

A Mon Alone

A Two-Round High-Level LIVING FORCE Tournament

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with special thanks to Jason Nichols

“Slavery”. If there’s a less pleasant word, it’s probably “Sith”. Fortunately, there are no slavers in Cularin, and the Sith fortress is dormant. No slavers, dormant fortress... that’s correct – isn’t it? An adventure for LIVING FORCE heroes levels 9+, with no retirement cap.

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A Mon Alone is not a standard RPGA Network tournament. An eight-hour time block has been set aside for this event but the actual playing time will vary.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom and the hero's name, species and gender at the top. This makes it easier for players to keep track of who is playing which 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: No-vote scoring: The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

1. 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.
2. 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.

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. 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 Dark Side book... "Evil is not always easy to recognize. An innocent act may ultimately result in great suffering. An act of revenge may save the lives of millions of people. The pure at heart can lash out in anger. Evil may lurk beneath a mask of virtue. Whether an act is evil or not often boils down to a question of motivation, and motivation can be hard to identify.

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

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. Usually, this is the point where we say, “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.” In this event, that is ONLY TRUE in round one. In round two, the gloves come off. 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 LIVING FORCE characters of level 9 or above. It is written with characters levels 9+ in mind; anyone else plays it at their own risk. Note that for this event, there is no retirement cap. Heroes above 12th level are eligible to participate. If your players do not have heroes, help them create new ones (see your event coordinator for hero creation instructions), and nicely help them find a differently-tiered game to play. This is not the *Star Wars* they are looking for.

GM Overview

A long time ago, in a galaxy far, far away...

There are threats, and then there are Threats. There is evil, and then there is **Evil**. Let me tell you a little story about **Evil**, and the Threats it creates.

Centuries ago, the darkstaff, an artifact of the Sith, made its way to Cularin. It was found by the Obilee, a species who were all but lost to the galaxy after the darkstaff destroyed their homeworld and shunted them into a shadowed existence. For years the darkstaff remained lost. Darth Rivan came to Cularin, and even the Sith Lord feared the darkstaff, wanting to destroy it. He never did.

About a decade ago – in galactic standard years – Len Markus recovered the darkstaff from deep within the Asteroid Belt. Attempting to escape from Cularin with the artifact, his ship was, instead, blasted with the largest bolt of Force lightning ever seen, originating from the Sith fortress on Almas as Markus’s ship swung too near the planet’s orbit.

Markus, his ship, and the darkstaff were gone. Cularin disappeared from the galaxy for almost ten years, and returned to find a galaxy on the brink of war.

That’s what has gone before. Now, let’s turn to the present.

The darkstaff is not gone. If it had been destroyed, it would have loosed its hold on the shadowy Obilee, and it did not. If the darkstaff is not gone, then it is equally plausible that Len Markus is not gone, either. At least one of the two is back in Cularin.

Cularin has another recent arrival, who crept in through the Thaeirian blockade. His name is Phylus Mon, a Chevin slaver specializing in exotics. He’s in Cularin because he has been offered perhaps the most exotic of all slaves – an army.

While Darth Rivan did not succeed in destroying the darkstaff, he did create something almost as frightening centuries ago in Cularin – his Battlelords, senior soldiers who permanently Force-bonded their armies. Anything the Battlelord commanded, the bonded soldiers had to do or be left behind. Soldiers who found themselves too far removed from their Battlelords wasted away and died, most horribly and painfully.

Mon has the darkstaff, at least for a time, given to him by its current owner. He has come to Cularin to recover the knowledge of how Battlelords are forged, so that he can use the techniques to bond slave armies either to himself, or to others. In exchange for this knowledge and power, though, he must repair the darkstaff, which was cracked (ever so slightly) when the Sith fortress lashed out at it. To repair the darkstaff, he needs to give it what it most desires – the Force essence of living beings, which can be best manipulated (you guessed it)

through the rituals used in creating Battlelords.

To sum up the backstory, then: A Chevin slaver has come to Cularin, armed with a Sith artifact, planning to break into the Sith fortress that's guarded by Jedi troops in order to recover a lost ritual that will first be used to repair the Sith artifact, and will later be used to create an army that is unfailingly loyal to its master, whomever that master may be.

The first round of the event takes place on Almas, as the heroes are called upon by Master Lanius Qel-Bertuk to assist in a search of the Sith fortress. Someone came in, killed three of the Jedi guards on duty, and three others are still missing. A number of Jedi teams have been sent in to search, but given the skill of the Jedi who were killed, most of the students at the Academy are, quite frankly, not up to the challenge. The heroes have a history – they've seen and done a lot, and are becoming some of the most powerful individuals in Cularin. It only makes sense, with this kind of threat, to call on the strongest, the quickest, the smartest the system has to offer. Because whoever broke into the Sith fortress faced down a half-dozen Jedi who, if they so desired, could have qualified to be Masters.

Mon's minions, however, have come and gone. They are no longer in the fortress, but a Sith spirit, a failed apprentice of Rivan's, is. Darsin was awakened when Mon's servants gained access to the secret chamber where the Battlelord ritual was recorded. Various other dangers await the heroes in the least-explored portions of the fortress.

Upon arriving back at the Academy with a report on what they found (the body of one of the other Jedi guards of the fortress) and what they learned (the Battlelord rituals, and other things), the heroes are told that several survivors have been located. All the survivors are comatose, and include two of the guardian Jedi, and four other, less pleasant, types. Each of them wears a strange amulet containing a glowing orange gem around their neck. The heroes are also told there was a fifth survivor, but he is no longer comatose. One of the Academy's librarians, however, is.

Each of the "survivors" has had his Force-essence drained. The body lives on, but the person him- or herself is gone unless the heroes do something about it. The librarian broke one of the gems, and his Force essence transferred into the body of a criminal. However, he now knows where that criminal's essence is – he's been taken to the Asteroid Belt. The heroes are asked to help release the essences of these individuals. While only two of them are Jedi, none of them deserve to be so enslaved.

The dilemma the heroes are faced with, however, goes deeper. This is a dangerous mission. Not every hero is equally combat-capable. The librarian has already realized that he is much more effective in combat than he was, and believes he has a good chance of

surviving an assault on whoever has the essences that go along with the vegetative bodies recovered from the fortress. The heroes must choose – do they stage the assault in their own bodies, or in the (likely) more powerful bodies left behind? All they have to do, if they want to use one of the other bodies, is break the gem on the appropriate amulet.

Once the heroes have made their decision, they can wage their assault on the ship hidden within the Asteroid Belt where Phylus Mon has taken the Force essences of these individuals to use in repairing the darkstaff. And there's nothing quite like facing a slaver who loves exotic creatures on his own ship...

GM Note: this scenario is intended to be run two rounds, back to back, in a double length slot. The Intermission may occur approximately half way through but not necessarily so. Part of your job is to keep things moving at a reasonable pace so that you will get to Encounter 11 with about an hour left (it is potentially a huge combat).

Encounter 1: Onset

The heroes, having gained a reputation as some of the most powerful individuals in Cularin, are summoned by Master Lanius Qel-Bertuk to the Jedi Academy on Almas. He informs them of a major problem – the Jedi who had been set to guard the Sith fortress on the far side of the planet are either dead or missing. Almas has a shortage of powerful Jedi, so it is impossible for Lanius to send only Jedi into the fortress to see what can be learned about the assault. He is organizing groups of search-and-rescue teams to go deeper into the Sith fortress than anyone has been.

Encounter 2: Insert

The heroes arrive at the fortress and find a chaotic mess. The bodies of the Jedi who died at the entrance have been removed, but signs of the battle remain. Several sets of tracks lead into the fortress; fewer come out. It is clear that at least some of the Jedi fled or were taken into the fortress.

Note: Encounters 3, 4, and 5 can be run in multiple orders, depending on which branch in the first tunnel the heroes choose

Encounter 3: Overt

The Sith fortress is not a pleasant place. It's dark, and cold, and stinks of evil. Beyond that, it makes for lousy tourist trade. There are a number of obvious threats the heroes must deal with as they make their way to the lower levels – the most obvious being a trio of guardian beasts (gundarks) that were left behind, a surprise for those who would inevitably follow.

Encounter 4: Inert

The heroes must navigate a series of traps, either on their way into the fortress or on their way out. These are insidious traps, developed by Darth Rivan and his minions, along with some more recent additions. The first warning the heroes have is that the sense of dread they've been experiencing since they've been in the fortress begins to get even stronger.

Encounter 5: Inter

Deep within the Sith fortress, the heroes find a chamber containing two very interesting things. One is a door that looks like it might have been indistinguishable from the wall around it until recently. The other is a dark altar, the stone of which recently seems to have been partially melted, and which is covered with a strange script (Sith writing). This script, when deciphered, provides the secret of the origin of Sith Battlelords (see GM Aid 1). Unfortunately for the heroes, there is also an ancient guardian, a Sith spirit named Darsin who was once apprentice to Darth Rivan. He's not that bad, as Sith spirits go – but he's bad enough to be a problem for a group that isn't equipped with a Sith artifact.

Encounter 6: Return

The heroes can make their way out of the fortress with the text, the body, and whatever else they can gather along the way. They reach the Jedi Academy and are led by Master Lanius to the lower level, where a number of unconscious individuals are laid out on tables. Two of them are Jedi, the others are various ruffians who showed up on the security tapes from outside the fortress. All of them wear identical amulets, made of gold and centered around a glowing orange gemstone. The heroes learn that these individuals have had their Force-essences drained, leaving them husks, but that the essences can be retrieved. In fact, the heroes can utilize the bodies of any of the six to "travel" in, removing the risk of damage to their own (probably more fragile) forms. When the heroes have made their decision, any player who chooses to have his or her hero inhabit another body is given a character sheet specifying his or her new capabilities (Player Handouts 2-7). The heroes are also given a translation of the tablets they uncovered in the altar chamber, describing the Battlelords (Player Handout 8), and what little information the Academy has been able to gather about the mastermind of the entire plot, Phylus Mon (Player Handout 9).

Intermission

Take a break. Let people gawk at their "new" characters. Smirk evilly as you flip through the last half of the event.

Encounter 7: Approach

The heroes make their way to Mon's ship, *Animiasma*, which the slaver has attempted to hide within the Asteroid Belt as he completes the promised repairs to the darkstaff (he's working off the assumption that this is the last place anyone would look for him, given his proximity to Nirama). They must deal with a pair of drone fighters before finding themselves faced with a ship that seems cloaked in black. Aside from the drone fighters, the black ship's defenses do not seem to be operating, and this is where the heroes may begin to sense how very wrong things are. Heroes who played "Philology" recognize an unpleasant presence, "like soot in the air, or oil on top of a pond", that they last felt when they were near the darkstaff.

Encounter 8: Avoidance

The docking bay of Mon's ship is a place of confusion. Members of a half-dozen species mill about, most of them armed and looking dangerous, all of them apparently lost. None of them have any awareness of the existence of any other creatures, or even the arrival of the heroes' ship, and most seem to be searching for someone to crew a ship of their own. A sensor scan of the docking bay indicates that some sort of high-frequency noise is being generated. Any hero who does not plug his or her ears prior to exiting the ship runs the risk of becoming disoriented and lost like Mon's people.

Encounter 9: Conflict

At some point, the heroes pass through Mon's private zoo. There are creatures here who want to kill anything that moves, and other creatures that would help the heroes, if freed. The problem is identifying which are which. Some are sentient, but mad. Many are not what they appear. Several guards should provide the heroes a warm-up for what's to come, but the key element of this encounter involves the heroes' decision about what to do with the zoo itself.

Encounter 10: Valence

The darkstaff is slowly taking over Mon's ship, trying to drain it. However, the heroes are an element that it didn't expect. It much prefers being an object of desire, a thing that those around it want to use. Individuals who not only don't want to see it repaired, but want to see it destroyed, must be kept at a safe distance. It tries to tempt the heroes away, offering them the things they most want. Whatever the heroes value, the darkstaff (in the "borrowed" body of a young human girl, one of Mon's slaves) offers them. It is more powerful than they can imagine, it assures them, and if they do not cease in their foolishness, they will be killed. Isn't it better to profit from this venture than to die?

Encounter 11: Force

Mon offers the heroes a single opportunity to turn around and leave. He doesn't expect them to comply, and the question itself is a signal to his lieutenants to initiate combat mode. For a round, things look like they might be manageable, if difficult. Then Mon's personal bodyguard arrives – an enormous, angry Wampa with a black sword. The heroes are in for the fight of their lives, as Mon's small army of Mantessan Panthacs, Coruscanti Ogres, the Wampa, and his Chev Force-users attack.

Important Note to Judges: This is a high-threat event. The challenges the heroes face are moral (Do we borrow the bodies? What do we do about the slavery, the zoo?) and emotional (How do we confront the darkstaff? Can we deal with a slaver utilizing Sith artifacts without giving in to anger ourselves?), in addition to the raw combat. Don't let the event be about just one of those things – let the heroes experience all of them. The hardest part about running high-level adventures is challenging the heroes in more than just a combat sense. Anyone can throw together some creatures, templates, and special abilities to make a big fight, but being a high-level character is about more than being a "buff" combatant. It's about making a difference, making the galaxy a better place. The reason the heroes are initially called on is because they are some of the most powerful individuals in Cularin. Their success, however, goes much beyond that power. Success against Phylus Mon depends on good judgment and wise use of resources – and the ability to know when it's time to run. The heroes have to destroy the vessel that holds the Force essences of the captured individuals. No one ever said they had to kill Phylus Mon, his bodyguard, or any part of the small army that travels with him. Resourceful heroes may have even devised a way to keep from having to do that dirty work at all – since one of the other things high-level heroes have is contacts. No one but the heroes, though, can do the one thing that most needs to be done. The heroes must free the trapped essences, if they are to be successful. How they get there is up to them, to you, and to the story as it unfolds.

PLEASE BE SURE to bring a packet of index cards with you when you run this event. The index cards make it infinitely easier to organize and run the combats. I would recommend pre-rolling the initiatives for Mon and his minions in the final Encounter and recording that in advance in the upper right corner of the cards. Trust me when I say, this will save you a great deal of time.

One other thing that I've done, which is slightly

non-standard, is provide music recommendations. In general, I tried to bear in mind that if you're playing this in a convention environment, you don't have time to swap CDs every encounter, so the recommendations for Encounters 1-6 come from the *Star Wars Episode I: The Phantom Menace* sound track, while those in Encounters 7-11 come from *Star Wars Episode II: Attack of the Clones*. You can, of course, feel free to choose other music for a given encounter, or none at all. This just seemed like a fun way to enhance the play experience.

Opening Crawl

Music recommendation: Track 1, Star Wars Episode I: The Phantom Menace soundtrack; Main title

The Clone Wars have come to Cularin. Death and destruction, loss and strife, all the companions of war, have come as well.

In the midst of the madness, a ship slipped past the Thaereian forces and into Cularin – a run that should have been impossible, but which was, it seems, accomplished almost as easily as the same ship settling into orbit above Almas, unnoticed, for ten hours before departing.

A half-dozen people know of the existence of this ship. That number is about to double...

Encounter 1: Onset

Key ideas of this encounter: bring the heroes into the adventure, convince them of the seriousness of the problem, get them moving

Music recommendation: Track 8, Star Wars Episode I: The Phantom Menace soundtrack; "He Is the Chosen One"

Sometimes your comlink beeps, or someone shows up at your door, and you know that things are going to be rough. It's happened before. It will probably happen again. After a while, it gets easy to become dulled to the sensation of being called upon. Still, when you activated the datacard you received this morning and saw the stoic face of Jedi Master Lanius Qel-Bertuk, and when he spoke your name, you knew this time would be different.

"I apologize for troubling you, but there is trouble that threatens Cularin. Your reputation and heroic deeds brought you immediately to mind. Please catch the earliest shuttle to Almas, or bring your own vessel.

Time is of the essence. There is a threat that must be dealt with, and I need your assistance.”

And so the module begins. Modify the above text for heroes who are already on Almas, of course.

The datacard is delivered by a Padawan who is both thrilled and terrified to be doing a task for Master Lanius. Janiah, a young Twi’lek, doesn’t know why the heroes are being summoned – only that she was sent to deliver the datacards to a number of individuals, and she needs to keep moving. If the heroes want, they can catch a ride back to Almas in the shuttle that’s waiting for her.

You can run this introduction however you see fit, bearing in mind that there is a lot of material to cover in the next eight hours. If you’d like to have Janiah gather the heroes one at a time and take them all back to Almas, that’s fine. If the heroes are so spread out that you need to give Janiah a twin to do part of the recruiting, that’s also fine. The important thing with the messenger is that she’s nervous. She picked up on something unpleasant that she can’t identify (a disturbance in the Force), and now she’s been sent to deliver messages to a bunch of people she’s heard a lot about. Because, let’s face it: by the time heroes reach 9th level or higher in a system the size of Cularin, people know who they are. If you know the players at your table and are familiar with their heroes’ exploits, Janiah may even bring up some of the particularly heroic deeds, in an, “I heard this about you, is it really true?” kind of way. She’s equally deferential to Jedi and non-Jedi alike.

It doesn’t matter how the heroes get to Almas. They can travel with Janiah, they can take their own ships, or they can hitch-hike. The first time you have them all in the same room together (this may be when they arrive in Master Lanius’s antechamber) allow them a few minutes to introduce themselves and describe their heroes. Once that is done, read the following.

The air in the antechamber is heavy and nervous. Master Lanius’s door remains closed, but you can hear muffled talking from inside. A window on the southern wall shows a thick cloud rising above the horizon.

The heroes can roll Knowledge checks (possible relevant knowledge skills include “Cularin system”, “Meteorology”, “Nature”, or anything else that seems relevant; this is one of the places where having a chance to look over the character sheets before the game begins is helpful, and one of the reasons I included non-standard Knowledge skills as something for the players to record on their information cards for you), DC 14, to realize that this can only be a sandstorm whipping up in

the desert.

After another minute or so, the door swings open. Master Devan and a half-dozen other top-ranking academy Jedi (feel free to include the mentors of any Jedi heroes in this troupe) walk quickly from Lanius’s office and are out the door without a word. They aren’t trying to be rude, mind you – there’s clearly something they’ve been sent to do. Then Lanius is at his door, gesturing to the heroes.

“Please, come inside. Sit.”

Allow the heroes to step into Lanius’s office and have a seat, if they so desire. Lanius waits until they are all inside, smiling tiredly and greeting each hero by name, then closes the door behind them.

He walks into his office and to his window, where he stands with his hands behind his back and stares toward the growing cloud. Without turning toward you, he speaks.

“We have been attacked. If we don’t look as though we’re under attack, that’s because it happened to the south.”

He pauses. There’s only one place to the south where the Jedi might be attacked.

“Our guards at the Sith fortress were set upon early this morning. The sandstorm you see in the distance has raged off and on since yesterday, and communication has been spotty. While we keep over twenty Jedi down there at any given time, only six guard the south entrance – but those six are usually among our most skilled, because we know the least about that entrance.

“Three of them have become one with the Force. Three others are missing, probably inside the fortress. The storm has made tracking difficult, but what we can tell indicates that a sizable group entered the fortress following the skirmish, but fewer came out.

“Because of the war, we do not have enough skilled Jedi to send in to search that fortress as quickly as we might like. We need your assistance. Go in and see if you can find the missing three.”

Lanius can then answer questions.

Were there security cameras? ***There were. The sandstorm was heavy when the attack came, so the visuals are blurred and even the heat signatures are partially masked. Our people are working on the videos to determine who or what we’re up against.***

Is there any way to know if the attackers are still on the planet? ***We don’t believe they are. There was visual***

confirmation of a ship, leaving orbit, four hours after the attack. It never showed up on any sensors, though.

It was cloaked? *Most likely.*

How? *We don't know.*

Were there any markings on the ship? What style ship was it? *Reports are spotty. The pilot who saw it most clearly said that it reminded him of a ship he saw off-loading living cargo in Hutt space. We're following up on that lead, as with all the others.*

Why didn't the other Jedi around the fortress come to help? *The fight itself was apparently over quickly. Some of the Jedi present went into the fortress to start to search when they realized what had happened, and a few came back far enough to be clear of the sandstorm so that they could call for help.*

Did they see anyone? Didn't they re-establish guards at the front entrance? *They did. The intruders managed to slip out during another heavy portion of the storm.*

Slip out? How do you "slip" past Jedi? *If I had to guess, I'd say they used illusions to augment the sandstorm. But if they created illusions that fooled Jedi, these individuals aren't to be trifled with.*

Are they Believers? *We aren't sure. The Believers are the reason we keep guards out there, rather than just a research team, but this was a very precise strike. They were in and out in under two hours, and they killed at least three Jedi.*

Did any of the enemies die? *If they did, they carried off the bodies.*

What, exactly, do you want us to do? *You will be one of the search teams. You will be assigned a portion of the fortress to search for any signs of the intruders or the missing Jedi. You have three hours to complete your search and return to the surface before we send a team in after you.*

Are all the other academy Jedi accounted for? *Yes. Only three are missing. We've made sure to check on the whereabouts of all the Padawans and Knights affiliated with the academy.*

What were they after? *We don't know. There are still sections of the fortress that we haven't explored, for safety reasons.*

You think that's where they went? *That's one*

possibility. There are also sections we have explored that we don't completely understand.

What part will we be searching? *You're one of our more powerful groups. There are two teams of Knights who will be searching portions of the less-explored areas of the fortress. You'll be in those areas as well.*

Why not have more Jedi do this? *Because there aren't enough of us here right now, and there's no guarantee that the assault on the fortress wasn't designed to draw the most powerful Jedi away from the academy.*

Are Master Devan and the others we saw leaving going down there? *Master Devan is not. Her place, like mine, is here. If there is another attack coming against us, I suspect it will come against the academy proper.*

Have you foreseen that? *No.*

Who are the dead and missing Jedi? *The dead are Milak Sonloam, K'kur, and Tresten Agai'i. The missing are Valiri, Constanten, and Vorlocca. [Human male, Twi'lek male, Human female, Skrilling male, Tarasin male, and Wookiee male, respectively. Jedi heroes are familiar with all of the Jedi; they are/were respected Knights, none of them slouches in combat. The three missing were, however, more physically powerful than the other three.]*

What resources do we have available to us, from the academy? *Whatever you need.* [Translation: Anything the heroes could normally acquire, but might not have bothered to pick up. Unfortunately, the Jedi Academy is not a great place to pick up big guns, explosives, or other such items.]

How do we get there? *I'm going to have a shuttle take you in and set you down a hundred meters from the front entrance.*

In the storm? *Auto-pilot. You'll also be above the storm, until you reach the landing zone, when you'll have to pass through it.*

Is there anything at all we know about the attackers? *There were between ten and twelve of them, of varying sizes. So far, we've only identified five individuals coming back out of the fortress, but the videos are still being analyzed.*

Will you be able to get us information if you learn anything important? *If we learn something you need*

to know, we will get that information to you. If I have to get in a shuttle and deliver it myself, you will have it. But it shouldn't come to that.

Why us? *Because you have shown yourselves to be some of Cularin's most dependable, resourceful, hardy heroes. We need the best.*

Are we getting paid? *If you need money, we can arrange some. We really don't have time to negotiate it now. You have my word – you will receive compensation, if that's what you require to do this.*

The Q&A could go on for hours. Don't let it. They really do have to get to work, and Lanus knows it. Use the above as guidelines for what he knows and what he wants them to do.

"Go, then. And may the Force be with you."

Encounter 2: Insert

Key ideas of this encounter: the heroes arrive at the entrance to the Sith fortress that was being guarded by the Jedi; they can speak with the Jedi currently in charge and do an initial search of the area as they prepare to head in

Music Recommendation: Track 16, The Phantom Menace soundtrack: "The High Council Meeting and Qui-Gon's Funeral"

Your shuttle skims along less than 100 meters above the swirling cap of the sandstorm. Winds shove you from side to side, and every few seconds, a funnel of sand bursts upward, forcing a quick, evasive maneuver. The trip feels both longer and shorter than it actually is, and before you have time to get truly queasy, you begin to settle through the kicking, ripping cloud of sand.

The shuttle puts down directly on the landing platform. Outside, the sand is swirling thick enough that the heroes can't see more than five feet from the front of the ship. After a few seconds, they hear a banging on the shuttle's hull. Someone wants in.

The "someone" is a Jedi Knight named Treibeiu, a Human female whose face (even when she hasn't been exposed to a sandstorm lately) is somewhat gritty and harsh. She is a serious woman who takes her role as a Jedi equally seriously; any Jedi trained at the academy knows her as one of the finest users of illusions they have ever met.

Treibeiu enters with her face wrapped against the

storm. She unwraps it, introduces herself, and gets right down to business. While her face is rough (to put it kindly), her voice is high-pitched and pleasant.

"I'm going to escort you to the site. Please take a look at the viewscreen, and let your eyes see what your mind might not want to. I'm going to create an illusion to guide us, so if you resist, you may not see it. Questions will be dealt with inside. Oh, and it may not look like a sandstorm where you walk, but it will still feel like it. I suggest you protect your faces."

There are sufficient wraps available, and goggles, that the heroes can all protect their sensitive facial regions. Treibeiu then waves her hand, and a path appears through the sandstorm, leading to a doorway thirty meters distant.

If need be, remind the players that they can voluntarily fail the save against her illusion; that is what she was asking for, without putting "gamespeak" terms in the NPC's mouth.

They reach the door and it opens, revealing a section of desert and an obsidian-like doorway, with steps leading down into the earth. A trio of Jedi Knights stand just inside the door to this enclosure, and gesture the heroes to chairs along the wall. It's obvious from inside that it's little more than a thick-walled tent. Once they are all in, Treibeiu speaks.

"We put these walls up as quickly as we could, after the attack, to help us control the area. I wanted to ensure that every group we sent in had a chance to see what happened here. I'd rather you weren't surprised."

"Much of the evidence has been wiped out; the tent wasn't put up until after the attackers exited. But you will have a chance to search the area, and if you like, I can show you what I found when I first arrived from my post ... elsewhere."

She can answer questions, the heroes can search, and she can create an illusion of what she found. Each of these possibilities is outlined below.

Viewing the Area

If the heroes want to see what Treibeiu saw, she can create an illusion of the aftermath of the battle scene, as she found it. It's not pleasant – adjust this box text to be less graphic if you have even the SLIGHTEST notion that it might be inappropriate for your group. Remind them again that if they want to see all the depth of her illusion, they can choose to voluntarily fail their saves.

Treibeiu nods, takes a deep breath, and closes her

eyes. The tent disappears around you and you see (but do not feel) sand begin to blow. Shapes appear in the sand – bits and pieces of shapes, at least, which you soon recognize as bodies of fallen Jedi. Two lie near the archway, multiple wounds in the head and chest, their lower bodies already obscured by sand.

I could go on, but you get the impression. There are three dead Jedi, lots of blowing sand, and not a whole lot else. The wounds that are visible are primarily physical wounds – either large weapons, slug throwers, or both.

Searching

Even with a lull in the sandstorm between the onset of the attack and some number of the attackers leaving again through the same entrance, most of the tracks were still destroyed. Heroes who have focused heavily on tracking may still find evidence of who – or what – was here.

Survival DC	Information Gained
0-25	Look, it's sand!
26-30	Tracks around the obsidian archway indicate that thirteen individuals went in – six came out.
31-39	Three individuals whose movement and positioning indicate they were defending the entrance were among the thirteen who went in – they went in after the other ten.
40+	The tracks coming back out are deeper than those going in, in some cases. One of the sets of tracks almost definitely belongs to a wampa. A BIG wampa. None of the tracks coming out match the tracks of the defenders who entered the fortress.

A general search of the area turns up little. The heroes can make search checks, but there wasn't much left behind. A successful Search check (DC 44) allows the heroes to turn up a spent power cell from a blaster carbine and a trio of slugs from a slugthrower, all in the sand near the archway. (If nobody picks up on this, give any combat-minded types an Intelligence check, DC 14; on a success remind them that if you know you're going up against Jedi, and you know some of them can dissipate blaster fire, you may choose to use other forms of ammunition.)

Asking Questions

There aren't a whole lot of questions Treibeiu can give

detailed answers to. Here are some that she definitely can answer, though.

How long was it before the tent was put up? *From the onset of the attack? Around 2.5 hours.*

Why was there not a tent here to begin with? *It's simply not the default for our guards. In a storm like this, the tent could be used against us as easily as it could help us. Someone on the outside cuts guide ropes, the tent falls, and the struggling lumps beneath the fallen canvas make easy targets.*

How did this happen? *As with any such attack, it took planning by the attackers, and a number of things not working well for us.*

Did they have someone on the inside? *Do you mean, did one of the Jedi on guard betray us? We hope not. But no one is perfect, so it is possible.*

We were told there are two teams of Knights going in. What's their status? *They're already inside. They have their portion of the facility to search, and you have yours.*

And ours is where? *Here. Take this.* [She hands them a datacard which contains a map. The map is included as GM Aid #1. We've included another as GM Aid #2, which actually has things marked on it that **you** need to know. It's always fun to give the players something they think they shouldn't have.]

What does this map mean? How was it generated? *It's based on seismic scans. We've mapped out the general shape of this part of the facility in cross-section, but haven't engaged in any kind of exploration. We were focused on other parts of the fortress.*

So we don't know what all's down there? *No.*

Is it likely to be dangerous? [If they ask, there is no answer to this question but an incredulous stare. They're asking about whether a Sith fortress is likely to be dangerous?]

We were told something about 3 hours? *That's how long you have to go in, explore this small section of the fortress, and come back out. After 3 hours, we send someone in after you, probably one of the other teams. If you're back early, and one of the other teams isn't, you may be asked to go back in after them. We can't afford to lose anyone else in there.*

So there's been no sign of the three missing Jedi yet?

Not yet.

Are we going to have to go through that underwater section again? **No. That's just one of the sections of the fortress, and one of the ways to access it. You're going into a section that hasn't been explored in quite so much detail.**

Are there tracks inside? **No. The upper levels have been blown clean by the winds. We aren't sure which of three main tunnels the individuals who went in took. Maybe all three. You may find tracks deeper down, but there's nothing near the surface.**

Any advice? **Come back out alive. Don't believe everything you see. Remember, the pull of the dark side is strong in this place – don't give in.**

Once they've done everything they want to do here, the heroes are free to enter the Sith fortress.

Music Recommendation for entering the Sith fortress: Track 10, The Phantom Menace soundtrack: "Passage Through the Planet Core"

IMPORTANT NOTE TO THE JUDGE: Running Encounters 3-5

There are at least two options the heroes have when making their way into the Sith fortress. One takes them down a spiral staircase and into a room that seems to have been used as a slave pen, of sorts; it is here that the heroes may find the body of one of the missing Jedi, along with a trio of guardians left behind by Mon's people. However, there is no requirement that they visit this area first (or, technically, at all). They can also ignore the spiral staircase and follow a more winding way into the bowels of the fortress, but this way is filled with traps that the heroes must overcome if they are to succeed. From either direction, the heroes then come to a shaft that leads into the lowest layer of the fortress, where the real danger awaits. As you'll see, you may begin in 3, then deviate to 4 and 5 before returning to 3, you may complete 3, then go to 5, only later returning to 4, and you may begin in 3, then do 4 and 5 and never actually finish 3. It all depends on what the heroes decide to do.

Encounter 3: Overt

Key idea of this encounter: choosing a spiral staircase whose walls are covered in Sith symbols, the heroes find themselves facing a trio of gundarks left behind by the individuals who just came through

Music recommendation for Encounter 3: Track 14, Star Wars Episode I: The Phantom Menace soundtrack: "The Droid Invasion" and "The Appearance of Darth Maul"

NOTE TO THE GM: It is important to establish, right from the outset, a marching order. The heroes can walk two abreast throughout the fortress, so you need to find out RIGHT NOW who's in the front, who's next, how far apart the heroes are – get it all down. It becomes relevant. It's better to ask for it now than when you get to encounter 4 and are ready to start springing traps on them.

If you've ever been in a cave, you know that it's cold. In general, it's pretty chilly below ground level, because there is no regular source of heat.

Now, consider what it might be like to be in a cave on a world so far removed from the sun that plants generate much of the ambient light on the surface, where the average temperature is low to begin with. It isn't just cold, inside the Sith fortress. It's like an icebox, and the heroes are coming into it from a sandstorm. It's something of a shock to the system, so every hero who doesn't mention donning a breath mask prior to stepping through the doorway into the fortress needs to roll a Fortitude save, DC 15.

Let everyone roll this save before you inform them that the ones who failed are dazed as the chill in the air permeates their lungs, momentarily freezing them to the spot. This daze effect, as is typical for such a condition, only lasts for one round, and nothing is going to happen during that round that makes it matter one whit. It's more a wake-up call than anything else. Heroes can and do fail saves. Perhaps gentle reminders such as this will keep the heroes from being overly hasty as they move through the fortress. Besides – it's good to make them nervous.

Once they're inside the fortress proper, the air is breathable, if cold. The heroes' breath makes clouds of mist (assuming they aren't wearing masks), but one thing the Jedi have done is make sure the air is not toxic for the teams that have gone into other parts of the fortress, so if the heroes don't have masks, or don't feel like wearing them (aside from Kel Dor, of course, who still need their breathing apparatus), they aren't harmed by the environment.

There are plenty of other ways to harm them. Believe me.

The howling of the sandstorm diminishes as soon as you're through the doorway. The air inside is so cold that it makes your lungs burn and stings your eyes. The tunnel – roughly five meters to a side – leads down, and then levels off into a long, straight corridor

exactly like what you can see on your map. Thirty meters down the tunnel, a stairway spirals into darkness.

This is the point where the heroes must make a decision. Do they take the stairway, or continue on down the corridor? They can tell from the map that the stairway likely gives them the straightest path to the deep levels of the fortress, but any good dungeoneer knows that the straightest path is only rarely the safest. That this is the case here is quite beside the point.

If the heroes choose to take the staircase into the depths of the fortress, continue with encounter 3. If they choose to take the longer path, please go to encounter 4.

The Stairwell

(Indicated as “A” on the map)

The staircase is cut into the stone, winding its narrow way down and down, into the heart of Almas. The steps themselves are clearly not cut from Almas stone. Each step is dead black, its surface gritty and unpleasant, and looks and feels like nothing you’ve ever seen.

The walls of the stairwell are decorated with symbols that are likely a language of some kind. While some of them look familiar, it’s not a language you’ve ever seen written down before.

Question one, which is likely to arise: What is the stone? Anyone with a relevant skill (and in this case, “relevant” may be anything from Knowledge: Alien Species/Architecture/Engineering/Medicine to Treat Injury) may roll against that skill. The DC is 25. Success (assuming the heroes stop to examine a step) allows the hero to realize that this isn’t stone at all. It’s petrified bone, and each step (1.5 meters wide, 25 cm deep, 20 cm high) is a single, solid piece.

There are also likely to be questions about the writing. It is, in fact, written in the ancient language of the Sith. No translator droid is going to be able to do squat to read it, either. Droids only know what they’re programmed to know, after all, and the individuals in the galaxy who know the Sith language aren’t using it to program droids. The heroes are welcome to take rubbings of the symbols as they move, or to create holorecordings of them. Heroes with Knowledge (Sith lore) may roll that skill. Success on a DC 18 check indicates that they have recognized the language for what it is, but that still doesn’t allow them to read it. The only ability that might be useful here is the Decipher Script ability, which (at the time of the writing of this event) was not available to any of the classes available to heroes in LIVING FORCE. However, if that should change, a successful deciphering of the

script reveals that the writings describe the exploits of Darth Rivan, his contributions to various battles, and his own status as one of the greatest leaders in the history of the Sith. (Which is what you would expect them to say, having been written by Rivan himself!)

Regardless, this is the wrong place for anyone to obsess about what the writings mean. It is inevitable that someone will, though. Give the hero an Intelligence check (DC 10) to realize that the intricacy of the symbols is such that it would take the best computer in the system at least a week to identify the patterns of the language and translate it, so taking a lot of time to try and do so now is not a good idea. (Deciphering script is too intuitive for computers to do it quickly.)

About thirty-five meters down, you may ask for Spot checks (DC 20). Any hero who is Searching as he or she moves need only make a DC 15 Search check to notice the following: There is a smear of fresh blood along the wall, beneath one of the symbols. If the heroes possess the appropriate equipment and/or skills, it requires a DC 25 Treat Injury check to identify it as Wookiee blood. This can be confirmed if the heroes conduct a detailed search of the surrounding area, since a tuft of Wookiee fur can be found in a nearby crevice (DC 31 Search).

The room into which the staircase opens is 40 meters by 20 meters. At one end is a closed door. At the other end is a series of cells.

You take the last step and find yourselves in a long, cold room. The air, cold and thick, clings to your flesh.

Anyone who is not wearing a mask also smells a strange combination of blood and musk.

Give the heroes Listen checks, DC 20. Anyone who succeeds hears a growling, followed by a ripping noise and a series of disgusting, slurping noises, from the direction of the cells.

This would be the sound of a gundark, ripping into a dead Wookiee Jedi.

There are three gundarks in this room. One is shredding Vorlocca’s body. Another is resting atop the cells (DC 25 Spot to notice the prone form up in the shadows). The third is half-asleep on a shelf above the door at the opposite end of the room from the heroes (DC 35 Spot to notice this creature). Be sure to give the two gundarks that aren’t currently eating (one atop the cells; one sleeping) Spot and/or Listen checks to notice the arrival of the heroes (the one that’s half-asleep has a penalty of five to both rolls). Stat blocks for the three gundarks are included with all other relevant stat blocks in GM Aid #3.

If the heroes can identify the three threats and deal with them from a distance, this could be a very easy

combat. If not, it could get bloody. Still, it would be uninteresting to kill the heroes in the first fight. Shake them up a little, but bear in mind that you're going to have six floating lightsabers to whack at them with in encounter 5.

A note on tactics: The gundarks are maddened. As maddened creatures, their default is to try to hit as HARD as possible. Thus, they begin by power attacking for seven points, and only cease power attacking if they just can't hit their targets.

Once the heroes defeat or subdue the gundarks, they can examine the body. It is, in fact, one of the missing Jedi Knights, and he's been dead (DC 22 Treat Injury) for at least two hours. It's unlikely that the gundarks killed him – it looks more like he was left here to keep them fed and occupied until someone else wandered down.

When the heroes open the door at the opposite end of the room from the cells (a little more searching reveals that this was likely a place where slaves were kept, long ago), they trigger the first part of a fortress contingency. The door, while it opens freely enough, was not designed to be opened from this side. The heroes need only push it, but doing so sets a mechanism in the ceiling in the tunnel beyond such that when the door at the far end of the tunnel is opened, exposing the shaft leading into the lower levels of the fortress, the tunnel behind them collapses and makes it impossible to leave in that direction.

Because I'm not a huge fan of box-text "you can't do that" scenarios, though, there is a way around it. Heroes who Search the tunnel (DC 35) can identify that a mechanism has been partially triggered by opening the door. It can be disabled with a DC 40 Disable Device check – but bear in mind that no bonuses that have anything to do with disabling computer equipment count (although to be fair, anyone with at least five ranks in Knowledge (Engineering) gets a +2 synergy bonus to the check). This isn't slicing the Cartel's network, this is dealing with a mechanical trap, and a very complex one that's embedded in a ceiling five meters up. If the heroes disable it, however, the ceiling doesn't come tumbling down – but remember, they can't know if they're successful until they try to open the door at the far end of the tunnel.

Why is it set up this way? Because it's a trap. No one was ever supposed to come through the slave pens to get to the lower sections of the fortress. They were supposed to go through the other areas, where individuals with knowledge of the fortress's layout could easily avoid all the traps.

The shaft leading into the deeper sections of the fortress is accessible from area D, or from the tunnel leading

away from area B. What the heroes see is the same in either case.

The door swings inward, revealing a shaft leading down into a blackness that exhales cold decay. A cable glistens dully in the center of the shaft. Somewhere far below, the fortress settles, sighs.

If the heroes chose this route and immediately elected to descend the shaft, skip encounter 4 and proceed directly to encounter 5.

Encounter 4: Inert

Key ideas of this encounter: the heroes must make their way through a series of traps to gain access to the lower levels of the fortress

Music Recommendation for Encounter 4: Track 11, Star Wars Episode I: The Phantom Menace soundtrack: "Watto's Deal" and "Kids at Play"

NOTE TO THE GM: If you haven't already been doing so, make sure to let any Force-sensitives know that this place makes their skin crawl. The dark side permeates everything – it's in the air they breathe and the stone on which they walk. Heroes who played the "Almas, Sweet Almas" trilogy may remember it feeling unpleasant in the fortress. They were in one of the light and fluffy parts, then. This section of the fortress is much, much darker. Play it up. Have fun.

There's a grand tradition in "dungeon crawl" events to throw horrible, despicable, unspeakable traps at the heroes. Fortunately for LIVING FORCE players, the campaign feels no compunction to respect such grand traditions.

Unless it makes sense to the story. For instance, in a Sith fortress.

The insidious aspect of this part of the fortress's defense is that the traps left behind by Darth Rivan have nothing to do with either the Force, or anything technological. They're very traditional traps – spikes, tripwires, swinging blades, and just when they think they're done, a pit – but the reason such things are traditional is because they're effective.

Besides – who comes into a Sith fortress expecting non-Force, non-technological traps?

The labels on the map have NOTHING to do with the location of the traps. I will lay out the traps in the order they would be encountered if the heroes began at the top of the map and worked their way down. If they're doing this encounter backward on their way out, reverse

the order of the traps as described in the walk-through below.

Walk-through

Once the heroes decide not to descend the spiral staircase, the tunnel continues straight for thirty meters before opening into a staircase leading down. The passage then flattens again and continues for twenty meters before bending back on itself at another staircase that twists around and continues deeper into the fortress.

If the heroes have been moving cautiously and searching as they go, they have a chance to notice that one of the steps just after the bend is of a slightly different coloration than the ones above and below it (note that any colorblind hero won't notice this, and really shouldn't be on point anyway in the fortress). The hero(es) in the lead receive a check (Search or Spot, DC 30, depending on whether they declared they were searching as they went) to notice the discoloration. If it's noticed, the step is easy enough to avoid. The heroes can just step over it and to the next step beyond, avoiding the trap.

If anyone steps on that discolored step, however, that hero and anyone within two meters of him (or her) must make a Reflex save, DC 17, as a strip of stone spikes is released from the ceiling and swings down, aiming to impale the person who triggered the trap.

Failing the save means that the affected heroes take 3d8 wound damage. Being impaled on half-meter stone spikes hurts. Succeeding at the save means that the damage is instead applied to their vitality points, since having half-meter stone spikes *almost* impale you only feels marginally better.

Note that Force abilities that cannot be used as reactions cannot effectively stop the spikes from impaling anyone, though if a hero has (for example) readied an action to use Move Object if a physical trap is triggered, that readied action can interrupt the falling of the trap.

Paranoia is its own reward.

At the bottom of the long staircase, the map makes it look as though the way is clear. It's not. There's a wall present that, for whatever reason, wasn't on the map (this is 20 meters west of the entrance to the area labeled "C" on the map). The wall is solid stone, very thick (translation: 400 WP), and is decorated with only two things: A dial, the numbers on which go from 0 to 10, and a lever. The dial is currently on zero, and the lever cannot be pulled while it's in this position. The lever can, however, be pulled when the dial is on any number **other than** zero.

There are no meaningful clues to be had here. The heroes can attempt to scrutinize the dial to determine

where it usually stops, but unfortunately, every time the lever is pulled, the dial rotates from wherever it was left, all the way back to zero. So if it's turned at all, it turns the whole distance. What this pseudo-puzzle comes down to is that this is a Sith fortress, and Sith have lived and died by the rule of two since the time of Darth Bane. It was only following the events on Naboo that the rule of two became (relatively) common knowledge, though, so when Darth Rivan set this particular guard in place, he thought using two as the setting for the door would suffice.

If the heroes turn the dial to 2 and pull the lever, the door slides open. Easy enough.

If the heroes turn the dial to any number other than 2 and pull the lever, or if they do at least 200 WP of damage to the door, the trap triggers and the poison gas is released from vents in the ceiling (DC 30 Search to find the tiny vents if heroes decide to look for them), the floor (DC 25 Search to find these vents; they're easier to notice), and around the dial and lever themselves (DC 28 Search to notice these, since they look like part of the mechanism).

The base DC to disable this trap is 32, if the heroes choose to go that route. But as with so many modules, if they come up with something creative to do to plug the holes, or otherwise get around this trap, that's fine. It's a high-level event, that doesn't mean we don't still want interesting, cinematic behavior. Remember, the point is still to have fun.

If the poison gas is released, the heroes may have a problem. It's a contact poison (1d6 Strength/2d6 Strength), so anyone with exposed flesh (and having a thick layer of fur does NOT protect one's flesh!) immediately needs to make a DC 18 Fortitude save to negate the poison's effects.

The third trap is 10 meters on the far side of the wall (so, still 10 meters outside the entrance to area C). A very fine wire is stretched about 3 cm above the floor (DC 31 Search or Spot, again depending on whether the hero declared s/he was searching for traps). As each hero passes this spot, roll 1d6 behind your hand. For the first hero who does not notice the wire and for whom you roll an odd number, have that hero make a Reflex save, DC 20, as a razor-sharp pendulum swings from the ceiling and makes a go at cleaving the hero in half. Failing the save means the hero takes 4d8 wound damage; succeeding means they actually avoided this one entirely.

Note that again, Force skills that cannot be used as a reaction cannot be used to stop the pendulum or move the hero who triggered the trap, though any hero within 2 meters of the triggering hero who makes a DC 22 Spot or Listen check (they can pick their better) can attempt to make a Reflex save (DC 20) to knock the hero out of the way. If they succeed by five or more

points, they manage to spin themselves out of the way as well. Otherwise, they must make a second Reflex save, also DC 20, to avoid being hit by the pendulum blade. (There are lots of places to potentially earn Force points in this event, and I won't note all of them – but this is definitely one.)

Now that we've been through all the unlabeled portions of this encounter (with one notable exception), we find ourselves in area C. The walls of this room are broken and scarred where something was ripped off the, long ago. A single cabinet remains, adorned with a single lever labeled (in Basic), "Security Controls". It's currently set to "Off".

I'll make this easy for you: The lever isn't connected to ANYTHING. There are no traps that spring if the lever is or isn't turned. There is no functioning security system in this part of the fortress, aside from the myriad traps (which re-set on their own every time they're sprung unless someone takes the time to disable them; once they've been sprung, and before they reset, the DC to disable them is only 20). Oh, and a certain Sith ghost in the basement.

In other words, the cabinet and lever in area C are a red herring. Do keep in mind that there are seven more encounters you need to get through, so toy with the players if you must, but don't let them spend too much time on a non-trap.

Once they're done with area C, they can open the door.

When they do this, pause. The heroes have a map. The map shows that there is no floor on the far side of the door. In fact, there IS NO FLOOR ON THE FAR SIDE OF THE DOOR. Just a 20 meter drop.

What you are listening for, during your pause, is this: "I'm going through the door." Don't ask them, "Do you step through?" Baiting them into falling into a pit is not at all fair. My hope is that no one is blindly rushing ahead right now, when their maps say there is no floor in front of them and they've just had three traps try to kill them horribly and painfully, but if they do, they do.

Anyone who just rushes through the door doesn't automatically fall. I'm not feeling quite that cruel. If someone is silly enough to step through a door with no floor on the other side of it, give them a Reflex save (DC 15) to catch themselves. If this doesn't work out, they get the standard "I'm falling and don't want this damage to go to wounds" Reflex save. Since they're falling 20 meters, the Reflex save is again DC 15, and the damage from the fall is 5d6 (to Wounds if they fail the save, to Vitality if they make the save).

Don't **force** heroes to fall. In fact, I'd be happy if no one ever fell down this last trap. But if they haven't figured out by now that they need to be careful, this is the last chance they get at a reminder before they get to

the really dangerous parts of the scenario.

Area D is a large, empty room. It's hard to tell what used to be here. It's been pretty thoroughly scavenged, though it does seem that someone came through here (the Survival DC to find tracks in this area is 22).

The shaft leading into the deeper sections of the fortress is accessible from area D, or from the tunnel leading away from area B. What the heroes see is the same in either case.

The door swings inward, revealing a shaft leading down into a blackness that exhales cold decay. A cable glistens dully in the center of the shaft. Somewhere far below, the fortress settles, sighs.

Encounter 5: Inter

Key idea of this encounter: the heroes find themselves in the portion of the fortress where Darth Rivan, his apprentice, and their servants made their homes, and must confront the spirit of the long-dead apprentice (although running away is also an option!)

Music Recommendation for Encounter 5: Track 7, Star Wars Episode I: The Phantom Menace soundtrack: "The Arrival at Tatooine" and "The Flag Parade"

This encounter could almost be a scenario by itself. Make sure you have a battlemat available to create the map and, ultimately, to track the fight that's coming. If you're running this in a convention setting, please be VERY mindful of the time between when the heroes step out of the shaft and when they finally confront Darsin in his crypt. Gloss over the exploratory portions of the encounter if you are strapped for time, and help the heroes get to the ritual chamber as soon as possible. If you're really crunched, don't just gloss – skip entirely. These are sacrifices you sometimes need to make in a convention setting, so don't be afraid to have them step out of the shaft and into the library, proceeding immediately into the ritual chamber, and don't feel obliged to read every bit of boxed text as you go.

If, on the other hand, you're running in an environment where you have no time limits – have fun letting them explore.

A NOTE ON THE MAP: The map available to the players shows area E as having a ceiling that peaks 50 meters above floor level. This is correct, cross-sectionally – there are caverns above where the heroes are exploring. However, the portions of the fortress

that are relevant for this encounter are only 5-15 meters in height. Above the heroes' heads, at any given time, is around 5 meters of solid stone; in other words, the Jedi map wasn't completely accurate. Nobody's perfect.

In all areas of these lower chambers, a thin layer of sand has drifted down over the years. It is obvious where the recent intruders went, and where they didn't go, by their tracks (in most cases, I won't even be asking for Survival checks to track; it's just that obvious). Unless otherwise noted, there is nothing remarkable about the walls; they are all cut from the same pale stone as the floors on this level, and while they look like sandstone, their texture is closer to that of glass. The floors, while level, are neither especially smooth nor slick except in the practice room. In addition, unless specified otherwise, the ceilings are all five meters high.

Perhaps most importantly, as the heroes move through the rooms leading them toward the ritual chamber, they become increasingly uneasy. Force-sensitive heroes feel it the most, but even non-Force-Sensitives can tell that something is very wrong in this place. The heroes of Cularin have had many brushes with the dark side in the past, but the ritual chamber – and the crypt beyond – are true dark side sites (the best example of a dark side site in the movies is the cave on Dagobah where Luke confronts "Vader"; use that as your inspiration in building the mood toward the climax of this encounter).

In other words, if they aren't scared yet... they **will** be.

Guardian Chamber

You step out of the shaft into a room strewn with rubble. In amongst the loose stone are bits and pieces of droids.

The droids are the remnants of the guardians of this lower level of the fortress. Most of them were destroyed long ago, but at least two of them were destroyed within the last 24 hours (anyone with meaningful technical/technological skills need not roll to recognize recently-blasted droid bits).

There are no other clues to be had here. Yes, there was a group of individuals who came through here a short while ago. Their tracks lead from the shaft to the only exit from the room, and then return later. There are more sets of footprints going in than out, but it's impossible to get an accurate count because of all the mess.

Storage Chamber

The tracks of the previous visitors do not lead into this area. The walls are lined with shelves, and the shelves are littered with trinkets and household supplies. If the heroes are itching for a souvenir from the fortress, they can pick up any standard (i.e., listed in the RCRB) piece of non-powered equipment worth 500 credits or less here. It's ancient, covered in dust, and potentially ready to fall apart – but it's from the Sith fortress. Six blank certificates are included with this event – not because we think it's necessary to cert every little thing, but because if the heroes decide to take souvenirs from the Sith fortress, it may have consequences down the road.

Servants' Quarters

Beds line the right wall of this room, their mattresses little more than mounds of dust held together by force of habit. Broken chairs and tables litter the floor. At the far end of the room, a tattered curtain hangs, half-concealing an antiquated waste removal unit.

There are no tracks leading into this room. Just looking into the room, it isn't that impressive. There are a half-dozen beds, and it's clear that this is not somewhere that anyone important lived. It's the servants' quarters, and calling the room "quarters" may be kind. It's a place where they could sleep, and share a single toilet, which amounts to little more than a hole in the ground.

The most disturbing aspect of this room only becomes apparent if the heroes step through the door. The entire room is a null-Force zone. Non-Force-sensitives don't notice much (though anyone, after long enough, begins to feel uncomfortable and empty), but Force-sensitives, upon entering the room, immediately feel cut off from something they KNOW they shouldn't be cut off from. That feeling persists until they again leave the room. Lightsabers won't ignite in this room, and any lightsaber that's lit and brought into this room immediately goes out. It only reignites when taken from the room.

Rivan was a sick individual. It wasn't enough that his servants were slaves. Their enslavement involved stripping them not only of their identities, but also their connection to the Force. Any time they weren't directly serving the Sith Lord, they were required to remain in this room, shut up like animals in a cage (there used to be a barred door, in fact; it's long since been destroyed, though the tracks where it used to slide are still present and architecturally-savvy heroes can figure out what the tracks were for – set your own DCs) and cut off from the life essence of the galaxy. No clearer message of depersonalization could be sent than the removal of a living creature's tie to the Force.

Heroes who wish to search the room can, on a DC

20 check, find the following text carved into the wall – in tiny letters, in broken Basic, near the head of one of the beds.

I am lost. We are all lost. There is no emotion, no peace. There is no knowledge, for we are kept in ignorance. We serve the Master blindly. There is no serenity, as the passion to live, to be free, pervades us. Death cannot come soon enough. Life is nothing. There is no Force. There is only loss.

If anyone recognizes this as a variation on part of the Jedi Code and realizes that Rivan probably kept at least one Jedi as a slave, that would be correct. Slavery can touch anyone.

It's also worth noting that the toilet is actually the exit anyone defending the crypt might have used to escape from the crypt if the only (apparent) exit were blocked. It's irrelevant to searching this room, since it was designed to be impossible to open from this side. It's never been used (neither Rivan nor Darsin ever had to escape the crypt, and now Darsin can just blink wherever he needs to go), and the triggering mechanism is two meters down and five meters north, through pipes that are too small to navigate unless the trigger has been pulled (that is, it must be pulled from the other side).

The only time this might become relevant is if the heroes were to somehow get trapped in the crypt and have to find another way out. If that happens, you need to know where this secret exit leads.

Kitchen

The tracks go straight through the kitchen and into the dining area beyond.

Steel counters, empty cupboards, and small piles of dust where food long since rotted into its constituent elements are all that's here. Feel free to describe as much or as little as you like.

Dining Area

The tracks turn right when they exit the dining area, and go through the door into the library.

A long, wooden table occupies the center of the dining area. The table is magnificent, with ornately carved legs that look like writhing snakes and scrollwork around the lip of the table that contains the same strange symbols that decorated the spiral staircase (heroes who didn't go that way might not have seen such symbols until now). The tracks lead around the table and out the door on the north wall.

If anyone touches the table, it crumbles to dust.

Practice Hall

The Jedi academy has a practice hall for lightsaber training, so it only follows that a Sith fortress would have one as well.

This is not, however, the kind of place Master Kirlocca or Master Devan would have ever given lessons. Rather than the padded mat that covers the floor in the academy practice room, this practice room's floor is a sheet of slick, black, glass-like stone. The floor is slightly uneven – higher in the center than on the edges by a centimeter or two – but even this gentle grade is enough, due to the slickness of the stone, to keep dust and sand from settling on the practice surface. Only a half-meter of the floor on each edge of the practice room is not made from this material, and that half-meter is piled with dust and sand.

Anyone attempting to walk on the actual practice surface must make a DC 10 Dexterity check each round or fall prone.

The stone may intrigue the heroes. They may even want to take a piece of it out with them. If they're persistent, they can probably get a little chunk of it broken off – but they won't be able to do it with a lightsaber. Lightsabers don't even scratch the surface. The material is the result of a Sith ritual conducted by Rivan many years ago, because he got tired of running through prone victims – that is, apprentices – and marring his practice area. It's purely practical, and it also only retains its lightsaber-immune quality as long as it's on this level of the Sith fortress, in relatively close proximity to the ritual chamber. If the heroes were to harvest the entire floor, one little bit at a time, and haul it back to the surface (which, let's face it, they can't during the event), it would make for great decoration, but that's about it. It's only special down here.

It probably goes without saying, but there are no tracks in this room. The baddies went the other way.

Meditation Chamber

This room is completely unadorned, save for two objects. One, an enormous throne cut from a single chunk of black stone, takes up most of the center of the area. A smaller seat, little more than a lump of rough granite, sits in front of the throne.

Always two there are. One big rock, one little rock. The smaller rock, of course, is the uncomfortable perch on which the apprentice had to sit for meditation.

This was Rivan's meditation chamber. It has extra-thick walls along the hallway side of the room, to muffle noises from outside. The door is also remarkably thick and heavy. There is nothing else of

interest in this room, and there are no tracks.

Living Quarters and Facilities

These two rooms, and the attached washrooms, are where Rivan and his apprentice slept. Anything that wasn't stone or metal disintegrated long ago, and what's left is unusable junk.

Library

The tracks that led from the dining room into the corridor enter the library through the door in the southwest corner of the room.

The walls of this room stretch over ten meters to the ceiling, and every wall is covered with shelves packed with ancient, dusty tomes. A single chair sits in the northeast corner of the room, and a huge pair of double doors stands open in the southeast wall.

The books on the shelves disintegrate if touched. However, if the heroes search, they can find a small sliding panel (Search DC 28) on the eastern wall. Behind that panel is a large box, one-half meter square and made of pale gray metal that any hero who played "Coruscanti Dawn" recognizes. It's Mandalorian iron, which is impenetrable to most Force abilities and cannot be harmed by lightsabers (this iron is what gave Rivan the idea for his practice room). The lock on the box is also made of Mandalorian iron, so it can't just be sliced open, and right now is a BAD time to be hanging around trying to pick a lock. If the heroes insist on mucking about with it, there's a certain Sith spirit who may just get tired of waiting.

Ritual Chamber

The ritual chamber lies beyond the doors in the southeast corner of the library. These are huge, stone, double doors, their faces covered with interwoven strips of pale gray Mandalorian iron that have been permanently fused to the door. The doors are a full ten meters tall, and would probably be almost impossibly heavy to open – if someone hadn't already done the work for the heroes.

The taint of the dark side is strong. As the heroes approach the doors they hear voices beckoning, cajoling, offering power and glory – all for a promise.

Make the promise. Seal the pact. Make the promise. Seal the pact.

The heroes get the distinct impression that if they agree, if they make the promise – without knowing what it is they're promising – they will gain power. But it will

most definitely be the power of the dark side, and there will be NO coming back.

Anyone who says they agree should be treated as a viable target for possession by Darsin in the following portions of the encounter (this usually requires calling on a dark side spirit to assist in a Sith sorcery check, but the hero who makes the promise and seals the pact has done, for our purposes, the moral equivalent). This may complicate matters somewhat.

This is the only way the heroes can go. Once they step through the door and into the room beyond, read the following. Then proceed with the Will saves.

You cross the threshold and the voices in your head go silent. A pale amber light suffuses the room, emanating from ancient glowing rods that run overhead along three walls. On the far side of the room is a dais of black stone. It stands a half-meter tall, four meters wide, and two meters deep. The amber light seems to ooze around the dais, unwilling to actually touch the stone.

All the places you've been, all the darkness you've seen, all the evil you've faced – nothing has ever felt as utterly wrong as this place feels to you right now.

I believe I mentioned Will saves; not everyone gets one. This is a major dark side site (per the *Dark Side Source Book*), and as such, heroes who are Force sensitive need to immediately make Will saves. If the hero has levels in a Force-using class (any Jedi class or Force Adept), the DC is 20. If the hero is simply Force sensitive, but does not have Force-user levels, the DC is 25. IMPORTANT NOTE: This save determines whether or not the hero can use Force points while within the dark side site. As such, the hero cannot use a Force point to call on the light side to help make the Will save, because until the save is resolved, there is no way to be certain the hero will be able to touch the light side in this manner. However, the hero CAN use a Force point and call on the DARK SIDE to help make this save. This, as ever, gives the hero a dark side point – but it may be worth it, to avoid what comes later. Of course, the heroes won't know the consequences of failing the save, even if the players do.

Here is the short version of what to tell the irate player who wants to use a Force point to make this save: This place is strong in the dark side. Until you establish that you can actually touch the light side by making this save, the only way you can gain the benefits of a Force point are to call on the dark side. It's THAT powerful, here. And it's not something the author made up to hose you, either. It's based on a strict reading of the *Dark Side Source Book*, which you are welcome to reference after the event is over. The dark side, after all, doesn't play fair.

Below are the consequences of entering a dark side site.

If you are not Force sensitive, you don't get a save. For the duration of the time you are inside the dark side site (the ritual chamber and crypt), your mind is so clouded by uneasiness that you cannot spend Force points. If you try, it simply fails; you don't lose the Force point, but you also get no benefit from it.

If you are Force sensitive or a Force user and you fail the save, you have the following consequences (don't tell the heroes the consequences until all of them have rolled the saves):

1. You cannot use Force points to call upon the light side of the Force (but the dark side is in easy reach)
2. You have a -6 penalty to all skill checks and attacks
3. You have a -4 penalty to defense

These penalties last for one hour, and do not abate if the heroes step back out of the room. Do NOT tell them how long the penalties last, and smack the first player to pull out a copy of the DSSB and say, "It's only an hour, let's go back out into the library" for using metagame knowledge (use your judgment as to whether any such offense is worth penalizing roleplay experience awards). Then have Darsin animate his lightsabers and send them after the heroes; he knows they're weakened, and he's a Sith ghost – he's going to take advantage, NOT play fair.

Note that because this is a dark side site, if the heroes make their way into the crypt, to the two sarcophagi at the western end of the crypt, they can destroy the site using Force light. However, this takes a pair of DC 41+ Force light checks to accomplish, which may be a challenge for the heroes to pull off, especially when Darsin begins using Fear on anyone who seems intent on destroying his home. Darsin (as with any practitioner of the skill) need not be within range of the Force light to use Fear; he only needs to be able to see/perceive the offending hero. The first Force light check of 41 or higher reduces the site to a minor dark side site, which reduces the penalty to skill checks and attacks to -4 and the penalty to defense to -2. The second such check removes the taint from the site completely.

Errata'd Effects of Force light

Check Result	Will Save DC	Damage to Dark Side Spirt	Effect on Dark Side Site
0-15	5	1d8	None
16-25	10	2d8	None
26-40	15	3d8	None
41+	20	4d8	Reduce site power by one step

Force light may be used untrained

Note that if the heroes succeed in destroying the site without destroying Darsin, he flees. If it's not a dark side site any more, he's not bound here, and if he's not bound here, there are many other places where he can go and be gleefully evil. He cannot permanently flee, however, unless the dark side site is cleansed (though he can run away for a little while and hide in a different part of the fortress; he's not stupid, after all). Be sure to record Darsin's fate in the critical event summary. Also, note that any time Darsin is exposed to Force light, he does receive a Will save to negate the damage, per the chart above. Thus, even with Force light, he's not a pushover.

Now that we're through the icky game-mechanic portions of this room, a little more about the room itself.

Tracks

The tracks lead from the door to the dais, where there seems to have been a great deal of activity. Then they head up the stairs, around the catwalk, and through the door at the end of the catwalk.

Dais

When the heroes examine the dais, read the following.

The black stone of the dais is perfectly smooth, and remarkably clean. It's been cleared recently, judging by the piles of dust and sand all around it. At the north end of the dais is a raised section of stone, roughly the shape of a pillow, with an indentation in its center as if it were designed to cradle a head.

The center of the stone looks as though it's been partially melted – in places, the stone even seems to have bubbled. The shape melted into the stone is that of a cylinder one meter long and four centimeters in diameter.

Whether the heroes recognize these as the dimensions of the darkstaff – the Sith artifact Len Markus recovered from the Asteroid Belt, which resulted fairly directly in Cularin's removal from the galaxy for almost a decade – is up to them. That's what it was, but if they don't figure it out now, it comes to them – quite literally – later.

Also on the dais (note that Darsin refers to the dais as an "altar" later in this encounter; they're the same thing, it's just a matter of perspective) is an inscription. It's written along the near edge, and is in the same symbols that appear elsewhere in the fortress (that is, it's written in Sith). The heroes, again, are welcome to take

rubblings or record the writings. In fact, the amount of activity around the dais makes it clear that what is written here must be important, even if the heroes can't read it yet. Someone back at the academy should be able to.

Catwalk

A set of stairs on the southeast wall leads up to a catwalk, five meters off the ground. The glowing amber rods are attached to the underside of the catwalk; if any of the rods are removed from the catwalk, they cease glowing immediately and can never be re-lit.

In the northeast corner of the room, on the catwalk, is a door. It doesn't look like a door – it looks like a piece of wall that has been swung out. This clearly used to be a secret door. It's not so secret any more.

Crypt

This is the crypt designed for Darsin and his master, Darth Rivan. Rivan was never buried here, but Darsin was. A guinea pig in Rivan's alchemical machinations, Darsin's body finally succumbed, but his vengeful spirit lives on. Because of what was done to his body in life, because of the rituals performed in the creation of the dark side site beneath the fortress, and because of his recent exposure to the darkstaff, Darsin is NOT a standard dark side spirit. He has much more control over his environment than most, and can do things most dark side spirits can't – as you'll soon see.

It's only been a matter of hours since outsiders came into Darsin's crypt for the first time in hundreds of years. They humiliated him. They had in their possession the darkstaff, the thing Darsin's Master feared most in the galaxy. They used it to steal his Master's knowledge about the creation of Battlelords. Darsin is angry, and his anger has clouded his judgment. As soon as he realizes someone else has come to his crypt, he maneuvers to watch them and, when they are in position, he activates a half-dozen lightsabers and sends them to attack the heroes. Once the lightsabers are attacking, they continue to attack the same heroes until either those heroes die, or Darsin takes a standard action to re-direct the lightsabers to new targets.

When the first of the heroes is 40 meters deep in the crypt, read the following:

You hear a soft rattle and something slides from a hole in the near wall. There is a familiar snap-hiss, and a brilliant crimson blade dances in the air before you.

Then you hear five more snap-hisses, and find yourself surrounded by a half-dozen red-bladed

lightsabers!

Music Recommendation: Track 2, Star Wars Episode I: The Phantom Menace soundtrack: "Duel of the Fates"

Now would be a good time to roll initiative.

Beating Darsin actually isn't all that hard. These are, after all, just lightsabers, and as such, they're subject to all the things that would normally affect lightsabers. Ionization, for example, can cause them problems. However, hitting one of the lightsabers with an ion gun is not as easy as it might be, since they count as carried objects.

The lightsabers have been animated by Darsin, who must spend 2 VP per round per saber that he's sustaining. The reason he can control them is that he created them, so the crystals were imbued with his essence prior to his death. Activating them now is a matter of using his own essence to re-imbue them, if only temporarily. Darsin only gets an attack action or a move action each round that he sustains the six lightsabers. His incorporeal form remains at the east end of the crypt as he directs the lightsabers in their attack routine. Each saber uses his attack sequence (see the stat block for the sabers included in GM Aid #3), and each has wound points equal to Darsin's.

The sabers, however, have the same weakness as Darsin himself. Force light can shut them down permanently. Each blast of Force light deals damage to the sabers as if they were dark side spirits. Darsin, while remaining out of range of the direct effects of the Force light, takes vitality damage equal to the damage rolled each time his sabers are affected by the Force light (he only takes this damage once per burst, however, no matter how many sabers are affected), and he does NOT get a save if the sabers failed their saves.

A question that may come up is the disposition of the sabers, post-combat. Put briefly, if the sabers are ionized, their innards are fused, and the sabers are nothing but decoration. If the sabers are hit with sufficient Force light that they all clatter to the floor, they cannot be re-ignited. The dark side energy with which the crystals were imbued causes them to shatter with the last blast of Force light. The Force light that drove his essence out left the synthetic crystals used in the lightsabers totally inert, and cracked to boot.

There are a lot of ways this combat might run. The heroes may beat the dancing lightsabers into pulp, or blast them away, ionize them, use Force light to take away the force that's animating them, or something else entirely. One or more heroes may run for the far end of the crypt to start trying to destroy the sarcophagi

(below), which draws Darsin's attention and causes him, on his next action, to send two of the lightsabers chasing each hero who ran for the sarcophagi. And then, the heroes may do something totally unexpected.

The Sarcophagi

A pair of sleek sarcophagi, black marble woven through with strips of silver, rest at the west end of the long room. The lid of the near sarcophagus is open, revealing an empty bed of silver-white stone. The lid of the far sarcophagus is closed. The air is at its coldest down here, the taint of the dark side strong enough that it crawls along your skin with prickly claws, seeking a way inside you.

This is the epicenter of evil for this section of the Sith fortress. Between the two sarcophagi is the place a hero must stand in order to use Force light and destroy the site.

Darsin cannot help himself. He must defend the site. It is what he was set here to do, and as much as he might want to escape, Rivan's binding of the former apprentice's Force essence is complete. Once the heroes dispatch his lightsabers, he uses his Force abilities from far enough away that Force light cannot affect him until he's out of vitality points. At that point, he commences begging. He also commences begging if the heroes locate him and begin to truly threaten his un-life. He asks for mercy at least once before running away; he doesn't do this because he actually fears the heroes. He can always blink away to another portion of the fortress if things get dire. To fully understand why he's begging, see below.

Darsin's nature allows you another "out". If the heroes have no way to harm him and are just going to get frustrated, Darsin decides to send the heroes after the "real" enemy, the one who was in here before and who Darsin can't follow – because he's tied to the fortress. If it looks like the party is just going to have no way to deal with Darsin, feel free to skip to the section on his motivation as well.

The Secret Exit

In the southwest part of the chamber, near the sarcophagi, the heroes can find the entrance to the secret exit from the crypt (Rivan was not, after all, stupid, and didn't create a sanctuary with only one exit). Finding it requires a DC 25 Search check, which reveals a small section of stone in the floor that slides to one side. The tunnel thus revealed leads down, then goes south for 2 meters, east for 22 meters, then south for another 15 meters. After those 15 meters, the tunnel narrows sufficiently that the heroes cannot possibly get

through (it runs into a wall with a 20-cm diameter pipe running through it). By pulling a level on the eastern wall of the tunnel, the heroes can expand the 20-cm pipe to a size big enough for a Wookiee to pass through comfortably. After the last 5 meters, the heroes can climb up through the waste removal facilities in the servants' quarters.

Had there still been a barred door on the servants' quarters, it would have opened as well when the heroes pull the lever to expand the tunnel.

I don't anticipate the heroes needing to use this exit, but I'm frequently surprised by what people choose to do in these events!

Darsin's Motivation

Darsin does not want to be destroyed. If he realizes light side Force users outmatch him, he ceases attacking and begs for mercy, his voice almost child-like in the heads of the heroes. Generally, this only happens when he's out of vitality, but if it's appropriate at another time, use your judgment.

Remember, you're playing a Sith ghost. He's going to lie. A lot. But he's also motivated to tell them the truth on at least some things. He's angry at the first group who came into his crypt, who kept him at bay with the darkstaff. He's angry that the darkstaff still exists. He's angry that they stole the secret of the Battlelords from his Master's sarcophagus and are using it. He's angry that he cannot go after them and kill them himself – and that's where the heroes come in.

He wants, in the grand tradition of evil villains, to use the "good guys" to get revenge on another villain – to make them into the enemy of his enemy, rather than having them think of him as their enemy.

Please, powerful Jedi, be merciful! Do not destroy the poor, lost, weak-willed fool enslaved by Darth Rivan all those centuries ago!

Once Darsin says this, he (game mechanic alert!) readies an action to blink away if any of the heroes use Force light in an area that affects him. But everything he said (this time, the words actually seem to come from the walls of the crypt) is true. He was lost, he was weak-willed (weak enough), and he was enslaved to remain here.

If the heroes choose to blast away with Force light, Darsin blinks out. If possible, he heals himself of any damage (and allows his fast healing to work for a little while), and may return if the heroes spend more than ten rounds in his crypt. Don't fudge how much he can heal himself in this time, and don't send him blinking back in if he's not going to be able to do anything to them. Darsin is not a fool, and should not be played as one. He came very close to being a dark lord of the

Sith (Darsin is his birth name; he hoped to become known as Darth Malus, but died before he became a Sith Lord).

If the heroes elect to talk, Darsin remains on his toes. He is always ready to blink away if the heroes get too close to him and try to use Force light. He's quite happy, however, to bide his time and talk: every round that passes, his vitality grows. Use the following to guide any conversation with Darsin. I've also noted which statements are lies, for purposes of bluffing and the concomitant sense motive checks.

Who are you? *I am Darsin.*

How did you come to be here? *I was imprisoned here by Darth Rivan following my death.*

Why did he do this? *Because he was Sith.*

And you? *I served Darth Rivan.*

So you aren't Rivan? *I am not.*

What happened to him? Is he in the closed sarcophagus? *No. That's my body. After he imprisoned me here, he left me to guard the fortress and never returned.*

Were you his apprentice? *I served him in life. I serve him in death. This seems more like how one would treat a slave than an apprentice.* [This is true, but there's something Darsin isn't saying.]

Did you control those lightsabers? *They are part of the defenses of this place.* [Again, true, but not the whole story, and not really answering the question.]

Right, that's not what we asked. Did you control them? *To the extent that I am the guardian assigned this duty, I suppose I did.* [Literally true, but still evasive.]

Why should we be merciful? *Because you didn't come here looking for me. If you had, you would have already finished me. Which means you came here looking for the ones who opened this crypt earlier. I can tell you of them.*

Sorry, can we back up? Aren't you a dark side spirit, and shouldn't we put you to rest? *I am what I am. I do not want to go to rest, I merely want to be free once more. If you have never been a slave, you cannot understand the torment of the dark, alone.*

Right. Why don't you tell us what you know, then? Who came here? *A strange collection of creatures.*

Six came in here. They took my Master's tome.

You didn't attack them? *I could not. They had the thing my Master feared most. I could not approach them in any way.*

What was that? *Darth Rivan called it "darkstaff".*

Wait a second. Someone brought the darkstaff in here? The Sith artifact? *Yes. It was foolish of them to do so. Everything could have been destroyed.*

By the darkstaff? *Yes. It wanted the power from this place – but it wanted something else even more.*

The tome? Tell us about it. *It describes a ritual Darth Rivan created. To create Battlelords.*

Battlelords? What do you mean? *Leaders. More than leaders. Individuals to whom the lives of their armies are bonded. As long as the Battlelord lives, the army cannot run away from him. The entire army become slaves to the Battlelord.*

And they took it? *Yes. And used it. They put that thing on my Master's altar, and they performed the ritual.* [He chuckles.] *Almost.*

What do you mean? *I mean that they didn't perform it precisely correctly. Or, they did, but it didn't work. Because of the darkstaff. Instead of binding the soldiers to their leader, it ripped the Force essence from their bodies.*

Who were they? What did they look like? *They were dark. All but two of them. Those two were light. Jedi, I believe.*

The Jedi were working with them? *No. The Jedi had their essences stripped away, though.*

But what did the others look like? *I don't know. I don't see as you do. I see the light, and the dark. They were of different species, but more than that, I cannot say.* [This is an outright lie; Darsin is attempting to sow chaos, and providing vague direction is the best way to do it, in his mind. He is not going to give the heroes any more description, though. He doesn't have to. It's really not important to him.]

What happened to the Force essences of the victims? Did they go into the darkstaff? *No. They went into a different container. A large crystal.*

What about the victims' bodies? Where are they? We saw the altar – there aren't any bodies out there. *The*

bodies are scattered throughout other sections of the fortress. I believe others who walk in the light have already found most of them.

What about this Wookiee (referring to Vorlocca, from Encounter 3)? Was he one of them? *An empty vessel? Unlikely. The bodies lived, it was only their animating force that was gone.*

We have to destroy this place. You know that, right? *I hope you won't. If you do, I'll have to try and stop you. It's not even a choice, for me. I hope you will just leave.*

You're a dark side spirit. We have to destroy you. *I'm a slave, tied to a place I must protect for as long as this planet orbits two suns. Please, leave me be.*

The heroes, then, must decide what to do with Darsin. He really is completely evil. You can't become a dark side spirit without being irredeemably evil, and he's only gotten more evil since becoming a dark side spirit (since at that point, he no longer needed to worry about accruing additional dark side points and the effect it might have on his physical body!).

But he's also begged for his life. If the heroes try (or even if they succeed, which is very difficult since he continually readies to blink away after each answer he gives) to destroy him with Force light, they're well within their rights. If they leave him, and leave the site intact, that's also a valid decision. There are no decisions as to Darsin's fate that automatically lead to dark side points, in other words.

Once the heroes have decided what to do, they can make their way back to the surface. If they have Vorlocca's body, it is loaded into the shuttle with them and they are whisked back to the academy, where Lanius awaits them at the main entrance.

Encounter 6: Return

Key ideas of this encounter: the heroes learn who is behind the plot at the fortress, gain information about Sith Battlelords, and see the results of the modified Battlelord ritual – a half-dozen empty (but not dead) bodies

Music Recommendation for Encounter 6: Track 3, Star Wars Episode I: The Phantom Menace soundtrack: "Anakin's Theme"

The interactions upon leaving the fortress are nothing special. Treibeiu is still here, but only recently came

back on-shift. The other two groups of Jedi are already out again and have headed back to the academy several minutes before. Her orders are to get the heroes back to the academy as quickly as possible – any questions they might have can be answered there. She can tell them that seven individuals were removed from the fortress and taken back to the academy.

The shuttle hop back to the academy is uneventful. When the heroes arrive, read the following.

Your shuttle hasn't even powered down completely when your viewscreen shows Master Lanius striding across the platform to where your landing door will open. When you step outside, he nods a greeting.

"Come with me. There is no time to waste." He then leads you into the academy and down several flights of stairs, into one of the sub-basements.

Jedi heroes recognize that this is not a part of the academy that's generally accessible. There are rumors about what is kept down here, but the general consensus has always been that this is where things that are too dangerous to allow students casual access to must be kept.

Lanius can answer a few questions as he walks with the heroes, if they choose to take the opportunity. Otherwise, they can just wait and ask their questions once they get where they're going.

Oh, and since there's always one paranoid hero (or player) who will bring this up – this actually IS Master Lanius.

Possible questions and answers:

Are the other groups back? *Yes.*

Did they find any survivors? *Yes. And no. I can't explain until we get to the lower level.*

Can we tell you about what we found? *Please do.* [He then listens, nodding periodically but not commenting, as they continue deeper into the academy.]

Do we know who's behind all this? *Yes. His name is Phylus Mon, and he's a slaver.*

It's not Len Markus? *No. We have no indication that Markus is in Cularin, or that he's even alive.*

But we think the darkstaff is back. *And that's bad enough.*

What's Mon doing here? *I'm not sure.*

Keep the trip short. There's a lot that the heroes are going to need to digest in this encounter, and some pretty major decisions they're going to have to make. The incidents inside the Sith fortress were only a prelude to the real conflict.

After a short question and answer session, Master Lanius stops in front of an ordinary-looking blast door. He passes his hand in front of the door – not in front of any particular identification plate – and the door slides open. Read the following.

The room on the far side of the door is the painful, sterile white of a surgical suite. It smells of bleach and, faintly, mildew. A half-dozen tables fill the center of the room, and atop each of the table lies a body, its chest rising in a slow, steady rhythm. It takes a moment for you to realize that all six bodies are breathing in the exact same rhythm.

From left to right, we have: a Tarasin, wearing Jedi robes; a squat individual with wrinkly gray skin and eight breathing tubes where its nose should be (a Skrilling), also wearing Jedi robes (these first two are both academy Jedi, and were, in fact, two of the individuals on guard duty); a Wookiee with shaven shoulders; an albino Trandoshan; a muscular creature covered in short brown fur, whose shoulders are covered with quills (a Spinner; DC 15 Knowledge (Alien Species) check); and a large, reptilian humanoid covered in black keratin scales (a Barabel; DC 18 Knowledge (Alien Species) check). These last four are not known to the heroes, as they came from outside the system.

Since it's going to become relevant in a moment anyway, give the heroes Spot checks (DC 20). Anyone succeeding notices that each of the bodies is wearing an identical amulet, the centerpiece of which is an orange gemstone.

There are a half-dozen other Jedi, and several droids, in the room as well.

This encounter should run differently if the heroes spoke with Darsin rather than just blasting away with everything they had and either destroying him or sending him running from them. Information is power, after all, and there are things Darsin knows about what went on that the Jedi do not.

Master Lanius looks at you. "These individuals were brought out by the other two groups. They found them scattered in various areas of the fortress. None of the individuals you see laid out before you are dead. They aren't really alive, either. As near as we can tell, their Force-essence has been stripped away, and all that remains is the shell. The body.

"There is one who can explain this better than I

can. He's behind the door to my right. Before I bring him in, however, I must ask you to trust something other than your eyes. He is not what he appears."

Before he can explain, the door to his right slides open. On the far side of the door stands a Human male, somewhat past his middle years. Thick creases lead out from the corners of his eyes, and his hair is thin, gray, and slicked to his head. He has a long, pinched face, terminating in a knifelike chin.

Find out now if any of the heroes played the Year 1 LIVING FORCE trilogy, "Clouded Paths". If so, they immediately recognize this individual. The first time they met him, he called himself "Fesvk Wefos", but they later learned his true name – Karae Nalvas. He is the fallen Jedi who created a floating fortress in Genarius and seemed intent on starting a war in Cularin.

Hopefully, having Master Lanius tell the heroes not to trust their eyes was enough. Even so, Lanius hurries to stand between the heroes and Nalvas if there is even a hint of aggression.

The man speaks. "Please, I'm not who I look like. That is, he's not here." He taps an amulet at his chest. The centerpiece of the amulet is an orange gemstone that is cracked from top to bottom. "I'm Oden Malksch. I work here – in the library?"

Any Jedi hero knows Malksch's name; there is an "Oden Malksch" who works in the library, primarily researching historical documents, but who also tends to be fascinated by artifacts of the Force. The voice coming out of Nalvas's mouth sounds very much like that of Oden Malksch – he has a distinctive (but gentle) lisp that no one who met Nalvas remembers Nalvas having.

What Malksch has to tell them is probably best presented in bullet points. Treating it as a full conversation would take up too much space.

- Seven individuals were brought in, all in identical states – the six who lie on the tables, and Nalvas.
- I recognized Nalvas. I also saw that all of the comatose individuals wore the same amulet around their necks.
- I decided to try to study the amulet. It wouldn't come off. I tried to force it and the gem cracked.
- It was like I blinked. But when I opened my eyes, I was looking at my own body, on the floor, and I was in Nalvas's body.
- My body's in the next room. You can go look, if you want. [It's there, unconscious, breathing slowly.]

- Nalvas isn't in here. Some pieces of what he remembered are, but most of him is gone. Taken.
- The last of his memories – and this is faint – is of being dissociated from himself. He thought, “This must be what it's like, to go into a holocron.”
- I have a definite sense of where the rest of Nalvas is. It's being held captive somewhere in the Asteroid Belt. I could get there. The body knows exactly where its essence is.
- I don't know exactly how this happened. His memories are jumbled right before the end. I – or maybe it's him – one of us remembers making a promise. A trade.
- I need to go to where Nalvas's essence is being held. I think it's where the other essences are being held as well. I know exactly how to get there.
- They're all being drained. I can't tell how. It's very painful to them, I can sense that. I can't go alone, though. I need someone to go with me.
- Master Lanius tells me that the individual responsible for this is a slaver named Phylus Mon. What little information we have on him, Master Lanius can give you. [This is included as Player Handout #9.]
- Mon is dangerous. In single combat, he might be able to defeat Master Devan. But he doesn't travel alone, he has a small army of slaves who travel with him.
- Usually, I wouldn't even consider going in and trying to disrupt his plans. I'm not a combat-type. But this body *remembers* combat. If I need to fight, it will help me.
- If you don't think you're much for combat, there are more bodies out there. All of them are like Nalvas – essences are gone. Your mind is still your own.
- What's been done to these individuals is wrong. It's not just wrong when it's done to Jedi like Valiri and Constanten, it's wrong when it's done to Nalvas, too. This is worse than slavery.
- On top of everything else, Master Lanius tells me a handful of Force sensitive Tarasin children are missing. Evidence suggests that they were taken by individuals who work for Mon.
- I think if Nalvas's body were to be killed, I would fall back into my own body. But then his Force essence would never be able to reunite with his body, and would be lost forever, enslaved. Even a man like Nalvas deserves better than that. Enslaved, he would never have any hope of redemption.
- I think the only other way I get back into my body (aside from his death) is if we manage to free him.

There are two questions, then: Will the heroes go with Malksch, and if so, do they want to “borrow” one of the other bodies?

Master Lanius has already sent out Jedi patrols to various locations, and hopes the heroes choose to go with Malksch. It was only a few minutes ago that Malksch made his discovery, and the heroes are the most capable individuals (aside from Lanius himself, and Devan) currently inside the academy. He can provide whatever resources they need (within legal limits), including a ship to get them there, if needed.

The second question is perhaps the more crucial. It's unlikely that the PLAYERS are going to want to stop the module at this point – and refusing to go after Mon would constitute exactly that. But are they going after Mon in their own bodies, or in borrowed bodies? Not every hero is built for combat – that's a fact. It's also a fact that high-level combats are more dangerous (higher-level foes get more attacks, and more attacks means more chances for the lucky crit that ends a hero's life), and any sacrifice of combat competence can be a problem not just for a single hero, but for the entire group.

The bodies provide an option for heroes who are not innately focused on combat. The previous owners of the bodies **were** focused on combat, and while the owners themselves are gone, the skill remains. As you'll see when you look at the character sheets (Player Handouts 2-7), the heroes who choose to occupy a body other than their own gain all of that body's physical and combat attributes, but keep all of their own mental and Force-related attributes, skills, and feats.

This may pose something of a moral dilemma for the heroes. The bodies in the main room belong to six individuals who are alive, but whose essences have been stolen and enslaved. The heroes might borrow the bodies – but are they, then, enslaving the bodies as well? **DO NOT HAVE ANY OF THE NPCs BRING THIS UP. LEAVE IT TO THE HEROES TO DECIDE WHETHER THIS IS AN ISSUE FOR THEM.**

All a hero has to do, in order to inhabit a body, is crack the gem in its amulet. When this is done, the hero's body crumples to the floor, and the hero's essence moves into the other body in the same way a Jedi might transfer his or her essence into a holocron.

If a hero who has already inhabited a body decides to crack another gem, he or she again jumps to the new body. However, the first body s/he inhabited falls down dead. When a hero inhabits a body, he or she becomes that body's animating force, displacing what little was left of the original inhabitant. If the hero jumps out of the body, that body dies. Feel free to give any hero who declares an intention to do this a Wisdom check (set your own DC) to recognize this possibility.

If a hero chooses to inhabit a body, take the appropriate

player handout and step aside with the player. Read the following.

You crack the gem, and as you do, you see a pair of objects. One, a rod of pure black, spins in the foreground. Behind it is a crystal pyramid that glows with a golden light. The pyramid, you can tell, is feeding the rod, strengthening it. The rod is weak. It doesn't want to be weak. It needs the pyramid, and what's inside it, to become strong. That can't happen. You must find the pyramid. You must destroy it, before the rod is whole again.

The rod is the darkstaff. The pyramid is nothing the heroes, or the Jedi, have ever heard of. Hand the player his or her “new” character sheet and let the others know that the hero has crumpled to the floor, but the body beside which s/he was standing is beginning to sit up. That hero can convey whatever s/he wants to the others, to help aid in their decision.

Giving Lanius Copies of the Writings from the Ritual Chamber

If the heroes give Master Lanius copies of the Sith writings from the ritual chamber (or if they mention what Darsin told them about Sith Battlelords), Lanius enters some of the information on his datapad and five minutes later, Player Handout #8 arrives.

There are a lot of other questions that might come up here. Use Malksch's information and player handouts 2-7 as your guideline for how to deal with the situation. Then take a break – the tough part of the scenario is yet to come.

Examining the Bodies

There is one trait that the Barabel, Wookiee, Trandoshan, and Spinner bodies share in common, that the Jedi bodies and Nalvas's body lack. Anyone who examines them need only make a Treat Injury check (DC 15) to notice that those four bodies have small scars on their chests.

Each has had a small explosive device implanted in the lining of his or her heart by Mon's surgeons. None of them knew what they were agreeing to, and these individuals were always treated as “expendable”, so Mon didn't bother to tell them what had happened (as you'll see later, other members of his “crew” know exactly what's been done to them).

The explosive device has no transmitter, but it does have a receiver. If a certain signal is received, the device will explode, and the body will die.

Disabling the device is simple. All it takes is ionization (no ion guns are allowed on Mon's ship,

because of what he does to his slaves/personnel), though a more complex surgery is possible (if unadvisable, due to time constraints).

Unlike the Barabel, Wookiee, Trandoshan, and Spinner, Nalvas didn't actually work for Mon. He worked with him, on this particular project, and as such never underwent the surgery to implant the device. (The triggering condition, by the way, is the death of Phylus Mon. As long as Mon stays alive, none of these bodies are in any danger, nor are those of any of his other myriad slaves.)

If the heroes don't think to check the bodies or notice the scars now, it should become more salient to them in later encounters, and can be dealt with then.

Contacting Nirama (or others)

A natural reaction on the part of the heroes may be to attempt to contact Nirama. After all, he's the reigning crimelord in the system, and he really doesn't like slavers.

He is, unfortunately, indisposed. He's in a critical meeting somewhere secret, and the individuals the heroes are able to get in contact with cannot reach him, but promise to alert him to the issue as soon as possible. Neither Nirama, nor the Militia, nor anyone else aside from those the heroes have already spoken with, are likely to be able to help quickly enough.

Time is of the essence. There is only so long before the bodies found in the fortress will die, without their animating forces.

Intermission

(Round One is over and Round Two is about to begin. Of course, if you have time left in the first timeslot allocated, you may begin the second round early, as long as that suits the convention schedule.)

A couple of framing comments for the second round. Any heroes who have adopted other bodies? You have ZERO mercy on them. If you kill the body they're in, they simply pop back and wake up in their own bodies, in the academy. (Taking their own bodies along in the hold of the ship is not something Master Lanius allows; the empty vessels need to be protected.) As such, if you roll a crit, there's no fudging of dice. The players won't be expecting it, regardless. It's a high-level event.

Still, you shouldn't go out of your way to kill the heroes. They knew when they signed on that this would be dangerous, and that they might not be coming back. Anyone who can listen to the ranking Jedi in a star system tell them what Master Lanius has told them and not believe they're walking into danger should have

their head examined.

As with any LF event, deaths that are cinematic and heroic are part of the landscape – but don't be brutal just **because** you're running a "High Level Scenario". Play the villains smart, utilize tactics, and make sure that when/if the heroes are victorious, that the victory means something.

It's possible that the heroes could be brilliant and have an easy time of both rounds one and two. If they're smart, and manage to succeed at learning of Mon's plans, freeing the slaves in his zoo, and breaking the pyramid, all without ever firing a single shot – then they deserve to make it through the event without having to fight.

But look at the last encounter. Just look at it. It's going to take some pretty exceptional creativity not to have at least a short fight there, before they manage to break the pyramid, free the trapped Force essences, and escape.

Still – it could happen.

Now, do me a favor. Flip back to the stat blocks, look at them, then look at the players and cackle like a madman.

This is going to be fun.

Encounter 7: Approach

Key ideas of this encounter: a potential space combat, and the arrival of the heroes at the Animiasma, Mon's vessel; an uneasy tension suffuses the Asteroid Belt as the heroes approach

Music Recommendation for Encounter 7: Track 7, Star Wars Episode II: Attack of the Clones soundtrack: "Jango's Escape"

Large sections of this encounter are purely optional. If your group has no pilot, skip the actual space combat. It's included so that high-level pilots can strut their stuff and not feel as though their skills have been ignored. Sure, they're basically flying against drone fighters with droid pilots who couldn't out-maneuver Sebulba if he was hopped up on a kilo of spice. As such, it shouldn't take long for the heroes to utterly annihilate the two drones.

Just don't TELL them it's supposed to be easy.

More details on the combat can be found below.

There are a number of ways the heroes can approach this encounter. Every hero who elects to inhabit one of the emptied bodies immediately senses where he or she needs to go, can feel the tug of the pyramid hidden inside Mon's ship. But they have a number of decisions they must make before they even leave.

First, do they borrow a ship from the Academy? Master Lanius can loan them a stock YT-1300 for their trip, and if they need a pilot, he can provide one. In this case, skip the space combat entirely; it's no fun for players to watch you roll opposed pilot checks for two NPCs.

If they have their own pilot, and he or she is either trying for, or has already taken levels in, one of the "Ace" prestige classes, plan to run the space combat no matter what ship the heroes are in.

The heroes may want to take more than one ship. That is, they may want a transport with a fighter escort. The academy cannot and will not provide more than one ship, but if the group has two pilots, one of them is welcome to pilot a transport while the other pilots a fighter to escort the transport. This makes the space combat two-on-two, which is fine. It gives both pilots something to do.

The Combat

The combat takes place when the heroes come within 10 kilometers of the *Animiasma*. Set this up on a 20 by 20 grid. Scatter some asteroids on the grid and start one of the drone fighters at the upper left corner, one at the lower left corner, and the heroes' ship(s) at the far right edge. Before that point, the drones were hiding inside asteroids, and therefore did not show up on the heroes' sensors.

There are no tactics for the drones. They're DRONES. They were meant to be a first-line defense. Unfortunately, the second, third, and fourth lines have fallen apart back on the *Animiasma*, and the signal the drones send when they're destroyed isn't going to register anywhere important.

Use the fight to build a little bit of tension; the markings on the wings of the drones (a pair of crossed Rancor claws) very clearly indicate that they're Mon's, and part of his defenses. They aren't much of an actual threat, but if Mon has ships out on patrol, perhaps the heroes should take him even more seriously.

Approaching the Animiasma

The *Animiasma*, Mon's ship, is easy for the heroes to find. If nothing else, they have Nalvas/Malksch to help guide them, and hopefully one or more of them have also assumed other bodies for the duration of the event, so they can also tell where the ship is.

It doesn't show up on sensors. It's not because of any kind of special new cloaking device, either – it's because the darkstaff has begun to remake the portion of the galaxy nearest to it into its own image. It's turning the ship into a giant version of itself.

As the heroes approach, read the following. Modify it such that any heroes who are currently

occupying other bodies also see and experience what Malksch sees and experiences.

You come around an asteroid and Malksch points at the viewscreen. “There.” You see nothing but the space between two asteroids. “It’s there. I feel it.”

Anyone who is currently inside a body whose Force essence is enslaved within the *Animiasma* feels it, too. There is no ship in front of them – what there is, is a blackness. It’s not that there’s a space between the two asteroids. There’s something there, the heroes realize. It’s black, it sucks at what little light the distant stars and suns put out, and it’s where the heroes are going.

As they get closer, the shape – a black cylinder that seems to spin in the dark – becomes clear. Behind it is the after-image of something else, a large transport with lots of guns mounted on it. There’s a docking bay dead ahead.

Any heroes who played “Philology” get an uncomfortable feeling when they get close to the ship. It’s like soot in the air, thick and unpleasant and burning their lungs. It’s like a sheen of oil floating atop a pond, fouling everything good that lies beneath.

It’s the feeling they got the last time they were close to the darkstaff. They know that now, if they dock here, they are not just near it – they are also *inside* it.

Encounter 8: Avoidance

Key ideas of this encounter: upon arrival at the Animiasma, the heroes discover that things are not quite right on the ship; some kind of sound is being generated, distributed through the ship’s security system, that is confusing everyone who’s been exposed to it

Music Recommendation for Encounter 8: Track 11, Star Wars Episode II: Attack of the Clones soundtrack: “The Tusken Camp” and “The Homestead”

You keep expecting the tractor beam, or the laser cannons, or the flight of starfighters. You draw closer to the blackness. Nothing. Five kilometers. Four. Three. Still, no sign that the ship inside that black haze knows you’re closing.

Two kilometers.

One.

The blackness is both deeper and more transparent as you come upon the ship. Shadows swirl along the surface of a cylinder that surrounds

the vessel. A docking bay stands open to you, just the other side of the swirling shadows.

And then, you’re through.

When the heroes enter the docking bay, if one of the heroes is piloting the ship(s), ask for Pilot checks. Each ship’s pilot needs to make a pair of DC 25 checks to avoid random members of the *Animiasma*’s crew who wander in front of the docking ships, completely unaware of what they’re doing. (If you have an NPC or droid pilot, simply describe the sudden jerking as the ship lunges around a wandering goon.) Failing either Pilot check means the hapless goon (who has no heroic levels, and thus no vitality points) just got run down by a starship. He now needs to be scraped out of the grillwork. If this seems harsh, try to remember that these ships are enormously heavy, and these goons have Constitution scores of 10.

The ship’s sensors, which haven’t registered ANYTHING until this point, suddenly go nuts as soon as the ship sets down in the docking bay. It doesn’t matter what sensors were set for – they go absolutely nuts. The life form readings, the collision sensors, everything jumps off the top of the scale –

And then settles back to a low, steady hum. There’s something the sensors are picking up, but it’s nothing standard.

The viewscreens make it clear that the individuals the pilot had to avoid on the way into the hangar are not the only ones wandering aimlessly. Over twenty individuals in gray jumpsuits with the symbol of a pair of crossed Rancor claws on the back are wandering about, scratching their heads, eyes empty. Every so often, they bump into a wall, a pile of boxes, or the side of the heroes’ ship. When that happens, they turn and walk in another direction.

They walk with a slow, jerky motion you or I might think of as zombie-like. Their eyes, however, are wide, confused, and afraid.

It may be that one or more heroes want to open the landing ramp and head out into the docking bay. I hope not, since that hero exposes the other heroes to the effects of the darkstaff immediately, before they have a chance to prepare themselves. A better choice would probably be to try to figure out what it is the sensors are picking up.

Because it’s not a standard signal, it’s going to take some reconfiguring of the ship’s computers. This requires a DC 30 Computer Use check. If you don’t have anyone who can make a DC 30 Computer Use check (how do you build a high-level party without someone who can make that check?), the sensors can be reconfigured to identify the source of the signals with a DC 30 Repair check. If you don’t have someone who

can do either, well, I guess the heroes find out what's going on outside when they open the doors.

If they succeed in either check, however, the heroes realize that the strange sensor readings are the result of some high-frequency noise that's being generated in the docking bay. That is the **ONLY** thing that's at all wrong in the docking bay. Everything else is normal, and if the heroes are in two separate ships, they can communicate with one another normally.

The easy way to deal with this is to plug your ears. It's a simple, low-tech solution, and the heroes may come up with more complicated solutions. The more complicated solutions may work just fine – remember the general rule for LF: If it's cinematic and interesting, set an appropriate DC and let the heroes try their plan. But all they really need to do is plug their ears.

If they **don't** plug their ears, then when they lower the landing ramp or otherwise exit the ship they're in, things get ugly. If any hero doesn't plug his or her ears (or doesn't otherwise protect whatever the sensory organs responsible for sound intake for his or her species might be), read the following.

You hear a distant hum, which becomes a whispered conversation, which becomes the murmur of an unquiet crowd, which becomes the roar of an ocean, which becomes the screaming, wailing, horrifying death shout of a world. Your ears ache. Your eyes swim. The ground beneath your feet turns to mush.

The heroes who have heard the noise immediately make a Will save (DC 20) or enter a state of confusion. Each round, the hero wanders idly away from the group, muttering under his or her breath. After 1d10 rounds, the affected hero gets a re-save. The DC is 20, plus the number of rounds since the last save attempt. Any hero whose ears are plugged by someone else during this time immediately regains full functioning. Individuals who have been subject to the confusion effect remember a feeling of horror, of not being in control.

If the heroes want, they can plug the ears of one or more of Mon's minions. Any such individual (feel free to be creative with the NPCs here) can confirm for the heroes that yes, this is the *Animiasma*, Phylus Mon's ship. Yes, the ship was recently in orbit above Almas, and nobody noticed them. The *Animiasma* just moved to the Asteroid Belt from the orbit above Almas so that Master Mon could study something in private. His quarters are in the ship's hold, beneath the zoo.

None of the workers in the docking bay think of themselves as slaves. However, none of them would ever dream of abandoning "Master Mon", since he would hunt them down and kill them if they resigned.

He's very fair – he treats everyone that way.

Encounter 9: Conflict

Key ideas of this encounter: the heroes make their way through the ship to Mon's private zoo, where he keeps the creatures whose fates have yet to be determined imprisoned behind pulsing energy gates; here, they must deal with several guards, and decide what to do with the rather sizable collection of sentients Mon has enslaved

Music Recommendation for Encounter 9: Track 9, Star Wars Episode II: Attack of the Clones soundtrack: "Bounty Hunter's Pursuit"

There are two sensory elements you should emphasize as the heroes explore the ship. First, there is a waviness, almost a liquidity, to the air – but only in the periphery of the heroes' vision. It's almost as though the heroes have pain-free migraine headaches: Whatever is directly in front of them is perfectly clear, but everything to either side of their immediate field of vision is blurry and fluid. This has no game mechanic effect, it's simply uncomfortable and distracting in a very minor way. It also makes it appear as though there is always something out the corner of the heroes' eyes. This has no *immediate* game mechanic effect, either. The second sensation the heroes cannot seem to escape is a smell – sharp, but not strong – of sulfur. You or I might think of it as the smell of a match that was struck, but which didn't quite light.

The blurring in the visual periphery is something the heroes can probably do something about. It's completely a dark side effect (a darkstaff effect, to be more precise), and it's designed to interfere with concentration. A Force sensitive hero with the Control feat who enters a Force trance comes out of the trance without any blurring in his or her periphery. It requires removing oneself from the stimulus, though (either through the trance or something similar) to break this particular effect.

There's nothing to be done about the smell. Something actually is burning, deeper in the ship.

Both of these elements of the *Animiasma*'s environment become relevant once the heroes exit the docking bay. Once you've begun planting the further seeds of worry by describing the blurring of vision and the strange odor, read the following.

The ship looked big from the outside. Inside, it's huge. Corridors stretch into distant shadow. The steel walls are dull and lifeless, the floor covered with a thin grate that clatters with every step you take.

You leave the sounds of the docking bay behind you, and as they fade, you begin to realize that the only sounds you're hearing are the ones your group is making. There are no guards, or even crewmembers wandering the halls. There are no droids. The security cameras recessed in the ceiling every twenty meters don't even pivot as you pass. You are alone.

Any hero who inhabits one of the bodies has a sense that they need to be going down, deeper into the ship. If no heroes chose that route (and I hope you really played up the, "If you do this, you'll know where you need to go" route; having the other personality traits to deal with really should add a lot to the experience), there is still Malksch to lead the way. The heroes can still make choices as they go (there's a big one in this encounter, in fact), but the way to their goal is pretty clear. Reaching the goal isn't what makes a person a hero, though – what matters is the choices made en route.

There can be as much or as little wandering as you want. The various rooms the heroes come to prior to finding the zoo are all basically the same. Various personal effects have been left, strewn about (nothing of great intrinsic value; please remind any heroes who seem intent on collecting souvenirs from the various quarters on the *Animiasma* that this is stealing, which is coming from greed, which is the path to the dark side, and so forth), but there are no sentient life forms or droids anywhere in the upper section of the ship.

The darkstaff has been thorough in putting people where it wants them. It's gaining power, restoring itself, feeding off the Force essences of the individuals trapped in the pyramid. It's also trying to keep the heroes away from it for as long as possible. It doesn't want them there, and is leading them to a major decision point. It's leading them, first and foremost, to the zoo.

Whenever you're ready and have adequately described the creepiness of the ship, and the complete lack of people, give everyone Listen checks. The individual with the highest check result should be taken aside and read the following.

As you passed the last corridor, something caught your attention. You might not have heard it, if not for the near-silence aboard the ship. The sound – quite unmistakable – was the crying of a child.

Those with "pyramid radar engaged" know that there are multiple ways to get to their target. The path the heroes are on is one, but taking that last corridor to the left would work as well.

If the heroes stubbornly refuse to turn left down the corridor to investigate the sound of the crying child

(knowing that there are missing Tarasin children), that's okay. They don't have to follow every clue. Eventually, the corridor they chose to follow instead leads them to the same end (not because that's how the ship is laid out; that's just how the module needs to run!).

You hear a whimper, and a strange, pungent odor creeps around the corner in front of you. It smells like a mixture of sweat and rot and other things best left to the imagination. A voice, low and angry, speaks.

If the heroes don't speak Huttese, or if there isn't a Force Adept of sufficient level to comprehend speech in the party, they only hear the sounds, and may recognize the language as Huttese.

If, on the other hand, the heroes speak Huttese, they understand exactly what was just said.

"Children are too weak for hyperspace travel. I don't care what price they will fetch – I say we kill the lizard-brats now, and save ourselves the trouble of watching them!"

The heroes, when they come around the corner, find themselves looking down the center aisle of Mon's zoo. Three humanoids with pale skin, small horns surrounding their eyes, and flaps on their cheeks (DC 20 Knowledge: Alien Species to identify them as one of the species of Nikto; specifically, they're Gluss'sa'Nikto, or "Pale Nikto"). The creatures are standing in front of a shimmering energy cage where several Tarasin children huddle.

There are other creatures caged here as well. I'm just guessing the heroes won't much care about waiting to check out what else is imprisoned.

The layout for the zoo can be found in GM Aid #4; stat blocks for the Nikto guards are in GM Aid #3, with all the other stat blocks.

The Niktos are tough, but not inordinately so. Their main advantage is their ridiculous number of vitality points. In terms of tactics, they're only interested in defending themselves and killing any intruders – although Master Mon **does** like having more slaves, so there's no reason the Niktos won't try to capture if they can. Still, as we've already seen, this is a bloodthirsty bunch, but they aren't quite so vicious as Mon and the residents of Encounter 11 may be.

Once the fight is completed, the heroes can examine the contents of the cells. Each of the ten cells in the zoo is filled with members of a different species. Some of them are friendly. Some are less so.

The zoo doesn't have typical bars on the cages. The "bars" are actually rapid pulses of energy roughly

equivalent to blasts from an e-web. The pulses are spaced closely enough together that creatures of size S are hit by two such blasts if they try to pass through, and each size category up from that adds two additional blasts. Because these are actually hitting the individual who steps through the bars, the damage goes straight to wounds – since if something hits you, you clearly haven’t dodged it.

Is it cruel? Sure. Is it easy to turn off? Of course. The control panel is on the wall opposite where the heroes entered, to the left of the door. They can turn off one cell’s front wall at a time, or all of them. Hopefully, the heroes bother to actually talk to some of the prisoners before releasing them.

Note that the heroes don’t automatically recognize any of the species presented here. Knowledge (Alien Species) is appropriate for most of these; set the DC between 10 and 20 for each of the species encountered. And, if all else fails, remember that the heroes can just **ask** the individual they’re talking to what they are. In most cases (aside from the Savrips), this works just fine.

Cell A: One Toydarian. This small individual with wrinkled gray-green skin hovers in the center of his cell, his wings keeping him afloat. During the combat, he calls out that if the heroes only release him, he is a “mighty Jeeee-dai!” and can help them dispatch the “eeee-vil doers!” He’s not a Jedi. His name is Kobbu, and he’s a pathological liar. He fell into Mon’s hands when he made the wrong bet with the wrong Hutt. He wants to get as far away from this ship as fast as he can, and makes any and every offer he thinks the heroes might listen to.

Cell B: Two very depressed Cragmoloids (pp. 41-42, *Ultimate Alien Anthology*) named Ook and Noba. Cragmoloids are huge. They’re 3 meters tall, and look like elephants that learned to walk on their hind legs. Their eyes, set deep within the leathery folds of their skin, are beady and red. Cragmoloids, as a species, are very attached to their family groups. These two were taken from their homeworld some time ago and put into Mon’s zoo. They want to go home. They’re big and scary-looking, but any time anyone mentions the word “home”, both Cragmoloids break down and sob half-liter tears. Their Basic is fragmented – most of it, they learned since they were taken – but passable.

Cell C: A Shistavanen male with night-black fur. He leans against the rear wall of his cell and glares at the heroes, then seems to realize that they aren’t his captors and warms up to them. He wants to be let out. He promises anything. The name he gives is Halin Bok – but it’s not his real name. His real name is Bin Kohal (an anagram of his pseudonym), and he’s an assassin

wanted for several attempted murders on Coruscant. If you require stats for Bin, use the stats for a high-level assassin on page 340 of the *RCRB*. Possibly the most relevant to much of this encounter, however, is that Bin has +11 Bluff, and can use his Scoundrel ability “Lucky” twice a day. One offer that he can make, in all seriousness, is that he can help the heroes get out of here with more ships. He recognizes their type immediately – they’re going to want to “rescue” all the “prisoners”. The Cragmoloids alone are going to take up a lot of space, though, and if the heroes want to take all the slaves they find with them, they are going to need at least one more ship. Bin is more than capable of stealing an extra ship, and makes a passable pilot as well. Recognizing Bin immediately requires a DC 35 Knowledge (Spacer Lore or Streetwise) check. Other skills may be substitutable, at your discretion. Whether the heroes release Bin or leave him a slave is up to them.

Cell D: One Kushiban. Kushibans look like half-meter long white rabbits. Or at least, they’re usually white. This one is not happy about being stuck in a cage, and is a rather unpleasant mottled gray. It’s still cute, though. It’s also smart enough to have learned to speak Basic, so the first time anyone refers to it as “cute”, it replies (in a fairly harsh accent, with an uncomfortably deep voice; I recommend action-movie Russian, or eastern European, for playing this character), “Cute? I’m not cute. I’m dark and dangerous! Now, you gacked the guards. Let me out of here!” The Kushiban’s name is K’Mi, and despite his protestations, he really IS cute. He wants out, and does whatever he can to help the heroes out, if released. He’s pretty useless in a fight, but he can help to guide the other prisoners back to the docking bay. He doesn’t know how long he’s been here. The days all run together.

Cell E: Two Nagai brothers. Nagai (like Vor and Kor Essen) are relatively tall (Vor and Kor are 1.7 meters in height) with straight black hair and pale skin. The brothers are dressed in skin-tight black flight-suits, and were only captured recently. Their thoughts center on how they can convince the heroes to let them go, and rather than starting with noble ideas about morality, they go straight for bribes. They begin by offering simple payment, but if a hero impresses the brothers with his or her bartering skills, the brothers offer to do better than cash. They offer to craft a custom suit of electromesh armor for that individual, or an individual of the negotiator’s choosing, if released. They also craft a pair of Tehk’la blades for the individual. It’s not that Vor and Kor have any ill intent – they just assume that everyone in the galaxy is motivated by the same things they are (material goods), and that’s what they offer for their release. Once released, they do as they’re

told.

Cell F: Two Sarkans (Asvo Tel and Wub Vevris). Sarkans are very tall, reptilian humanoids. They have greenish scales and yellow eyes. Asvo and Wub can't even bring themselves to be excited about being rescued. Everyone who isn't a Sarkan, to them, is a barbarian. They were captured while on a shuttle with a bunch of foul-smelling cretins, and of course, all the cretins were let go while the Sarkans were kept, and then they were put into this horrible little place, and while they appreciate that the individual who chose to keep them has very good taste, it is time they should be let go, and if the heroes would please hurry up, it would be appreciated. (If you can "hear" that last run-on sentence in your head, spoken with a British accent, you now have a feeling for the flavor of these two.) The Sarkans assume the worst about their "rescuers" and immediately begin offering many gems to anyone who lets them go. They don't care who it is, they just want to be released, escorted to a ship, and set on their way. Payment will be forthcoming as soon as they have access to their accounts once more, and it WILL be in gems, not those worthless dataries. Hard currency is the only stable basis for any economy and all any self-respecting individual would deal in, after all.

Cell G: Three Mantellian Savrips. Anyone who has even a single rank in Knowledge (Alien Species) recognizes these on sight. Savrips are hulking creatures around two meters in height. They have massive upper bodies and ridiculously thick arms. Their eyes are small and dangerous, and these three in particular look like they not only wouldn't "let the Wookiee win," they'd pick the Wookiee up and swing him as an off-hand weapon. They're that big, and look that strong and mean. The Savrips also have no interest in communicating with the heroes. They stand bunched in the center of their cell, backs pressed together. One of them stares straight ahead at the heroes. The other two glare over their shoulders at the heroes.

Cell H: Four Tarasin children (Li'Iri, Honna, Tiscak, and Kaj), all of whom are Force sensitive (there are no other Force sensitive individuals in the zoo). No Knowledge check is needed to identify these kids as Tarasin. They look very relieved to see the heroes, and if there are any Tarasin among the rescue party, the children are downright ecstatic! They beg the heroes to release everyone – except maybe the furry one (the Shistavanen; they don't like the way he looks at them). The Savrips, the children are especially intent on seeing released. Honna has actually spoken with the Savrips, and understood what they said to her. One of the Savrips promised her that if anyone came and tried to take the children, and the children didn't want to go, he

was coming through the bars. Honna is glad it didn't happen, since while the Savrips are big, she thought it would hurt him a lot to do that. According to the children, the Savrips' names are Clu, Taf, and Mev. They want to hurt whoever put them in the zoo. A lot. If the heroes have a way of communicating with the Savrips (and through Honna, at least initially, is easiest), they can learn that the Savrips would prefer to try and find "the Mon" to going back to the ship or ships and protecting the others. They do, however, do as they're told (at least initially; these guys make a great reserve group just in case things go horribly wrong in the last encounter, and given the chance are happy to come along).

Cell I: A Quarren male named Bish. He was a pilot before being captured, and wants to get out. He has nothing special about him, has no way to bribe the heroes, but to hear him talk, he's one of the best pilots in the galaxy.

Cell J: A Balozar female. Balozars are sleazy-looking humanoids with short antennae sprouting from their temples (remember the deathstick dealer in *Star Wars Episode II: Attack of the Clones*?). This female – Zeth Bresque – looks like she's down to just about her last deathstick. Her cell is remarkable in that it has a slot built into its rear wall. When Zeth pulls a lever beside the slot, a deathstick slides down and falls to the floor beside her. This is apparently someone's idea of entertainment – to see how long the junkie can keep feeding the addiction before she falls over dead. Because of the proximity to her drugs, getting Zeth to leave is extremely difficult. The heroes need to drag her, kicking and screaming, away from the lever that gives her deathsticks whenever she wants them.

The heroes must figure out what to do with the prisoners. I won't bother listing out the options – there are several (leave them in the cages, let them out and escort them back to the docking bay, let them out and let them find their own way back, designate someone to be in charge, leave them in the cages and pick them up on the way back out, and so forth). The heroes just need to make a decision and move on. Anyone inhabiting a body can tell that the pyramid is getting weaker – the essences are being drained – and the darkstaff is growing stronger. They need to get there and stop it.

Oh, and because it's absolutely relevant: Every one of the slaves has been mistreated. Even the Tarasin children, who were captured yesterday, have been beaten. Tiscak even has lash marks across his face from where he was struck with a many-lashed whip by someone whose description sounds a lot like a certain

Chevin slaver.

KEY PLOT POINT: Each of the Tarasin children has a recently stitched wound on his or her chest (anyone doing a quick medical check on the children notices this automatically). All of the other slaves in the zoo have scars in similar places (as do the heroes who borrowed bodies of Mon's minions, as noted in Encounter 6). While none of the slaves know exactly what the scars mean, it's clear that some kind of surgery was conducted. Treat Injury (DC 24) allows the heroes to conclude that something was implanted in each of the slaves.

That "something", if the heroes have a way to figure it out (or if they decide to check the bodies of the Nikto they have killed) is a small explosive device. It's receiving a signal from somewhere else. The device is tiny, but it's been implanted in the lining of the slave's heart (or other vital organ, depending on species), and if it explodes, it's going to kill the slave. Removing the device is simple, in appropriate circumstances (i.e., in an operating room). Since they're mechanical devices, it's possible to ionize them – though the heroes may be reticent to do so without knowing if it will set the device off. (It won't, but it's wiser to analyze the device before trying this.)

If the heroes take one of these devices from the body of a Nikto, technically-minded heroes can use a datapad or other device to analyze it and determine (DC 28 Computer Use or Knowledge: Technology, or whatever else you feel is relevant) that the explosive only detonates if a certain signal is sent to it. It won't detonate based on proximity to that signal, or based on removal from its host, or based on being ionized. Only when it receives that single signal does it go off. It does one point of damage, but because of its location, that's enough to kill the individual into whom it was installed.

To emphasize: All of the bodies of Mon's minions that were found in the Sith fortress, except Nalvas, have this explosive in them as well. Thus, if the heroes are currently occupying Kaarror, Gorak, Nalz, or Yerj, they have an explosive in their chests as well. Nalvas was an ally who wanted to become a Sith Battlelord, but the others were all slaves (even if they didn't think of themselves that way). Give any hero who's occupying a body a DC 10 Intelligence check to think of this and check his or her own chest for a scar. It's there. The device can be ionized and thus disabled.

This all becomes very relevant in the final encounter.

Encounter 10: Valence

Key ideas of this encounter: the darkstaff takes possession of the body of one of Mon's slaves and tries to entice the heroes away from the ship; they aren't more than a proverbial "fly in the ointment", but it doesn't feel like dealing with them – or so it says

Music Recommendation for Encounter 10: Track 8, Star Wars Episode II: Attack of the Clones soundtrack: "The Meadow Picnic"

NOTE: You may, at this point, find yourself running short of time if you're in a convention setting. If so, the critical elements of this encounter are follows:

The darkstaff, wearing Alianda's body, warns the heroes to turn around and go back. It identifies itself to them, warns them of its power, and offers to grant their fondest desires – which it knows, because they are, in some respects, inside it. It unabashedly admits to any of the various vile acts of which it might be accused. It has, as you know if you've played or run the "Belted In" trilogy (particularly "Excursion" and "Recursion") destroyed worlds and almost wiped out entire species. It thrives off the suffering of others. Even the Force wouldn't be enough to help a hero who made a deal with this Thing.

The path deeper into the ship is clear if the heroes only follow their instincts (or Malksch, who knows the way even if nobody else borrowed a different body to wear for the second half of the event). About ten minutes after they pass through the zoo (and do whatever they decide to do with its inhabitants), they come to a corridor that ends at a bright red blast door. Seated in front of the blast door, her legs crossed, is a Human female in her early twenties.

The girl looks up as you approach. She has light brown hair bobbed just above chin-length and a round, plain face. She wears a jumpsuit like those worn by the crew, with one exception. Where the crew's jumpsuits have Mon's symbol on them (the crossed Rancor claws), hers has a bright red circle on the left side of her chest. You've seen the symbol before – every individual imprisoned in the zoo also wore it.

Then you meet her eyes, and you know something is wrong. From lid to lid, they are dead black. Then she speaks.

"Mortal life is fleeting. Ignore your foolish notions. Leave my ship now."

The voice that comes from the young woman's mouth does not at all match the young woman's face. It is dark, and rough, and painfully deep. Imagine James Earl Jones, his throat lined with sandpaper.

The easiest way to run the remainder of this

encounter is in a Q&A format. Again, however – if you’re really short on time, you can skip to the key information and watch as the heroes elect to ignore the Sith artifact’s offer of money and/or power and/or material goods. The key information is contained in the first three answers below. For those responses where the darkstaff prattles on, don’t feel as though you have to read the entire response – but if the darkstaff is interrupted, it gets *angry*. It doesn’t do anything to the heroes, but it may help the tension a little.

Are you Phylus Mon? *No. I am what you call the darkstaff. Mon is on the far side of this door.*

Why do you look like that? *I’m borrowing the body of one of Mon’s slaves. The girl has no life; she is owned. Besides – it’s easier to speak to you in this form.*

Why did you call this your ship, then? *Because it is. Soon, I will be whole again, and everything within this ship will be part of me. I am willing to give you the opportunity to leave, however.*

Opportunity to leave? Please. You sound like every holo-vid villain ever written. You’re afraid we’re going to stop your plans! *I’m not afraid. I am fear. But you were... unexpected. If you will not accept my gracious offer of mercy, then my second plan will have to do. I know your heart’s desire. I can give it to you, if you leave my ship now.* [It then tells each hero the thing s/he most wants in life; this information was one of the things the hero was asked to write down at the beginning of the event, so you should have it available to you for easy reference.]

You’re kidding, right? We’re heroes. We’re here because you’ve enslaved the essences of seven individuals in some glowing pyramid, and we need to get them out. *Why? What are these people to you?*

Doing what you’re doing is wrong. We’re going to stop you. *You keep saying that. But I’ve been doing this for millennia. I’ve done similar things in this very system before. Why do you care now?*

Because it’s wrong. How many different ways do we need to say this? *But why is it more wrong now than before? I need these essences to restore myself, just as I have used other essences to sustain myself. We all use others for our own ends. Even the noble Jedi are not innocent, in that regard.*

We’re going to destroy you. *Does this mean you do not accept my offer?*

No, we don’t accept your offer! *Then I will move to my third plan. I will kill all of you, and you will become part of me.*

Whatever. I’m in a borrowed body. If you kill this body, I go back to my own – you can’t kill me! *A borrowed body? Then you’re no better than I am, are you? You have enslaved another being to protect yourself. Hypocrisy. This reeks of Jedi. And I can and I will kill you. You are inside of me, now. This is my ship, but it is also becoming my new form. Physically, you could leave – if I allowed it. But your essence cannot leave without a body. If I kill you, you are MINE.* [NOTE TO THE GM: This is a bald-faced lie, and the darkstaff knows it. The darkstaff, as a Sith artifact, has a Bluff of +35. Technically, it *could* do what it says, if it were present in the room with the heroes when they were killed and if it were at full power. However, it’s not going to be in the room with them, nor is it planning to be. It is weakened, and has been ever since it was flung out of the system by the Force lightning that blasted it from the Sith fortress at the end of “Philology”.]

Mon is behind that door? The one behind you? Get out of our way! *You will hear what I have to say. The door cannot be opened from either side unless I wish it to be.*

You can’t win. We have the Force on our side. *You have a small part of the Force, the part that is yours. I have the Force from worlds. I have the Force from creatures so great, so powerful, that armies tried to hunt them down. I have the Force of the Sith. When I am done, I will have yours as well.*

So you admit that you destroyed the Oblee? *Of course I did. I have nothing to hide. Lives end. I am powerful, so I have the right to choose when they end. The strong have always made such choices for the weak. Some are never destined to be more than slaves. It is the natural way of things.*

You’re insane. *I am Sith. Insanity is nothing but a word invented by the weak to explain why the strong have power.*

Why are you doing this? *Because I, like all living things, wish to be whole. Because Mon is greedy, and easily manipulated. Because I CAN.*

If you’re so powerful, why didn’t you blast us out of space before we docked here? *All of my power is, for now, focused inward. No one who came into this ship was ever going to be a true threat to me.*

Why don't you just kill us now, then? Huh? We're waiting! ***It will be more entertaining to watch Mon's warriors rip you apart.***

So you're a coward. ***No. I know how to use my resources. Why exert myself killing you, when Mon and his menagerie will do it for me?***

Questions whose answers cannot be extrapolated from what is outlined above are simply answered with, ***That is not relevant to me at this time.***

The main problem with playing the darkstaff for any extended period of time is that it's going to hurt your throat. This encounter shouldn't drag on too long – if it lasts more than 15 minutes, you're (a) going to hurt yourself and (b) playing the darkstaff with far too much patience.

When it deems the conversation complete, it leaves the young woman's body. The heroes have two rounds to succeed in a DC 30 Treat Injury or Heal Another check before she dies from the shock of having something that horrible inside her rip itself out that quickly. Her name, whether or not she survives, is Alianda. If she lives through this, she's going to need some SERIOUS therapy.

Oh, by the way: Any hero who makes the serious decision to accept the darkstaff's offer does NOT, in fact, gain his or her heart's desire. C'mon, people. The darkstaff is a SITH ARTIFACT. It LIES. What happens to the hero is that he or she feels a jerking sensation just as the first shot is fired in the final combat, and wakes up back in his or her body. The body the hero had inhabited falls over dead, and no one in the party knows exactly what happened until they get back to Almas. If the person is in his or her own body, he needs to make a DC 25 Fortitude save or be knocked unconscious for 1d4 minutes. The hero who decided to make a deal with the darkstaff gains a dark side point for being greedy. As ever, make sure to warn the heroes about the possible consequences of making a deal with this thing, so that they won't be too shocked when they either get dumped out of the event prior to the resolution, or potentially knocked unconscious by a Sith artifact.

Encounter 11: Force

Key ideas of this encounter: the heroes slice or blast their way through the red doors; on the far side is Mon's receiving chamber, where Mon has gathered his most powerful retainers – and where, by the time the heroes get through the door, Mon is searching for the

(now missing) darkstaff

Music Recommendation for Encounter 11: Track 13, Star Wars Episode II: Attack of the Clones soundtrack: "Confrontation with Count Dooku" and "Finale"

I hope, by this point that you've made it clear to the heroes what they have to do. Their goal should be the destruction of the glowing pyramid. That is their purpose. That is their mission. It is incredibly unlikely that the party of heroes, plus Malksch, can kill all of the threats that wait on the far side of this door. Even if they have the Savrips with them (and the big guys really want to come and help rip some things apart), the heroes are likely to be overmatched. What they have to do is destroy the container (the pyramid) that has enslaved the essences of the seven individuals taken at the fortress and get out. If they do this, they foil Mon's plans to use the darkstaff for his own ends. More importantly, they foil the darkstaff's plans to repair itself and become whole once more.

The fight is not written to kill the heroes – but it very easily could, if they aren't smart. The Panthacs are vicious, the Coruscanti Ogres are big and mean, and the Wampa – well, the Wampa is a beast. Then there's Mon himself, his lieutenants – well, you get the picture.

Here's another critical aspect of this encounter: Aside from Mon and the heroes, nobody in this room is here because they WANT to be. They're here because Mon controls them. He owns them. They are not loyal to Mon because they love him. They are loyal to him because if he dies, they all die. Each of Mon's slaves has been outfitted with a small explosive device in his or her heart. If Mon's heart ceases to beat, all of the explosive devices in his slaves' chests go off. Thus, they are motivated to keep him alive.

Some of them, though, also want to be free. No one has ever made it this far into the *Animiasma*, and both of Mon's lieutenants (the Anzat Mischa Vorfren and the Blood Carver Ke Len) recognize that this could be their chance to get free once and for all.

Others, like the Panthacs, Coruscanti Ogres, and the Wampa, lack a full awareness of what was done to them. Mon's hold over the weaker-minded creatures is much stronger than his hold over the more intellectual of his slaves.

Opening the Door

If you're short on time, skip making the door itself a challenge and ignore the next two paragraphs.

There is a touch-pad by the door. The heroes can attempt to slice the passcode on the touchpad. Doing so

requires a DC 35 Computer Use check. Taking 20 is not an option; since failing the check means that another blast door slides shut, creating a double-thick barrier (just like what happened to Han at the bunker on Endor). Taking 10, however, is fine. If they manage to trigger the second door, it requires a DC 40 Computer Use check to open both of them from the control panel.

If slicing doesn't work, they can just blast their way in. The red blast door has DR 10 and 240 WP (so it's not very thick). The door that slides down if the heroes goof up on the slicing attempt has DR 15 and 720 WP.

Mon's Greeting

Give the heroes Listen checks as the doors slide open. If they succeed at DC 25, they hear the following: "I don't care – find it, it can't just disappear. It can't!"

The problem Mon has is that the darkstaff just teleported itself away, to a place only the Plots team needs to know about. It is out of the reach of the heroes for the duration of the event.

It's not quite a throne room, but it comes close. The room is massive, easily 50 meters to the far side and 30 meters wide. At the far end, on a silver chair in the center of an elaborate gold-and-green dais, sits a grizzled Chevin. A grayish-skinned humanoid stands to his right, and a gold-skinned humanoid with birdlike features and claws for hands stands to his left. A dozen feral, catlike creatures lounge on the floor in front of the dais, and eight enormous brutes wielding huge clubs glare at you from where they stand guard in front of the dais. A trio of small humanoids sit at the Chevin's feet. Behind the Chevin, barely visible over his right shoulder, is a pedestal on which a glowing pyramid rests.

He looks up as you enter, regards you, and speaks in gruff Basic. "You have one chance to leave. Go now, or become mine."

Mon has no intention of letting the heroes go. He also doesn't intend to have any further dialogue with them. Those words were a signal to the three Chev Force Adepts seated as his feet to use their Force Mind ability to augment all of the allies currently visible to them (this includes Mon, his lieutenants, the other Chevs, the Panthacs, the Ogres, and the Wampa (who is not visible to the heroes, since he is behind one of the two walls shown on the map, but is visible to the Chev; he only receives the benefits of the Constitution enhancement, since he can do his own Strength and Dexterity and get a better result)). One Chev enhances Constitution, one Strength, and one Dexterity. Note that the change in Constitution score does not retroactively affect vitality points, but it does change Fortitude saves and wound

points (and since Mon loves his Dissipate Energy, as does the Wampa, this makes a difference for them). Vorfren pulls a lightsaber (but doesn't ignite it) and Ke Len prepares her blasters. As soon as they feel the changes from what the Chev have done, the Panthacs and half of the Ogres charge.

Tactics, Round 1

Mon's whip begins to glow. This increases its damage from 3d4+1 to 3d4+3d8+1, and costs him 7 vp.

The Wampa enhances its Strength and waits.

The Chev Force Adepts use Heal Another on each other, to restore as much as possible of the 26 VP it cost each of them to use Force Mind the previous round.

Four of the Ogres charge the heroes. All of the Panthacs charge the heroes. The Panthacs attack as a pack, targeting the largest individual invading the Master's territory and attempting to rip him into little pieces. Being size Tiny, the Panthacs must be in the same square as their victim to attack; four of them can fit in a square, and thus only four can attack any hero in a given round. The Ogres prefer to engage 2-on-1, but likely won't be engaging anyone this round.

Vorfren walks to the front of the dais and stands at one end of the line of Ogres. He ignites the lightsaber in his hand. Its blade is green. Ke Len moves to the front of the dais and opens up with an autofire barrage from her light repeating blaster. Because of her feats, she has no range penalties.

Tactics, Round 2

It may be that the heroes interfere with these tactics. Modify them as appropriate.

The Wampa enhances its Dexterity, then activates its Battlemind. It is waiting for someone with a lightsaber (other than Vorfren) to come into view.

Mon uses Fear on the first opponent to activate a lightsaber. (*He looks at you, and you can tell that he knows the things that scare you, that he can control them, send them against you... but you can defeat these fears, if only you give in to the dark side...*)

Two Chev Force Adepts ready to Force Strike the first individual who comes within range (10 meters). This means that one person is going to get smacked pretty hard when they charge forward. The third Chev creates the illusion of a rancor, coming in through the door behind the heroes.

Half of the Ogres, and all of the Panthacs, engage the heroes.

The other Ogres, and Vorfren, ready to intercept and engage anyone who tries to reach the Dais. Ke Len continues to use her light repeating blaster on autofire until it's no longer practical (or until someone cuts it in half). Then she switches to maneuvering for sneak attacks with whatever weapon is practical.

General Tactics

Past round 2, it's hard to say how things may go. However, a couple of key things:

When he is engaged in melee combat, Vorfren says (loud enough that the hero can hear, but not loud enough for Mon to hear), ***"Ionize my chest. I'll give you the bloody lightsaber if you'll just ionize my chest."*** Sense Motive (DC 15) reveals that he's serious. If the heroes have figured out anything about the explosives in the chests of the slaves, this should make sense to them. Otherwise, Vorfren may have to continue to defend himself and give them the short explanation. (***"I want to be free. I want to kill him. I can't, because if I do, an explosive in my chest goes off and I die. Free me, and I'll help you!"***) There are no ion weapons allowed on the ship, because Mon knows that he might not be able to control his people if they were not subject to the constant threat of death if he were killed.

Ke Len hasn't thought of this tactic. She's more "beaten", psychologically, than Vorfren. However, if her chest gets ionized, she pauses, apparently stunned – and then, the next round, turns on Mon and opens fire.

The Chev Force Adepts HATE Mon with a blazing intensity. The moment they're ionized, all three start trying to Force Grip him to death. Until then, they do things like create Illusions of more attackers coming in from behind the heroes, or create duplicates of existing attackers (an illusionary Wampa might at least draw the attention of the heroes for a round).

The Wampa, as soon as someone passes its location, moves out and attacks. It prefers to attack and kill Jedi, so anything other than Vorfren with an ignited lightsaber is target one. Its hatred of Jedi is so complete that it spends a Force point the first round to power up its Sith sword. (The Wampa, after all, is Mon's personal bodyguard – and when you're an evil slaver, you want your bodyguard as well-equipped as possible...) The Wampa does not understand any language other than Chevin. This is by design – Mon didn't want him to be subject to Affect Mind suggestions in Basic or the other more common tongues. So, unless the heroes know Chevin (or unless

they free the Chev and ask the Chev to command the Wampa), the Wampa isn't going to be affected by Affect Mind suggestions – since it can't understand them!

The Ogres are grunts. They attack until dead. Ditto the Panthacs. If someone is very good with animals, however, it may be possible to settle them down a bit. Set DCs for such attempts that make cinematic sense.

Mon uses Fear to keep attackers from being able to hit him, and counts on Dissipate Energy to help him survive energy attacks (remember that the DC is 10 plus damage for the associated Fortitude save). If things look bad, he presses a button and his throne is sent through a hole in the ceiling to a docking bay with his private shuttle. If Mon is in danger of being killed and has a chance to speak, he does so. ***"Kill me, and all who are bound to me die as well. Even the lizard-children I took from your jungle world."***

He's not bluffing; it only requires DC 10 (Sense Motive) to realize this. He takes far too much evil glee in this aspect of his plan for the heroes to mistake it for other than the truth. Mon has no way to know if the heroes have done anything about the Tarasin kids, though, let alone the rest of his slave crew.

He also recognizes the bodies some of the heroes may have borrowed. If any of his slaves who were left in the fortress are present, Mon points out (with no small glee) that they too die, if he dies.

If the heroes know that killing Mon may result in the deaths of all his slaves, this creates a fascinating moral conundrum for them. Mon is **Evil**. He buys and sells living beings. He steals children. He tried to use the darkstaff to create a slave army.

But if they kill him, creatures he has enslaved die as well.

GM Note: This presumes that the heroes have not figured out some way to prevent the signal from being transmitted, and have not removed all the explosive devices. Clever, technically-inclined heroes may also contrive some way to jam the outgoing signal to keep possible targets safe. GM, you'll have to judge whether the heroes can thwart Mon's ultimate "ace up his sleeve".

Make sure this is clear to them, as they engage Mon. If they haven't already figured it out, he tells them – while dodging lightsaber slashes, blaster bolts, or whatever they want to throw at him.

This brings up a possible moral dilemma. The heroes are not the ones who are, effectively, holding guns to the heads of a great many hostages. Ultimately, the responsibility of any deaths from Mon's device is his, and his alone. Nonetheless many heroes will want

to preserve the lives of Mon's slaves, and should want to.

Motivation now becomes extremely important. If the heroes exhibit great concern that Mon's escape would simply mean further victims and a similar situation in the future, they are probably justified in trying to take him down but obviously they should try to do so non-lethally, to save the slaves. If they simply kill him out of fear, frustration, hatred, or any of the other "dark" emotions, warn them they will be eligible for dark side points. Moreover, killing him without even trying to capture him or render him unconscious while the device can still kill the slaves, makes them eligible for a dark side point.

Note also that one of the freed slaves, if any, might score a killing blow on Mon. The heroes are not held responsible for that.

Bottom line: the heroes should do everything in their power to capture Mon. The mere fact of his death does not mean that they should get DSPs but it is also reasonable if they decide they would rather let him get away than allow his signal to kill the slaves. Destroying the pyramid is the main goal. Callous disregard for the lives of his slaves will earn them DSPs.

Mon isn't wild about being captured, either. He has leverage others don't, though. In the past, some Believers have attempted to kill themselves to keep the heroes from learning about their organization. Mon makes the same threat – and even uses Force Grip on himself to demonstrate his conviction – counting on the fact that if the “heroes” know he can do it, and that his death will bring about the deaths of others, they're likely to let him go.

He's **Evil**. He's also very powerful, and you don't get to be that powerful if you can't escape difficult situations. However, heroes are known for being to thwart the plans of evil masterminds. If they figure out a way to do it, let them.

Oh, and disabling Mon's signaling device is not as easy as ionizing it. He's encased the actual mechanism in a shell of thin metal that's impervious to ionization; if he dies, that shell opens, and the signal is emitted to trigger the deaths of all who are linked to him. Just because ionizing the underlings works doesn't mean the heroes should count on it working on Mon. He actually laughs and tells them as much, if they try it. Vorfren can also tell the heroes that this is the case, as can Ke Len or the Chev.

As mentioned before, however, if all of the slave devices have been ionized, Mon's signal is useless. For this to have happened, the heroes would have to have had some pretty clever ideas earlier.

The Pyramid

The pyramid containing the essences of the seven individuals who were put through the Battlelord ritual gone awry is not invulnerable. It is, however, highly resistant to energy attacks, absorbing the first 20 points of each energy attack directed at it.

Physical attacks are much more effective. The pyramid has 20 wound points and a hardness of 4. Once those WP are gone (and that could be as easy as two shots from a slugthrower!), it shatters, and the essences return to their bodies.

This has some important ramifications, though, which the heroes must consider (“consider” = Wisdom check, DC 10). First, Oden Malksch is currently inhabiting the body of Karae Nalvas. If Malksch goes back to his own body, that means the heroes have to deal not only with Mon and his minions, but also a dark Jedi of considerable level. (Fortunately, Nalvas is pretty unhappy with Mon, who made a deal with him and then broke it, leaving Nalvas for dead in the fortress; not that Nalvas didn't also plan to betray Mon, in the end, but he didn't get the chance to do so because Mon betrayed him first!) Malksch gets the DC 18 Will save noted below to not get sloughed out of the borrowed body.

Second, any hero who has been “borrowing” a body feels himself being jerked back toward his or her true body. Unlike anyone who made a deal with the darkstaff, these individuals who are present in the room and trying to free the essences and the other slaves may make a Will save to try to not leave the situation. The DC of the Will save is 18. A hero who succeeds at this save (and by all means, they can spend Force points to do so; please remind them of this fact, if necessary) suddenly finds themselves sharing thoughts with the other individual – which is very disconcerting. Every round, such a hero must make a Will save (DC 12) to keep from being dazed. A dazed hero can still defend him- or herself normally, but can take no other actions. Only heroes borrowing bodies belonging to Mon's people need make this save; the two Jedi understand the situation immediately, and go into a trance so as not to disturb the other individual in their bodies (unless they are called upon to assist, of course).

Anyone who fails the save is jerked back to his or her body wherever it was left (most likely, the basement of the Jedi academy).

Resolutions

I foresee three possibilities. First, the heroes might destroy the pyramid (their actual goal) and run. That's fine, and lets you have a running battle with some of Mon's minions (but not Mon himself; he doesn't run after intruders, that's why he has slaves!). Second, the heroes might kill all of Mon's minions, and Mon himself. Difficult, but possible. Third, the heroes

might ionize the explosive devices in the chests of the underlings, and let them go after their boss. There are plenty of variations on these three options, and I'm sure that no two groups will run exactly the same. In the end, though, the heroes should (I hope) emerge victorious, and escape Mon's ship.

Destroying the *Animiasma*

The darkstaff is gone, as near as anyone can tell, but it has transformed this ship into something very strong in the dark side. It is, in fact, a minor dark side site (though the heroes, by virtue of having been in it when it transformed, did not suffer the game mechanic consequences; they are treated as having made their saves). There is no single location where the dark side is strongest, though – so Force light cannot purge the taint from the ship. It needs to be destroyed. How this might be accomplished is up to the heroes, as is what can be done with the now-free (and hopefully alive) slave crew.

Key Things Mon Knows

1. Len Markus is alive. He gave Mon the darkstaff, to bring to Cularin and repair.
2. The darkstaff disappeared seconds before the heroes opened the door. [Note to the GM: It's nowhere on the ship.]
3. Yes, he planned to make the individuals whose bodies got left behind into Sith Battlelords, and to make them all subservient to him in turn. Well, except for Nalvas. Him, Mon planned to have killed, to test what killing a Battlelord would do. Things didn't work out as expected. The ritual went wrong.
4. The tome describing the creation of Sith Battlelords is in his cabin. [And, predictably, written in Sith; one of Mon's other slaves, who is No Longer Appearing In This Event, did all the appropriate translations for Mon. This slave was then offered an early retirement package – out an airlock.]
5. There is a powerful Dark-Sider, somewhere in the Core, with a great interest in the Cularin system and the Almas Academy. He has no further specifics; this is the sum of a bunch of little information he has accumulated.

Conclusion

Modify the following to reflect the choices the heroes made, and any prisoners they may have, at the conclusion of the scenario. There are a lot of options,

so this conclusion presents a minimum of box-text, while (hopefully) giving you everything you need to wrap up the adventure.

Phylus Mon

If he's alive and in captivity, he's probably unconscious, and drugged to stay that way. Once the heroes abandon the *Animiasma*, whether they destroy it or not, their sensors pick up a regular signal on a familiar channel.

All within the sound of my voice – this is Nirama. I have heard a rumor that the slaver Phylus Mon is in Cularin. Anyone who brings him to me will be rewarded. Handsomely. Alive or dead, I do not care.

It's a recorded message, but it's on the right channel to be Nirama, and the voice is right.

The heroes can choose to take Mon to Nirama. Nirama is not interested in negotiating price. "Handsomely" is 20,000 credits per hero, if Mon is alive, 10,000 if he's dead and the heroes hand over his carcass. If he's dead, but the heroes have no body while having some form of proof that he's dead, the price drops to 2,000 credits. This is still per hero.

Mon can also be handed over to the Cularin Militia, to Master Lanius and the Jedi, or to the Tarasin irstat whose children he stole. There is no specific reward associated with any of these other choices, aside from the knowledge that the heroes brought an evil slaver to justice.

If he escaped, Mon makes his way to a small shuttle stored in a nearby asteroid and leaves Cularin, at least for the time being.

The *Animiasma*

There is no salvaging this ship. It needs to be destroyed. Run into a sun, perhaps, or landed on the molten surface of Rennok. Just leaving it floating in the middle of the Asteroid Belt – a minor dark side site in what's already not the kindest, gentlest of systems – is just plain irresponsible.

Returning to Almas

Master Lanius greets you on the landing platform with a smile and a handshake, then leads you inside. Gathered in his office are Master Devan and the other ranking knights at the Academy. Also present are Governor Barnab Chistor, Senior Counselor Westa Impeveri, Nadin Paal (Nirama's second-in-command since Len Markus disappeared), and a nicely-dressed

Tarasin female with a lizard tattoo that runs up and along her jawline. Master Lanius introduces each of the dignitaries in turn, coming at last to the Tarasin.

“And this is Sa’Arli. She is one of Senator Wren’s senior aides, and is here on behalf of the Senator.”

The following speech is written for Sa’Arli, who speaks in a soft, firm tone. It could feasibly be delivered by any of the individuals present.

“You have done something truly remarkable. You have answered the call to defend your home, and in so doing have walked the darkest halls of a Sith fortress and boarded a slave ship. That any of you survived is, to me, astonishing and wonderful. You have proven – as you have many times in the past – that you are the individuals we refer to, when we speak of the heroes of Cularin.

“This is a critical point in your careers, though. If you haven’t already seen it, now you must. There are some things that are too raw, too frightening, for the average person to comprehend. There is war. That is frightening enough for the Ithorian who tends bar on Cularin, or the Rodian who taxis drunken tourists through the cities of Genarius. But slavers in Cularin, and sites so strong in the dark side that they hurt you to be near – these go beyond the fears we know.

“You have stepped into a larger world, into a greater role. You are among the strongest, the smartest, the quickest of Cularin’s citizens. This means you must protect them. From the things they know, from the things they don’t know – and from the knowing itself.

“All of us here wish very much that we could give you a parade, that we could erect statues in honor of what you have done this day.

“One day, I believe we may. But not now. Right now, we must all work together, to protect our home. That you have done all you have renews my faith that we will be successful, and that Cularin will again be free. When the war is done, all our stories will be told, and all our celebrations will be joyous.

“I cannot give you a parade today. But Senator Wren asked that I give you these.”

She then hands each of the heroes a small box, inside of which is a medal. Each of the heroes have just received the Order of Cularin. Refer to the loot summary for a description of the medal and its game mechanic effects.

The heroes can then speak to the various NPCs present. All are congratulatory, and offer various rewards, and all echo Sa’Arli’s sentiments. The heroes should use their best judgment in speaking of what they have seen

and done.

Their judgment, however, is very good. They **are** heroes, after all.

Here Ends, “A Mon Alone”

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 (800 xp for this two round scenario).
- 2) Assign discretionary role-playing experience (0-600 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 rescue the Tarasin children and the other slaves and ensure Mon’s departure from the system, one way or another? If so, each hero who survived receives 800 xp.

Adventure Experience:	800 xp
Roleplaying Experience:	0-600 xp

Total Possible Experience:	1,400 xp
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If the heroes did not complete the scenario because of time constraints, but were “on the right track,” you may award ½ adventure experience. If the heroes succeeded in freeing some of the slaves, but killed others by killing Phylus Mon when they knew this would kill innocents, award them ¾ adventure experience.

Loot Summary

If it’s not on this list, the PCs cannot keep it. This is a house rule, which overrides what they may actually acquire in the scenario. The scenario also stipulates certain conditions that must be met before the heroes would receive some of the items below, such as freeing

a certain captive or negotiating.

Encounter 5

_____ **from the Sith fortress** (limit one per hero). The hero named above recovered this mundane item from the lower level of the Sith fortress on Almas. It is an item generally available on the streets of Cularin with a street price of 500 credits or less, and has no necessary additional value because of its dark side pedigree. It's just a souvenir. A hero who possesses a souvenir from the Sith fortress must show this certificate to the judge at the beginning of any LIVING FORCE event he or she plays – just in case...

Encounter 9

Suit of Electromesh Armor (one, certed): This suit of electromesh armor was crafted for the hero named above by the brothers Vor and Kor Essen. Electromesh armor is described in the entry on Nagai, in the *Ultimate Alien Anthology*.

Tehk'la blade (two, certed separately): These blades were crafted for the hero named above by the brothers Vor and Kor Essen. Tehk'la blades are described in the entry on Nagai, in the *Ultimate Alien Anthology*.

From the Nikto: 4 vibroblades, 4 combat jumpsuits, 8 blaster rifles (but let's be realistic about what people can carry, shall we?)

From the Sarkans: 5000 credits worth of gems

Encounter 11

Ish-Bel Tur's lightsaber: This green-bladed lightsaber is clearly marked with Jedi Knight Ish-Bel Tur's emblem. Ish-Bel Tur was a Knight at the Almas Academy who was apparently killed when the ship he was on, escorting Gerta Haman to a meeting on Coruscant with Senator Wren, was destroyed. That his lightsaber made its way into Mischa Vorfren's hands casts some doubt on Thaere's "official" version of the story of the death of the Jedi Knight, the resistance leader, and a number of its own soldiers. Any Jedi hero may petition Master Lanius and Master Devan for the right to wield Ish-Bel Tur's lightsaber as a tribute to the fallen knight, rather than wielding their own lightsaber. The petitioner's lightsaber must be turned over to the academy, for use by Padawans (this is what would have happened to Ish-Bel Tur's lightsaber). Any non-Jedi who wields this lightsaber risks the wrath of the Jedi Order, since the lightsaber should be returned to the Jedi, with the Knight who owned it dead. The emblem cannot be obscured in any way, shape, or form – any

Jedi who has trained on Almas recognizes the case and emblem on sight, and is obligated to take it back to the academy and return it to Master Devan if it is found in non-Jedi hands.

Various blasters and other weapons

Conclusion

Credits from Nirama (per module text)

Order of Cularin Medal (one per hero; heroes who died have the medal delivered to their families by Sa'Arli): The hero named above has received the highest honor able to be bestowed on a citizen of Cularin, the Order of Cularin Medal. This Medal, forged in gold and overlaid with platinum and various red and orange gems, indicates that the individual has gone far beyond the call of duty in protecting Cularin, and has risked his or her life in the process. The Order of Cularin Medal has the following benefits when worn openly or displayed to another individual.

1. It grants its wearer +3 Reputation inside Cularin.
2. It adds an additional +5 equipment modifier to any attempt to obtain information through legitimate channels.
3. It allows the hero one complimentary round of drinks for himself and his group in any cantina in the system (once per adventure, due to their heroic reputation).
4. It serves as a recommendation for promotion within any branch of the Cularin Militia (once only).

Player Handout 1: Preparation

This is, clearly, not a standard event. Your GM needs information about your character to help expedite various pieces of the scenario – especially the combats, which at high levels can be very challenging to run. Please record the following on an index card and provide it to your judge:

Character Name	Class(es)	
VP/WP	Dex Modifier	Improved Initiative (if you have it)
Fort	Defense	Force Points
Ref	Defense (flat-footed)	Dark Side Points (unatoned)
Will	Spot bonus	Listen bonus
	Non-standard Knowledge skills	
	Hero's ultimate life goal	

Player Handout #2: Kaarror, the Wookiee

Roleplay Clarifications: You, the hero, are still you. You simply have an awareness of someone else, and their impressions of those with whom they have been trapped (the other minions of Mon's and the two Jedi). Some of the bodies, and memories, are stronger than others, and may influence your behavior somewhat. The physical description is what you look like, in the body of this "other". The mental impression is what remains of them. You may use the mental impression to enhance your roleplay with the other heroes, to help you better understand Mon, or perhaps some or all of the above, but the mental impressions are not meant to force you to think or play a certain way. Everything that says "You" under the mental impressions is meant to describe the thoughts that linger from the prior inhabitant of this body. Thus, if you read, "You hate all Jedi," that doesn't mean that your hero hates all Jedi; it means that the memories of the body into which you've stepped are those of hating all Jedi. **The only parts of the text of this handout that bind you are the physical description, and the assets and drawbacks. You cannot escape what you look like, and the assets and drawbacks were such central parts of who this individual was, that they remain even with the Force essence stolen away.** We will discuss the stat block, and how you use it, when we come to that point.

Physical Description: You are over two meters tall, covered in pale fur – except for your shoulders, which have been shaved, and where the fur is only starting to grow back.

Mental Impression: You retain the memories of who you were before you entered this body, an awareness of everything that happened to you over the course of your life. But you also have a sense of who Kaarror was, and what he valued. Not everything about your new host is pleasant. The paragraphs below represent what you retain of Kaarror's memories; they are generally distinguishable from your own, and while you are aware of them, they probably will not guide your actions.

You remember the great trees of Kashyyyk, but only barely. You remember being caught in a net. You remember being bundled into the hold of a ship that smelled very, very bad, and taken to somewhere very strange, with lots of buildings and no trees at all. You were moved to another ship, and another. You traveled the galaxy, but you did not forget your home world. You crew, and you began to fight because you were paid and fed and treated better when you fought. You came to know a Chevin (you didn't know him as a Chevin at the time, he was just another strange looking alien) named Phylus Mon. He liked you. He bet on you and won a great deal of money on you. He bought you your freedom, when you were of age. You found other Wookiees, who called themselves the Kalmec, and joined with them. You helped supervise spice deliveries and the provision of other pleasantries to the wealthy around the galaxy, and enjoyed watching them slowly destroy themselves with their excesses. It was what they deserved.

You were promoted through the Kalmec ranks, and eventually, as a sign of your status, you shaved your shoulders. You did a little of everything – it's a blur. Drugs, murder, extortion, gambling – you assisted with all of it. Then came the contact from your old friend, Phylus Mon. He wanted you to come and work for him, and while he didn't say as much, you knew how things would go with him. You could either go and work for him, or you could die. Not much of a choice. He wanted you to go to a place called "Cularin". It seemed safer than trying to avoid the Clone Wars, so you went. Your arrival in Cularin is the last thing you remember, aside from an enormous black spire.

The Trandoshan hates you, but that's the nature of her kind. She's useful, in her own way. Good to stand behind. The Barabel delights in being sneaky, and you've heard of a Barabel bounty hunter in Mon's employ. This might be him, and if so, he's quite a force to be reckoned with. The Spinner is just a freak. No two ways about it. Every time you look at him, you find yourself thinking that he would make a good comb. As to the Human – he's big, but he suffers from the shortcoming of all Humans. He thinks he knows everything, and he doesn't know when to shut up. No Jedi has ever been worth more than you could get if you sold his lightsaber on the black market – and you've sold a half-dozen, in your time.

Assets: You may not be the most powerful Wookiee, but you know how to make an attack count. You may use your Precise Attack bonus with your vibro-axe as well as the normal complement of weapons; the same restrictions apply, other than that. Your eyes are also particularly good – you notice things others might not (+2 bonus on Spot checks).

Drawbacks: The you who you are can still sense the residual anger of the one Kaarror was. His rage was difficult to control, after years of fighting for his life and more years as a killer of galactic proportions. If you take more than 30 points of damage in a round, while inhabiting Kaarror's body, you must make a DC 18 Will save to avoid flying into a Wookiee rage. Note that if you are Force-sensitive, this does not automatically give you a dark side point, as it is merely an amplification of the rage inherent in Kaarror's species.

Kaarror, Male Wookiee Scoundrel 2/Scout 1/Soldier 5/Bounty Hunter 6; IM +5 (+1 Dex, +4 Improved Initiative); Def 19 (+1 Dex, +8 Class); Spd 10 m; VP/WP 112/14; Attack +17/+12/+7 (2d8+7/19-20, vibro-axe in two hands) or +13/+8/+3 ranged (3d8, heavy blaster pistol); SQ Rage, Extraordinary Recuperation, Illicit Barter, Lucky (1/day), Target Bonus +3, Sneak Attack +3d6; SV Fort +10, Ref +9, Will +7; SZ M; FP 4; DSP 6; Rep 5; Str 18, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Equipment: street clothes, +1 mastercraft vibro-axe, heavy blaster pistol.

Skills: Climb +12, ~~Demolitions +6~~, Escape Artist +6, ~~Gather Information +10~~, ~~Intimidate +17~~, Jump +11, ~~Knowledge (streetwise) +5~~, ~~Listen +6~~, Move Silently +16, Pilot +4, Repair +7, ~~Sense Motive +7~~, ~~Spot +11~~; ~~Speak Shyriiwook~~, ~~Understand Basic~~, ~~Understand Huttese~~.

Feats: Armor (light), Dodge, ~~Headstrong~~, Improved Critical (vibro-axe), Improved Initiative, Mobility, Power Attack, Spring Attack, Track, Weapon Focus (vibro-axe), Weapons (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibroweapons).

For the duration of the event, you use your own mental ability scores and related skills and feats, but you use Kaarror's physical abilities. This includes his attack sequence, his VP/WP, any skills based on Strength, Dexterity, or Constitution (other than Force skills), and any physical feats (this includes all the combat-related feats except exotic weapon proficiencies). You get the distinct impression, once you're inside this body, that its essence was probably chosen specifically because of its combat-readiness.

If you were Force sensitive prior to switching, you remain Force sensitive, and still have access to all your Force skills and feats. You also use your own Force points and dark side points, as well as your own Will save.

Player Handout #3: Gorak, the Trandoshan

Roleplay Clarifications: You, the hero, are still you. You simply have an awareness of someone else, and their impressions of those with whom they have been trapped (the other minions of Mon's and the two Jedi). Some of the bodies, and memories, are stronger than others, and may influence your behavior somewhat. The physical description is what you look like, in the body of this "other". The mental impression is what remains of them. You may use the mental impression to enhance your roleplay with the other heroes, to help you better understand Mon, or perhaps some or all of the above, but the mental impressions are not meant to force you to think or play a certain way. Everything that says "You" under the mental impressions is meant to describe the thoughts that linger from the prior inhabitant of this body. Thus, if you read, "You hate all Jedi," that doesn't mean that your hero hates all Jedi; it means that the memories of the body into which you've stepped are those of hating all Jedi. **The only parts of the text of this handout that bind you are the physical description, and the assets and drawbacks. You cannot escape what you look like, and the assets and drawbacks were such central parts of who this individual was, that they remain even with the Force essence stolen away.** We will discuss the stat block, and how you use it, when we come to that point.

Physical Description: You are an albino Trandoshan, right down to your pasty white flesh and pink eyes. You are somewhat shorter than average for your species, but thickly built. You're also female.

Mental Impression: You retain the memories of who you were before you entered this body, an awareness of everything that happened to you over the course of your life. But you also have a sense of who Gorak was, and what she valued. She was apparently not treated well early in life, and the scars never quite healed. The paragraphs below represent what you retain of Gorak's memories; they are generally distinguishable from your own, and while you are aware of them, they probably will not guide your actions.

You have no recollection of a family. Your earliest memory involves staring out a ship's viewscreen at the blur of hyperspace. There are memories of being laughed at, ridiculed, pointed at – mainly by Wookiees. They thought you were funny to look at, because your flesh was so pale. More than just the Wookiees laughed, but the Wookiees laughed loudest, and pointed with big, dirty, hairy paws. You have a sense that someone was guiding you, taking you around on an invisible leash, showing you off. Once, a big, smelly Wookiee rented you for a week. What happened during that time is, thankfully, a blank spot in your memory.

This went on for years. You can't even guess how many. The bigger you got, though, the less people laughed, and the more they were afraid. You looked at them as someone led you around on that invisible leash, and they backed away from you. After a time, you were told you were free, and you met Phylus Mon. He treated you well, made you feel important and needed. He fed you and clothed you and offered you a job. He wanted help controlling his "collection" of animals, and your experience during your years of captivity gave you the right perspective to be a great help to him. Some of the controlling he wanted you to do was violent and unpleasant, but that's just the way of the galaxy, isn't it? It's a violent, unpleasant place, where people laugh at you for no good reason. You've been with Phylus's organization for years, mainly handling creatures for him. You're especially good with Acklays and Rancors. You spent most of your time at one of his private zoos, and the first time you were on his ship was when he told you that he was planning to come to the backwater of Cularin. You know nothing about what he wants to do here except that he thought there might be a call for your skills, and little about the others he brought along. That doesn't bother you. Your contract specifies that you only receive the information Phylus wants you to have, and he can withdraw your access to information at any time. You are employed because he wants you employed. You cannot terminate your contract, but you've never seen a need to do so. You were kept separate from the others until you reached Cularin – Phylus said it was for everyone's protection – but you can't remember what happened once you arrived in the system. There was a black spire. Then, nothing.

You can't believe he brought a Wookiee along, but then, Phylus has his own ways. The Wookiee cannot be trusted. It's an evil, vile creature that wants to hurt you. You will not do anything to help the Wookiee, or any other Wookiee. (If you, the hero, decide to attempt to "Aid Another" any Wookiee while inhabiting Gorak's body, you must first succeed at a DC 16 Will save.) The Spinner strikes you as more enamored of his toys than anything else – not atypical for a male of any species. If he's a bit of good in a fight, you'd be shocked, but he must be able to do something, or Phylus wouldn't keep him around. The Barabel's a tough read, but you think you like him. He's got an edge that makes you wonder about inter-species breeding, sometimes. As to the Human, who knows? Phylus doesn't keep many humans around, so there must be something about this one. Maybe it's his raw size. He is a

pretty impressive specimen, and you think you heard somewhere that he has local ties. The Jedi are just Jedi. They are useless puppets who never did anything to protect you, and you have always wondered how they stayed so well-positioned in the galaxy.

Assets: Your hide is tougher than most Trandoshan hide, due to beatings you took over the years in captivity (additional +1 natural armor). You also possess a keen sense of smell, and can identify the odor of most non-sentient species in the galaxy with minimal effort (+4 bonus to Knowledge (Alien Species) checks when you can smell the creature).

Drawbacks: You cannot accept confinement. If you are grappled, held, manacled, or otherwise detained, you begin to lose control. You must first make a Fortitude save (DC 15) to prevent blacking out, rendering you dazed for 1d3 rounds.

Gorak, Female Trandoshan Fringer 5/Soldier 9; IM +2 (+2 Dex); Def 24 (+2 Dex, +10 Class, +2 natural); Spd 10 m; VP/WP 142/18; Attack +10/+5/+0/+10/+5 (2d4, 2 vibrodaggers) or +13/+8/+3/+13/+8 ranged (3d6+1, 2 +1 mastercraft blaster pistols); SQ Barter, Jury Rig +2, Survival +2; SV Fort +14, Ref +8, Will +4; SZ M; FP 2; DSP 2; Rep 3; Str 10, Dex 15, Con 18, Int 44, Wis 40, Cha 42.

Equipment: street clothes, two +1 mastercraft blaster pistols, two vibrodaggers, combat jumpsuit (DR 3).

Skills: Climb +2, ~~Handle Animal +9~~, Hide +14, ~~Intimidate +14~~, Jump +2, ~~Knowledge (Alien Species) +8~~, ~~Listen +9~~, Move Silently +14, Ride +4, ~~Search +8~~, ~~Spot +9~~, ~~Survival +7~~, ~~Treat Injury +14~~, Tumble +10; ~~Speak Basic~~, ~~Speak Dosh~~, ~~Speak Huttese~~.

Feats: Alertness, Ambidexterity, Armor (light), Dodge, Improved Two-Weapon Fighting, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Two-Weapon Fighting, Weapon Focus (blaster pistol), Weapons (blaster pistols, blaster rifles, heavy weapons, primitive weapons, simple weapons, vibroweapons).

For the duration of the event, you use your own mental ability scores and related skills and feats, but you use Gorak's physical abilities. This includes her attack sequence, her VP/WP, any skills based on Strength, Dexterity, or Constitution (other than Force skills), and any physical feats (this includes all the combat-related feats except exotic weapon proficiencies). You get the distinct impression, once you're inside this body, that its essence was probably chosen specifically because of its combat-readiness.

If you were Force sensitive prior to switching, you remain Force sensitive, and still have access to all your Force skills and feats. You also use your own Force points and dark side points, as well as your own Will save.

Player Handout #4: Nalz, the Spinner

Roleplay Clarifications: You, the hero, are still you. You simply have an awareness of someone else, and their impressions of those with whom they have been trapped (the other minions of Mon's and the two Jedi). Some of the bodies, and memories, are stronger than others, and may influence your behavior somewhat. The physical description is what you look like, in the body of this "other". The mental impression is what remains of them. You may use the mental impression to enhance your roleplay with the other heroes, to help you better understand Mon, or perhaps some or all of the above, but the mental impressions are not meant to force you to think or play a certain way. Everything that says "You" under the mental impressions is meant to describe the thoughts that linger from the prior inhabitant of this body. Thus, if you read, "You hate all Jedi," that doesn't mean that your hero hates all Jedi; it means that the memories of the body into which you've stepped are those of hating all Jedi. **The only parts of the text of this handout that bind you are the physical description, and the assets and drawbacks. You cannot escape what you look like, and the assets and drawbacks were such central parts of who this individual was, that they remain even with the Force essence stolen away.** We will discuss the stat block, and how you use it, when we come to that point.

Physical Description: You are a little under two meters tall, covered in brown fur that is permanently singed black in some places. You have a short snout and beady black eyes, and your back is covered with rigid spines that you can raise or lower by using the muscles of your shoulder or upper back. You have a tingling in your upper back, as if you've experienced some recent growth.

Mental Impression: You retain the memories of who you were before you entered this body, an awareness of everything that happened to you over the course of your life. But you also have a sense of who Nalz was, and what he valued. Most of what you sense about Nalz is ego – ego, and anger. The paragraphs below represent what you retain of Nalz's memories; they are generally distinguishable from your own, and while you are aware of them, they probably will not guide your actions.

You remember history lectures about how superior your species was before your home world's star went supernova and all but a few thousand of your kind were killed. You would have ruled the galaxy by now. Instead, you were taught the history and fall of your kind as part of a traveling FREAK SHOW, your mother reading to you in a booth whose front wall was made of transglass while thousands of people paraded by and read whatever text was being projected on the outside of the partition. Then they'd stop, gawk at you, point at your spines. Sometimes they would take holorecordings. On the day when your mother choked on a piece of meat and died in front of the partition, they took more pictures than ever.

After that, you were allowed access to a computer with all the information you could ever want about your species, your family, your background. It was projected on your side of the partition, just as the information the tourists read about you must have been projected on the other side. When you read something horrible – and there was plenty that was horrible to read – they saw your reactions. You began to use the computer for more detailed information gathering, and became rather adept with it. You also began to realize that there might be things you could do to start to regain the prominence due your kind, even if you couldn't – for the time being – get out of the cell.

You had almost engineered a way to escape when you found yourself released. Your freedom, you were told, had been bought by a Chevin named Phylus Mon. You remember hearing that he declined an offer to purchase you, but that he would like to negotiate a contract with you for future services. The offer was generous, and included the chance to train in various ways that you thought would prove advantageous. You spent several years traveling with other of Mon's employees, part of an elite strike force that sought out less desirables and eliminated them. With your agility, you made yourself known in a variety of ways – though only to those who worked with you. Those against whom you worked never knew of you until it was too late. It was only last month that Mon asked you to come and work for him directly. Saying "No" wasn't an option, and you wouldn't have done so, regardless. Your contract specifies that you cannot refuse Mon anything. You spent all of the time since in your cabin on his ship, searching for information on this "Cularin" place he wanted to come and planning how to deal with any Jedi who got in your way. You don't remember anything of the system, although the image of a black spire is stuck in your mind.

You don't think much of any Jedi. If they were so good and righteous, they would have stopped the side-show freakery that kept you in a cage for so many years. They're worthless. You find Wookiees in general to be

impulsive to the point of foolishness, and knew from the moment you learned that you would be forced to work with one that he would be trouble. The Trandoshaan – she’s strange. She doesn’t say much, and seems like she doesn’t do much, but she’s around at the most opportune times, and has a way with creatures. She spent too much time being angry at the Wookiee, who spent too much time trying to stand behind her. Mon had his reasons, you’re sure. The Barabel is dangerous. He knows too much, you think. You wouldn’t let him stand behind you in a fight, and you wouldn’t let him anywhere near your computers. The Human is someone you hadn’t met before you reached Cularin. He’s huge and, you’re fairly certain, an utter moron. You don’t usually waste your time with Humans, regardless.

Assets: You’re extremely cunning. You’ve been through enough fights that when you square off against an opponent, you can virtually anticipate his or her every move. Every round after the first when you’re in combat against a single opponent (this includes both melee combat, and combat in which another opponent is attacking you at range, so long as you can see the opponent), you can make a Sense Motive check, DC 25, to guess what your opponent’s next move will be. You can add an insight bonus to your defense equal to the number by which you exceed the required DC for the duration of the round against this one opponent. You can only use this ability against one opponent per round, and only prior to that opponent’s first attack against you.

Drawbacks: You believe you should be in command. This personality trait is so deeply ingrained in Nalz that it seeps through if you aren’t careful. Any time another individual gives you an order, you must make a DC 12 Will save or refuse (at least initially; if they re-try the order, you may re-roll the Will save). Having someone ask you to do something does not constitute an “order” – it’s simply them deferring to your greater skill and expertise, as is appropriate.

Nalz, Male Spinner Scoundrel 6/Scout 6/Bounty Hunter 2; IM +4 (+4 Dex); Def 22 (+4 Dex, +8 Class); Spd 10 m; VP/WP 120/16; Attack +10/+5 (DC 15 stun baton) or +10/+5 melee (1d4, dagger) or +14/+9 ranged (3d8+2/19-20, blaster rifle) or +10/+10/+10/+5 ranged (3d8+2/19-20, blaster rifle on multifire) or +10/+5 ranged (2d4, quills); SQ Illicit Barter, Lucky (2/day), Precise Attack +1, Trailblazing, Heart +1, Uncanny Dodge (Dex to defense), Skill Mastery (Survival), Extreme Effort, Evasion, Target Bonus +1, Sneak Attack +1d6; SV Fort +9, Ref +14, Will +8; SZ M; FP 4; DSP 4; Rep 4; Str 10, Dex 18, Con 16, Int 42, Wis 43, Cha 8.

Equipment: street clothes, +2 mastercraft blaster rifle, stun baton.

Skills: Balance +11, ~~Bluff +5, Computer Use +10, Disable Device +3, Escape Artist +8, Gather Information +12, Hide +23, Intimidate +4, Knowledge (Alien Customs) +3, Move Silently +26, Sense Motive +13, Sleight of Hand +12, Survival +18, Tumble +12; Speak Basic, Speak Huttese.~~

Feats: Dodge, ~~Exotic Weapon Proficiency (Quills)~~, Heroic Surge, Multishot, Point Blank Shot, Precise Shot, Rapid Shot, Skill Emphasis: Move Silently, Stealthy, Track, Weapons (blaster pistols, blaster rifles, simple weapons).

For the duration of the event, you use your own mental ability scores and related skills and feats, but you use Nalz’s physical abilities. This includes his attack sequence, his VP/WP, any skills based on Strength, Dexterity, or Constitution (other than Force skills), and any physical feats (this includes all the combat-related feats except exotic weapon proficiencies). You get the distinct impression, once you’re inside this body, that its essence was probably chosen specifically because of its combat-readiness.

If you were Force sensitive prior to switching, you remain Force sensitive, and still have access to all your Force skills and feats. You also use your own Force points and dark side points, as well as your own Will save.

Player Handout #5: Yerj, the Barabel

Roleplay Clarifications: You, the hero, are still you. You simply have an awareness of someone else, and their impressions of those with whom they have been trapped (the other minions of Mon's and the two Jedi). Some of the bodies, and memories, are stronger than others, and may influence your behavior somewhat. The physical description is what you look like, in the body of this "other". The mental impression is what remains of them. You may use the mental impression to enhance your roleplay with the other heroes, to help you better understand Mon, or perhaps some or all of the above, but the mental impressions are not meant to force you to think or play a certain way. Everything that says "You" under the mental impressions is meant to describe the thoughts that linger from the prior inhabitant of this body. Thus, if you read, "You hate all Jedi," that doesn't mean that your hero hates all Jedi; it means that the memories of the body into which you've stepped are those of hating all Jedi. **The only parts of the text of this handout that bind you are the physical description, and the assets and drawbacks. You cannot escape what you look like, and the assets and drawbacks were such central parts of who this individual was, that they remain even with the Force essence stolen away.** We will discuss the stat block, and how you use it, when we come to that point.

Physical Description: You stand 2.1 meters in height, your body covered in black scales. You have narrow, red, slit-eyes and are, in a word, the stuff of nightmares.

Mental Impression: You retain the memories of who you were before you entered this body, an awareness of everything that happened to you over the course of your life. But you also have a sense of who Yerj was, and what he valued. Most of what you sense about Yerj is darkness. He has been a creature of darkness for ages, he thrives on it, he enjoys instilling fear in others. You feel almost dirty, inhabiting this creature. The paragraphs below represent what you retain of Yerj's memories; they are generally distinguishable from your own, and while you are aware of them, they probably will not guide your actions.

Prior to adolescence, you remember only one thing: Beatings. You were beaten for almost anything you did. You spent nights coughing up blood, or learning to suture your own wounds. In the morning, if you had stained your sheets with the blood, or if the sutures weren't straight, you were beaten again. It is hard to remember how you survived to adolescence, but when you did, you were very ready for what came next. You went from being the beaten, to being the beater. You began training the smallest children. Some of them died. The fragile ones needed to die. You trained older children. Some of them died as well. You grew, and you began to train adults. Then came the first of the missions where someone attempted to leave the training facility, and you went after them. You hunted them down, brought them back, and killed them. No one was allowed to leave the facility. That was the rule. You knew you weren't free, but that was fine. You were doing what you needed to do, and you were alive.

Everything changed when Phylus Mon came to the facility. He purchased your contract from the owner (whom you never met) and took you to work for him. You did similar kinds of work, sometimes. You tracked and hunted game. Sometimes the game was lost employees. Sometimes the game was creatures. You almost never worked directly with Phylus Mon, but you received your orders from him, and those orders became increasingly important the longer you worked for him. You've been part of his organization for over a decade now, but couldn't begin to speculate on how many others are involved. It's not your place to be speculating, regardless. All you know is, you've enjoyed the work. It's let you do to others what was done to you for so many years. It's also been steady; there was never any danger of you leaving Phylus Mon's employ. It was part of your contract.

You once tracked a Jedi, and she was the hardest of your kills. She did die, eventually, but you never actually broke her spirit. Ever since, you've felt as though Jedi existed to be broken, that their precious "light side" was nothing more than a set of excuses for why they didn't go out and do something powerful with their lives. They're cowards, every one of them. The Trandoshan and the Wookiee, if anything, made you laugh. They act as though they have no choice but to distrust one another, making themselves stupid with unreasoned hate and therefore less effective. If it had come down to it, you would have killed both of them, and been glad for the sport. It never came to that, though. You tolerated them, but only because their idiotic hatred never proved life-threatening to you. The Spiner is a strange case; you haven't met many of his kind. The first time you saw his spikes, you laughed. You still think they're funny-looking, and they aren't spines, because Nalz has never struck you as anything but spineless. They're spikes. He's Spiky-boy, in your head. He needs to stick to his computers, because he can't handle life in the real world. The Human is big enough that he might be good for something. Even if he's not good in a fight, he might be worth a meal or two.

Assets: You're extremely quick, both physically and mentally. You have learned to harness your anger and use it to good effect. Your combat prowess is all the asset you've ever needed.

Drawbacks: You're a bleeder. If you take wound damage, you must make a Fortitude save (DC 20) or begin to bleed, losing an additional 1 WP/round until a medpac is applied, your wounds heal, or you die.

Yerj, Male Barabel Soldier 2/Dark Side Marauder 4/Force Warrior 8; IM +2 (+2 Dex); Def 24 (+2 Dex, +10 Class, +2 natural); Spd 10 m; VP/WP 199/14; Attack +16/+11/+6 (3d4+3d6+4/17-20, right hand unarmed) and +16/+11 (3d4+3d6+2/17-20, left hand unarmed) or +15/+10/+5 ranged (3d6, blaster pistol); SQ defensive roll (wounds to vitality), uncanny dodge (Dex bonus to defense, can't be flanked); SV Fort +15, Ref +10, Will +5; SZ M; FP 2; DSP 4; Rep 4; Str 19, Dex 14, Con 14, Int 8, Wis 10, Cha 8.

Equipment: street clothes, blaster pistol.

Skills: ~~Intimidate +4~~, Tumble +15; ~~Speak Basic~~, ~~Speak Barabel~~.

Force Skills: ~~Battlemind +15~~, ~~Enhance Ability +18~~.

Feats: Advanced Martial Arts, Ambidexterity, Armor (light), ~~Force Sensitive~~, Improved Critical (unarmed), Improved Martial Arts, Improved Two-Weapon Fighting, Martial Arts, Power Attack, Two-Weapon Fighting, Weapons (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibroweapons).

Force Feats: ~~Alter~~, ~~Control~~.

For the duration of the event, you use your own mental ability scores and related skills and feats, but you use Yerj's physical abilities. This includes his attack sequence, his VP/WP, any skills based on Strength, Dexterity, or Constitution (other than Force skills), and any physical feats (this includes all the combat-related feats except exotic weapon proficiencies). You get the distinct impression, once you're inside this body, that its essence was probably chosen specifically because of its combat-readiness.

If you were Force sensitive prior to switching, you remain Force sensitive, and still have access to all your Force skills and feats. If you were not Force sensitive, you do not become Force sensitive by inhabiting this body. In neither case do you gain access to Yerj's Force skills or feats. You also use your own Force points and dark side points, as well as your own Will save.

Player Handout # 6: Valiri, Skrilling Jedi Knight

Roleplay Clarifications: You, the hero, are still you. You simply have an awareness of someone else, and their impressions of those with whom they have been trapped (the minions of Mon's and the other Jedi). Some of the bodies, and memories, are stronger than others, and may influence your behavior somewhat. The physical description is what you look like, in the body of this "other". The mental impression is what remains of them. You may use the mental impression to enhance your roleplay with the other heroes, to help you better understand Mon, or perhaps some or all of the above, but the mental impressions are not meant to force you to think or play a certain way. Everything that says "You" under the mental impressions is meant to describe the thoughts that linger from the prior inhabitant of this body. Thus, if you read, "You hate all Jedi," that doesn't mean that your hero hates all Jedi; it means that the memories of the body into which you've stepped are those of hating all Jedi. **The only parts of the text of this handout that bind you are the physical description, and the assets and drawbacks. You cannot escape what you look like, and the assets and drawbacks were such central parts of who this individual was, that they remain even with the Force essence stolen away.** We will discuss the stat block, and how you use it, when we come to that point.

Physical Description: While physically, you are a member of one of the most unattractive species in the galaxy (you have mottled grey skin, wrinkly hands with three thick fingers each, tiny eyes, and eight breathing tubes instead of a "normal" nose or pair of nostrils; a bony crest runs along your head, and you have multiple rows of needle-teeth in your mouth), the Jedi robes do lend you a certain elegance that most of your kind lack. You are 1.7 meters tall, and thickly-built.

Mental Impression: You retain the memories of who you were before you entered this body, an awareness of everything that happened to you over the course of your life. But you also have a sense of who Valiri was, and what he valued. There can be little doubt that his life has been a struggle, and that he has done his best to live up to the challenges presented him.

As with so many Jedi, your earliest memories are of Coruscant. The rose-and-gold sunsets you used to watch from a middle balcony of the Jedi temple are images that you use when calming yourself for meditation. There is a quiet beauty to the setting of a sun, which you discovered at an early age and took as a guiding metaphor for your life. There are endings, but even in endings there is beauty, and the promise of a new beginning. You rarely wonder what your life was like before you were found by the Jedi; your species is not one that would have had you living pleasantly. Most likely, you were picked up when a Jedi and her Padawan stumbled across your parents looting something they shouldn't have been looting. What you've read of your kind leads you to believe that your parents might well have handed you over to the Jedi in order to protect their own lives.

You have no anger about such speculations, of course. You are where the Force has guided you to be, where you are needed. After completing your training on Coruscant, you were contacted by Master Lanius Qel-Bertuk. You didn't know him, but you knew of him. He needed teachers for the academy in Cularin, and wanted to know if you were interested. You meditated a great deal on the offer before accepting, and you are glad you are here. There is a great deal of work for the Jedi to do, if Cularin is to be protected.

You long ago swore off the use of the disgusting attack for which your species is so reviled. Such behavior is beneath a Jedi, and you have no desire to soil yourself (or anyone else) in that manner. There have been times, such as the recent attack outside the Sith fortress, when it occurred to you to use it – but you decided it was better to remain true to your ideals and die than it was to submit to fear and become something you do not wish to be. You are a Jedi, and these are the choices a Jedi must make.

Constanten is your friend, such as you have friends. You saw her fall in the battle, but knew she was alive. There is little you would not do for her, or for any living being that did not want to do you harm. As to the attackers, you have only vague impressions of them, none good. The Barabel seemed particularly dangerous and vindictive – smart, too. The Spinner stayed just close enough to use its spines if needed, but seemed wary of engaging Jedi with lightsabers. Probably wise. The Wookiee and the Trandoshan fought on opposite sides of the battlefield and insisted on shouting back and forth at one another – insults, you think. It's a wonder they're still alive. You don't remember the blow that took you down, but at the end, there is a definite sense of cold.

Assets: Your natural tendency to beg has been re-channelled and heightened. Instead of gaining a +2 bonus to Bluff, Diplomacy, and Sense Motive checks when trying to obtain a favor or item, you receive a +4 bonus on each

of those checks when attempting to convince others to follow what you honestly believe to be the will of the Force. This has made you an excellent instructor in the past, and has also led to several requests for you to attend recruiting missions; while you're sure it isn't easy for them, parents must be convinced that training by the Jedi is the right thing to do.

Drawbacks: You retain your species ability to vomit on your enemies. It is so antithetical to your persona, however, that if you use the ability, you (the individual who makes the decision to vomit offensively) gain a dark side point, because the only reason Valiri would use this ability is anger, hatred, or another dark side emotion.

Valiri, Male Skrilling Jedi Guardian 12/Jedi Investigator 2; IM +5 (+1 Dex, +4 Improved Initiative); Def 21 (+2 Dex, +9 Class); Spd 10 m; VP/WP 118/12; Attack +20/+15/+10 melee (5d8+7/19-20, lightsaber wielded two-handed) or +13/+8/+3 ranged (3d8, heavy blaster pistol); SQ Jedi Knight, deflect (defense +3, attack -3, extend defense and attack), block, profile, target bonus +1, contact; SV Fort +11, Ref +10, Will +11; SZ M; FP 6; DSP 0; Rep 4; Str 20, Dex 13, Con 12, Int 10, Wis 14, Cha 8.

Equipment: lightsaber, Jedi robes.

Skills: ~~Gather Information +5, Search +5, Sense Motive +10, Tumble +4; Speak Basic, Speak Skrilling.~~

Force Skills: ~~Battlemind +15, Enhance Ability +19, Enhance Senses +6, Heal Self +1, See Force +6.~~

Feats: Cleave, ~~Exotic Weapon Proficiency (lightsaber), Force Sensitive~~, Power Attack, Quick Draw, Sharp-Eyed, ~~Skill Emphasis: Battlemind~~, Weapon Focus (lightsaber), Weapons (blaster pistols, simple weapons).

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

For the duration of the event, you use your own mental ability scores and related skills and feats, but you use Valiri's physical abilities. This includes his attack sequence, his VP/WP, any skills based on Strength, Dexterity, or Constitution (other than Force skills), and any physical feats (this includes all the combat-related feats except exotic weapon proficiencies). You get the distinct impression, once you're inside this body, that its essence was probably chosen specifically because of its combat-readiness.

If you were Force sensitive prior to switching, you remain Force sensitive, and still have access to all your Force skills and feats. If you were not Force sensitive, you do not become Force sensitive by inhabiting this body. In neither case do you gain access to Valiri's Force skills or feats. You also use your own Force points and dark side points, as well as your own Will save.

Player Handout #7: Constanten, Tarasin Jedi Knight

Roleplay Clarifications: You, the hero, are still you. You simply have an awareness of someone else, and their impressions of those with whom they have been trapped (the minions of Mon's and the other Jedi). Some of the bodies, and memories, are stronger than others, and may influence your behavior somewhat. The physical description is what you look like, in the body of this "other". The mental impression is what remains of them. You may use the mental impression to enhance your roleplay with the other heroes, to help you better understand Mon, or perhaps some or all of the above, but the mental impressions are not meant to force you to think or play a certain way. Everything that says "You" under the mental impressions is meant to describe the thoughts that linger from the prior inhabitant of this body. Thus, if you read, "You hate all Jedi," that doesn't mean that your hero hates all Jedi; it means that the memories of the body into which you've stepped are those of hating all Jedi. **The only parts of the text of this handout that bind you are the physical description, and the assets and drawbacks. You cannot escape what you look like, and the assets and drawbacks were such central parts of who this individual was, that they remain even with the Force essence stolen away.** We will discuss the stat block, and how you use it, when we come to that point.

Physical Description: You are short, for a Tarasin, and your default skin tone is a pale green that borders on grey. You have broad, knowing eyes the color of gargrell flowers (fiery orange), and despite your thin arms and legs, you are surprisingly strong.

Mental Impression: You retain the memories of who you were before you entered this body, an awareness of everything that happened to you over the course of your life. But you also have a sense of who Constanten was, and what she valued. She was born in an environment rich with the Force, and it has always been a part of her. While she has not always believed the path of the Jedi was for her, the ways of the Force have always come naturally. Sometimes, it has almost seemed too easy.

As a child of the Hiironi irstat, you were raised under the watchful eye of Mother Dariana. Early in life, you began to sense that you were not like the other children. While all of your kind have some natural attunement to the Force, for you it went deeper. The Force wasn't just a part of your life, you felt the essential connectedness of yourself to it, and from it, to all other things. At first, it confused you. Then you began your training with Mother Dariana.

At the time, you didn't even think of it as training. The Mother would speak to you for a time, perhaps ask you to sit with her as she sipped a chilled cup of tea, and eventually your conversation might turn to the Force. Sometimes it didn't, but more often, it did. She taught you things because you wanted to know them, never forcing information, always responding to your queries. Or simply using the Force as an explanation for things you might have observed. She didn't tell you anything you couldn't have figured out yourself, you suppose, but there was a feeling that it might have been more of a challenge without her to help you in those early years.

The first time you saw a Jedi was during your fourth year; now, you know that you might have already been too old to begin training by then, but the interaction of the Jedi academy with the Tarasin has never been typical. The Jedi left you with your irstat until you were seven, and by that time, you had learned something interesting. Your name – which is decidedly non-Tarasin in its origins – was actually your mother's way of thanking a Jedi who once saved her life. Somewhere in the galaxy, you are sure, is the Jedi for whom you were named. If the Force wills it, one day you may meet him. Until such time, though, you are willing to wait.

When you left Cularin to train as a Jedi, you were faced with a decision all Tarasin who choose this path must make. You could stay in Cularin and train on Almas, or you could go to Coruscant. Master Lanius, when he spoke with you, told you that there could be no wrong answer. The challenge would be greater, however, on Almas. Part of being a Jedi is freeing yourself of attachments. If you were confident you could train on Almas and resist the urge to take a shuttle home to Cularin on your days when classes did not meet, then you would be well on your way to being a Jedi.

You decided it would be easier, at least for the initial training, if you were to go to Coruscant. It was twenty years before you returned to the Cularin system, and since arriving, you still have not been back to your homeworld. If duty called, you would go. But it has not. You know that things are well enough without your assistance.

Assets: You are quick, decisive, and finely-attuned to the Force. Your training, and some fairly bizarre experiences in the Outer Rim, have further refined your Force abilities such that you have a +1 bonus to all Sense-based Force

skill checks. If you were not Force-sensitive before you inhabited Constanten's body, you instead may either (a) use Farseeing once this adventure as if you had one rank in the skill and all pre-requisite feats to do so or (b) automatically declare that you will succeed in a saving throw against an Alter-based Force skill that is being used against you, prior to rolling your save (this is equivalent to having rolled a natural 20).

Drawbacks: The same experiences that attuned you so well to fluctuations in the Force removed some of your ability to manipulate it. You have a -1 penalty to all Alter-based Force skill checks. If you were not Force-sensitive before you inhabited Constanten's body, you instead receive a penalty of -1 to any save against Alter-based Force skills.

Constanten, Male Tarasin Jedi Guardian 13; IM +3; Def 22 (+3 Dex, +9 Class); Spd 10 m; VP/WP 126/14; Attack +18/+13/+8 melee (4d8+1/18-20, lightsaber) or +16/+11/+6 ranged (3d6, blaster pistol); SQ Jedi Knight, deflect (defense +3, attack -3, extend defense and attack), block; SV Fort +10, Ref +11, Will +7; SZ M; FP 7; DSP 0; Rep 4; Str 13, Dex 16, Con 14, Int 12, Wis 14, Cha 10.

Equipment: lightsaber, Jedi robes.

Skills: Balance +7, Climb +4, ~~Craft (lightsaber) +3~~, Intimidate +6, Jump +5, ~~Knowledge (Jedi lore) +2~~, Tumble +24; ~~Speak Basic, Speak Tarasinese.~~

Force Skills: ~~Affect Mind +3, Battlemind +17, Enhance Ability +18, Heal Self +7, Move Object +4, See Force +4.~~

Feats: Acrobatic, Combat Reflexes, ~~Exotic Weapon Proficiency (lightsaber)~~, ~~Force Sensitive~~, Heroic Surge, Improved Critical (lightsaber), Power Attack, Skill Emphasis: Tumble, Weapon Finesse (lightsaber), Weapon Focus (lightsaber), Weapons (blaster pistols, simple weapons).

Force Feats: ~~Alter, Control, Knight Speed, Sense.~~

For the duration of the event, you use your own mental ability scores and related skills and feats, but you use Constanten's physical abilities. This includes his attack sequence, his VP/WP, any skills based on Strength, Dexterity, or Constitution (other than Force skills), and any physical feats (this includes all the combat-related feats except exotic weapon proficiencies). You get the distinct impression, once you're inside this body, that its essence was probably chosen specifically because of its combat-readiness.

If you were Force sensitive prior to switching, you remain Force sensitive, and still have access to all your Force skills and feats. If you were not Force sensitive, you do not become Force sensitive by inhabiting this body. In neither case do you gain access to Constanten's Force skills or feats. You also use your own Force points and dark side points, as well as your own Will save.

Player Handout #8: What is known of Sith Battlelords

From *Speculations on Tactics of the Sith*

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In the time of the Sith wars, a class of warriors were culled from the ranks to serve as leaders of the regiments sent against the Jedi. These warriors, the Sith Battlelords, were fearsome and hardy, having demonstrated a willingness to die for the Sith in an attempt to curry favor and enhance their own power. They were feared the galaxy over, and with good reason. Possessed by a maniacal bloodrage, the battlelords pushed their troops to the edge and beyond.

Loyalty amongst the Sith troops was one of the foremost problems of the armies. Having seen too many of the Sith fall victim to well-coordinated attacks by groups of skilled Jedi, the Sith began to train individuals who could work together. Initial attempts failed miserably.

The Sith regime was one of fear and hatred, the army one which would have scarce existed if not for heavy conscription. Desertions were commonplace, and the stability of the war effort was threatened by the lack of consistency and coordination throughout the ranks. This, the battlelords were created to remedy.

Precise details on how the battlelords were created have been lost to antiquity, as is probably best. What is known is this:

Following a complex series of rituals, the individual to be raised a Sith Battlelord was brought to the brink of death. Some claim the prospective battlelord was drained of all blood, though no consensus exists on how the near-death experience was to be accomplished. Once the man (or, less frequently, the woman) hovered on the brink, he was removed from the temple chambers (most reports put the ceremony in an altar room) by the members of his regiment. For the next hour, the members of the regiment paraded past their leader, viewing his near-lifeless body. After the regiment had seen the battlelord, he was healed, brought back from the brink and made whole once more.

The effects of this ritual were initially startling, even to the Sith. The desired effect had been one of

cohesion. The obtained effect was much, much stronger.

Evidence suggests that the ritualistic death and ceremonial rebirth of the battlelord created a bond between the battlelord and his troops, as well as among the troops. The precise nature of the bond remains obscured, but it is clear that the Sith magics drew upon the power of the dark side to create a near-physical linkage among the affected individuals. Separation of the regiment from one another, or from their battlelord, without undoing the creation magics, resulted in intense physical pain for the regiment, and visions of his own destruction for the battlelord.

Attempts at desertion were not dealt with any more harshly by the Sith commanders than had been the case prior to the creation of the battlelords. The armies themselves dealt with deserters much more angrily, however, as every deserter threw the entire regiment into fits of agony while simultaneously making the battlelord extremely unpleasant to be around. Even for a battlelord. Most deserters were hunted down within a matter of hours and killed by the other members of their own regiment, or were taken back to their battlelord for slow, painful justice.

What follows is an account relayed to Jedi Master Kei Loo Bross by a captured Sith warrior bonded to Sith Battlelord Farh j'Hien. It is believed that the transcription by Master Bross is accurate, though certain of the warrior's terms remain unclear. Phonetic approximations are provided for words not in the lexicon of Master Bross.

"Lord j'Hien commands all escara jian. Many men fight for Lord j'Hien, kind Jedi meiyok ahndahl die. All Sith fight together under Lord j'Hien. Fighting apart many Sith die. Moving apart many Sith die. Please kind Jedi meiyok ahndahl die. Remove pain. All escara jian leave Sith. Remove pain and I serve Jedi loyally."

Master Bross offered the following observations on the Sith warrior's demeanor. "He seemed certain I could help him, but had much trouble speaking, doubled over as he was, clutching at his gut. He looked as though he had been running for days, eyes red and bleary, face drenched with sweat, uniform in tatters. Many of his kind had we seen in the past, those who had proven too weak for the Sith armies and run away to escape the torment. As with so many we had found recently, this one had a special attachment to

one of their generals, a Battlelord named j'Hien. Examining him with the Force allows us to see a strand of black, leading back in the direction from which he came. Presumably, this is the manifestation of his connection to the Battlelord, which is likely causing his pain.

“It seems that the Sith, unable to inspire their troops to devotion, have elected to forcefully tie their warriors to the commanders. I have no doubt that this soldier will die if he is too long away from his fellows. It is a very effective tool. And very Sith.”

What Master Bross failed to learn, which has since been inferred from other writings and inscriptions on the walls of various Sith temples, was that the pain was shared by those who were left behind. This certainly seemed to have the desired effect. When problem warriors emerged, they were dealt with internally. When they deserted, they were hunted and killed. The surviving members of the regiment garnered an additional blood-bond through having killed one of their own, and the Sith were well-pleased.

The advent of the battlelords threatened for a time to further turn the tide of the Sith wars in the favor of the dark side. Shortly, however, the Jedi discovered the presence of key individuals on the battlefield who served much more than an inspirational role. Killing the battlelords released the warriors they had bonded, and with that release, entire regiments often fled the field. Given the choice between killing armies, and killing key individuals, the Jedi began targeting battlelords.

It was ultimately because of the failure of the Sith Battlelords to accomplish the desired ends that they were discarded. Only vague references to them remain, and oblique commentaries such as that provided by Master Bross. Still, their creation and existence are a testament to the strength of evil underlying Sith magics. Rather than offering a common cause in which their warriors could believe, the Sith forced them to fight with one another. It was this shortsightedness, this belief that raw power could overcome all obstacles, that aided in the downfall of the Sith.

Player Handout #9: Phylus Mon

Phylus Mon's early life on Vinsoth centered around animals. He had a natural connection with many of the creatures of his homeworld's forests, and found himself able to train them easily – sometimes bending their will, at first unconsciously, with the power of the Force. As he grew, Phylus became involved in one of the traditional pursuits of the Chevin, slavery. It was, in part, a family business, but it represented something more to him. While dealing in Chev offered some measure of satisfaction, Phylus found more pleasure in tracking down and capturing great beasts from across the galaxy, warping their minds, and selling them for sport.

Over the years, his business diverged from his family's, and he expanded his customers and his reputation, all the while relying on the Force to guide him. A cruel, ruthless, hate-filled creature, Phylus soon lost all the joy he'd known as a child in dealing with animals. They became things to him that would be pitted against one another, and he found himself searching for the ultimate beast, the one that could defeat all others. He captured and trained creatures used in arenas across the galaxy, from the wasteland of Geonosis to the Undercity of Coruscant. He also fought many of them himself, and the years of combats, and the resultant scars, toughened his hide so much that most weapons have a hard time penetrating his thick dermal layers.

The Force became a tool that he used more and more frequently to capture his prey, or to put enemies at a disadvantage. Rumor says that when he could not capture a flock of battlebirds on Orimanthor, he went into meditation until he learned how to create a storm with the Force that would knock them from the sky. He is a master of a number of dark side skills, which he uses to both frighten and kill his targets, or those who would keep him from his targets. Once he decides he wants something, almost no one – and almost nothing – will keep him from it.

Over the years, Phylus has culled a number of Force-sensitive slaves from the ranks of the Chev, and “freed” them into his service. That is to say, he calls them “free,” and they call themselves “free,” but while they are well-paid, they cannot leave his employ. Those who do, die. He trains them himself, and has them trained in a way that will be most beneficial to his organization.

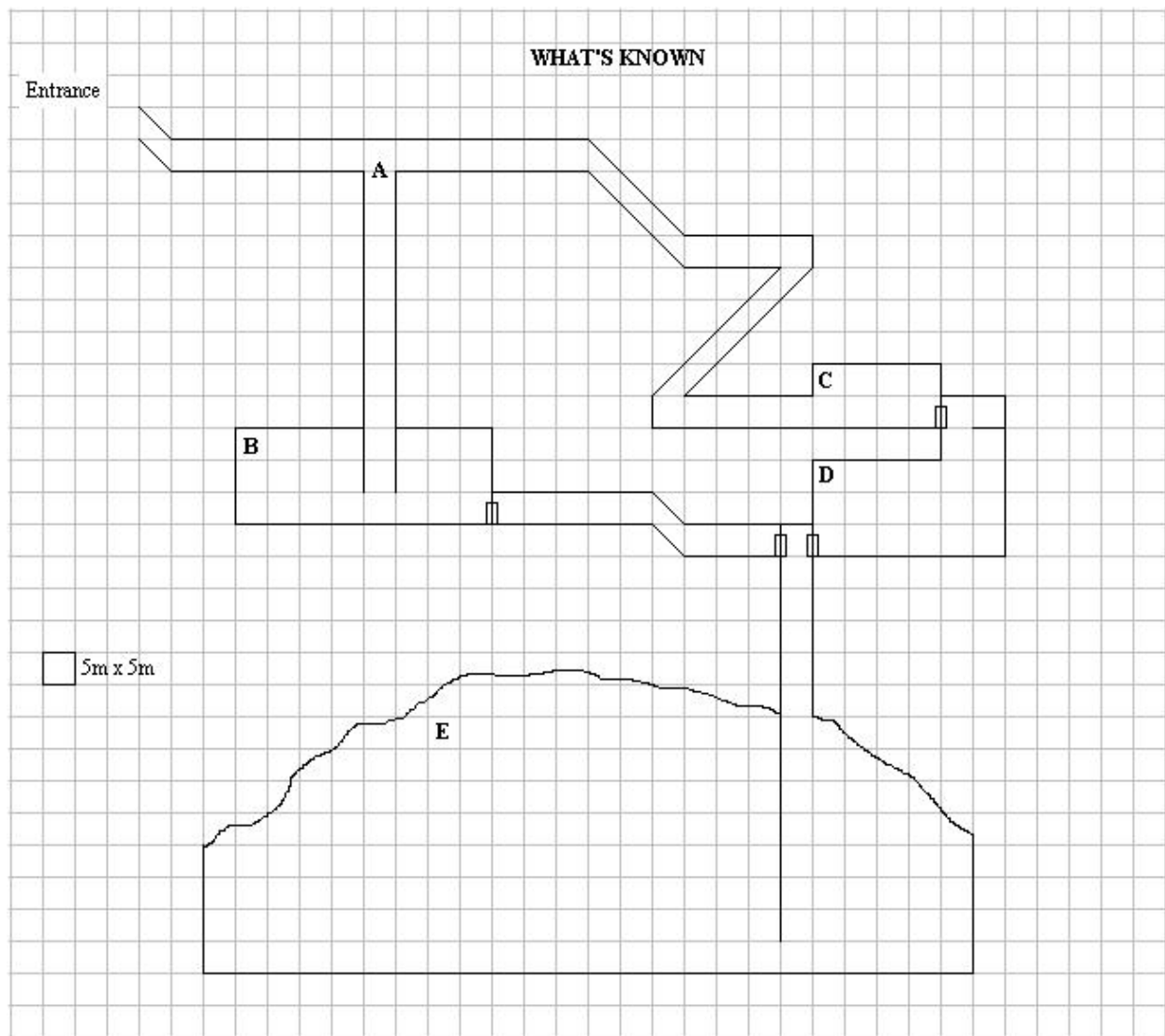
Because of his incredible hardiness, Phylus is arrogant. In combat, he typically waits, using Force abilities to make himself as powerful as possible while casually using dark side abilities on opponents across the battlefield. Opponents who begin to get too close find their weapons suddenly not working, and on the off-chance that something actually manages to hit him, Phylus has other defenses in place.

Phylus has fought creatures from across the galaxy, everything from Wookiees to Gundarks to Dragonsnakes, and he has always emerged victorious. Aside from his Force abilities, he fights with a glowing barbed whip, and takes great pleasure in each lashing he administers.

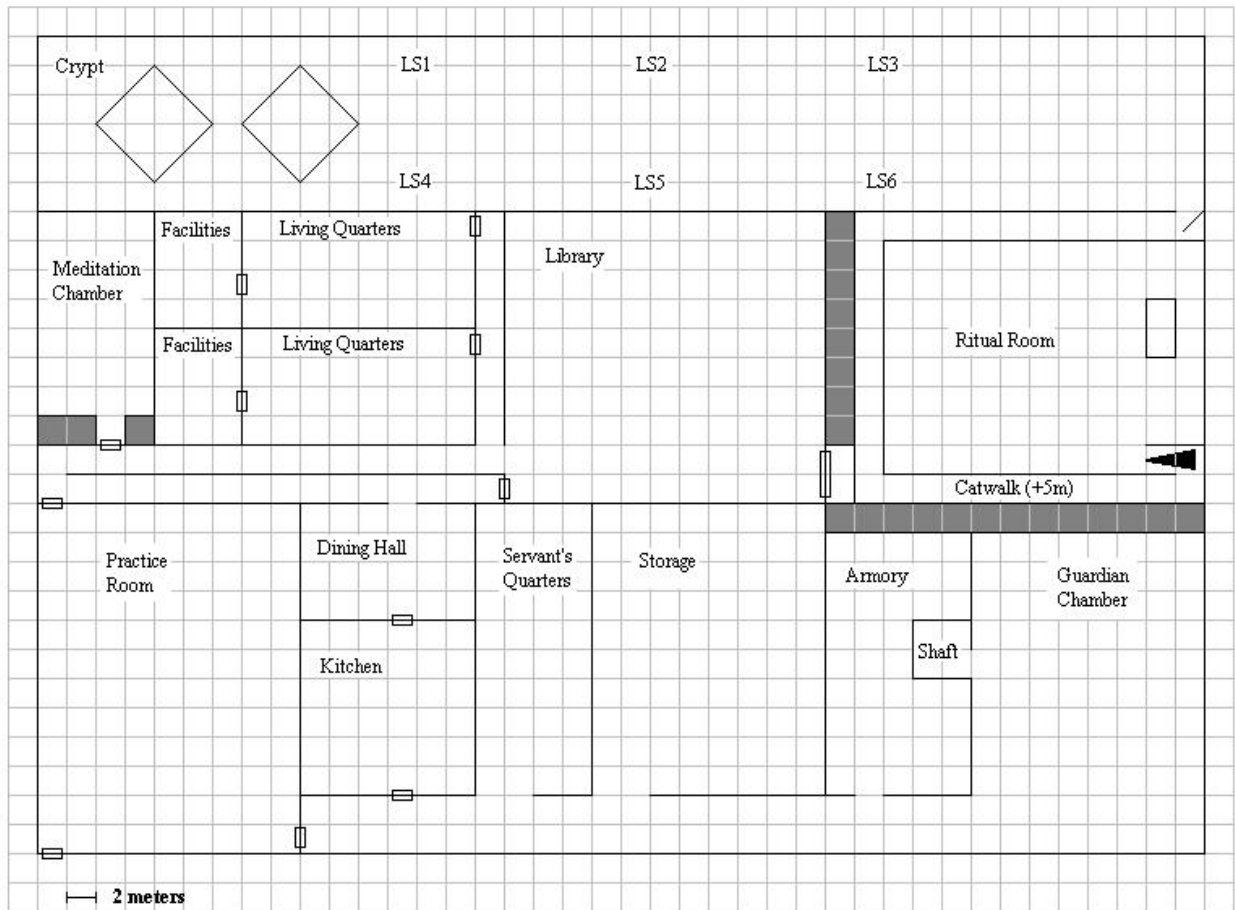
To get to him, though, requires going through whatever creatures and assistants he has with him. These are usually enough to stop any would-be assassins, and Phylus enjoys watching the combats. He favors a combination of fast attackers, powerful defenders, and Force-users, and the “zoo” with which he travels (this is what he calls his slave pens) allows him access to an impressive army of creatures. It is rumored that he has a highly-trained Wampa in his employ, a creature that is even more brutal and dangerous than Mon himself.

The primary reason Phylus has stayed alive, to this point, is a very definite avoidance of the Jedi. He keeps his movements as secret as possible, and does his best to keep from killing any Jedi, or individuals associated with the Jedi. He much prefers being the hunter, to being the hunted.

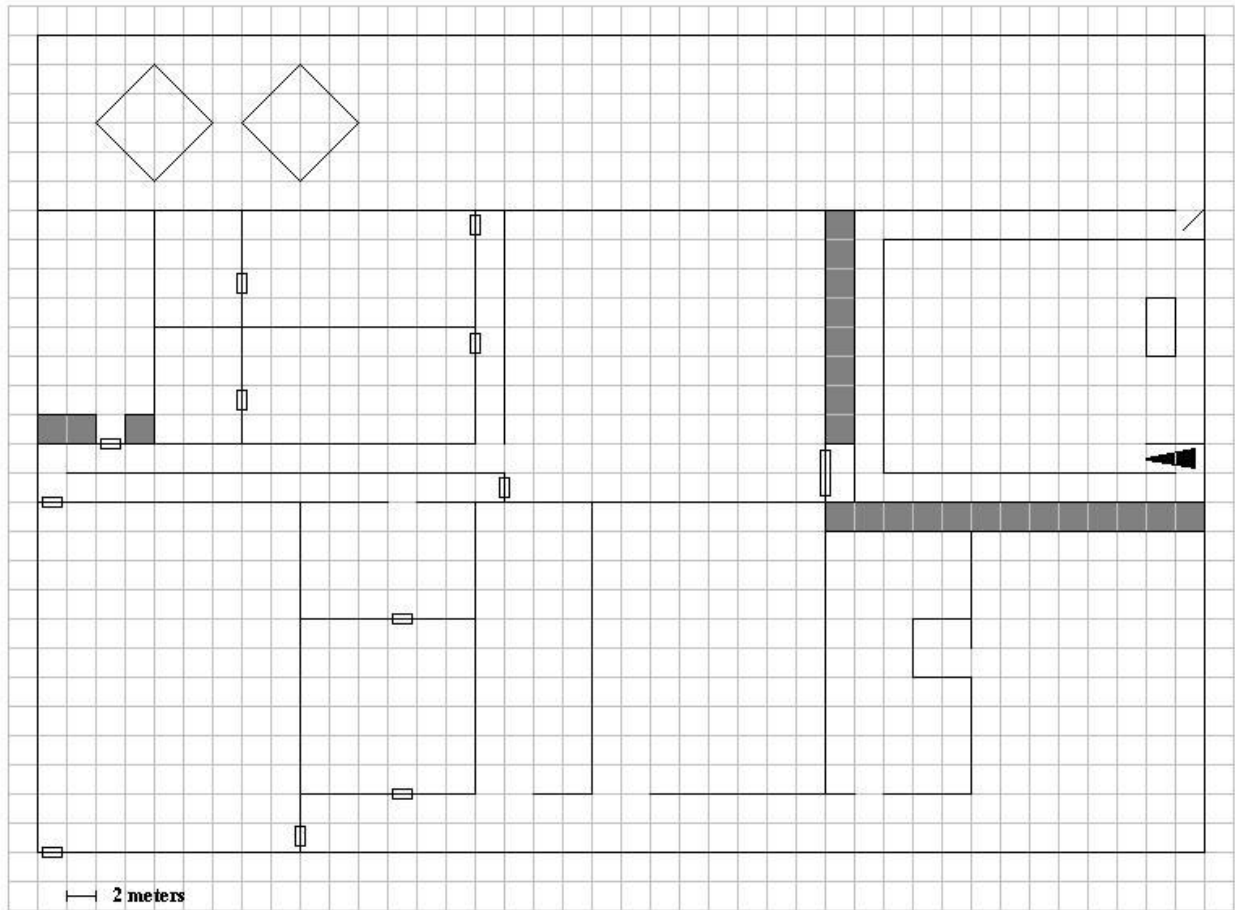
GM Aid #1: Map of the Heroes' Section of the Fortress



GM Aid #2a: Map of the Lower Level of the Sith Fortress (not for players' eyes)



GM Aid #2b: Map of the Lower Level of the Sith Fortress (unlabeled for player use if desired)



GM Aid #3: Stat Blocks

Encounter 3

Maddened Male Gundarks (3): Predator 7; IM +7 (+4 Dex, +3 Morale); Defense 19 (+5 natural, +4 Dex); Spd 12 m, swing 12 m; VP/WP 132/20; Atk +16/+11 melee (1d6+5, 4 punches) and +14/+9 (1d8+2, bite) or +15/+10 ranged; SQ Constrict, low-light vision, run-by attack, scent, +6 species bonus on Listen, Search, and Spot checks, fearlessness; SV Fort +10, Ref +5, Will +8; SZ M; Face/Reach 2 m by 2 m/2 m; Str 21, Dex 18, Con 20, Int 6, Wis 15, Cha 13. Challenge Code F.

Skills: Climb +10, Hide +7, Intimidate +5, Listen +10, Search +6, Spot +10, Survival +4.

Feats: Blind-Fight, Multiattack, Power Attack.

Special Qualities: Per the *SWRPG:RCRB*, p. 337.

Encounter 5

Animated Lightsabers (6): IM +0; Def 26 (count as medium-sized objects carried by Darsin); Spd 10 m; DR 8 (retains this against lightsaber strikes); WP 22; Attack +14/+9/+4 (4d8+1/19-20) melee; SQ imbued with Darsin's essence; SV Fort --, Ref +6, Will +6.

Darsin: Human Dark Side Spirit Soldier 1/Dark Side Marauder 5/Dark Side Devotee 2/Sith Acolyte 4/Sith Warrior 4; IM +4 (+4, Improved Initiative); Def 26 (+16 Class; Darsin cannot be harmed by physical attacks); Spd 10 m, or teleport instantly to other dark side location; VP/WP 147/22; Attack +14/+9/+4 melee, +13/+8/+3 ranged (Darsin cannot make direct physical attacks against the heroes, except with his animated lightsabers); SQ dark side talisman +2 (provides a +2 bonus against non-dark-side Force skills and feats, including Force light), manifestation, Force travel, fast healing 3; SV Fort --, Ref +13, Will +13; SZ M; FP 2; DSP 31; Rep 12; Str 13, Dex 10, Con --, Int 14, Wis 15, Cha 22.

Equipment: none, Darsin is incorporeal, but manifests in flowing black robes.

Skills: Bluff +15, Craft (lightsaber) +2, Intimidate +15, Knowledge (Jedi lore) +5, Knowledge (Sith lore) +8, Repair +4, Treat Injury +6, Tumble +3.

Force Skills: Affect Mind +21, Battlemind +11, Enhance Ability +11, Fear +21, Force Defense +15, Force Grip +15, Force Stealth +15, Friendship +18, Heal Self +4, Illusion +20, Move Object +8, See Force +8.

Feats: Armor (light), Cleave, Exotic Weapon Proficiency (lightsaber), Force Sensitive, Frightful Presence (DC 29), Improved Initiative, Infamy, Lightning Reflexes, Power Attack, Skill Emphasis: Fear, Weapon Focus (lightsaber), Weapons (simple, blaster pistols, blaster rifles, vibroweapons, heavy weapons).

Force Feats: Alter, Control, Drain Force*, Hatred*, Malevolent, Mind Trick, Rage*, Sense, Sith Sorcery*.

Special Qualities – Manifestation: As a move action, Darsin can become visible and audible, but still incorporeal. This costs him 1 VP/minute.

Force travel: Darsin can travel immediately to any site strong in the dark side; he has three locations inside the Sith fortress that he retreats to if necessary. He need only make a DC 5 Will save to travel to any of these locations.

Fast healing: Darsin heals 3 VP per round, due to Darth Rivan's experiments on him.

*= These feats can be found in the *Dark Side Sourcebook*. They are summarized below for GMs without this book.
Drain Force: Attempt once per week. Target must be within 10m and have a FP. The target makes a Fort save DC 20 and, if the target fails they lose one FP and you gain it. No vitality cost but a DSP.

Hatred: A wave of hatred buffets everyone within a 10-m radius centered on user. Counts as an attack. Victims suffer 2d6 vitality (Fort save DC 21, in this case, to take half damage) and a -2 to all attacks, skill checks and ability checks. Effect lasts one round. Cost is 4 vitality and a DSP to initiate and 4 vitality and a move action to maintain. Victims take 2d6 each round it is maintained.

Rage: the same as the Wookiee Rage.

Sith Sorcery: Used to gain a bonus on attacks, saves and dark side skill checks for the next minute. +1 competence bonus for every three force levels, in this case the bonus is +5. Cost is 4 vitality and a move action. NOTE: this feat opens up the user for possible possession by a dark side spirit and therefore is not undertaken lightly.

Encounter 6

Note: As with the heroes' character sheets, I will report the full character sheet for Karae Nalvas, and cross out the aspects of it to which Oden Malksch does not have access. Force points and dark side points for Malksch are given normally; those in parentheses are for Nalvas.

Oden Malksch/Karae Nalvas: Jedi Consular 8/Jedi Investigator 2/Dark Side Marauder 4; IM +5; Def 21 (+1 Dex, +10 Class); Spd 10 m; VP/WP 120/14; Attack +15/+10/+5 melee (4d8+5/18-20, lightsaber), +12/+7/+2 ranged (3d8 or stun DC 18, heavy blaster pistol); SQ deflect (defense +2, attack -4, extend defense and attack), healing, profile, target bonus +1, contact; SV Fort +14, Ref +11, Will +11; SZ M; FP 12 (2); DSP 0 (10); Rep 5; Str 16, Dex 12, Con 14, Int 14, Wis 14, Cha 8.

Equipment: Malksch's lightsaber, robes.

Skills: Bluff +2, Craft (lightsaber) +4, Diplomacy +5, Gather Information +9, Knowledge (dark side) +4, Knowledge (Jedi lore) +6, Search +9, Sense Motive +9.

Force Skills: Affect Mind +9, Battlemind +16, Enhance Ability +9, Enhance Senses +8, Farsseeing +4, ~~Fear +21~~, Force Defense +5, ~~Force Grip +23~~, ~~Force Strike +10~~, Heal Another +9, Heal Self +4, See Force +10.

Feats: Armor (light), Cleave, Combat Expertise, Exotic Weapon Proficiency (lightsaber), Force Sensitive, Great Cleave, Heroic Surge, Improved Critical (lightsaber), Improved Initiative, Power Attack, Quick Draw, Trustworthy, Weapons (simple, blaster pistols, blaster rifles, primitive, vibroweapons, heavy weapons).

Force Feats: Alter, Control, ~~Hatred~~, Knight Mind, ~~Rage~~, Sense.

Encounter 7

Drone Fighters (2): Modified Naboo N-1 Starfighters; Class: Starfighter; Cost: not for sale; Size: Tiny (11 m long); Crew: 1 (droid pilot; Pilot +12); Passengers: none; Cargo capacity: 65 kilograms; Max Speed in Space: Ramming (9 squares/action); Atmospheric Speed: 1,100 km/hr (18 squares/action); Defense: 22 (+2 size, +10 armor); Shield Points: 30 (DR 5); Hull Points: 60 (DR 5).

Weapon: Laser cannons (2 fire-linked); Fire Arc: Front; Attack Bonus: +8; Damage 5d10x2; Range modifiers: PB +0, S -2, M/L n/a.

Weapon: Concussion missile launcher (6 missiles); Fire Arc: Front; Damage 7d10x2; Missile Quality: Ordinary (+10).

Encounter 9

Gluss'sa'Nikto Guards (4), Soldier 12; IM +4 (+4 Dex); Def 24 (+4 Dex, +8 Class, +2 natural); Spd 10 m; VP/WP 128/19; Attack +15/+10/+5 (2d6+4, vibroblade) +17/+12/+7 ranged (3d8/18-20, blaster rifle); SQ Really ugly; SV Fort +11, Ref +8, Will +6; SZ M; FP 2; DSP 2; Rep 3; Str 16, Dex 18, Con 16, Int 6, Wis 10, Cha 10.

Equipment: combat jumpsuit (DR 3), vibroblade, 2 blaster rifles.

Skills: Demolitions +7, Listen +0; Intimidate +11, Treat Injury +10; Speak Huttese.

Feats: Armor (light), Blind-fight, Heroic Surge, Improved Critical (blaster rifle), Iron Will, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Toughness, Weapon Focus (blaster rifle), Weapons (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibroweapons).

Clu, Taf, & Mev, Mantellian Savrip Soldier 2; IM -1; Def 21 (+8 natural, -1 size, +1 Dex, +3 class); Spd 12 m; VP/WP 30/16; Attack +12 melee (2d4+6, 2 claws) or +12 melee (2d6+4, bite) or -1 ranged; SQ Ferocious, +6 species bonus on Listen and Spot checks, low-light vision, poison, +8 species bonus on Intimidate checks when bellowing, primitive, survivor; SV Fort +6, Ref +1, Will -1; SZ L; Face/Reach 2 m by 2 m/4 m; FP 1; DSP 0; Rep 0; Str 22, Dex 12, Con 16, Int 8, Wis 8, Cha 4.

Skills: Craft (improvised weapons) +4, Intimidate +9, Jump +8, Knowledge (slavery) +0, Listen +5, Spot +5, Survival +6; Speak Savrip.

Feats: Cleave, Power Attack, Sunder, Weapon Group Proficiency (primitive weapons, simple weapons, vibroweapons).

Special Qualities: Ferocious – the Savrip's great ferocity gives it a +4 species bonus on melee attacks made unarmed, or with primitive weapons.

Poison – Any individual bitten by a Savrip must make a Fortitude save (DC 19) or take 2d6 points of damage. Six rounds later, the target must make a second save at the same DC or be paralyzed for 4d6 rounds.

Primitive – Savrips receive a –4 penalty on attacks and skill checks made with technological items. For these Savrips, this has been factored in by removing their proficiency with anything other than melee (or simple-class ranged) weapons and substituting primitive weapon group proficiency.

Survivor – Primitive Savrips gain a +8 species bonus on Survival checks, and a +2 species bonus on Move Silently checks.

Encounter 12

Note: Numbers in (parentheses) following WP, Fortitude and Reflex saves, all reflect the total bonus following the activation of the Chev Force Adepts' use of Force Mind. Please make any appropriate modifications to attack and damage – it makes the stat blocks too “busy” for me to include those.

Phylus Mon, Dark Side Male Chevin Force Adept 8/Dark Side Devotee 10; IM -1; Def 24 (25) (-1 Dex, +11 Class, +4 Natural); Spd 10 m; VP/WP 191/20 (191/22); Attack +12/+7/+2 melee (3d4+1, 19-20, 3-tailed barbed whip), +10/+5/+0 ranged (3d8 or stun DC 18, heavy blaster pistol); SQ Comprehend Speech, Force Weapon +3d8 (7 VP), DR 2 (toughened hide); SV Fort +16 (+17), Ref +8 (+9), Will +15; SZ M; FP 2; DSP 20; Rep 4; Str 12, Dex 8, Con 20, Int 13, Wis 15, Cha 12.

Equipment: heavy blaster pistol, 3-tailed barbed whip, 2 medpacs, various animal treats.

Skills: Handle Animal +19, Listen +8, Survival +12, Treat Injury +12, Spot +6, Sense Motive +4, Intimidate +6, Knowledge (Alien Species) +3, Ride +1.

Force Skills: Battlemind +14, Drain Energy +19, Enhance Ability +19, Enhance Senses +5, Fear +21, Force Grip +21, Force Lightning +12, Friendship +6, Heal Another +1, Heal Self +5, Move Object +10, See Force +4.

Feats: Animal Affinity, Exotic Weapon Proficiency (3-tailed barbed whip), Force Sensitive, Great Fortitude, Heroic Surge, Skill Emphasis: Drain Energy, Skill Emphasis: Fear, Skill Emphasis: Force Grip, Skill Emphasis: Force Lightning, Skill Emphasis: Handle Animal, Weapons (primitive, simple, blaster pistols).

Force Feats: Alter, Control, Dissipate Energy, Force Mastery, Malevolent, Rage, Sense.

Notes on Mon: Mon doesn't engage in melee combat without fully preparing himself. His whip should be glowing, and he should use his own Enhance Ability and Battlemind to give himself the biggest bonuses he can to his attack, damage, and defense.

Niv, Tosh, & Drik, Tainted Male Chev Force Adept 7; IM +4; Def 16 (17) (+6 Class); Spd 10 m; VP/WP 64/16 (64/18); Attack +4 melee (1d6-1, staff) or +5 ranged; SQ Comprehend Speech, Force Weapon +1d8; SV Fort +8 (+9), Ref +4 (+5), Will +10; SZ M; FP 2; DSP 10; Rep 1; Str 8, Dex 10, Con 16, Int 12, Wis 16, Cha 14.

Equipment: staff, slave garb.

Skills: Handle Animal +3, Hide +2, Knowledge (Alien Species) +4, Listen +7, Sense Motive +6, Spot +7, Survival +5, Treat Injury +6; Speak Basic, Speak Chevin.

Force Skills: Affect Mind +10, Enhance Ability +6, Fear +11, Force Defense +3, Force Grip +12, Force Strike +12, Heal Another +8, Heal Self +4, Illusion +14, See Force +4, Telepathy +4.

Feats: Force Sensitive, Improved Initiative, Iron Will, Rugged, Skill Emphasis: Force Strike, Weapons (primitive, simple).

Force Feats: Alter, Control, Force Mind, Mind Trick, Sense.

Ku-Kak, Dark Side Male Wampa Predator 3/Soldier 3/Dark Side Marauder 10; IM +6 (+2 Dex, +4 Improved Initiative); Def 28 (29) (+10 natural, +7 Class, +2 Dex, -1 size); Spd 10 m; VP/WP 250/26 (250/28); Attack +23/+18/+13/+8 melee (2d6+10/18-20, Sith sword wielded 2-handed) or +22 (2d4+7, 2 claws) and +17 (2d6+4, bite) or +22/+17/+12/+7 melee (2d4+7, single claw) or +17/+12/+7/+2 ranged (whatever blaster is handy); SQ +2 species bonus to Hide checks in snowy environments; SV Fort +21 (+22), Ref +13 (+14), Will +5; SZ L; Face/Reach 2 m x 2 m/4 m; FP 9; DSP 12; Rep 4; Str 24, Dex 14, Con 26, Int 10, Wis 10, Cha 14.

Equipment: Sith sword.

Skills: Hide +4, Intimidate +11, Knowledge (dark side lore) +5, Listen +4, Move Silently +6, Survival +6, Tumble +7; Speak Wampa; Understand Chevin.

Force Skills: Battlemind +15, Enhance Ability +15, Fear +17 (includes +4 from the “dark side” template).

Feats: Armor (light) Cleave, Combat Reflexes, Dodge, Exotic Weapon Proficiency (Sith sword), Force Sensitive, Heroic Surge, Improved Critical (Sith sword), Power Attack, Track, Weapon Focus (Sith sword), Weapons (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibroweapons).

Force Feats: Alter, Attuned, Burst of Speed, Control, Dissipate Energy, Rage, Sense.

Note that Ku-Kak, having been found on an icy world far, far away from here, was chosen by Phylus Mon because of his potential to wield the Force. Ku-Kak’s training has only taken place in Chevin; he doesn’t understand any other language, and is thus not subject to Affect Mind commands unless they are spoken in Chevin. He has been trained to put a big hating on any Jedi he sees. He identifies Jedi because they (a) have lightsabers and (b) are not Mischa, whom he considers an ally. Besides, Mischa only has a lightsaber because Ku-Kak gave him one of his trophies.

Ku-Kak knows very well how to use his Sith sword. It’s a “trinket” Mon picked up some time ago, and which he gave to Ku-Kak when he made the Wampa his personal bodyguard. The critical information about a Sith sword is as follows (from the *Dark Side Sourcebook*).

First, Sith swords retain their hardness/DR against lightsaber attacks. More importantly, the wielder of a Sith sword may call on the dark side and spend a Force point to “power” the sword. Doing this allows the wielder to add his dark side bonus dice to the sword’s damage, rather than adding it to his attack rolls with the weapon. This bonus to damage lasts 10 rounds + 1 round per Force level of the wielder.

Assuming Ku-Kak obtains a standard result on his Battlemind (+4 Force bonus to attacks) and Enhance Ability (+6 Force bonus to both Strength and Dexterity) checks, and assuming he spends a Force point to give him bonus dice in damage for the next 20 rounds, his attack sequence is as follows: +30/+25/+20/+15 (6d6+15/18-20, Sith sword wielded two-handed). This is assuming he doesn’t choose to Rage, of course. Even with the revised edition rules for death and dying, this makes Ku-Kak a legitimate threat for a one-hit kill. If he hits all four times in one round, bear in mind that his average damage will be 144 points, and that’s not including any potential criticals. He is, far and away, the scariest melee opponent in this encounter (and probably in all LIVING FORCE events to date).

KU-KAK SHOULD BE CONSIDERED OPTIONAL. If your group did not elect to borrow bodies for the second round of this adventure, Ku-Kak shouldn’t be anywhere near this final encounter. If they did, I hope that you will go after the heroes in borrowed bodies first – or better yet, go after Malksch first. He’s in a borrowed body, and it’s probably not a body the heroes will cry about seeing shredded.

Smart heroes will attempt to sunder the Sith sword. Even then, he’s still a scary beast.

Special thanks go to Jason Nichols, Ku-Kak’s “father”.

Mischa Vorfren, Male Anzat Soldier 8/Dark Side Marauder 6; IM +6 (+2 Dex, +4 Improved Initiative); Def 23 (24) (+2 Dex, +9 Class, +2 Defensive Martial Arts); Spd 10 m; VP/WP 135/14 (135/16); Attack +20/+15/+10 melee (3d4+7/18-20, unarmed) or +19/+14/+9 melee (2d8+5/19-20, lightsaber) or +16/+11/+6 ranged (3d8, heavy blaster pistol); SQ Hypnosis, Proboscises; SV Fort +13 (+14), Ref +9 (+10), Will +7; SZ M; FP 3; DSP 4; Rep 7; Str 20, Dex 14, Con 14, Int 12, Wis 10, Cha 6.

Equipment: combat gloves, lightsaber (green blade, looted from a Jedi corpse by Ku-Kak), heavy blaster pistol.

Skills: Balance +2, Craft (blasters) +8, Demolitions +8, Hide +4, Intimidate +6, Jump +5, Knowledge (Jedi lore) +7, Move Silently +4, Treat Injury +9, Tumble +2; Speak Anzat, Speak Basic, Speak Huttese.

Force Skills: Battlemind +11, Empathy +7, Enhance Ability +21, Force Strike +5, Heal Self +6, Move Object +3, Telepathy +3.

Feats: Advanced Martial Arts, Armor (light), Defensive Martial Arts, Dodge, Exotic Weapon Proficiency (lightsaber), Force Sensitive, Headstrong, Heroic Surge, Improved Initiative, Improved Martial Arts, Infamy, Iron Will, Martial Arts, Power Attack, Stealthy, Weapon Focus (unarmed), Weapons (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibroweapons).

Force Feats: Alter, Attuned, Control, Rage, Sense.

Special Qualities – Hypnosis: An Anzat uses a crude form of telepathy to hypnotize prey. If a sentient being within 2 meters of Vorfren is flat-footed or otherwise denied its Dex bonus against Vorfren, Vorfren can attempt to hypnotize that being as a full-round action. If the target fails a DC 25 Will save, he or she is stunned until Vorfren’s next attack. Vorfren can use this situation to insert his proboscises into the victim’s brain.

Proboscises: A successful unarmed melee attack against a grappled, stunned, or helpless creature allows Vorfren to insert his proboscises (a pair of tube-like projections Vorfren usually keeps tucked inside flesh pockets in his cheeks, but which he can unfurl as a free action) into the creature’s brain (generally through its sinuses) and begin to drain its “soup”. A successful attack stuns the victim, and this stun effect remains until Vorfren either

withdraws his proboscises or dies. A victim who was not already stunned prior to the insertion of the proboscises receives a Fortitude save (DC 25) to prevent being stunned as the tubes begin sucking out his brain. Each round of feeding deals one point of temporary Constitution damage to the victim; a victim whose Constitution reaches zero in this manner dies immediately. If Vorfren latches onto a “meal”, he only lets go if he is in danger of dying.

Notes on playing Vorfren: He’s unlikely to try to suck the brains out of any of the heroes. If he can help it, he won’t ever reveal his true species (until he does, treat his reputation as only being 3; 4 points of his reputation is due to the infamy of his species, which is easily mistaken for any of a number of near-Human species as long as his proboscises are furled in their pockets). He sees the heroes as his best chance to get free of Mon, since they’re the first individuals to ever get this far into the ship. Hopefully, they’ll listen when he tries to make his offer.

Ke Len, Female Blood Carver Scoundrel 6/Soldier 4/Bounty Hunter 5; IM +9 (+5 Dex, +4 Improved Initiative); Def 24 (25) (+5 Dex, +9 Class); Spd 12 m; VP/WP 123/14 (123/16); Attack +12/+7/+2 (2d6-1, vibroblade) or +12/+12/+12/+12/+7/+2 ranged (3d8/19-20, light repeating blaster) or +14/+14/+14/+9/+4 (3d8, heavy blaster pistol; apply Sneak Attack bonus dice whenever applicable) or +18/+13/+8 (either without using multifire or autofire); SQ Illicit Barter, Lucky (2/day), Precise Attack +1, Target Bonus +3, Sneak Attack +5d6; SV Fort +11 (+12), Ref +14 (+15), Will +7; SZ M; FP 3; DSP 3; Rep 6; Str 8, Dex 20, Con 14, Int 13, Wis 12, Cha 10.

Equipment: vibroblade, light repeating blaster, heavy blaster pistol, slave garb.

Skills: Bluff +11, Disable Device +6, Forgery +6, Escape Artist +7, Gather Information +9, Hide +23, Intimidate +8, Knowledge (combat tactics) +6, Listen +8, Move Silently +26, Repair +8, Sleight of Hand +10, Spot +12, Survival +14, Treat Injury +6, Tumble +14; Speak Basic, Speak Batores.

Feats: Armor (light), Dodge, Far Shot, Improved Initiative, Mobility, Multishot, Point Blank Shot, Precise Shot, Skill Emphasis: Move Silently, Shot on the Run, Track, Weapons (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibroweapons).

Notes on playing Ke Len: Her initial charge is to take out people at the doorway as soon as she hears the command phrase. However, from there, she knows her strengths. Once combat moves closer to the dais, she stops using the light repeater and begins to maneuver in such a way as to be able to sneak attack, either using her vibroblade or her heavy blaster pistol. If someone ionizes her chest, she does recognize what that means and immediately turns on Mon.

Coruscanti Ogres (8), Subterranean Scavenger 5; IM +0; Defense 14 (15) (+5 natural, -1 size); Spd 10 m; VP/WP 22/14 (22/16); Atk +9 melee (2d8+7, giant club) or +9 melee (1d4+7, 2 fists) or +2 ranged; SQ Darkvision, scent; SV Fort +6 (+7), Ref +1 (+2), Will +2; SZ L; Face/Reach 2 m by 2 m/4 m; Rep 1; Str 24, Dex 10, Con 14, Int 3, Wis 12, Cha 4. Challenge Code C.

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

Feats: Power Attack.

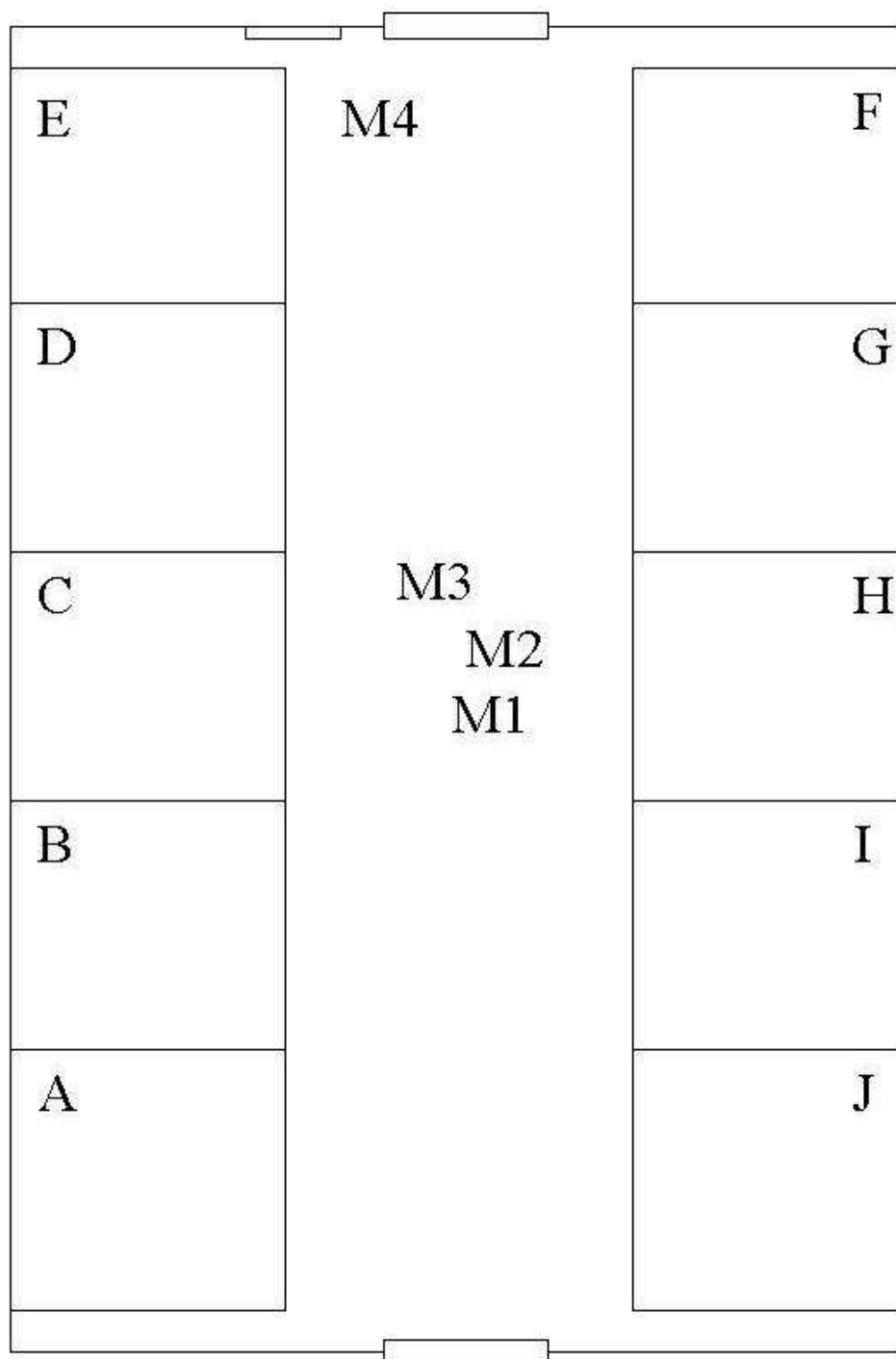
Mantessan Panthacs (12), Forest Predator 8; IM +7; Defense 19 (20) (+7 Dex, +2 size); Spd 12 m, climb 12 m; VP/WP 44/6 (44/8); Atk +17 melee (1d6-1, bite) or +17 ranged; SQ Low-light vision, +4 bonus on Hide checks in surroundings it’s been in for 30 days; SV Fort +7 (+8), Ref +13 (+14), Will +7; SZ T; Face/Reach 1 m by 1 m/0 m; Rep 3; Str 8, Dex 24, Con 12, Int 3, Wis 16, Cha 11. Challenge Code D.

Skills: Climb +7, Hide +20, Jump +5, Listen +11, Move Silently +12, Spot +9, Survival +7.

Feats: Weapon Finesse (bite).

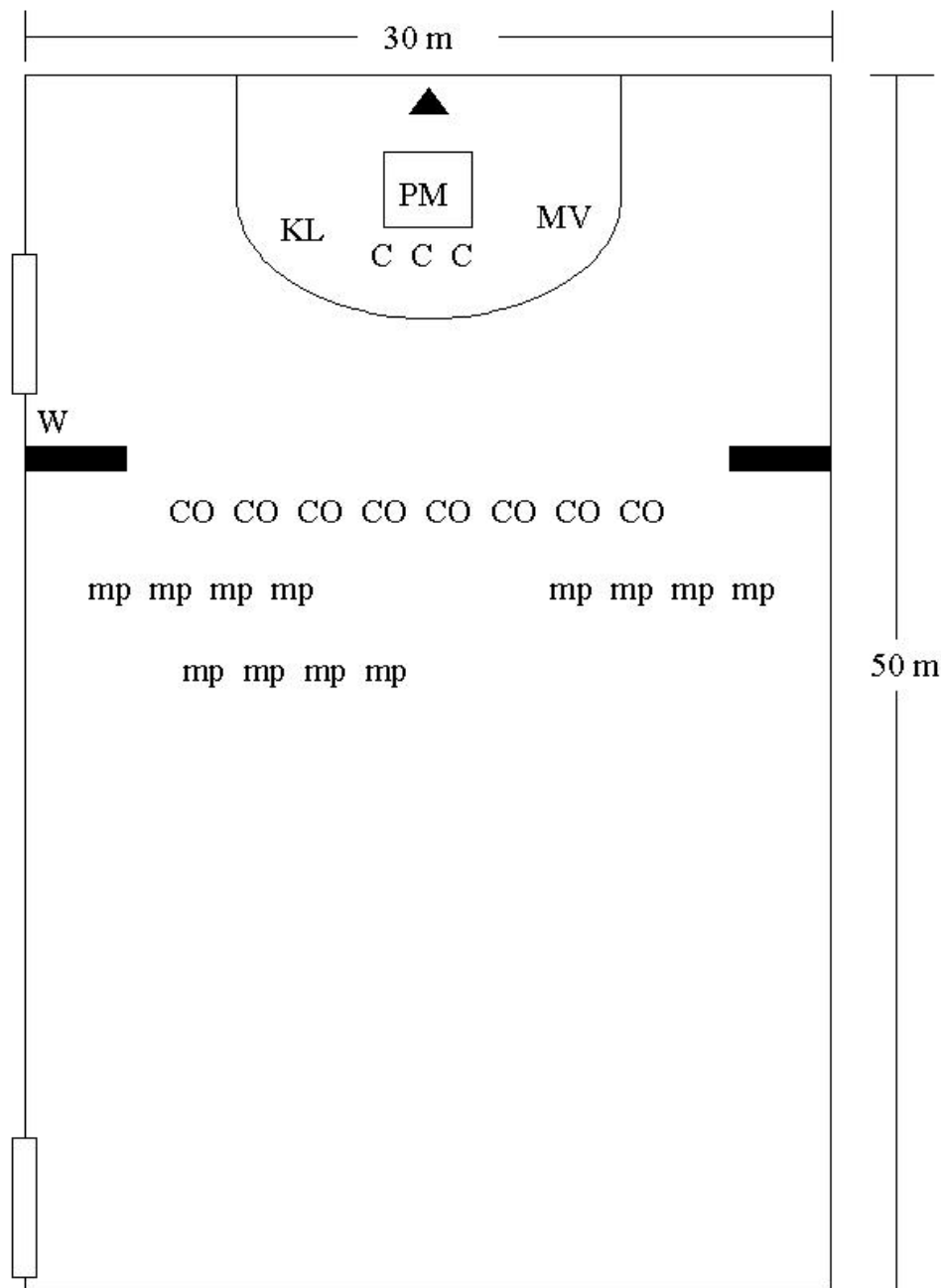
Note that because the Panthacs are size Tiny creatures, they must be inside the same square as a hero to attack him. Four Panthacs can fit into a square with their intended victim, gleefully chomping away. While they’re only doing 1d6 damage (assuming they got the Strength boost), at +17 they rarely miss. You may need to scale back the Panthacs if it looks like the little guys are going to overwhelm your group; they, and the four Ogres, are meant to give Mon a feel for what the group is capable of. He’s more interested in watching the combat than anything else, at least to start with, so while he prepares himself, if it doesn’t seem necessary for him to interfere, he won’t – and may even stop Ke Len from shooting, if the Panthacs and Ogres are proving too much for the heroes.

GM Aid #4: Map of the Zoo



Note: Each cell is 5m x 5m; the walkway down the center of the zoo is 8m wide; the heroes enter at the bottom of the map. The control panel is mounted on the wall to the left of the far door. M1-M4 are guards.

GM Aid #5: Map of the Throne Room



Note: PM = Phylus Mon, KL = Ke Len, MV = Mischa Vorfren, C = Chevs
W = Wampa, CO = Coruscanti Ogres, mp = Mantessan Panthacs

Critical Event Summary

A Mon Alone

1. What did the heroes do to Darsin?

- ☐ Destroyed him
- ☐ Allowed him to escape
- ☐ Chose to leave him in peace

2. What was Mon's fate?

- ☐ Killed
- ☐ Captured
- ☐ Escaped

3. What happened to the majority of the slaves?

- ☐ Freed by the heroes
- ☐ Killed when Mon's device activated

4. Did any heroes (not the borrowed body, the actual hero) die? If so, please list details.

Hero name, player name, player RPGA #

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Convention Coordinator:

To report these results (for events during the months of August and September 2004 only), you may email them to: lfplots@living-force.info. Please do NOT submit Critical Event Summaries for this event after September 30, 2004.