

Liriana: Dark Force Witch of Cularin

*By Morrie Mullins
RPGA Living Force Campaign Designer/Plot Director*

For several seconds, your screen remains blank. Then it flickers, and the image of an aged Tarasin appears on your datapad, staring out at you with wise, peaceful eyes. She blinks, as if trying to see those who would view her face across the miles, and then a serene smile spreads across her features.

"I am Dariana, Mother of the Hiironi. It is possible we have met before. That you are viewing this -- I believe Na'llia referred to it as a chip - at all indicates that you are one of those who has demonstrated a willingness to assist Cularin and her people in times of crisis. I fear such a time is nearly upon us.

"For years, I have worked to hold back a great evil that seeks to wash over our beautiful planet, to despoil that which I have sought to preserve, to subjugate those who I would keep free. It has taken much of my strength, and now, aged as I am, I fear that my strength may not hold out much longer. My body grows weak, and I am tired, and a great sleep calls to me from just beyond the horizon. I do not know how long I will remain among you before I move on and become one with the Force. With this in mind, I have prepared this chip to alert you, and those like you, to the dangers that will need to be faced with my passing.

"I have read everything the offworlders have written about the Tarasin. Read it, and approved of it, but it never came close to the truth in some areas."

She pauses as a coughing fit racks her body. Two young female Tarasins move in to either side of her and support her shoulders as she hacks, and after a few seconds, the coughing subsides. She looks up at the recording unit once more.

"The Tarasin have ever been portrayed as a peaceful species, with the only blemish on our kind being the uprising so many years ago. Even that could have been avoided, was it not for the Wyrd. The Wyrd is a group of Tarasin, naturally attuned to the Force, who draw upon its power to fuel their anger, their rage, their hatred. They prey on the weak and the fearful, and exploit them to their own ends.

"When I was young, before my eleventh naming day, I was approached by a member of the Wyrd. She sought to bring me into their fold, sensing in me some degree of power with the Force. I declined. It was not the way my mother taught me, nor the way the Mother of the Hiironi taught any of us. It promised power, but too quickly, and too easily, and I swore that I would never be taken in by those promises.

"You see, the member of the Wyrd who approached me was my older sister, Liriana. Nearly a decade before, she was ostracized from the Hiironi irstat, sent into the jungles for betraying the trust of our people. Her banishment crushed my mother, who cried every night for three years at the thought of her eldest daughter, lost to our ways and exploring the darkness of the forest - for you see, there are many dark places on Cularin, places strong in the dark side, and these are the places the Wyrd will congregate. It was known to us, when she left, that she sought the Wyrd, but we did not know whether she had succeeded until she came to find me. Secrecy and stealth have ever been their way."

Dariana pauses and takes a drink of a strange, syruplike orange beverage before handing it to someone just out of the recorder's range.

"I promised my mother that I would never betray our people in the way my sister had, and that I would always protect the Hiironi, and the Tarasin, from the dark influence of the Wyrd. As the

cities of the offworlders grew, so did my commitment to protect innocents from the Wyrd, and so did my own capabilities begin to lessen.

"The Wyrd, though, continues to grow.

"For the last half-decade, I have put all of my energy into holding them back, keeping them from overrunning Cularin and using it for their own nefarious purposes. Because I know my sister and understand how her mind works in ways that would be impossible for another to comprehend, I have been successful, though not without the assistance of the other irstats. I have to wonder if my passing will mark a turning point . . . but it is not something that can be helped, if it is the will of the Force.

"Liriana now commands the Wyrd. She is nearly my equal in strength, but she lacks any compunction about utilizing her powers with the Force for ill ends. I do not fear her, nor do I fear what she may do, nor do I fear for the people of Cularin - because any of those fears would force me to play into her hands. I know the people of Cularin - Tarasin and offworlder alike - and I believe, in my heart, that there is no challenge they cannot overcome. But to overcome the challenge, one must first know of it. Now you know.

"Be wary of Liriana and her Wyrd. They possess strange powers, ones that many have never seen before. They fly, unaided, and when they are chased by individuals in ships, they land and summon storms to bring the ships crashing down. They walk the branches of the trees as lithely as umo lizards, utilizing their natural camouflage to catch wandering prey unawares. They are the antithesis of everything I stand for, everything I believe to be right, and it troubles me that I have been unable to stop the Wyrd totally in my lifetime.

"This, then, is my task to you. Protect Cularin. Protect her peoples. And beware the Wyrd, for you will not know they are coming until they are already upon you.

"May the Force be with you all."

And with that, your datapad screen goes blank.

Liriana is a Tarasin Dark Force Witch (for a full description, refer to [The Dark Side Sourcebook](#) who, over the course of her life, has risen to command of the Wyrd, a group of Tarasin Dark Force Witches hidden within the jungles of [Cularin](#). She is cunning and deadly, having been shunned by her people at a young age, and anger flows from her like lava from a volcano. She has spent so much time hiding in the shadows of Cularin that her scales have adopted a much darker brown hue than is normally found on Tarasin, and her eyes are dead black.

Her Wyrd serves her every command, and to date, has concerned itself only with attacking remote Tarasin villages and stealing goods - or sometimes, children - from them. Tarasin heroes are familiar with legends of the Wyrd, but it is not something that has ever been discussed with offworlders before. There was never any need. That Dariana is willing to discuss it in such a frank fashion indicates that she may truly be dying.



Liriana: Female Tarasin, Force Adept 2/Scoundrel 2/Dark Force Witch 10; Init +1; Def 22 (+1 Dex); Spd 10 m; VP/WP 94/12; Atk +10/+5 ranged (3d6, blaster pistol), +7/+3 melee (1d6-2, staff); SQ Dark Side, Illicit Barter, Better Lucky than Good, Spider Walk, Enshroud, Inspire Fear -3, Force Flight (20m), Color Change; SV Fort +9, Ref +11, Will +12; SZ M; FP 3; DSP 19; Rep 6; Str 6, Dex 12,

Con 12, Int 18, Wis 15, Cha 12.

Equipment: Blaster pistol, finely crafted staff made from the legbone of a kilassin, jungle robes.

Skills: Speak Basic, R/W Basic, Speak Tarasinese, Affect Mind +13, Move Object +21, Force Grip +20, Hide +20, Knowledge (Tarasin Culture) +9, Sense Motive +4, Spot +14, Survival +12, Listen +12, Empathy +5, Intimidate +5, Move Silently +14, Knowledge (Streetwise - Cularin) +7, Search +7, Force Stealth +11, Force Defense +4, Heal Self +1, Illusion +6, Drain Energy +10.

Feats: Weapons (Primitive, Simple, Blaster Pistols), Force Sensitive, Alter, Sense, Control, Stealthy, Alertness, Hatred, Summon Storm, Force Mastery, Force Lightning (DC 15).

Liriana's Wyrd is dangerous because they are not generally known to the populace. Some of them live within Gadrin and Hedrett, while many of them populate the various Wyrd enclaves throughout the jungles. They prefer abandoned ruins, villages that have been destroyed by kilassin attacks or natural disasters, and cave systems. They are particularly dangerous in caves, because of their ability to climb the walls and blend in with the ceiling while waiting to attack intruders.

Standard Wyrd Member: Female Tarasin, Force Adept 3/Dark Force Witch 2; Init +2; Def 17; Spd 10 m; VP/WP 35/12; Atk +5 ranged (3d4, hold-out blaster pistol), +3 melee; SQ Tainted, Spider Walk, Color Change; SV Fort +5, Ref +6, Will +8; SZ M; FP 2; DSP 5; Rep 2; Str 8, Dex 15, Con 12, Int 16, Wis 14, Cha 8.

Equipment: Hold-out blaster pistol, jungle robes.

Skills: Speak Basic, Speak Tarasinese, Affect Mind +4, Move Object +11, Force Grip +10, Hide +16, Knowledge (Tarasin Culture) +7, Force Push +7, Move Silently +11, Empathy +6, Enhance Ability +3, Fear +12, See Force +5, Intimidate +2, Drain Knowledge +8.

Feats: Weapons (Primitive, Simple, Blaster Pistols), Force Sensitive, Alter, Sense, Stealthy, Hatred.

When Liriana and her Wyrd are confronted, she will stand behind several of the members of the Wyrd and utilize her Force abilities, especially since she can use her Force Lightning as a free action once per round thanks to her Force Mastery (which she will take advantage of as much as she can without overly weakening herself). As soon as anyone approaches the line of Wyrd members, they will begin sending out waves of Hatred to weaken the opposition, while remaining as defensive as possible to protect Liriana. If things go badly, Liriana has no compunctions about flying away and leaving her Wyrdlings to fend for themselves, and they know this is a possibility.

*Liriana and Cularin are part of the RPGA's **Living Force** campaign. [Learn more about Living Force](#) and find out how you can join in the roleplaying excitement!*

Learn more about the dark side of the Force in this [interview with JD Wiker](#) and this one with [Bill Slavicsek](#), co-authors of The Dark Side Sourcebook!