

# Night's Promise

**Episode I of the Night Eyes Trilogy**  
**A One-Round LIVING FORCE Tournament**

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The streets of Cularin have grown progressively less safe over the last two years. Recently, non-Jedi Force-users have been the target of a great deal of distrust - not by the people of Cularin, but by the Thaereian Military. An adventure for LIVING FORCE heroes levels 1-9. This scenario should be played before "*Night's Friend*" and "*Night's Homecoming*" (Episodes II and III of the "*Night Eyes*" trilogy.)

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*Night's Promise* is a standard RPGA Network tournament. A four-hour time block has been set aside for this event but the actual playing time should 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.

**Reporting the game for RPGA:** The RPGA tracks adventures for the Player Rewards program. The Senior GM or Event Coordinator should provide a form to the GM for this purpose. Both the GM and the players need to list their name and RPGA number on the form.

GMs of RPGA tournaments are expected to be familiar with the RPGA Rules and Penalty documents. These are available as downloads from the RPGA web site at [www.rpga.com](http://www.rpga.com).

**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 intended for the players is 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.

## House Rules

There are a large number of players throughout the world playing LIVING FORCE, and it's impossible to supervise them the way one might in a home campaign. As a result, we have a few house rules. These are outlined here for you.

### Atoning for Dark Side Points

Heroes may, at the discretion of the GM, atone for Dark Side Points acquired during play by spending one Force Point to atone for one Dark Side Point. Heroes may only atone for one DSP per scenario played, and only if, in the judgment of the GM, the hero shows proper remorse and understanding of the dangers of the dark side. Players are required to keep a running total on their log sheets of all Dark Side Points ever acquired, even if the hero has atoned for them.

### Dissipate Energy

Dissipate energy only works against energy damage to Wounds. It has no effect against vitality damage or stun weapon attacks. Also, the DC for the Fortitude saving throw should be "10 + damage dealt," not just "damage dealt".

## Illusion

Use of the Illusion skill allows a save when the hero views or otherwise interacts with the illusion. If the player succeeds at the save, the illusion is seen as an outline only, and anything that might have otherwise been hidden inside or behind the illusion is visible. Illusion cannot be utilized to create "an illusion of nothing"; it cannot make something invisible.

## Stun

If a hero hit by a stun attack makes his or her Fortitude save, the hero is unaffected by the stun attack and takes no damage. A hero who fails the Fortitude saving throw is unconscious for 1d4+1 rounds. This ruling includes heroes in the area of effect of a stun grenade. This house rule supersedes the rules in the *SWRPG-RCR*.

## 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 may not have more than one employer. Heroes 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 heroes 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, you may issue a Force Point. 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 178) 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 *Star Wars Roleplaying Game 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 mechanical 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.

LIVING FORCE adventures are not designed purely to kill characters. If you believe a combat is genuinely 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. What we want to avoid are the “dumb” deaths that result from a string of bad dice rolls. That’s not cinematic, and it’s not what *Star Wars*, or LIVING FORCE, are about.

This is an adventure for to low- to upper-level LIVING FORCE heroes, 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

Several months ago the Thaereian military ordered Colonel Rast’Tul to put together two task forces. While their objectives and methods are different their goals are similar; create unrest and instability, giving more justification for Thaere to tighten its hold on the Cularin System.

Task Force Pest, under the command of Lieutenant Dalin, was ordered to round up, incarcerate and ready for transport any non-Jedi who showed an aptitude for the Force. Force Adepts, mystics, crackpots and Tarasin shamans within the cities were identified, watched and dossiers compiled. Seemingly innocent actions, such as protesting new incursions into the jungle or the increased military presence, have been twisted into acts of rebellion and sedition. The secondary goal was to round up people who had powers similar to the Jedi so that they could test various drugs and procedures. Capturing Jedi themselves was deemed to be too dangerous both in terms of physical danger and bad press.

There is also a reference to Task Force Vermin in this scenario. That information becomes important in Scenario 2 of this trilogy. Lt. Dalin knows the purpose of this Task Force and some related information that he believes makes him immune to Cularin justice. He is positive that the Senator will not act against Thaere because he knows that Thaere has a hold on the Senator

that she cannot escape. This information is discovered during the second scenario.

Over the past few weeks the Thaereian military has been arresting dissidents and protestors. Two days ago, when a mob gathered to protest the arresting of Borus Ferthyn, the Madman of Gadrin. The Thaereian officer in charge, Lt. Dalin, executed Ferthyn in the mistaken belief that the show of force would calm the crowd. Instead Gadrin has been plunged into two days of anarchy. Mobs have taken to the streets, at first merely protesting the Thaereian presence, but gradually turning more vocal and violent.

### **Encounter 1: Film at Eleven**

The heroes are in Gadrin, one of the two cities that lie on either side of the Estauril River. As they move through the city they become aware of the general unrest of the population.

### **Encounter 2: An Angry Mob is an Ugly Thing (Squared)**

The heroes encounter a riot in the making as two angry mobs present two sides of the problem: should the citizens resist the steps being taken by the Thaereians or assist them in order to resolve the unrest?

### **Encounter 3: Just Me and My Shadow**

The heroes become aware that someone is following them. Either through capturing the shadower or by turning the tables, they learn that they're wanted at a meeting to discuss the situation.

### **Encounter 4: Uncle Dal'Nay Wants You**

The heroes meet with Osten Dal'Nay, co-leader of the Cularin Militia. He needs the heroes' help to rescue some Militia members being held simply because they're Force Adepts.

### **Encounter 5: Have Fun Storming the Castle!**

The heroes rescue the Force Adept Militia members from the Thaereian holding facility.

### **Encounter 6: That and a Credit Gets You a Cup of Caf**

The heroes are thanked, with the promise of more service to a grateful yet unknowing Cularin.

### **Important Note to Judges:**

This scenario is fairly linear. Encounters 1, 3, 4 and 6 are flexible with regards to timing; the information is necessary but role-playing it can be abstracted if time becomes an issue. Encounter 3 could literally take as

little as a minute or two, or could be played out far longer.

This scenario also has the heroes interacting with complete strangers under severe stress. It is therefore important for the judge to have an idea of the first impression each heromake. For example, if the Noble dresses and carries themselves as a Noble then the citizens react differently than if the same character is "slumming" it in regular clothes and trying to blend in. Of particular concern are Jedi, Nobles, Force Adepts and Soldiers as the ordinary citizen on the street is looking to those types of people for answers or assistance.

**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. Higher level heroes are unlikely to find the combats in this scenario challenging.

## **Opening Crawl**

*It can be said that any sudden growth results in pain and awkwardness. The same can be said for the re-emergence of Cularin into the Republic. While ten years is only a small fraction of the history of the Republic, it is long enough for several subtle cultural and political shifts. The rise in military presence, for example, is particularly grating in a system that prides itself for its "can do" and frontier roots. The fact that it is a foreign military presence, albeit an invited one, makes it that much harder to bear. And when that military presence becomes restrictive-- it can only be a matter of time before something boils over.*

## **Encounter 1: Film at Eleven**

*Key ideas of this encounter: events are starting to happen beyond the heroes' understanding and control but not beyond their ability to influence. As Cularin in general and Gadrin in particular react to the senseless execution of Borus Ferthyn, the heroes encounter those reactions and their repercussions.*

**NOTE TO THE GM:** Borus Ferthyn was the Force sensitive "beggar" who lived by the garbage dump and was first introduced in "Eye of the Sun", the original LIVING FORCE trilogy. He is very much a staple of Gadrin and generally has a reputation as a hermit, crackpot or mystic. The adjective "harmless" is usually used in reference to him as well.

*The events of the previous two nights are still fresh in*

*everyone's mind - made more so by the constant replay on every public terminal and flat surface.*

*The holopicture is chilling. While you are used to color, sound and movement, the frozen shot touches an ancient nerve of terror. Forced to his knees by two Thaereian soldiers, Borus Ferthyn stares in defiance, or madness, at the barrel of a heavy blaster. You know that moments later that heavy blaster ended his life. Other images, long clips of what is already called the Massacre, are now available with color and sound.*

*But this is the one that starts each news broadcast and stares at you from signs and posters painted onto every available surface.*

*You have come to Gadrin, either sent or on your own, to assist as best you can until the government can mobilize resources to respond to this heinous act and the resulting situation. As you walk down the street the aftermath of chaos greets you. Overturned stalls and kiosks and debris from smashed windows, cover the sidewalk and spill into the street. Official presence, be it Thaereian military or the Office of Peace and Security, is sadly lacking. Beings sit on the curbs or mill around aimlessly, some obviously injured, most looking lost.*

Random chance brought the heroes to Gadrin, on Cularin, just prior to this incident. After the riots began, most of the heroes were contacted and asked to help out. This may be as overt as a Jedi mentor ordering a Padawan to help or as oblique as a note from a business associate that it would be in the heroes' "best interest" to get things back to normal business as soon as possible. Heroes who are members of the Militia or who have "favor of the Militia" cert have specifically been asked to assist.

The official response has yet to arrive. The Office of Peace and Security is overwhelmed. The Senator's office is "deeply saddened by this turn of events", while the local governments are pleading with the public for peace and calm. The word in the Militia is to remain unobtrusive - they don't want the Theareians to have an excuse to crack down on them. At least, not before they're ready.

When the heroes arrive on the scene there are a number of tasks that need accomplishing and an assortment is listed below along with a suggested DC value for the task. Do not feel obligated to have them solve each task, but pick ones that seem most applicable to the party's skills and "job". Or, if you can think of tasks that are more appropriate to your party, feel free to invent them and assign appropriate DCs. This is an opportunity for heroes to do what heroes do best – help others.

DC/Skill	Situation
20/ Diplomacy	Two merchants argue over who owns what produce from a chaotic pile.
Treat Injury as per page 100, Heal Other as per page 91	A Tarasin male with an obvious head wound sits on the curb. He has 3 wound points.
15/Gather Info or 15/Search to find parents	A small female Sullustan child sits hugging a lamppost. If approached she admits that her parents are lost and haven't found her yet.
10/Appropriate Craft skill, or 15/Repair	An elderly Human woman tries to board up her shop's main window.
20/Strength (to assist) or 15/Diplomacy (to co-ordinate the groups)	Small groups are trying to clear the street of damaged vehicles and larger pieces of debris.

Naturally, those helped want to thank the heroes. Modify the responses suggested below to fit your group.

If the party contains	The citizen might say...
Jedi	Thank you. Are more Jedi coming to help before the city is destroyed by riots?
Tarasin	You should flee the city. They've arrested many of your shamans and you need to warn them not to leave the forests.
Obvious Force Adept/ Shaman	Thank you, but you should hide. They'll come for you next if they think you're able to do... things. Like Ferthyn could. (If the heroes question further about why, the person is vague) They want the people who can do things like Jedi, but aren't Jedi. I don't know why.
Noble	Why isn't the government doing more? I pay taxes for security forces to protect me. Who's going to pay for this?
Militia member or an obvious Soldier	Thaereian thugs. I didn't support a Cularin Militia before, but I do now. The Thaereians don't have a stake in us like the Militia does.

## Encounter 2: An Angry Mob is an Ugly Thing (Squared)

*Key ideas of this encounter: The heroes find themselves between a rock and a hard place as two opposing views set up to crash.*

*The noise begins as a vibration, felt in your chest before the sound hits your ears. A crowd that fills the street from curb to curb is moving slowly but purposefully forward. Most hold placards and banners. Some hold weapons. As they get closer words can be made out; a chant made into a roar by a hundred voices calling on the Thaereians to release their prisoners.*

*From behind you comes a second low rumble as another mob moves toward you. These too have a message; let the Thaereians do as they please to the Force Adepts and end the cause for the violence.*

The two mobs are about five minutes apart; they are both moving slowly and on foot. Basically Mob A wants the captured Force Adepts released while Mob B believes that turning over Force Adepts might appease the Thaereians and thus end their violence against the average citizens on the street. It is very apparent to even the most casual observer that if the two mobs meet that the result is going to be catastrophic, there are just too many weapons and tempers are running too high. There are a multitude of options available and some have been listed below.

**If the party elects to do nothing** the two mobs inevitably clash. Describe a scene of chaos and an aftermath of injury and destruction. The clean up would be much like that from Encounter 1 and, if the judge deems there is time, you can run the situations again with these guilt-inducing variations:

If the party contains	The citizen might say...
Jedi	Where were you? All these people killed and hurt. Couldn't you have prevented it?
Obvious Force Adept/Shaman	We were trying to help the adepts. Why didn't you come to our aid?
Noble	Why isn't the government doing more? We're fighting amongst ourselves instead of against a common enemy.
Militia member or an obvious soldier	Why didn't you help us? We could have won!

**If the heroes elect to aid one group or the other in the fight** the battle lasts up to five combat rounds (or less, if time is getting crunchy) to represent the overall battle. Use the NPCs from the GM's Aid 1.

**NOTE TO THE GM:** If the heroes elect to help one side over the other, that side wins. This is not considered a "heroic" choice. If the heroes start the fight or if they kill anyone during the fight, they should be warned that this worthy of a DSP (two if they do both). If they just participate on the side of one group feel free to layer on the guilt. Roll one D6 to represent random deaths from the riot.

**If the heroes elect to defuse one or both mobs and send the people home**, they can accomplish this using a variety of skills including but not limited to Diplomacy, Intimidation, Friendship, Affect Mind, etc. If they confront apparent leaders, the Mob Leader from GM's Aid #1 should be used to resolve the situation. As goes the leader, so goes the mob and they disperse if told.

**If the heroes elect to keep the two groups from meeting**, they can accomplish this using a variety of skills or distractions. Again, use the Mob Leader stats to resolve the situation, as the mob will follow the leader.

**If the party comes up with something not detailed here, wing it.** If it's clever, heroic and evokes the spirit of the *Star Wars* movies, it should have a good chance of success.

## Encounter 3: Just Me and My Shadow

*Key idea of this encounter: To show that not all is as it first appears, as a seemingly threatening situation is in fact a call for help.*

Paraphrase the following based on how the heroes resolved the conflict between the two mobs. For example, if the two mobs clashed exchange the words 'potential conflict' for words like 'carnage' and 'destruction'.

*The street is unnaturally quiet, the ringing false silence that follows a storm, as you leave the area of potential conflict behind. Behind you can clearly hear the footsteps of pedestrians as they hurry along.*

The heroes are being followed. It is important to remember that the two youths (Dannik, a Tarasin and

Kal, a Human) trailing the heroes are following instructions from someone they admire and trust and they do their best to fulfill their task. Their instructions are to follow the heroes and, when they are away from large crowds and especially away from any Thaereians, deliver a message. Stats for the tails are in the GM Aid #1.

Have the heroes make Listen and Spot checks. Consult the result table below.

Listen or Spot	Result
< 15	The street seems very quiet.
15-19	You think that someone about a block back has been there for the past several minutes.
20-24	You're sure that someone is following you but you haven't identified him or her.
25-29	There is a youth, a Human boy about 14 years old, following about a block behind you.
30+	Two people are following you. Aside from the youth a block directly behind you there is another across the street and two blocks behind you.

There are several options open to the heroes. Immediate violence is inappropriate and, depending upon the level, could result in a DSP. Some more reasonable options, with suggested results, are:

**The heroes either do not spot the tail (everyone rolls under 15) or decide to allow them to continue following.** If so the lads eventually approach them with the invitation.

**The heroes attempt to lose their tail.** They can do so with ridiculous ease. However, a new tail picks them up and, as soon as he is spotted approaches them with the invitation. Improvise this.

**The heroes attempt to capture their tail.** Again, it is incredibly easy. He surrenders at the first opportunity and delivers his message.

*"Listen, I've been following you all day and there's someone who wants to speak to you. Dal'Nay has a proposition for you. He wants to meet in an hour."*

*You of course recognize the name Dal'Nay: Osten Dal'Nay, reputed Thaereian defector and head of the Cularin Militia.*

## Encounter 4: Uncle Dal'Nay Wants You!

*Key ideas of this encounter: the heroes have an opportunity to help Cularin and hinder Thaere.*

*Your guide leads down several streets and alleys to a small tapcafe. The Twi'lek owner simply nods as you are taken behind the counter and up a flight of stairs to a dusty storeroom, and the man who stands there waiting. You recognize Osten Dal'Nay but he looks pale and worried. He nods brusquely and gets right down to business.*

*"For the last few weeks a Thaereian task force has been gathering up people who have many of the same talents as the Jedi. Anyone who shows any ability with the Force is subject to arrest without any warning or due process. The Thaereians have already shipped one group out of Cularin to Thaere. We can't help them."*

*"However, they're holding several people in a security facility they commandeered from the Office of Peace and Security here in the city. Informants have told us that the prisoners are due to be shipped out tomorrow morning. That's not enough time for the Militia to act and, frankly, I don't want to tip our hand just yet. I was wondering if a few concerned citizens might be willing to help out? Rescue some innocent people and maybe find out why this is happening?"*

Yes, Dal'Nay is laying it on a bit thick.

This is the planning portion of the program. If the heroes have mentors, contacts or other avenues of inquiry, they may wish to contact them. Try to get an idea of whom the heroes are questioning and dole out the information. For example, a military contact might know the expected equipment and arms while an employer owning a restaurant might know the duty schedule.

Alternatively, you may improvise and let heroes with good scouting and sneaking skills find out information.

A summary of what they can determine can be found on Player Handouts #2 through #4. These correspond with GM Aid #2 as well as the Thaereian Soldier and Prison Guard NPC stat blocks on GM Aid #1.

Not all groups have contacts or wish to use them. As well, the judge is encouraged to look at the clock and decide how much time to allow for planning. If time is short then Osten Dal'Nay has been gathering information on the Thaereians for several months and has fairly complete plans and duty rosters that he can supply to the heroes.

What Osten Dal'Nay (or others) **do not** know:



- The four Force Adepts currently being held are able to move about freely but have been kept under mild sedation and are unable to act offensively. If a hero is injured they attempt to use Heal Other. Consider them to have an effective +6 to a Heal Other if it becomes necessary.

What Osten Dal'Nay (or others) **do** know:

- There is usually a 12-man squad on standby in the Ready Room. They are equipped with armor and blaster rifles.
- There is usually 4 Thaereians in the "Desk Sergeant" area. They monitor the facility and are in near constant contact with other facilities. They are equipped with blaster pistols.
- There are usually 10 civilian personnel. They aren't paid to or expected to fight, just to stay out of the way.
- There are usually 10 Thaereian non-combatant, military personnel. They are expected to fight to defend their area but otherwise stay out of the way.
- There are usually 4 Thaereians in the Guard Post. They control who gets in and out of the detention area. They are equipped with armor and blaster rifles and are believed to control the automatic weapon emplacements.
- The automatic weapon emplacements can be thought of as light repeating blasters and the guards in the Guard Post usually control them. It is believed that they can also be controlled from the "Desk Sergeant" area or even from other facilities.
- The Force Adepts and other political dissidents are in the long-term holding area.
- The commanding officer of the facility and the commanding officer of the task force have offices down the corridor, second door on the left after the "Desk Sergeant" area. Any information about Thaereian activity or plans would be here.

Again, a summary of this information can be found on Player Handouts 2 through 4. These correspond with GM Aid 2 as well as the Thaereian Soldier and Prison Guard NPC stat blocks on GM Aid 1.

Osten Dal'Nay's goals are simple. Rescue the prisoners with as little damage and as little loss of life as possible. Dal'Nay also wants whatever information the heroes can acquire from the facility regarding Thaereian forces, strategy and goals. While some of this information is on the facility's main computer, some of it is on datapads used by the higher ranking officers.

Dal'Nay mentions that Lieutenant Dalin is the CO of the task force. He is also the Thaereian responsible for the death of Ferthyn. If the heroes can bring him in *alive* it might be possible to bring him to trial.

If a hero does not have a weapon capable of stun damage Dal'Nay lends them a (non-certed) heavy blaster pistol for the duration of the scenario. Needless to say, this weapon is to be returned and players should not record it as a permanent item.

## Encounter 5: Have Fun Storming the Castle!

*Key idea of this encounter: The heroes rescue the prisoners and strike a blow for freedom and justice. No, really!*

***Thaereian Security Facility Number 12 – formerly the Gadrin Office of Peace and Security holding facility -- certainly looks imposing. In addition, the personnel you have seen entering and exiting certainly look well equipped and armed.***

It is relatively important that the heroes leave with the datapad belonging to either Lt. Dalin or the facility CO (Ellis' Gan). The facility CO's datapad is on his desk while Dalin's is on his person. These datapads contain information concerning Task Forces Pest and Vermin as well as Thaerian force deployment throughout Cularin.

If they can capture Dalin himself, it would be a big bonus: they can eventually find out that he believes that he can get away with random murder.

No firm combat or strategic guidelines are given because there are several methods that the heroes can use to accomplish their goals. Who amongst the Thaereians are likely to fight, and how hard, can be found on the GM Guide #1. Remember that there is only one door in and out and that the walls are of reinforced material, so that while a lightsaber can eventually cut through, it is going to take a while.

Again, as in Encounter 1, be prepared to evaluate reasonable, clever ideas, and to allow some favorable modifiers or situations as a result. The goal is to provide a challenge and an entertaining encounter, where the heroes can use their skills and dramatically carry the day. Be on the lookout for dramatic and/or harebrained heroism that saves lives, or accomplishes tasks against the odds. These can qualify for Force Point awards. Heroes need not *spend* a Force Point to be awarded one!

If the heroes manage to convince Dalin to talk to them, he knows the following:

- He's in charge of the Task Force to capture force capable people so that they can experiment with anti-Jedi drugs and procedures without actually targeting Jedi.
- There is another task force, which deals with kidnapping children. He claims that the task force



takes street children and orphans and relocates them into loving families on Thaere. He privately doubts this but has no interest in finding out the true story.

- The Colonel who is in charge of both task forces has a "hold over" the Senator. Dalin doesn't know what the hold is exactly but the Colonel has said that it is iron tight and Dalin believes the Colonel.

## Encounter 6: That and a Credit Gets You a Cup of Caf

*Key ideas of this encounter: rewards, recognition and the hint of more to come.*

*Osten Dal'Nay looks about five years younger than when you last saw him. He smiles as he shakes each of you by the hand.*

*"Excellent work. Not only did you get the prisoners out but also our code experts are busy with the data you retrieved. Based on the level of security we think it was something important, no one is that cautious with a shopping list!"*

*He smiles at his own joke before continuing. "The former prisoners will be safe soon. Most are electing to go into hiding for a while, although some are asking to sign up with the Militia. We can always use good people..." He pauses and grins as one of the former prisoners comes forward to speak to you.*

*"Thank you again. You've done a great service not only to us, but also to Cularin. We have nothing to give you but our gratitude for our futures."*

**In the admittedly unlikely event that the heroes fail (and yet survive), substitute something like the following:**

*Osten Dal'Nay greets you, his face grey and posture weary.*

*"Thank you for trying; I was afraid the odds were long and I guess I was hoping for a miracle. This... conflict... with Thaere isn't over. I hope I can call on you again."*

## Conclusion

*The streets of the city are quiet again and normal life resumes. Or, at least, a new version of "normal" begins, as the citizens of Cularin look with a bit more suspicion on the Thaereian forces. For the next little while, the "peace-keeping Thaereians" are going to have to be a bit more reserved and low-key.*

If the heroes rescued the prisoners but did not capture

Lt. Dalin use this...

***Which should give you plenty of time to investigate the contents of the datapads that you found for Dal'Nay.***

If the heroes captured Lt. Dalin alive use this...

***As he's being led off to interrogation Dalin twists around to face you. "You think you've won; that I'll be tried by some Cularin court? You think the Senator will thank you? Fools. We own Wren. We own you all."***

In either case, end with...

***But... that's another story.***

## Here Ends Night's Promise

### 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 prevent another riot and rescue the prisoners? If so, each hero who survived receives 600 XP.

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

<b>Total Possible Experience:</b>	<b>1,000 XP</b>
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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 keeping the protestors from clashing and met with Osten Dal'Nay but did not actually rescue the prisoners, 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 encounter in the scenario.

## **Encounter 1: Film at Eleven**

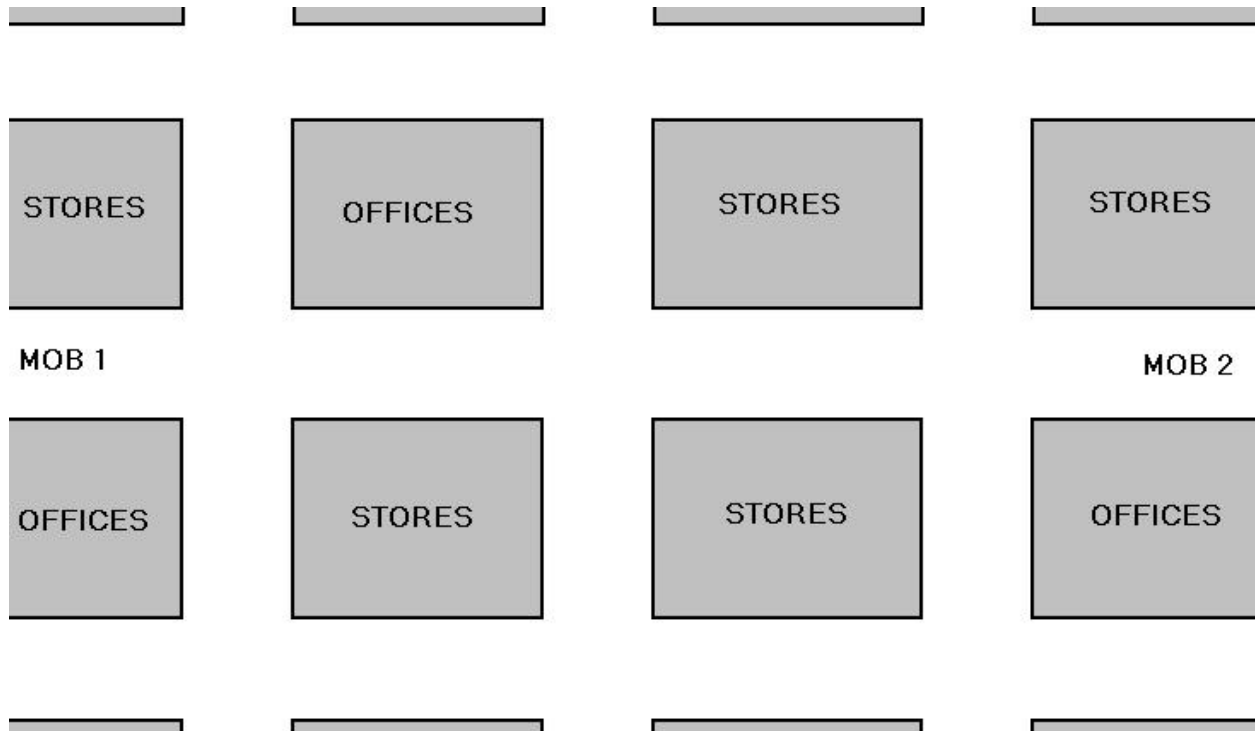
For each hero who assists in finding the little Sullustan girl's parents:

**Portrait of a Hero:** This is a picture of the hero named above holding the hand of a small Sullustan child while her parents watch happily. Although all the people are drawn as stick figures (with really big eyes, for the Sullustans) they all have big happy smiles.

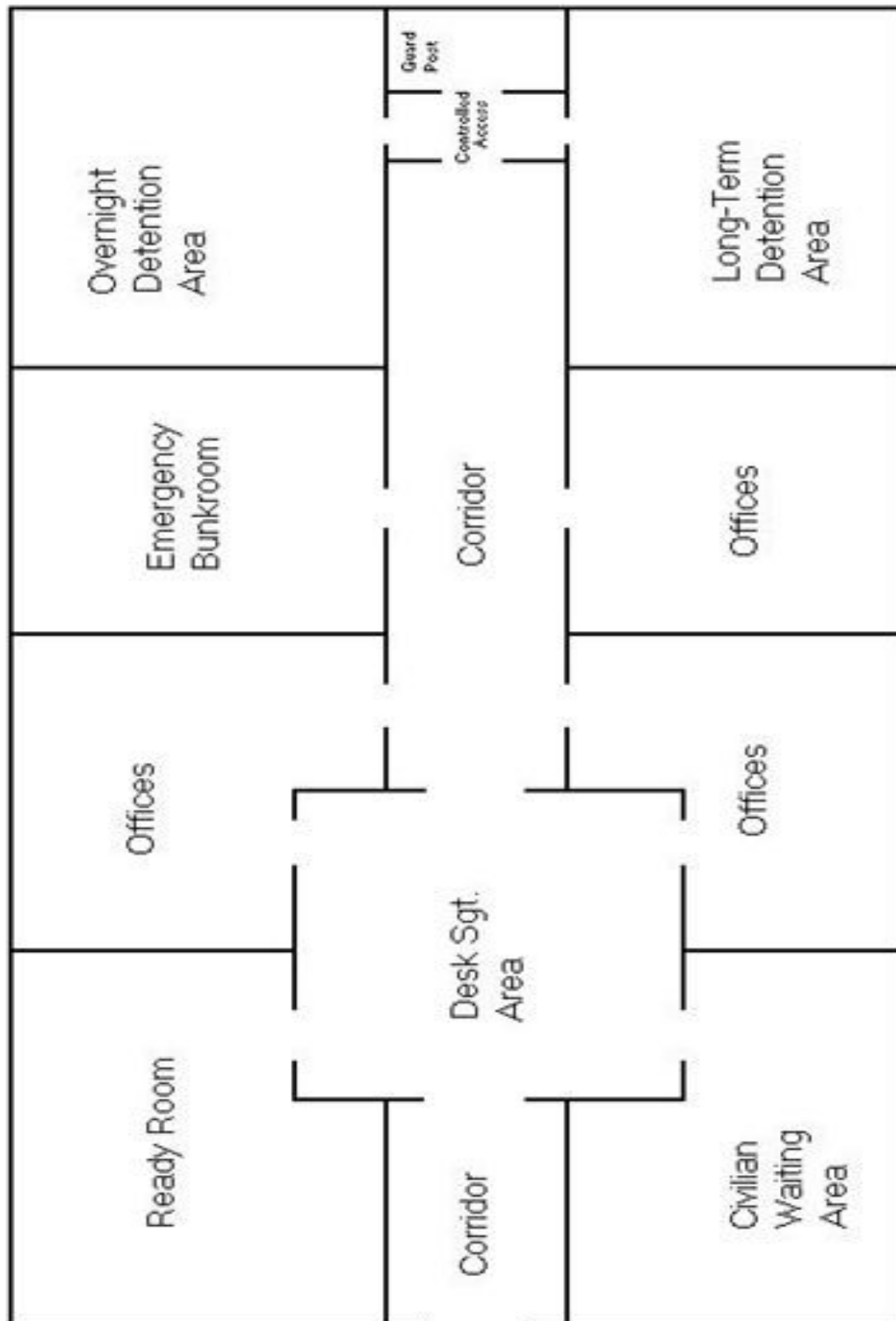
For any heroes who assist the Tarasin with the head wound:

**Discount at Thom's Trusty Transport:** Thom Tran'asi guarantees the hero named above a 15% discount on any vehicle available on his lot. It has an engraving on the rear panel reading "Thom's Trusty Transport." This engraving is impossible to remove, unless one replaces the whole bumper for 150 credits. (The vehicle must conform to the restrictions laid out in the LIVING FORCE Hero Creation Guidelines.)

## Player Handout 1: Street Map



## Player Handout 2: Down the Hall, Second Door on Your Left



## **Player Handout #3: Duty Roster for Thaereian Security Facility Number 12**

**Note: 3a is for low tier, 3b is for middle tier and 3c is for (you got it) high tier.**

### **Player Handout 3a: Duty Roster for Thaereian Security Facility Number 12**

Memo

To: all Thaereian personnel

From: Lt. Dalin

CC: Commandant Elis' Gan

Until further notice a squad of six is to remain on standby in the ready room.

Dalin, LT

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### **Player Handout 3b: Duty Roster for Thaereian Security Facility Number 12**

Memo

To: all Thaereian personnel

From: Lt. Dalin

CC: Commandant Elis' Gan

Until further notice a squad of eight is to remain on standby in the ready room. A further four soldiers are required to be on call on facility grounds at all times. The bunk room has been authorized for this purpose.

Dalin, LT

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### **Player Handout 3c: Duty Roster for Thaereian Security Facility Number 12**

Memo

To: all Thaereian personnel

From: Lt. Dalin

CC: Commandant Elis' Gan

Until further notice a squad of ten is to remain on standby in the ready room. A further eight soldiers are required to be on call on facility grounds at all times. The bunk room has been authorized for this purpose.

Dalin, LT

## **Player Handout 4: The Well Dressed (and Armed) Thaereian**

Memo

To: all Thaereian personnel

From: Lt. Dalin

CC: Commandant Elis' Gan

Until further notice all Thaereian personnel are to be equipped with a side arm. Personnel who are likely to be interacting with the Cularin public are to be equipped with blast vests, helmets and blaster rifles.

Side arms are not to be issued to Cularin personnel.

Guard post personnel are to be equipped with light repeating blasters and padded battle armor.

Dalin, LT

## GM Aid #1: NPC Statistics

### Encounter 2 – An Agry Mob is an Ugly Thing (Squared)

#### Low Tier (Levels 1-3)

**Mob Leader:** Init +0; Defense 11 (+1 class); Speed 10m; VP/WP 0/8; Attack +1 melee (1d3-1, unarmed) or +2 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +0, Ref +1, Wil +4; FP 0; DSP 0; Str 9, Dex 10, Con 8, Int 12, Wis 11, Cha 14

Equipment: Blaster Pistol, comlink

Skills: Bluff +8, Computer Use +5, Diplomacy +9, Knowledge (local) +11, Profession (administrator) +7, Sense Motive +4

Feats: Dodge, Skill Emphasis (Knowledge (local)), Weapon Group Proficiencies (blaster pistol, simple weapons)

**Mob Members (various):** Init +0; Defense 11 (+1 class); Speed 10m; VP/WP 0/9; Attack +1 melee (1d3-1, unarmed) or +2 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +0, Ref +1, Wil +5; FP 0; DSP 0; Str 8, Dex 10, Con 9, Int 12, Wis 12, Cha 13

Equipment: Blaster Pistol

Skills: Appraise +8, Bluff +6, Computer Use +6, Diplomacy +10, Gather Information +6, Profession (trader) +6, Sense Motive +6

Feats: Skill Emphasis (Diplomacy), Weapon Group Proficiencies (blaster pistol, simple weapons)

#### Mid Tier (Levels 4-6)

**Mob Leader:** Init +0; Defense 12 (+2 class); Speed 10m; VP/WP 0/9; Attack +3 melee (1d3-1, unarmed) or +4 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +1, Ref +2, Wil +6; FP 0; DSP 0; Str 9, Dex 10, Con 8, Int 12, Wis 11, Cha 15

Equipment: Blaster Pistol, comlink

Skills: Bluff +8, Computer Use +7, Diplomacy +16, Knowledge (local) +14, Profession (administrator) +11, Sense Motive +11

Feats: Dodge, Skill Emphasis (Diplomacy), Skill Emphasis (Knowledge (local)), Weapon Group Proficiencies (blaster pistol, simple weapons)

**Mob Members (various):** Init +0; Defense 12 (+2 class); Speed 10m; VP/WP 0/9; Attack +3 melee (1d3-1, unarmed) or +4 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +1, Ref +2, Wil +7; FP 0; DSP 0; Str 8, Dex 10, Con 9, Int 12, Wis 12, Cha 14

Equipment: Blaster Pistol

Skills: Appraise +10, Bluff +10, Computer Use +10, Diplomacy +13, Gather Information +10, Profession (trader) +11, Sense Motive +10

Feats: Skill Emphasis (Appraise), Skill Emphasis (Diplomacy), Skill Emphasis (Profession (trader)), Weapon Group Proficiencies (blaster pistol, simple

weapons)

#### High Tier (Levels 7-9)

**Mob Leader:** Init +0; Defense 14 (+4 class); Speed 10m; VP/WP 0/9; Attack +5/+0 melee (1d3-1, unarmed) or +6/+1 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +3, Ref +4, Wil +10; FP 1; DSP 0; Str 9, Dex 10, Con 8, Int 12, Wis 11, Cha 16

Equipment: Blaster Pistol, comlink

Skills: Bluff +11, Computer Use +10, Diplomacy +20, Knowledge (bureaucracy) +18, Profession (administrator) +15, Sense Motive +13

Feats: Dodge, Iron Will, Skill Emphasis (Knowledge (bureaucracy)), Weapon Group Proficiencies (blaster pistol, simple weapons)

**Mob Members (various):** Init +0; Defense 14 (+4 class); Speed 10m; VP/WP 0/9; Attack +5/+0 melee (1d3-1, unarmed) or +6/+1 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +3, Ref +4, Wil +9; FP 1; DSP 0; Str 8, Dex 10, Con 9, Int 12, Wis 12, Cha 15

Equipment: Blaster Pistol

Skills: Appraise +13, Bluff +16, Computer Use +13, Diplomacy +15, Gather Information +15, Profession (trader) +14, Sense Motive +13

Feats: Skill Emphasis (Appraise), Skill Emphasis (Bluff), Skill Emphasis (Diplomacy), Skill Emphasis (Profession (trader)), Weapon Group Proficiencies (blaster pistol, simple weapons)

### Encounter 3 – Just Me and My Shadow

#### All Tiers

**Dannik and Kal, Youthful Tails:** Init +0; Defense 10 (+0 class); Speed 10m; VP/WP 0/15; Attack +3 melee (1d3-1, unarmed) or +2 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +4, Ref +0, Wil +0; FP 0; DSP 0; Str 13, Dex 11, Con 12, Int 8, Wis 10, Cha 9

Equipment: Blaster Pistol, comlink

Skills: Intimidate +5

Feats: Armor Proficiency (light), Toughness, Weapon Group Proficiencies (blaster pistol, simple weapons)

### Encounter 6 – Have Fun Storming the Castle!

NOTE TO THE GM: Thaereian Soldiers apply to Thaereians in the Desk Sergeant Area, Ready Room, Military Clerk's Office and Bunk Room. All have the following stats and weapons. The Thaereians in the Offices and in the Bunk Room are not wearing armor but have full access to their weapons. The Bunk Room soldiers require two rounds from being alerted



to getting their weapons. Commandant Ellis' Gan is out of the facility.

#### All Tiers

**Lt. Dalin, Noble 2/Soldier 4/Officer 2;** Init +1 (Dex); Defense 17 (+6 class, +1 Dex); Speed 10m; VP/WP 52/10; Attack +6/+1 melee (1d3, unarmed) or +8/+3 ranged (3d6 or DC15 stun, blaster pistol); SQ Favor +1, inspire confidence, leadership; SV Fort +4, Ref +7., Will +8; FP 4; DSP 5; Str 10, Dex 12, Con 10, Int 13, Wis 12, Cha 15.

Equipment: Blaster pistol, personalized datapad with obvious security features, uniform, comlink.

Skills: Astrogate +4, Bluff +8, Computer Use +6, Diplomacy +8, Gather Information +9, Knowledge (bureaucracy) +6, Knowledge (tactics) +8, Knowledge (history) +6, Intimidate +12, Pilot +5, Profession (officer) +10, Repair +3 Sense Motive +8, Survival +2

Feats: Armor Proficiency (light), Persuasive, Point Blank Shot, Precise Shot, Skill Emphasis (Gather Information), Skill Emphasis (Profession (Officer)), Weapon Focus (blaster pistol), Weapon Group Proficiencies (blaster pistol, blaster rifles, heavy weapons, simple weapons, vibro weapons).

#### Low Tier (levels 1-3)

**Thaereian Soldiers** (six in Ready Room and none in the bunk room); Init +0; Defense 10 (+0 class); DR 2; Speed 10m; VP/WP 0/11; Attack +2 melee (DC 15 stun) or +2 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +5, Ref +0, Wil -1; FP 0; DSP 0; Str 10, Dex 11, Con 11, Int 10, Wis 9, Cha 11

Equipment: Blaster Pistol, Blast helmet and vest, comlink, stun baton.

Skills: Intimidate +3, Profession (garrison soldier) +3

Feats: Armor Proficiency (light), Great Fortitude, Weapon Group Proficiencies (blaster pistol, simple weapons)

**Thaereian Prison Guards;** Init +0; Defense 10 (+0 class); DR 4; Speed 10m; VP/WP 0/11; Attack +2 melee (DC 15 stun) or +2 ranged (3d8, light repeating blaster); SV Fort +5, Ref +0, Wil -1; FP 0; DSP 0; Str 10, Dex 11, Con 11, Int 10, Wis 9, Cha 11

Equipment: Light Repeating Blaster, Blaster pistol, Padded battle armor, comlink, stun baton, medkit.

Skills: Intimidate +3, Profession (garrison soldier) +3

Feats: Armor Proficiency (light), Great Fortitude, Weapon Group Proficiencies (blaster pistol, simple weapons)

#### Mid Tier (Levels 4-6)

**Thaereian Prison Guards;** Init +1 (+1 Dex); Defense 12 (+1 class, +1 Dex); DR 4; Speed 10m; VP/WP

0/11; Attack +4 melee (DC 15 stun) or +6 ranged (3d8, light repeating blaster); SV Fort +6, Ref +2, Wil 0; FP 0; DSP 0; Str 10, Dex 12, Con 11, Int 10, Wis 9, Cha 11

Equipment: Light Repeating Blaster, Blaster pistol, Padded battle armor, comlink, stun baton, medkit.

Skills: Intimidate +4, Profession (garrison soldier) +3

Feats: Armor Proficiency (light), Great Fortitude, Weapon Focus (blaster pistol), Weapon Group Proficiencies (blaster pistol, simple weapons)

**Thaereian Soldiers** (eight in Ready Room and four in the bunk room); Init +1 (+1 Dex); Defense 12 (+1 class, +1 Dex); DR 2; Speed 10m; VP/WP 0/11; Attack +4 melee (DC 15 stun) or +6 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +6, Ref +2, Wil 0; FP 0; DSP 0; Str 10, Dex 12, Con 11, Int 10, Wis 9, Cha 11

Equipment: Blaster Pistol, Blast helmet and vest, comlink, stun baton.

Skills: Intimidate +4, Profession (garrison soldier) +3

Feats: Armor Proficiency (light), Great Fortitude, Weapon Focus (blaster pistol), Weapon Group Proficiencies (blaster pistol, simple weapons)

#### High Tier (Levels 7-9)

**Thaereian Prison Guards;** Init +1 (+1 Dex); Defense 13 (+2 class, +1 Dex); DR 4; Speed 10m; VP/WP 0/14; Attack +4 melee (DC 15 stun) or +6 ranged (3d8, light repeating blaster); SV Fort +7, Ref +3, Wil 1; FP 0; DSP 0; Str 10, Dex 12, Con 11, Int 10, Wis 9, Cha 11

Equipment: Light Repeating Blaster, Blaster pistol, Padded battle armor, comlink, stun baton, medkit.

Skills: Intimidate +6, Profession (garrison soldier) +5

Feats: Armor Proficiency (light), Great Fortitude, Toughness, Weapon Focus (blaster pistol), Weapon Group Proficiencies (blaster pistol, simple weapons)

**Thaereian Soldiers** (ten in Ready Room and eight in the bunk room); Init +1 (+1 Dex); Defense 13 (+2 class, +1 Dex); DR 2; Speed 10m; VP/WP 0/14; Attack +4 melee (DC 15 stun) or +6 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +7, Ref +3, Wil 1; FP 0; DSP 0; Str 10, Dex 12, Con 11, Int 10, Wis 9, Cha 11

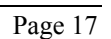
Equipment: Blaster Pistol, Blast helmet and vest, comlink, stun baton.

Skills: Intimidate +6, Profession (garrison soldier) +5

Feats: Armor Proficiency (light), Great Fortitude, Toughness, Weapon Focus (blaster pistol), Weapon Group Proficiencies (blaster pistol, simple weapons)

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*Night's Promise*



G = emplaced blaster rifle position. Damage 3D8. Critical 19-20. Controlled by Guard Post.  
S = security door. 20/25/30 Open Lock or 15/20/25 Disable Device followed by a 15/20/25 Strength check.

## Critical Event Summary

### *Night's Promise*

1. Did the heroes succeed in rescuing the prisoners?

☐ Yes ☐ No

2. What happened to Lt. Dalin?

☐ Killed ☐ Escaped ☐ Captured

- If captured, who got custody of him?

☐ Militia ☐ Office of Peace & Security ☐ Jedi

Other (please specify) \_\_\_\_\_

\_\_\_\_\_

GM Name, RPGA#: \_\_\_\_\_

GM Email Address: \_\_\_\_\_

Convention Name/Date \_\_\_\_\_

### **Convention Coordinator:**

To report these results (for events run through the end of December 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](mailto:LFPlots@living-force.net)

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

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