

News of the Wyrd

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Hello, Cularin! Yara Grugara here, reporting live from the edges of the jungles of Cularin. As you can see, there are lots of trees, and bushes, and flowers, and . . . well, lots of things that make it very clear that this is a jungle. If we were to go wandering around inside, we might run across a kilassin, or perhaps an RFB -- the local name given to the awful-smelling mulissiki that prowl these jungles. For a long time, most of us believed that those were the biggest threats that lived in these jungles. Recent events have proven otherwise.



If you haven't heard of the Wyrd yet, you will soon. The Wyrd are yet another in a long series of problems our fair system has had to face, and in Yara's mind, they're one of the most insidious. If reports are accurate, the individuals who make up the Wyrd are Force-using witches.

Now, if you're like Yara, you're probably saying, "Witch? Witch what? What witch? What in the world do you mean?" Well, Yara hasn't been able to come up with all the details, but the basics are something like this: For several generations, or longer, Tarasin who didn't fit in have drifted away from their homes and made their way deep into the forest. There, they studied the Force -- but not the light and fluffy Force, like the Jedi use. Oh, no! They study the dark Force, the part that little Sith wannabes study. These Tarasin, they're very angry -- we don't know about what, they just are -- and they want to hurt people.

They live in this jungle, somewhere deep inside, and they're more dangerous than any kilassin you're ever likely to meet.

Cut to Yara standing in front of an enormous tree, flanked on all sides by bushes. The words "Hypothetical Dramatic Situation" appear in big type at the bottom of the screen.

Now, friends, Yara is deep inside the jungles of Cularin. It's a scary place, isn't it? But there's only Yara here . . . right? The frightening thing about the Wyrd is that they can be anywhere. This bush, at Yara's left hand, could easily be the hiding place for a member of the Wyrd. Watch as I shake it, and you'll see what I mean.

All right, I'm shaking it now . . . I'm shaking it some more . . . Now I'm shaking it even *more*...

Yara frowns at the bush, which she clearly expected to be something other than a bush. As she's standing, frowning and shaking the bush, the bush behind her stands up, and a Tarasin's face appears between the thin, leafy branches. A pair of hands reaches out and grasps Yara by the shoulders, and she screams. The words "HYPOTHETICAL DRAMATIC SITUATION" begin to flash at the bottom of the screen.

You see, friends? Yara was looking at one bush, and another bush, containing a hidden Tarasin, stood up and attacked her. Thank you, Raouul. You can let go of me.

Now, that was just a dramatic creation of a scene that might or might not ever happen. But it could. The Wyrd have mastered the jungle like few other of its inhabitants, and if you aren't careful, they could catch you.

The scene around Yara changes, but she doesn't move. Clearly, this was all done in a studio. Raouul, the Tarasin wearing the bush costume, turns and walks off the set.

So you may be asking yourself, "Why is Yara talking to me about the Wyrd? Is she trying to make me nervous? Is she trying to incite panic? Is she trying to harm Cularin's burgeoning tourism industry?"

Of course not! First of all, Yara knows Cularin, and Yara knows that telling any of her viewers that something dangerous may be lurking in the jungles is, in fact, the best way to get you to go out there and do something about it. She also knows that telling you that she knows that telling you about something will get you to do it will probably convince you not to do it, because then you might feel as though you're being manipulated. Of course, if she knows that, then you might also conclude that you know she knows that, or that she knows that you know that she knows that, and that this might change what she's doing so that it's really not clear whether she wants you to go out and hunt down the Wyrd or not.

I think that was right.

Regardless, we all know a lot. So the question becomes, why is Yara telling you all this?

The answer is, because Cularin needs to know. Yara's not much for keeping secrets. Never has been! And Yara knows that some secrets are dangerous if they get kept. Things like capital ships in the clouds of Genarius, secret Thaeirian bases

scattered throughout the system, or the Cartel working to undermine Cularin's economy. Yara's not saying that any of those statements are *true*, but if they were, wouldn't they all fall into the category of "Things the people of Cularin should know about?"

Yara thinks so, and she bets you do, too.

The Wyrd are dangerous. And probably the most dangerous of them is Liriana.

Yara talked to a Jedi friend of hers, and he said that Liriana's existence just proves the need, ultimately, for balance in the Force. Mother Dariana is a force for good and order, a kindly and loving old Tarasin who looks out for all the creatures of Cularin.

Then there's her sister, Liriana. Yara won't give you [the full run-down on Liriana](#). Mother Dariana entered her sister's existence, and some of her motives, into public record recently, and Yara's not about to go back over the same things you've already seen or can pull out of the archives.

Yara's Jedi friend said that for either of these individuals to exist, the other had to exist, or the Force would end up out of balance. This struck Yara as strange, since there really can't be balance to the Force with so many Jedi in the galaxy and not very many bad Force-users -- aren't there only two Sith? When Yara pointed that out, her Jedi friend just mumbled something and changed the subject.

The reason we should all be concerned now is that the Wyrd are getting more active. There have been reports -- some of them pretty violent -- of attacks on Tarasin villages. Some reports even speak of something strange going on at Cloud Mountain, but Yara doesn't go near there ever since the whole rebellion thing a few years back. Too political at the time, and now . . . well, it's just history.

A montage of scenes from the past few years, news photos and holovid clips and celebrations and funerals, plays across the screen behind Yara's head. We see Cloud Mountain, the destruction of the first secret Cartel base on Cularin, ships blasting their way through the asteroid belt, and a long shot of an EMP burst on Tilnes. There is a radiation storm on Genarius, images from the near-destruction of Tolea Biqua, and a shot of the spire of the Sith fortress on Almas, clearly taken from a hovering shuttle that slowly circled the spire. There are Jedi, politicians, pilots, soldiers, and children. As the montage goes on, a face appears in the background, first in outline, and then becoming clearer and clearer. It's an old Tarasin with angry eyes, and soon she is the only thing on the screen behind Yara.

Not every Tarasin is bad. Only a few. But beware those few, friends. Beware the Wyrd. This is Yara Grugara . . . Good night.

Game Notes

Below are two members of the Wyrd, each of different power scales. While neither is even remotely as scary as Liriana, each has her own unique unpleasantness.

Kua, Tainted Tarasin Female Force Adept 3/Dark Force Witch 2: Init +7; Defense 20; Spd 10 m; VP/WP 30/12; Atk +2 melee (1d4-1, dagger), +6 ranged (3d4, hold-out blaster pistol); SQ Color change, inspire fear -1, spider walk; SV Fort +5, Ref +7, Will +8; SZ M; FP 1; DSP 8; Rep +2; Str 8, Dex 16, Con 12, Int 15, Wis 14, Cha 10. Challenge Code B.

Equipment: Jungle garb, hold-out blaster pistol, dagger.

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

Force Skills: Affect Mind +5, Drain Knowledge +9, Empathy +4, Enhance Ability +3, Fear +10, Force Grip +10, Force Strike +6, Move Object +10, See Force +5.

Feats: Force-Sensitive, Improved Initiative, Stealthy, Weapon Group Proficiency (blaster pistols, simple weapons, primitive weapons).

Force Feats: Alter, Hatred, Sense.

Amasi, Dark Side Tarasin Female Force Adept 5/Dark Force Witch 6: Init +3; Defense 21; Spd 10 m; VP/WP 64/10; Atk +6/+1 melee (1d4-1, dagger), +10/+5 ranged (3d4, hold-out blaster pistol); SQ Force weapon +1d8, color change, spider walk, inspire fear -2, enshroud; SV Fort +7, Ref +9, Will +12; SZ M; FP 1; DSP 15; Rep +3; Str 8, Dex 16, Con 10, Int 15, Wis 16, Cha 12. Challenge Code D.

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

Skills: Hide +23, Intimidate +3, Knowledge (Tarasin culture) +6, Move Silently +14.

Force Skills: Affect Mind +14, Empathy +8, Enhance Ability +2, Fear +18, Force Grip +21, Force Strike +8, Illusion +14, Move Object +14, See Force +7.

Feats: Force-Sensitive, Heroic Surge (3/day), Skill Emphasis (Force Grip), Stealthy, Weapon Group Proficiency (blaster pistols, simple weapons, primitive weapons).

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



*If you want to learn more about the **Living Force** campaign and how to take part in the adventure, this [introduction](#) will get you started.*