

Force Concession

**Round One of the Forces of Cularin Trilogy
A One-Round LIVING FORCE Tournament**

by Matthew Domville

Edited by Jae Walker

A team of builders has gone missing on Cularin, as has the first security team sent to find them. The heroes of Cularin must venture into the jungles of Cularin, to places even the Tarasin fear, to find who - or what - is responsible... A LIVING FORCE adventure for Heroes levels 1 to 9. It is strongly recommended that this scenario be played before "*Force Contention*" and "*Force Convention*" (Episodes II and III of the "*Forces of Cularin*" trilogy.)

© 2003 Lucasfilm Limited and TM. ALL RIGHTS RESERVED. RPGA is a registered trademark of Wizards of the Coast Inc. Used under authorization. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

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

It is a good idea to ask each player to put a 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 amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually require advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

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

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

Hero Earnings

At the beginning of the round, if the characters are

employed, they receive their pay. No matter how much time has passed since the previous round, they receive pay for one week. Characters who are not employed but who have Entertain, Gamble, or Profession skills may roll against those skills to see how much they have earned in the last week. Rather than using the method in the core rules for Entertain or Gamble, however, use the method described for the Profession skill on page 96; that is, roll the check, and then multiply the result by 100 credits to determine the amount you made that week. Note that characters may use only one of the above methods each round and must choose which before rolling (Employment, Entertain, Gamble, or Profession). Per the rules, you may take 10 on Entertain or Profession checks, but not on Gamble. 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 will be 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 179) 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 Sourcebook*... "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.

Wookiees, Rage and Dark Side Points: Per the sidebar on page 182 of the *Star Wars Roleplaying Game Revised Core Rule Book*, Wookiee Force users do not gain Dark Side Points for following their natural tendencies and using the Wookiee rage species ability. They do receive a Dark Side Point, however, if they incorporate Wookiee rage with any of their Force skills.

In addition, while in a Wookiee rage, a Wookiee Force user can’t call upon the Force (except for calling upon the Dark Side when using a Force point). All other uses of the Force require more calm and peace than the Wookiee can manage while in the natural frenzy.

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 high-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

Shortly after humans came to Cularin, a terrible creature threatened the Tarasin. It was quick, cunning and almost certainly a servant of the Dark Side. Its essence was hatred, a hatred that consumed the minds of those who came in contact with the creature. The Tarasin called it “the t’salak”. Over the course of many battles -- and far too many losses -- the Tarasin realized that the creature could not be killed. After many days of meditation, one of the wisest of the Tarasin Mothers imbued a ceremonial clay urn with the positive energy of the Force to create a vessel to contain the demon. The Tarasin trapped the creature in the urn and set about creating a cage far away from their settlements in which to imprison it. Many Tarasin Mothers gathered in a joint effort to build the most fortified of prisons, making certain that only those in tune with Nature could enter it.

Time passed. Cloud Mountain erupted, burying the prison in protective earth.

More time passed. A team of builders arrived at the site, now a large river at the bottom of a ravine, and made preparations to build a long, thin bridge. They chipped away at the rock and sifted the soil until eventually, one night, they uncovered a strange cavern in the side of the ravine. They recorded this oddity and retired to their bunks for the night.

Elsewhere, someone watched. When all was quiet, the lone figure disembarked from a vehicle and opened the prison door. She stalked inside with quiet confidence, passing tests and challenges left by Tarasin long-dead. At the final obstacle, however, she was stymied, prevented by her ties to the Dark Side from achieving her ultimate goal. Fury consumed her, and she unleashed it upon the hapless building team. She left a squad of battle droids behind to secure the area and ensure that her mission is not compromised.

Thaediis Creed, the man who had arranged for the bridge to be built, lost contact with the team and sent a security detail to investigate. The next day, after no report from his security team, he decided to send outside help. CreedCon, a respectable construction company, is looking for heroes who can get to the root of the problem...

Encounter 1: Professional Help

The heroes receive a request to meet with Thaediis Creed, owner of CreedCon Construction. A major contractor on Cularin, Creed has recently embarked upon a venture to construct a large racing course deep in the jungle. After intensive negotiations with the Tarasin, Creed received the approval and work began. Things went well until one of his crews disappeared while preparing to construct a bridge across a deep

ravine. Creed wants to know what happened to his people.

Encounter 2: Igniting the Interest of the Tarasin

The heroes arrive at the Jaraana irstat, which is ablaze! The heroes have the opportunity to fight the fire and rescue as many Tarasin as possible. If they help, they are invited to share their thoughts and concerns with the Tarasin Mother, Morad’Ka. Morad’Ka has been sensing something dark and ominous from the direction of the construction site. She shares the legend of the t’salak, and explains that she has taken precautions to ensure against its return.

Morad’Ka speaks with each of the heroes and determines their outlook on nature and life. The hero whose outlook best fits that of the Tarasin is asked by Morad’Ka to carry a green urn with him or her. She explains that the urn can contain the creature.

Regarding the fire, the Mother speaks of a strange visitor, a male Human Jedi, who introduced himself and asked her to follow him. When she refused, he left, showing signs of fury. Mir’Liss believes that the fire was his doing. Heroes with the demolitions skill may be able to determine that the fire was started with several small explosive charges.

Encounter 3: The River Far Below

The heroes arrive at the ravine, on the opposite side from the bridge construction site. Forty meters below is a raging river, ending at a waterfall a half a kilometer to the west. A repulsorsled waits, conveniently, to carry them to the other side. If the heroes take the sled, at the halfway point it changes direction and moves towards the waterfall. Tech-savvy or slicer heroes may be able to fix the sled before its engines cut out – otherwise all aboard plummet into the water below. If fixed, the sled can take them to the other side of the ravine. Observant heroes can tell that it was sabotaged. Once they make their way to the camp, they can uncover some evidence, but not enough to tell them what happened to the absent building crew and security detail.

Encounter 4: Hokey Religions and Ancient Weapons

The heroes lower themselves down to the cavern on the side of the ravine. Once inside, a unit of battle droids opens fire on them. After the droids have been dealt with, the heroes find the rest of the security detail, unconscious and restrained with binders. They explain that they were stunned by the droids and have no idea what happened to the builders they were searching for. The heroes must investigate the doorway and all that lies beyond it -- challenges left by long-dead Tarasin with a sensitivity to the Force. Once the challenges are

surmounted, a final barrier lies before them: A doorway which can only be opened by one with a connection to the light side of the Force.

Encounter 5: Checklist: Anger, Hate, Suffering...

The heroes enter a dismal chamber. The t’salak, a cunning, evil ooze, awaits them. If they are brave, they can prevail. Once the creature falls, in order to capture it they must use the urn prepared by Mother Morad’Ka..

Encounter 6: Demon’s Revenge

If the heroes ignore the final doorway, are not able to open it or decide to leave the caves for some other reason, the t’salak escapes and attacks the Jaraana irstat in an attempt to take revenge on the Tarasin for imprisoning it.

Conclusion

The heroes are unable to find the missing builders, but some evidence seems to indicate that they were killed. Also, the heroes have captured a dangerous creature. Thaedius Creed pays them in full for their support.

Important Note to Judges:

Clarification regarding tiering notation: when you see something like “DC 15/20/25”, use the lowest DC for the lowest tier, the middle for mid-tier and the highest for high tier. In this scenario, tiers are for character levels: 1-3, 4-6 and 7-9.

Opening Crawl

While the raging conflict known as the Clone Wars burns its way across the Republic, the inhabitants of Cularin find comfort in the regularity of daily routine. Holonews reports of Clone Wars are certainly part of that routine, but not the central focus. As Cularin adjusts to a galaxy that left it behind, people again find time for leisure pursuits. News of construction of a galactic-quality racecourse in the jungle of Cularin suggests better times ahead, but in dark times, dark forces are everywhere...

Encounter 1: Professional Help

Key ideas of this encounter: Thaedius Creed needs a group to investigate the disappearance of one of his work crews, who were building a race course in the

jungle of Cularin. He has not heard from them, nor from the security detail he sent to check on them.

The adventure begins with the heroes on Cularin, in the city of Gadrin. If the heroes do not normally live on Cularin, then galactic fate has brought them to the planet. Jedi may have been assigned to assist in research at the enclave in Gadrin. Non-militia soldiers are in-between hires. Militia personnel may be temporarily assigned to the warehouse on Gadrin's outskirts, performing good-will outreach activities for the citizens of the two river cities (Gadrin and Hedrett). Scouts could be looking for hires to take in to the jungle to hunt Kilassin, or search for rare flowers. Fringers may have just stepped off the freighter and are taking in the sights of this new planet. Nobles, scoundrels and Tech specialists may be pursuing their professions in these two cities. Help the players come up with a valid reason for their hero to be on Cularin.

If it's feasible for the heroes to be together, it would speed up this portion of the scenario – don't force it, but encourage them to be together.

It is early spring on Cularin, and that means one thing: storms. Lots and lots of rain, complete with thunder and lightning. Cularin is primarily jungle, so even in the dry season it rains every day. In the spring pretty much all it does is rain – the quantity and intensity vary, but that's about it. Once in a while you might even see the suns for a few minutes.

The universe itself seems to be exhibiting a cruel sense of humor today. As long as you are under cover, the rain lightens to a bare mist. The moment you step outside, the downpour returns.

Finally, after hours of what seems to be a perverse game of hide-and-seek with the rain, the clouds break apart and the suns struggle through. The temperature rises to a comfortably miserable level of heat and humidity, and it looks like it might be safe to go out again...

You get three steps before you hear a voice calling your name. Shuffling quickly down the street, waving an arm energetically, is a brown protocol droid.

The droid is W2-7AY and belongs to Thaedius Creed of CreedCon. W2's master has instructed the droid to locate each hero, and request they meet with him at his company's headquarters in Hedrett. W2-7AY projects a holo-image from his chest, with a revolving CreedCon logo, followed by a recording of Thaedius Creed:

"Greetings, <Hero's name>. I am Thaedius Creed, president of CreedCon. I am in need of someone with

certain unique talents and you come highly recommended. I have a <dramatic pause> situation I would like to discuss with you. I will, of course, compensate you for your services should we come to an agreement. If you would be so kind, be at my offices in Hedrett in two hours. If you don't know the way, W2-7AY can guide you."

The heroes should have no trouble finding the large, two-story building that contains the offices of CreedCon. A Rodian security guard sits at a plain desk just inside the front door. He looks at each of the heroes, then a monitor, and motions for them to pass. Either the guard or W2-7AY (depending on how they get there) directs each hero to a waiting room on the second floor. At this point, the players can describe their heroes to the rest of the group (if they weren't already together).

Once this is done, read or paraphrase the following:

At exactly the designated time for your meeting, the door to Thaedius Creed's office opens. Creed himself calls to you from within, and the ever-present W2-7AY motions for you to enter the office.

The spacious office is decorated with number of holoprojectors, arranged on pedestals throughout the room. They are all active, emitting images of various buildings, bridges, and towers. The view of each building fades into another every five seconds.

Thaedius Creed, a dark-haired Human male, rises from his large red leather chair as you enter. He steps around an immense, elegantly carved wooden desk and greets each of you personally.

Creed is a businessman, so he wants to make a good first impression on everyone he meets. As such, he has researched his potential employees, and begins with a few courteous comments on some of their accomplishments. Observant heroes (Sense Motive 15/20/25 or Empathy) might notice that under the urbane polish he's anxious. If Force Sensitive heroes try to See Force on Creed, he does not detect as a force-user.

Once you're seated and the introductions are done, Creed sighs, allowing worry to show on his face.

"I appreciate you coming here on such short notice. I thank you for that. You may not know me, but I'm sure you have seen some of my work. I am an architect and the founder and CEO of CreedCon."

Thaedius reaches and pushes a button on his desk, and the images on the pedestals change to some local buildings in Hedrett. You have indeed seen some of his work.

"One of my current projects is a bridge over a

rather deep ravine in the jungle, a ways out of Hedrett. I, along with a group of investors, have secured the rights to build a racing course in the jungle. When it's finished, we will be able to hold all manner of races – speeder bike, swoop, landspeeder, pod racing – on one of the best designed courses in the galaxy. This bridge is part of the course.”

Thaediuss smiles. “I’m actually rather proud of its design. It has several built in features guaranteed to make the races far more ... interesting.

“Site clearing began a week ago, and bridge construction was set to start next week. Everything was moving along according to our schedule.

“The last message I received from my survey and clearing crew was two nights ago. The foreman reported that they had unearthed a large cavern while looking for zones where they could place the supports. They were going to check it out in the morning. I tried to contact them the next morning, but my call wasn’t answered. I immediately sent a security team to investigate. That was yesterday morning. I still haven’t heard back from them either.

“I don’t like this. It is disastrous from a business standpoint and terrible from a manpower perspective. I have no idea what happened to my employees and need some help. Are you interested? I can offer you each 500 dataries.”

Thaediuss can be haggled up to six hundred credits, but he’s a fairly shrewd businessman, so this will take some doing (i.e. – roleplaying). If the heroes aren’t interested in Creed’s offer, he will thank them for their time and bid them goodbye. Naturally, the adventure will be over for such heroes.

So... assuming the heroes accept his offer:

Thaediuss pushes the button on his desk again and a three dimensional map appears on each of the pedestals.

“There is a Tarasin village, the Jaraana irstat, about fifty kilometers from the bridge construction site,” he says, as one of the dots of the map glows green. “We negotiated with their leader, Mother Morad’Ka. As they progressed through the jungle, the crew occasionally visited Jaraana irstat.

“The Tarasin may have seen anything strange that happened in the area recently. They might also be aware of any unusual predator migration, or other factors that might have caused a problem for my crew. Jaraana irstat is on the way to the bridge site, so I suggest you speak with the Tarasin before you investigate the construction site.”

Thaediuss provides the heroes with a datacard containing a short description of each of the six

members of the construction team as well as each of the three members of the security team (Player Handout One).

Thaediuss Creed opens a drawer on his desk and tosses a code cylinder to [hero who has impressed him the most, or who has the highest reputation]. “I have several speeder bikes available for use in your investigation if you need them - or an airspeeder, or both, if you wish. Please be careful with them, alright?” he smiles and continues. “The card has directions to Jaraana irstat and the construction site. Follow them, and you shouldn’t get lost.”

Thaediuss can tell them more, and if they don’t ask he should volunteer the information. He is a rare breed – both an artist and a businessman. He’s genuinely concerned for the welfare of his people; he’s equally concerned about making decisions that will be good for his business, and that pragmatism come through as he speaks.

Tell us more about the bridge. *It’s a seventy-meter long bridge, which I designed myself. The first stage, which the workers had nearly completed, was to clear the area immediately around the ravine. They should have been able to get things rolling quickly, but the weather hasn’t been very cooperative.*

You said the bridge had interesting features? *Yes. But I do not want to disclose their nature. It would spoil things when we start racing, you know.*

What can you tell us about the construction workers? *They’re all professionals, one of my best crews. I selected them myself. They would have taken every safety precaution, so I sincerely doubt that their disappearance is accident-related.*

What about the security team? *I had to sent three of my CreedCon security officers to the site. Being a bit over cautious, I dispatched the remaining security – minus the two at the front door – to my other sites. I have not discounted the possibility of some type of industrial sabotage.*

Speaking of industrial espionage/sabotage, who are your enemies? *Enemies? I suppose I have a few. Of course I have competitors. Anyone in this line of work does. And hard feelings often remain after a tough bidding war for a project. However, this was a project I developed myself, along with some investors. We negotiated with the Tarasin and bought rights to the land. No hard feelings were created here, I believe.*

How about naturalists, tree-huggers, or that type? *There have been no protests to my knowledge. And I have never found any of the groups I did deal with to be militant.*

Why a race course? *Why not? The pod races sponsored by the Metatheran Cartel have been wildly successful. Swoop racing has been popular in the Outer Rim for several years now and is gaining popularity in the Core and Inner Rim worlds. The same is true for speeder bike racing.*

Ah, the Cartel. Are they one of your investors? *No... But I wouldn't be offended should they wish to sponsor a race.* So it is possible they could want to sabotage your project? *I doubt it. Building a course represents an outlay of dataries I think they'd rather avoid. The Cartel would come out much better by sponsoring the races.*

What about the trees you cut down to clear for the course? They may want them? *Possible. But... it's not as though we're cutting a swath through the jungle. The course wouldn't be challenging if we did. Some trees are being cut, but I am giving them back to the Tarasin to do with as they will. Wow. That's wonderful of you. Part of our agreement. It was a business decision that helped the deal go through.*

After the heroes have finished asking their questions, read or paraphrase the following:

Creed stands up again and shakes your hands again. "I thank you for your help. As the Jedi say, may the Force be with you."

Once the heroes are ready, they can take the speeder bikes and/or airspeeder, and leave for the construction site or Jaraana irstat.

Speeder bikes use the Nightfalcon stats from page 200 of the RCRB. They are unarmed. The airspeeder uses the Coruscant Air Taxi stats found on page 235 of the RCRB. (See appendix for handouts with these stats.) Keep in mind that the Air Taxi only has room for 4, including the driver, so groups of more than 4 heroes may need to use a combination of equipment. Some heroes may have their own vehicles and are, of course, welcome to take them.

Encounter 2: Igniting the Interest of the Tarasin

Key ideas of this encounter: The Jaraana irstat is burning, and this is an opportunity for the heroes to, well, be heroes. Their help assures the cooperation of the Tarasin, who can provide some clues.

Given that it's the rainy season, you've found good cause to appreciate those all-weather cloaks. Between the intermittent heavy downpour and the speed of your vehicle, Cularin's jungle has been pretty much a blur of green punctuated by splashes of vibrant color. One good thing about the terrible weather – it discourages the predators. You've been travelling for the last half hour in a misty drizzle – according to the coordinates on the datapad, you think that the Jaraana irstat should be coming into view any moment now.

As the heroes approach, have them make Listen checks (DC 15). Those who succeed hear the high pitched screaming of Tarasin child over the hum of the speeder bikes/airspeeder.

You clear the trees and you can see that the Jaraana irstat engulfed in flames! Most of the small dwellings are smoking, and there is screaming from every direction.

Several Tarasin, mostly elderly or young females, colored a combination of pink and yellow, are bringing buckets to a rock-circled pond, filling them, then rushing back to the buildings in an attempt to subdue the fires. An older female is directing them.

The older female is the Irstat-Kes of the village, Mir'Liss. Much of the irstat population is out hunting right now, so the effort to quench the fire is severely limited. If Mir'Liss spots the heroes, she directs them, as well.

She quickly spits out the following instructions:

- To the north, there are two dwellings ablaze. Put the fires out!
- To the west, a Tarasin youth is trapped behind a flaming door. Rescue her!
- To the east, an elderly male Tarasin is surrounded by the flaming remains of one of the dwellings. Rescue him!

The heroes can divide up these tasks however they see fit, but they must do it quickly. They can use Player Handout 2: Map of the Jaraana irstat to assist them.

North: The two dwellings are indeed on fire, but are not yet in danger of collapsing. Have the players explain their plan and determine what attribute or skill checks would be appropriate. The degree of success on such checks indicates how quickly the flames are put out.

West: The door has warped to the frame and it's on fire. The door can simply be kicked in (Strength check, DC 20, 1d6 fire damage). There is also a window, but it's fairly small (30 centimeters square). It's likely that none of the heroes could fit through this hole, but a hero using Move Object could carry the youth (Sh'alla) through it. She weighs 20kg and is panicked and hysterical. She'll need to be calmed before she can assist in her rescue. Alternate methods could be successful, depending on how plausible you consider them to be. The youth will choke in fifteen rounds.

East: Flaming rubble surrounds an elderly male Tarasin (Mo'rell). There is a large tree branch hanging fifteen meters above. The heroes could jump across the flames to rescue him (2d6 fire damage, Reflex save DC 15 for half). They could use a grappling hook launcher on the branch (attack roll against Defense 14 (it's slippery and far away, so it's not Defense 10). Or, they could climb the tree and lower a rope to the old Tarasin (he must make a Climb check DC 5 if rope is knotted, DC 10 if not knotted; he has a Climb penalty of -2).

In all cases, a good plan should work. Bad dice rolls might lead to the heroes getting burned a little or embarrassed, but shouldn't cause them to fail to rescue either of the victims.

After the rescue effort, heroes with the Demolition skill (or other relevant skills) who search the ruins can roll a check (DC 10). Success indicates the hero finds evidence that the fires were caused by several small explosive charges being detonated at once.

At last, after a difficult struggle, the flames subside. The Tarasin of the Jaraana irstat surround the central building – the only place where the flames did not reach. As they do so, the hunters run into the irstat, their weapons ready.

The Tarasins' earthy brown color shifts to a sickening yellow. An older female Tarasin, most likely the Mother of Jaraana irstat, steps out of the central dwelling and looks over the crowd, her eyes stopping on you. With her gaze fixed on you, the elder Tarasin begins speaking to her irstat.


Morad'Ka, Mother of the Jaraana, speaks to her Tarasin in Tarasinese. Heroes who speak Tarasinese understand that she is saying she is sorry that the Tarasin had to endure this fire, but that it is behind them now. She is also certain that this was the result of some sort of attack against the Tarasin. Finally, she thanks the outsiders (the heroes) for their help (as she motions towards them).

Her speech completed, the Mother turns back to your group and addresses you in soft, vaguely accented

Basic. "My thanks to you. I am Morad'Ka, Mother of Jaraana irstat. You are heroes, I can tell," she smiles "We are indebted to you. What brings you to our irstat?"

What caused this fire? *Evil. Someone with great darkness of the heart. There were several explosions at once, and then everything was ablaze, despite the rain.*

Who could have done this? *I do not know. Most likely is a Human Jedi who came to our irstat yesterday and asked me to accompany him to a cave. For the good of the system, he said, but something seemed very wrong about him. I refused his request. This did anger the Jedi very much. He stormed out of our village screaming curses on us.*

Did he introduce himself? *No. He simply said he was a Jedi Knight, and he wore the garb of a Jedi.* 

What kind of vehicle did he arrive on? *We did not see or hear the approach of a vehicle. If he had one, he must have left it far outside the irstat.*

Where is this cave? *I'm not sure, he didn't say. He merely asked me to accompany him to a cave.*

What do you mean you didn't like the sense of him? *He didn't seem entirely like he was supposed to. That's all I can say, I'm afraid. It was a wrongness that I felt more than saw.*

We are here to find a crew of CreedCon workers and security guards. Did you know them? *Somewhat. They would occasionally visit us. They were pleasant to speak with and abided by the terms negotiated in the contract.*

They disappeared at a bridge construction site; where apparently a cave had been unearthed. *I do not like the sound of this. A strange Jedi asking about a cave. Our irstat in flames. The workers disappearing, and my visions of an ancient enemy. This is not good. Not good at all.*

Visions of an ancient enemy? *For the past six nights, I have had dream-visions of an ancient foe of my people re-awakening. Returning to the jungles of Cularin to spread its evil. The t'salak.*

What is the t'salak? *Morad'Ka urges you all to follow her into her dwelling. "To speak of the t'salak is to invite misfortune and ruin upon oneself. I would not have brought it up, but I feel this may be linked.*

The Tarasin Mother seems to lose her train of

thought for a moment as she changes color again, to a brighter yellow. She seems lost in her thoughts for a moment before a look of dread crosses her face. "Where exactly is this bridge being built? The Human Creed told me the general area, but not specifics.""

Morad'Ka listens intently as the heroes tell – or show – her where the construction site is. She asks several questions about the area that can be answered using the datacard Thaediud provided.

"I must speak this tale from the beginning. The t'salak was a terrible creature to the Tarasin of generations past. A demon. It was darker than night and moved like running water. It was evil given physical form. Whenever the beast touched a Tarasin, or anything else, the victim would turn against his brother to strike him down.

"Worst of all, we could not destroy it. Whenever it was defeated, the t'salak would return a time later. So, my mother's mother's mother's mother used the Force to prepare an urn to contain the t'salak. Soon, the creature was defeated again, and the urn was placed on the terrible mass of its body. The ooze shifted into the urn and it was trapped.

"Then, the Tarasin built a prison in which to leave the urn. My mother's mother's mother's mother meditated for many days to ensure that only those who could touch the Force, and had not been stained by evil, could enter it.

"My dreams tell me that something has disturbed the prison. I feel the creature struggling against the aged bonds of its prison. I have created another urn, using the traditions passed down from generation to generation. I intend to gather a band of warriors and set out for the t'salak's cave."

So you believe the t'salak cave to be the one found by the workers? *Yes. I do. It makes sense.*

This Jedi -- the cave he wanted to take you to is the same one? *I believe this to be true as well.*

Can we do anything to help? <smiles> *It warms my soul to see the hearts of heroes. You could undertake the challenge of placing the t'salak in a new prison.*

(If there are no Jedi or Force Adepts in the party) We have no one capable of wielding the Force. *Ah, but you still feel the influence of the Force in your life. Sometimes you do things that you should not be able to, yes? That is the Force, brave one. It touches even the smallest of creatures.*

How do we entrap the t'salak, if it is loose? *First, it must be incapacitated. Then place the urn on its still*

form and let the Force flow through you into the urn. That will entrap the t'salak. (i.e. – spend a Force Point)

Then what? *Bring the urn back to me. We will guard it while a new prison is built.*

Um. Exactly WHY should we do anything to help you? *Because you're heroes. For the good of the Tarasin. For the good of the planet. Possibly, the good of the system. If the t'salak is loosed, then I fear its rampage will know no bounds.*

Once she is confident the heroes will undertake the quest:

Morad'Ka reaches behind an elaborately carved wooden screen and pulls out a green clay urn. She hands it to you. "This is the urn. Keep it safe at all costs. I cannot make another for several days. Were the t'salak to get loose before that, terrible things would happen."

Force Sensitive heroes who touch the urn feel the strong presence of the light side within it. The urn is adorned with images of Tarasin standing over something dark and sinister.

Morad'Ka has some final words to share with the party.

"Once your investigation is complete, I invite you stay here, to rest, as our guests. We wish to repay our debt to you."

The Tarasin appreciate any help the heroes can offer, such as medical aid or Heal Another, but they recognize that the heroes have places to be.

If the heroes wish to speak with the rest of the Tarasin of the village, they can determine that many of them saw the Human in brown robes that came to see Morad'Ka. The Tarasin are wary of any Jedi heroes (who suffer a -2 circumstance penalty to any Charisma and Charisma-related skill checks with the Tarasin).

Mir'Liss believes that the Jedi was responsible for the attack. She is very gruff with any Jedi hero, but keeps herself in check if they helped save the village and its people.

If the heroes wish to look around for evidence of someone else being present, they may locate and follow a set of tracks with a successful DC 15 Survival check. The tracks are of a booted being, possibly a Human with small feet. They lead away from the village for about 600 meters before disappearing entirely.

When the heroes are ready, they can continue onward to the bridge construction site.

Encounter 3: The River Far Below

Key idea of this encounter: The heroes arrive at the construction site to find an empty, and destroyed, campsite.

After riding for an hour or so, you come to a large clearing in the jungle. The far side is your destination, just beyond the ravine. Looking around, there seems to be no visible activity. The ravine is around fifty meters deep and at least seventy wide. Raging white water courses through ravine below to a waterfall some eighty meters downriver.

Across the ravine are at least a couple of buildings. Below the edge on the other side, some seventy meters away, you can make out a large hole. On your side of the ravine is a repulsorsled. It hovers patiently, its engine barely audible above the rush of water far below.

The repulsorsled is 10 meters long and six meters wide, and is sturdy enough to hold both heroes and their speeder bikes (not all at once, though). An airspeeder or swoop can cross the ravine with no problem. Speeder bikes lack sufficient altitude capability.

If a hero attempts to cross on a speeder bike, the bike plummets down the ravine until the bikes' flight ceiling (10 meters) is reached. The repulsors stop the free fall leaving the hero hovering at the bottom of the ravine, on their bike, above raging white water. Should anyone wish to attempt to jump the ravine on a speeder bike, wish them luck. Assign an obscenely high DC to the Pilot check and adjudicate as you see fit.

If the heroes give the sled only a casual glance before using it, they find nothing wrong. However, a thorough check reveals sabotage. A successful Computer Use check (DC 15/20/25) reveals that the ferry has recently been programmed to switch off halfway across the ravine. Another successful Computer Use check can fix the program (DC 10/15/20).

If the heroes decide to take the sled (without fixing it), they're in for an exciting time.

The repulsorsled glides across the ravine. Wind buffets you as you overlook the churning water below. Halfway across, however, the vibration of the repulsorsled's engine suddenly stops! As dread surges through you, the sled begins to plummet toward the roiling water.

The heroes have one round to do something to save themselves. One skill check, that's it. The best course of action is to rip open the panel and try to fix the

engines quickly. A successful Repair check (DC 18/24/30) will accomplish this. You may allow one hero to assist another, providing a +2 bonus for aiding. Also, the heroes may decide to mount their speeder bikes and take off.

If the heroes do not fix the sled and remain aboard, it slams into the white water. Have each hero make a Reflex save, DC 12/16/20. Success means they dive into the water, taking only 1d6 damage as they struggle against the current to avoid rocks. Failure means they tripped while jumping off and smacked into a rock or two hidden just below the water's surface. They take 2d6 damage. Heroes in the water must make a Swim check, DC 15, to stay above the surface and get to safety. Failure by 5 or more means the hero is drowning (see p. 287 of the RCRB for specific drowning rules). This should be exciting and scary, but try to avoid letting heroes die from a few bad dice rolls. It isn't cinematic.

Heroes caught in the water find themselves being swept towards the waterfall. They have two rounds to attempt to get to safety before being swept over. As above, a DC 15 Swim check gets them to the side and safely on a rock. Other heroes can attempt rescues also. Speeders, swoops, the Force or any other good idea are all acceptable methods to rescue a fellow hero. Particularly dramatic and heroic attempts should be rewarded with a Force Point.

Any hero at the bottom of the ravine must now get back up. Again, there are a number of ways to accomplish this, including Force skills, climbing, ascension guns, and other heroes with swoops or airspeeders. Climbing requires a successful Climb check at DC 15. Heroes can take 10 to climb. Using ascension guns merely requires the heroes to have enough liquid cable on hand to make the trip up.

Once the heroes are across the ravine, continue.

You can see several small building here, as well as some construction equipment and supplies. A pair of speeder bikes is half concealed next to one of the buildings. A ladder leads ten meters down to the opening in the ravine wall below.

The heroes can investigate the buildings if they wish. One appears to be sleeping quarters, containing three sets bunkbeds (of two beds), a datapad, clothing, and a small desk with building plans on it. The datapad contains the journal of Mant Buume, the head of the construction team. The last record is dated two days ago and simply states that the team plans to investigate the cavern the next morning. Another building contains construction equipment the workers obviously did not intend to leave exposed to the elements.

The third building holds a small galley and makeshift medstation. This interior of this building is a mess.

Food wrappers, food and drink containers are scattered everywhere. The table and chairs are all overturned. The medical bunk has been overturned and broken. The cabinet containing all the med supplies is open, its contents strewn all over. The heroes may put together four medpaks from the remaining medical supplies that are not destroyed. A broken but repairable medical scanner buried under the med bunk. Fixing it requires a DC (18/22/26) Repair check. The scanner aids a being in diagnosing medical conditions and can run very basic lab tests (blood typing, electrolyte levels, blood count, etc.).

A thorough investigation of this building gives the heroes a few clues, but not really any answers. They may all take 20 when searching and get this info, so there's no need for dice rolling unless you think the players want it! The door was forced open. The door itself is slightly bent in and the frame is shattered on the inside. From the claw marks, something ferocious attacked whoever was in here, presumably the workers.

There are traces of blood in various places in the small building. Any hero with a med scanner can run tests on the blood (either Computer Use DC 10 or Treat Injury DC 12 checks). The blood belongs to several different species: Bothan, Human, Twi'lek and something that is similar to Human.

The two speeder bikes leaning against the equipment building have the CreedCon logo painted on their sides. The security team took these vehicles to the construction site, but there is one missing.

Spot checks (DC 16/20/24) for those heroes investigating the area around the camp spot something in the jungle. There is some debris about twenty meters from the construction site. The third speeder bike crashed into a group of vines. There are bits and pieces of speeder bike among the foliage, but nothing else.

When the heroes use the ladder (or another method) to climb down to the cavern, proceed to the next encounter.

Encounter 4: Hokey Religions and Ancient Weapons

Key ideas of this encounter: The heroes enter the cavern and find the missing security personnel.

Being careful not to misstep on the slippery rungs, you lower yourselves into the rough cavern. The wind tugs at your clothing and moans eerily through the mouth of the cave as you peer into the darkness before you.

It is dark with a capital "D". The light from outside doesn't make it far enough into the corridor to be of any

help. Darkvision works, low-light vision doesn't. Most heroes will need some kind of light source. Unless stated otherwise, the tunnel is four meters across and the ceilings are three meters high.

The cavern twists and turns – it appears to be as much the result of seismic activity as anything, though there are some signs of it having been worked. You creep further and further into the claustrophobic dark, dirt and tiny squirming things trickling into your hair and down your collars.

It's hard to make out over the sound of the wind and your own movements, but you make out a scuffing sound ahead of you, as if someone was moving cautiously ahead of you.

Find out what the heroes are doing. While we know this isn't a fight, they don't and this should be suspenseful. The "scuffing" is one of the security people who heard the party approach, and who is desperately trying to get their attention.

Peering around the corner, you see three roughly humanoid shapes, piled one atop another. Your glowrod illuminates them, picking out the distinctive silvery gleam of spacer tape. One wiggles vigorously as you shine the light across it, making muffled sounds.

This is the missing security team. They are dehydrated and terrified, but not seriously damaged. The heroes can wake them up easily, and they are almost hysterically grateful to be rescued.

They arrived on the scene and were ambushed by several battle droids, who stunned them unconscious with stun batons. They're quite embarrassed about the matter. They woke in near darkness a number of times, only to be shocked unconscious by the battle droids. Then, a few hours ago, one of them woke to find they'd been left, bound hand and foot and gagged with spacer tape, apparently abandoned. They believed, until the heroes appeared, that they had been left there to die. Worse, they were all filled with a creeping sense of dread; the certainty that there was something unspeakably awful deeper in the cavern and that it would inevitably come for them.

They would like to go home. They have no further desire to investigate the cave, even in search of the missing workers, and they don't mind losing their jobs over it. They intend to walk home if they have to; even the well-known dangers of the Cularin jungle don't frighten them as much as the cave did.

They advise the heroes to give it up and come back with them. Whatever awaits them has to be unimaginably dangerous, and no amount of money is worth facing it. Heroes being heroes, we hope they'll

ignore that advice. If they do break off at this point, go to Encounter 6: Demon's Revenge.

Encounter 4A: First Test of Tarasin Generations-Past

Key idea of this encounter: Surmount the tests left behind by the Tarasin to guard the path to the t'salak. The first test is one of dexterity, creativity and cooperation.

The tunnel continues 4 meters beyond the area where you found the security team and then bends. Turning the corner, you can see that it opens into a large cavern. The path stops abruptly, dropping down to depths uncertain. Vines and roots dangle from the rich soil above. About twenty-five meters ahead, you can barely make out the entrance to another tunnel. You think you can see something flutter in the darkness, but you cannot be certain.

Force Sensitive heroes get additional information:

There is something reassuring about this place. Something that is positive and bright, despite the darkness. The light side of the Force is strong here.

The best way to cross the gap is to swing across using the vines and roots. There are long vines and roots spaced every meter or so, from one side to the other. The closest vine is two meters away, which is somewhat hard to reach.

The Force skill "Move Object" is especially useful in this situation. The vines weigh 5kg if the hero merely wants to drag the vine towards her or his hand.

Clever solutions and cooperative play should be rewarded. Heroes may assist each other (and should be encouraged to do so). If, for example, someone nimble swings across and provides an anchor for a rope, no one else need make a check. "Force Flight" would work, and "Move Object" could be used to propel a hero forward (but bear in mind that the maximum distance that such an object can be moved is 4 times the Force User's level). The rift is 20 meters wide.

Unfortunately, grappling spike launchers are ineffective if used on the ceilings or walls of this cavern. The soil is soft, so when the launcher retracts, it merely pulls back a big hunk of dirt. A critical hit (natural 20) on a vine results in the grappling spike wrapping around the loose vine tightly enough that it can be pulled toward the firer.

In order to swing/climb from one vine to another, each hero must make three Dexterity checks (DC 10).

Heroes failing a check must make a Reflex save (DC 10) or take 1d6 points of vitality damage for falling 6 meters onto a big mound of moist earth at the bottom of the cleft. (Per falling rules on RCRB p. 289, if the hero fails an additional Ref save DC 11 the damage is applied to Wounds instead of vitality). A successful tumbling check (DC 15) negates damage. There is a three-meter long earthworm moving about the mound that slithers over and around fallen heroes, but does not attack. The rest of the party may rescue the fallen hero however they see fit.

This is a test, but is not intended to be fatal. If the heroes are having too easy a time with the vine test, make it more challenging; for example, have one of the vines give way as a hero's full weight is on it. Conversely, if the test has the heroes stymied, feel free to make suggestions or make it a little easier.

The fluttering is a group of small, dark-skinned winged kilassin. They are searching for insects and don't intend to bother the heroes, but they might scare them fluttering around their heads as the heroes try to navigate the obstacle.

Once the heroes all reach the other side, they can proceed down the tunnel.

Encounter 4B: Second Test of Tarasin Generations-Past

Key ideas of this encounter: Surmount the tests left behind by the Tarasin to guard the path to the t'salak. The second test is one of strength, creativity and cooperation. They need to move a large, heavy boulder in a very small room while avoiding steam scalding.

The narrow, dirt-ceilinged tunnel continues for a couple of dozen meters. Your glowrod picks out images etched into the earth-mortared rocks that make up the walls. The scenes depict Tarasin hunters in the jungle; a Tarasin irstat, guarded against invaders. Last, spaced away from the other images is a shapeless, ominous dark image. Stone surrounds it, and it almost seems that the other images shrink away from it.

Tarasin, or anyone with an interest in Tarasin culture, may want to take a moment to look over the drawings. They are primarily a testament to Tarasin life, but there are also elements of the greater purpose of this place and the darkness that lies within. As the heroes continue...

The tunnel leads onward, lit only by your glowrod. Ahead, you can hear a hissing noise, like the sound of air leaking from a ship with a pinhole puncture, or some kind of pressure being released. The air becomes a little warmer and moisture slicks the walls and muddies the ground beneath you. The tunnel opens up into a small, wet cavern, about three meters in diameter. A large boulder blocks the way. In addition, you see several small holes in the rock face.

This area has been constructed above a geyser that erupts randomly (anywhere from every minute to every couple of hours). The spray escapes through a number of tubes and natural pipes, so that it sprays from many directions at once. The next eruption is six rounds from the time the heroes enter this cavern, so please keep track of the number of rounds the heroes spend on this.

The boulder weighs about (100/300/600) kg (Large for stat purposes). Several heroes can attempt to lift the boulder together, though it requires some planning for everyone to get out from under it without anyone being crushed. A hero particularly strong in the Force could attempt to use Move Object on it. Reward creative thinking – this is a challenge but again should not be fatal.

The cavern is positioned so that there is nowhere besides up for the boulder to go. The cavern ceiling directly above the boulder extends upward for several meters. Elsewhere, however, the ceiling is low. It must be hefted into the air and kept there while the rest of the party passes through.

If the geyser happens to hit the party while the boulder is in the air, it could easily ruin someone's concentration. The steaming water does (2d6/3d6/4d6) damage (Reflex save DC (10/15/18) for half). If an effort was made to plug the holes, the damage is reduced to 1d6.

Force Sensitive heroes can make a Wisdom check at DC 20 to become aware of the steam before it hits. If the boulder lands on anyone, they suffer 2d6 damage (Reflex save DC 12; failure results in the damage being subtracted from Wound Points).

Beyond the boulder...

Encounter 4C: Third Test of Tarasin Generations-Past

Key ideas of this encounter: The heroes encounter the final tests laid down by the Tarasin of long ago. They must use their wits to locate a hidden button that will, when pressed, reveal the path to the

t'salak's place of imprisonment, and they must prove their purity of purpose to the final guardian..

The tunnel leads into a large round cavern. Stalagmites and stalactites join together, forming irregular columns of stone. Points of light flicker in the darkness. After a few moments, you can see that the points are bioluminescent insects, flying silently through the cavern.

The cavern is twelve meters in diameter. The stone columns serve as support. There is no apparent exit to the cavern. The heroes may want to look for some kind of secret door -- one exists, but it is incredibly difficult to locate (Search DC 30).

Each of the eleven columns, three stalagmites and eight stalactites has images carved upon them. All are images of fear and dread, but with some sense of hope. The images hold a special significance for Tarasin heroes. Others can appreciate their meaning to some degree.

The Tarasin who designed this place brought the insects (tolko flies) to the cavern. They are attracted to a certain variety of moss (which unfortunately, looks very much like the other patches of moss scattered across the walls). A patch of this favored moss grows on a button, which opens the secret door.

Unfortunately, the insects do not feed in the light. If there is no light source, the tolko flies eventually gather around the button to feed. The insects can also be influenced with the Friendship skill. A successful check causes one to move towards the button to feed. Within moments, the rest follow.

Heroes with appropriate skills (Knowledge (Biology), Knowledge (Zoology), Survival, or other skills that seem appropriate) may make a check at DC 15 to recognize the insects as tolko flies and remember their tendency to feed in darkness. Tarasin heroes may make an Intelligence check (DC 10) to know this. If no one has appropriate skills, you can have them make Intelligence checks, DC (12/16/20).

When the button is pushed, a stone doorway slides back out of the way.

Pushing past the doorway, you find yourselves in another tunnel. This one seems darker, more claustrophobic, more forbidding. It ends abruptly, in a wall comprised of a tangle of roots, leaves and vines. There is a small pile of cut vines and roots at the base of the wall of vegetation.

Force Sensitive heroes feel something chill and uncomfortably dark emanating from the direction of the vines (beyond them, actually, but the heroes would not be able to determine that). The shreds are root and vine pieces that were burned or cut somehow in the recent past, as they have wilted but not withered yet. The

vines and roots heal incredibly quickly. When they're damaged, the roots and vines regenerate by the beginning of the next round.

The only way to get them to part long enough for the heroes to pass is for a hero who has never earned a Dark Side Point to touch the wall. In this case, the wall parts, opening into a dark cavern. As long as the designated hero stands in the opening, anyone can pass.

Nothing else works to pass the wall, as our Dark Jedi discovered earlier.

If the heroes are unable to pass the wall, they won't have anywhere else to go. Their most likely next action would be to return to the Jaraana irstat to return the urn. In this case, the creature breaks out of its prison and attacks the irstat. The heroes must face the t'salak there instead.

Encounter 5: Checklist: Anger, Hatred, Suffering... Oh yeah, Fear

Key ideas of this encounter: The heroes encounter and (we hope) defeat the t'salak.

The vines and roots rustle and pull back into the earth, revealing a dark and ominous path ahead. Shadows seem to slither out to brush against you as your light source moves. Despite the size of the cavern, the air is heavy and still, leaving you with the sensation that you can't quite get your breath. The shadows cling to you as if they were tangible, yet when you try to brush them away from your face and hands, there is nothing there.

The cavern is roughly circular, approximately 12 meters in diameter. In the center is a pedestal, carved from stone. Atop the pedestal are a number of jade green shards, similar in color and texture to the urn you carry.

Your light splashes across the ceiling, revealing images carved into it. Each centers around an amorphous black mass terrorizing Tarasin. In the center of the ceiling, over the urn, is an image reflecting the pedestal below, though the image contains an intact urn.

Hiding in the shadows is the t'salak. Have the heroes make opposed Spot checks. For your convenience, we have already rolled the creature's Hide check:

T'salak Hide check result (Low Tier): 11

T'salak Hide check result (Mid Tier): 19

T'salak Hide check result (High Tier): 26

As always, Force Sensitive heroes may make a DC 20

Wisdom check to realize that something bad is about to happen.

Suddenly, the shadows come alive as two dark spikes lance out of the shadows towards you!

Tiered stats for the t'salak can be found in **GM Aid #1**, and detailed information about the t'salak can be found in **GM Aid #2** at the end of the adventure.

Depending on the tier, the creature may still be weakened by the light side influence of the prison. Tiering takes the form of penalties to the creature's dexterity and vitality. You, as GM, need to gauge the fight carefully and tailor it to your party. The t'salak's Raging Madness ability comes into play when a hero is in melee with it. This may prove frustrating, but it can be avoided if the heroes are careful. The best way to deal with the creature is to avoid melee if at all possible. It's entirely possible to have the entire party under the sway of the t'salak's Raging Madness attack.

In **LIVING FORCE**, we want heroes to have the opportunity to die heroically, but we don't want to kill them with mere bad dice rolls. Describe the way the creature moves and attacks -- it is fluid, graceful and very efficient. Unless a hero stands back to illuminate the fight with a glowrod, lighting is uneven at best, and shadow is the t'salak's element. Use this in your descriptions, but don't apply any additional penalties to the heroes' attacks.

If the creature is defeated, it collapses into a motionless pile of dark ooze. Unless the green urn is placed on top of this pile, the creature reforms in 25 rounds and begins attacking once more.

If the urn is placed on top of the ooze, it absorbs the dark creature. One of the heroes must spend a Force Point while touching the urn to seal it. Return the expended Force Point to the hero at the end of the adventure.

Once the t'salak is defeated, the heroes can search the cavern, but there is nothing here they have not found before (dais, old, shattered urn, new urn, heroes). The CreedCon workers were not here, and thus no trace of them can be found here.

If the heroes defeat the t'salak here, you may go directly to the Conclusion. Should the t'salak incapacitate the heroes, it escapes and makes for the Jaraana irstat as quickly as it can. In this case, go next to Encounter 6.

Encounter 6: Demon's Revenge

Key ideas of this encounter: If the heroes did not manage to defeat and contain the t'salak in its prison-

cave, they must deal with it here. The creature, once loose, is determined to extract revenge on the Tarasin there.

The heroes need to move quickly to catch up with the t'salak as it makes for the Jaraana irstat. It has had a long time to think about revenge and all it wants to do is kill.

The heroes arrive just as night is falling.

In the middle of the Jaraana irstat is a large bonfire. At first glance it appears that the entire village is performing some sort of ritual, dancing wildly around the flames.

No. That's not quite right. A closer look reveals the Tarasin are actually chasing each other, with weapon drawn. What you thought to be chants are actually screams of rage.

It appears the enemy is already here.

The t'salak is keeping in the shadows, lancing out with its tendrils at whoever comes too close. The hunters who originally attacked it are now running around the irstat chasing other Tarasin with their spears. They mean to kill.

The heroes may spot the general area where the t'salak is with a successful Spot check (DC 12/15/18). Mother Morad'Ka, Mir'Liss and several remaining warriors are fighting the creature to one side of the clearing.

Several enraged Tarasin come after the heroes as they approach, but allow the heroes to get the drop on them.

The Tarasin automatically fail their Fortitude saves against stun weapons used on them. (There are no stats for the village. The heroes are not here to fight the Tarasin village and you probably don't have enough time left in the round to do run a fight like that, either.)

Regardless of tier, the t'salak has been reduced to 1/3 of its vitality (18/14). It lunges at an exhausted Morad'Ka with both tendrils as the heroes arrive. Roll initiative and resolve the combat. If the t'salak wins, it tries to kill Morad'Ka.

Once the combat is resolved, the effects of the rage wear off quickly. It may take a few more stunnings to keep the peace, but things settle down.

Morad'Ka, if alive, is very grateful to the heroes and requests they stay and rest. She is very interested in hearing their story, which is told at a feast before the whole village.

Conclusion

(You may need to modify this text based upon the actions and success (or failure) of your party.)

The Tarasin are grateful for your effort against the t'salak, and insist you stay, rest and tell them the tale

around the fire. You are heroes worthy of legends, and they offer to give each of you a tattoo, a specialty of their irstat. Only after feasting and rest are they willing to bid you well as you leave their home.

Thaediis Creed is troubled by the complete disappearance of his workers, but appreciates what you've done. He's glad that the security guards were unhurt, even though they have all turned in their resignations. He pays you in full for your efforts and offers employment to those who might be interested. (Active Jedi heroes may not accept permanent employment with CreedCon, as it would conflict with their commitment to the Academy. Other heroes may have only one employment certificate – if they leave other employment, you should make a note on the cert or on their log sheet.)

The fates of the CreedCon workers and the identity of the visitor to the Jaraana irstat are unresolved, and the construction project is suspended until further notice. An enemy out of legend has been defeated, but the darkness remains, awaiting the unwary...

Here Ends “Force Concession”

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:

Was the t'salak defeated and captured? If so, each hero who survived receives 600 xp.

If the heroes could not complete the adventure due to time constraints, but were on the right track, award ½ of the total adventure experience.

If the heroes freed the security guards and passed all the Tarasin tests, but were unable to defeat the t'salak, award ¾ of the total adventure experience.

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

Total Possible Experience: 1,000 xp

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 encounter in the scenario.

Encounter 1

500-600 credits per hero

Conclusion

Tarasin Tattoo (one per hero) The hero named above has received a beautiful, color-shifting tattoo from the Jaraana irstat. This tattoo is composed with soft, almost shadowy lines, the image blending in with the body's shape. The picture can be a collection of flowers, a group of trees or leaves, etc., depending on the hero's preference, but it can only depict plant life. It is located on an area designated by the hero. The color of the tattoo depends on the hero's emotions at the time of viewing; one color when the bearer is relaxed, and another when anxious or excited. The hero may choose the two colors. This tattoo was applied great expertise, and the inks used were created using a process known only to a handful of master Tarasin artisans, from several varieties of plant-life native to Cularin. If the tattoo is located in a visible place, the hero suffers a -2 penalty to Bluff checks (when dealing with ANYONE), but a +2 to Charisma-related skill checks when dealing with the Tarasin.

CreedCon Employment [one per hero]: [Hero name] is employed at CreedCon as part of Thaediuss Creed's security force. The hero earns 1,500 credits salary at the start of each scenario (replacing a skill check for income). Also, the hero's assignments may carry them into potentially dangerous situations in remote areas of Cularin, so they are permitted to carry ONE of the following: ___ a heavy blaster pistol or ___ a blaster carbine (This must be chosen before leaving the table. Only the permit is provided. The hero must obtain the weapon.). Thaediuss Creed provides all his security staff with housing and the work hours are flexible.

Player Handout 1: Missing CreedCon Personnel

Workers:

Mant Buume, male Human. 1.66 meters tall, gray hair, blue eyes.

Tedney Sorrent, male Human. 1.81 meters tall, black hair, brown eyes.

Fara Telon, female Bothan. 1.77 meters tall, blonde hair, blue eyes.

Bur'n Ikle, female Twi'lek. 1.65 meters tall, red hair, brown eyes.

Walda Ceen, female Near-Human. 1.78 meters tall, green hair, green eyes.

Yope Kogote, male Human. 1.71 meters tall, brown hair, brown eyes (missing left eye).

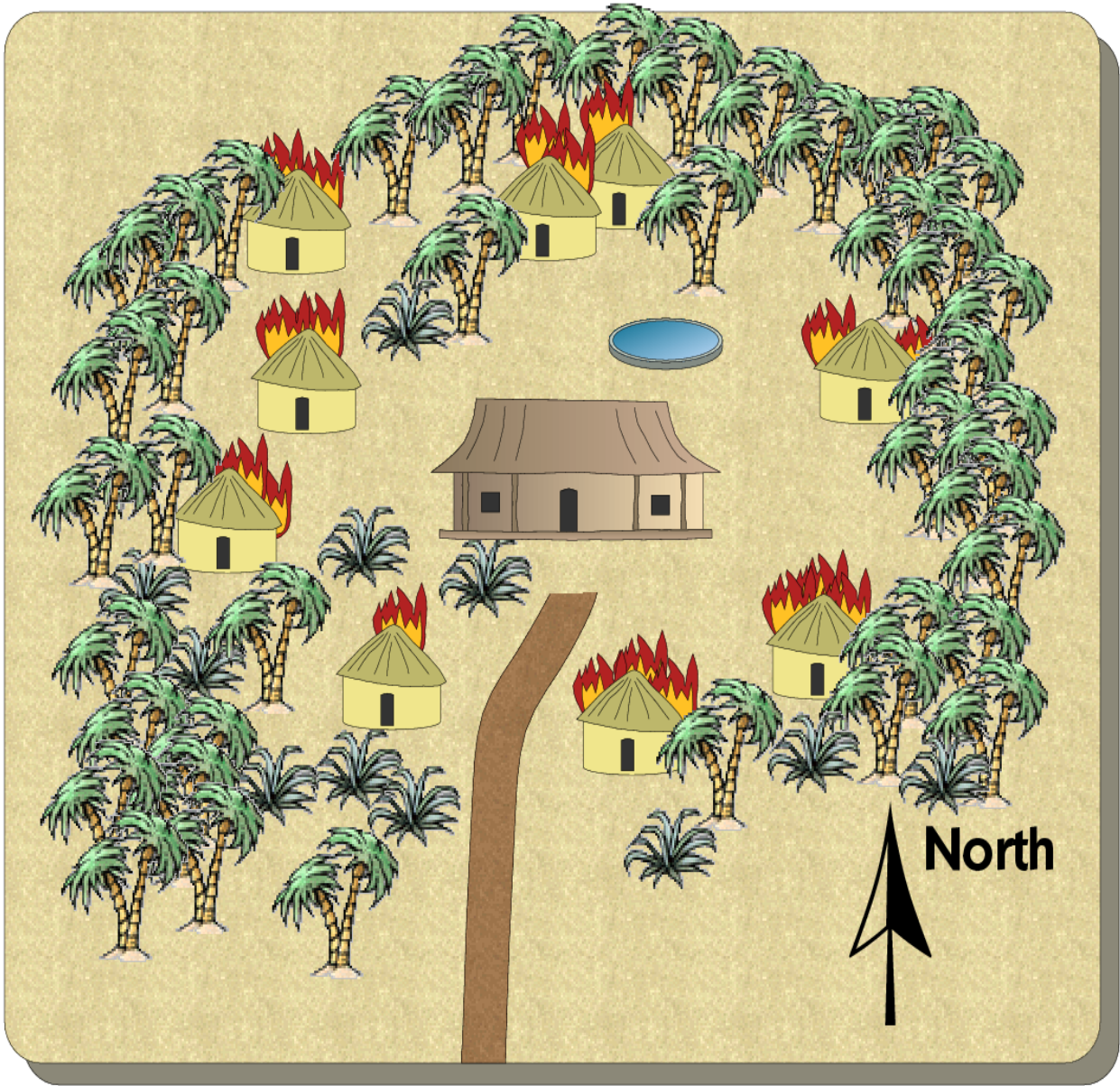
Security Guards:

Geay Ber'atta, male Bothan 1.71 meters tall, brown hair, brown eyes.

Ah-Shlee Clatto, male Human. 1.76 meters tall, black hair, brown eyes.

Wilyam Nictoh, male Human 1.81 meters tall, white hair, blue eyes.

Player Handout 2 – Jaraana Irstat



GM Aid 1: NPC Stats

Encounter 1: Professional Help

Thaedius Creed, Architect and Businessman: Male Human Noble 8; Init +6 (Dex, Improved Initiative feat); Defense 17 (+5 class, +2 Dex); Spd 10m; VP/WP 42/14; Atk +5/+0 melee (1d3-1, unarmed) or +8/+3 ranged (3d6, blaster pistol); SV Fort +4, Ref +6, Will +7; SZ M; SQ Favor +3, Inspire confidence, Resource access, Coordinate +2; FP 3; Rep +6; Str 8, Dex 14, Con 14, Int 16, Wis 12, Cha 16.

Equipment: Durasteel briefcase, top of the line datapad, blaster pistol, credit chip, personal holoprojector.

Skills: Appraise +11, Bluff +9, Computer use +13, Craft (droid) +8, Diplomacy +17, Spot +12, Knowledge (business management) +14, Knowledge (business) +14, Profession (architect) +15, Sense motive +12; Read/write Basic, Speak Basic, Speak Rodian, Speak Sullustan, Understand Binary.

Feats: Fame, Improved Initiative, Skill Emphasis (Diplomacy), Skill Emphasis (Profession (Architect)), Trustworthy, Weapon Group Proficiency (blaster pistols, simple weapons).

Encounter 2: Igniting the interest of the Tarasin

Morad'Ka, Mother of the Jaraana: Female Tarasin Force Adept 11; Init +1 (Dex); Defense 18 (+7 class, +1 Dex); Spd 10m; VP/WP 79/12; Atk +7/+2 melee (1d6-1, staff) or +9/+4 ranged (1d4-1, sling); SV Fort +6 (+10 vs heat), Ref +6, Will +12; SZ M; SQ Silent Communication, Force Training, Force Weapon +1d8, Comprehend Speech, Force Talisman +2, Force Secret (Improve Heal Another +1); FP 8; Rep +2; Str 8, Dex 12, Con 12, Int 14, Wis 16, Cha 12.

Equipment: Sling (with twenty bullets), staff, traditional Tarasin vestments, green urn.

Skills: Bluff -1, Craft (pottery) +12, Handle Animal (kilassin) +6, Hide +10, Knowledge (Tarasin lore) +12, Knowledge (Cularin geography) +6, Treat Injury +6, Spot +16; Speak Basic, Speak Ithorian, Speak Tarasinese.

Force Skills: Affect Mind +4, Empathy +8, Farseeing +13, Friendship +5, Heal Another +10, See Force +12.

Feats: Animal Affinity, Force Sensitive, Iron Will, Skill Emphasis (Farseeing), Skill Emphasis (Spot), Weapon Group Proficiency (simple weapons, primitive weapons and blaster pistols).

Force Feats: Alter, Control, Dissipate Energy, Sense.

Mir'Liss, Irstat-Kes of the Jaraana: Female Tarasin Scout 7; Init +1 (Dex); Defense 17 (+5 class, +2 Dex); Spd 10m; VP/WP 51/12; Atk +6 melee

(1d4+1, knife) or +7 ranged (3d8, crit 19-20, blaster carbine); SV Fort +5 (+9 vs heat), Ref +6, Will +6; SZ M; SQ Silent Communication, Trailblazing, Heart +1, Uncanny dodge (Dex, cannot be flanked), Skill mastery (Survival), Extreme effort, Evasion; FP 2; Rep +1; Str 12, Dex 14, Con 12, Int 14, Wis 12, Cha 13.

Equipment: Knife, spear.

Skills: Climb +6, Diplomacy +6, Hide +14, Intimidate +3, Jump +6, Knowledge (Tarasin Lore) +8, Listen +13, Move Silently +14, Search +5, Spot +13, Survival +11; Read/write Tarasinese, Speak Basic, Understand Shyriiwook, Speak Tarasinese.

Feats: Alertness, Headstrong, Stealthy, Track, Weapon Group Proficiency (Blaster pistols, blaster rifles, simple weapons).

Encounter 5: Checklist: Anger, Hatred, Suffering... Oh yeah, Fear

or Encounter 6: Demon's Revenge

See GM Aid 2 for a full writeup of the T'salak and its special abilities.

Low-Tier (average Hero levels 1-3)

T'salak: Force-using predator 8; Init +5; Defense 16 (+5 natural, +1 Dex); Spd 16m; VP/WP 27/14 (full VP 55); Atk: +6/+1 melee (1d8+rage, tendrils); SQ Darkvision, raging madness, immune to friendship, indestructible sentry, ooze creature, cold vulnerability: SV Fort +8, Ref +5, Will +4; SZ M; FP 2; DSP 45; Rep +1; Str 10; Dex 12, Con 14, Int 6, Wis 14, Cha 12.

Skills: Climb +16, Escape Artist +7, Hide +11, Listen +4, Move Silently +5, Spot +8. (Note: Does not speak or understand any language.)

Force Skills: Fear +2, Battlemind +6, Enhance Ability +8.

Feats: Improved Initiative, Weapon Finesse (Tendril).

Force Feats: Force Sensitive, Hatred, Sense, Control.

Special Qualities: Darkvision, Raging Madness, Indestructible Sentry, Mind of Chaos, Ooze Creature, Cold Vulnerability.

NOTE: For the low tier, the t'salak has not yet regained all of its strength. It is newly escaped from its prison and is still getting its power back when the heroes encounter it. The t'salak suffers a -6 Dex penalty, has only half its vitality, a -6 to all attacks and -6 to any dark side skills used. It has spent all but 2 of its Force Points. These lower values are already figured into the stats.

Mid-Tier (average Hero levels 4-6)

T'salak: Force-using predator 8; Init +6; Defense 19 (17) (+5 natural, +2 Dex); Spd 16m; VP/WP 41/14 (full 55/14); Atk: +8/+3 melee (1d8+rage, tendrils); SQ Darkvision, raging madness, immune to friendship, indestructible sentry, ooze creature, cold vulnerability: SV Fort +8, Ref +8, Will +4; SZ M; FP 3; DSP 45; Rep +1; Str 10; Dex 14, Con 14, Int 6, Wis 14, Cha 12.

Skills: Climb +16, Escape Artist +8, Hide +10, Listen +4, Move Silently +6, Spot +8. (Note: Does not speak or understand any language, unless you count "violence".)

Force Skills: Fear +4, Battlemind +6, Enhance Ability +8.

Feats: Improved Initiative, Weapon Finesse (Tendril).

Force Feats: Force Sensitive, Hatred, Sense, Control.

Special Qualities: Darkvision, Raging Madness, Indestructible Sentry, Mind of Chaos, Ooze Creature, Cold Vulnerability.

NOTE: For the middle tier, the t'salak has not yet regained all of its strength. It is newly escaped from its prison and is still getting its power back when the heroes encounter it. The t'salak suffers a -4 Dex penalty, has $\frac{3}{4}$ its vitality, a -4 to attack rolls and -4 to any dark side skills used. It has spent all but 3 of its Force Points. These lower values are already figured into the stats.

High-Tier (average Hero levels 7-9)

T'salak: Force-using predator 8; Init +8; Defense 19 (+5 natural, +4 Dex); Spd 16m; VP/WP 55/14; Atk: +12/+7 melee (1d8+rage, tendrils); SQ Darkvision, raging madness, immune to friendship, indestructible sentry, ooze creature, cold vulnerability: SV Fort +8, Ref +10, Will +4; SZ M; FP 5; DSP 45; Rep +1; Str 10; Dex 18, Con 14, Int 6, Wis 14, Cha 12; Challenge Code E.

Skills: Climb +16, Escape Artist +10, Hide +12, Listen +4, Move Silently +8, Spot +8. (Note: Does not speak or understand any language, unless you count "violence".)

Force Skills: Fear +8, Battlemind +6, Enhance Ability +8.

Feats: Improved Initiative, Weapon Finesse (Tendril).

Force Feats: Force Sensitive, Hatred, Sense, Control.

Special Qualities: Darkvision, Raging Madness, Indestructible Sentry, Mind of Chaos, Ooze Creature, Cold Vulnerability.

GM Aid #2: The T'salak

A Tarasin hunting party first discovered the t'salak – no one knows its origin. The chameleon-like warriors spotted an oozing patch of darkness in the grasses and moved in to investigate. When they approached, however, tendrils of darkness whipped out from the ooze, attacking the Tarasin.

A lone warrior, the only surviving member of the party, returned to his irstat that night with tales of a fierce enemy that seemed to blend in with the night. It was incredibly fast and seemed to warp their minds. When his fellow villagers asked him if the enemy had killed all of his allies, he replied “No... We did it ourselves. The creature made us all mad.”

The t'salak appears as an oozing, black mound of darkness. It has no mouth, eyes or nose. It seems to be aware of its environment without the benefit of such sensory organs.

The t'salak is thought to be the only one of its kind. It is genderless and its method of reproduction, if any, is unknown.

When the t'salak attacks, tendrils of ooze whip out from the central mass. They silently jab at opponents with surprising accuracy and power.

T'salak: Force-using predator 8; Init +8, Defense 19 (+5 natural, +4 Dex); Spd 16m; VP/WP 55/14; Atk: +12/+7 melee (1d8+rage, tendrils); SQ Darkvision, raging madness, mind of chaos, indestructible sentry, ooze creature: SV Fort +8, Ref +10, Will +4; SZ M; FP 5; DSP 45; Rep +1 (+5 among Tarasin); Str 10; Dex 18, Con 14, Int 6, Wis 14, Cha 12.

Skills: Climb +16, Escape Artist +10, Hide +12, Listen +4, Move Silently +8, Spot +8. (Note: Does not speak or understand any language, unless you count “violence”.)

Force Skills: Fear +8, Battlemind +6, Enhance Ability +8.

Feats: Improved Initiative, Weapon Finesse (Tendril).

Force Feats: Force Sensitive, Hatred, Sense, Control.

Special Qualities: Darkvision, Raging Madness, Indestructible Sentry, Mind of Chaos, Ooze Creature, Cold Vulnerability.

Raging Madness: The t'salak's mind is filled with images of hatred and destruction. Whenever it hits another creature, the images pass into the mind of its victim, and often take over his actions. Upon a successful tendril hit, the victim must make a Will save. Wookiee victims (or anyone with the “Rage” ability/feat), receive -2 penalty to their save. **Determining the Will save DC:**

Base: 10

Add: 5 for critical hit (Natural 20 only)

Add: total # of Dark Side Points the hero has ever earned

If the victim fails the Will save, he or she immediately attacks the nearest sentient being within range. Since the hero is overcome with rage, attacks are to kill, not to subdue. The hero may make a new Will save (at the determined DC) each round to shake off the influence of the t'salak.

Force Sensitive beings do not receive Dark Side points for actions that are the result of the t'salak's influence unless they voluntarily succumbed to the rage.

Mind of Chaos: The t'salak's mind is a constant, enraged jumble of thoughts and images. Due to this it is immune to any mind-affecting skill (Force-based or not) as there is no coherent thought process to control or deal with.

Indestructible Sentry- When it is reduced to 0 Wound points, the t'salak does not die. Rather, it collapses into a pile of black ooze. Unless prevented from regenerating, It becomes active again, totally healed, in a number of rounds equal to twice its maximum wound total. The t'salak can be prevented from healing if it is placed in an airless environment (or if kept in a special Force item, but few know of the process through which such an item could be made).

Ooze Creature- The t'salak is comprised entirely of a black, sticky, oozing substance. As such, it gains the following adjustments to its skills: Climb +12, Escape Artist +4, Move Silently +2. It is also immune to Critical Hits and Sneak Attacks.

Cold Vulnerability- The t'salak is especially vulnerable to cold and freezing temperatures. As the temperature gets colder, its movement slows significantly. Freezing temperatures effectively place the creature in a state of hibernation, unable to move or attack.

Critical Event Summary

Force Concession

1. Did the heroes assist the Jaraana irstat in saving their village?

Yes

No

2. Did the heroes save the CreedCon security guards?

Yes

No

3. Did the heroes confront and defeat the t'salak in its cave-prison?

Yes

No

4. Did one of the heroes spend a Force Point to seal it in the urn made by Mother Morad'Ka?

Yes

No

If yes, please give the hero name, player name and RPGA # below.

Convention Coordinator:

To report these results (for events during the months of January and February 2003 only, you may US mail them to: RPGA - LIVING FORCE, PO Box 838, East Lansing, MI 48826

Or email to: LFPlots@living-force.net

Or fax to: (517) 351-0288 Attention LIVING FORCE Critical Events

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