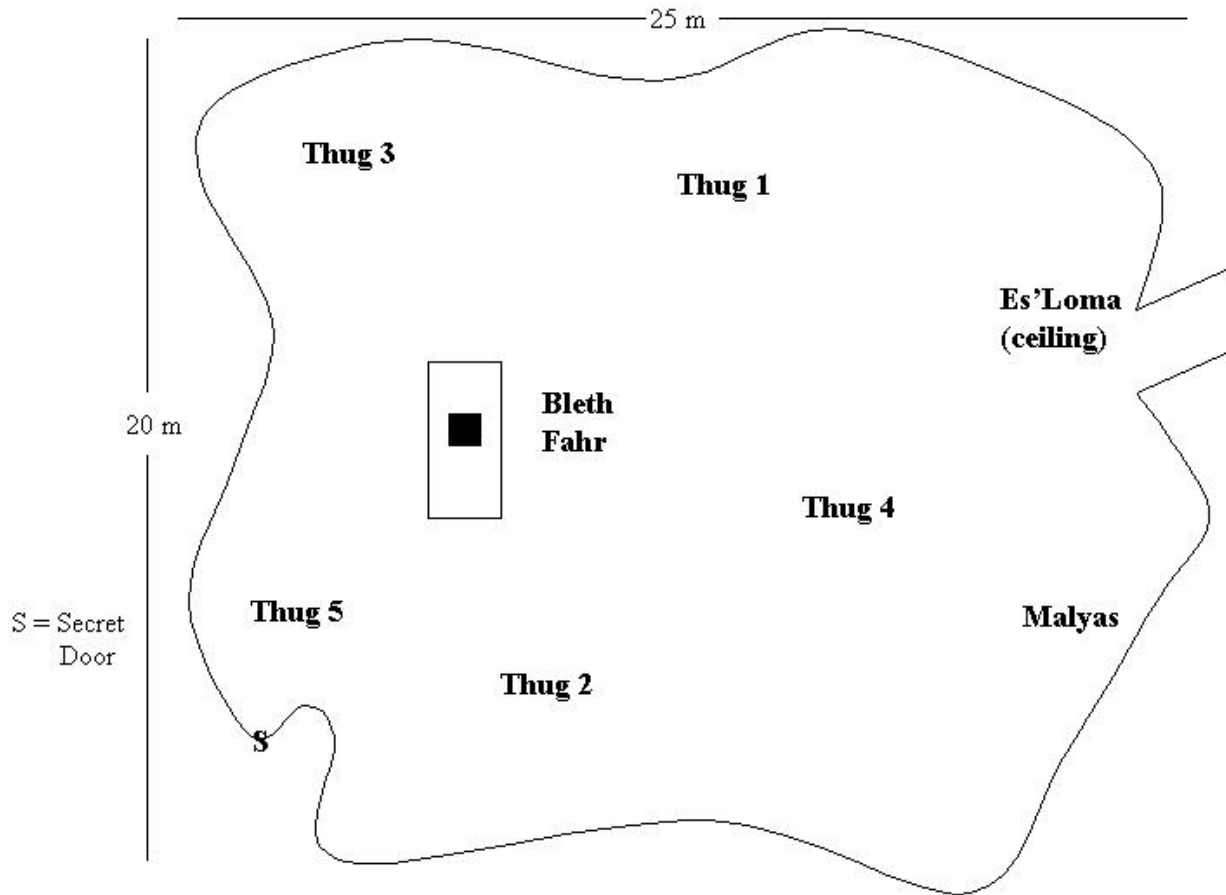
Feats: Toughness, Simple Weapons, Blaster Pistols, Light Armor.

Equipment: Blaster pistol, baton, fatigues.

DM Aid 2: Map of the Chase, Encounter 6



DM Aid 3: Map of the Fight, Encounter 6



Critical Event Summary

Coruscani Dawn

1. Did the heroes retrieve the stolen box?

Yes

No

2. Did Es'Loma escape?

Yes

No

3. Did Bleth Fahr escape?

Yes

No

4. Did the heroes take Devan with them, into the Undercity?

Yes

No

If so, did she survive?

Yes

No

5. Were any of the heroes disrespectful to Master Windu? If so, list player name, character name, and RPGA # below.

Dear Judge:

Give these results to the *Living Force* campaign staff members present at *Star Wars Celebration II*. If you run this event after C2, please email results to lfplots@living-force.net