

Desert Cries

**Episode II of the *Almas, Sweet Almas* Trilogy
A One-Round Living Force Tournament**

by Adam Burns

In the place where Kibh Jeen fell victim to the dark side, others have begun to be lost as well. It seems that the problem with the kaluthin on Almas was only the beginning. An adventure for Living Force heroes levels 1-9. It is strongly recommended that this be played after *The Kaluthin Are Always Greener* and before *A Dark Fortress*.

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

It is a good idea to ask each player to put a nametag in front of him or her. The tag should have the player's name at the bottom and the hero's name, species and gender at the top. This makes it easier for players to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually require advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

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

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

Hero Earnings

At the beginning of the round, if the heroes are employed, they receive their pay. No matter how much time has passed since the previous round, they receive pay for one week. Heroes who are not employed but who have profession or craft skills may roll against those skills to see how much they have earned from their profession or craft in the last week. Use the method in the core rules (Craft: pg. 72 *Check result times 20 credits*; Profession: pg. 80 *Check result times 50 credits*). Note that players may use only one of the above methods and must choose which before rolling (Employment, Craft or Profession). 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 is that extreme, and you don't have to jump from a moving speeder to earn a Force Point, but if a hero does something that makes you, the judge, say, 'Wow,' then they should probably get a FP.

The core rules (pg 157) 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.

General Notes to the GM

When running this adventure, or any *Star Wars* adventure, keep in mind the *Star Wars* adventures should seem like the *Star Wars* movies. The action should flow quickly and the players should not get caught up in too many details of what they are doing. Describe things in sweeping statements, and recall scenes from the movies when necessary to help players visualize what is going on. More than anything else, have fun.

The point of Living Force is not to kill characters. If you believe a combat is too tough for a group you are running, scale it down. If you believe it will be far too simple, scale it up—within reason. Do your best to keep fights cinematic and interesting, and if someone dies because they made a glorious sacrifice, that's fine. But let's not have any "dumb" deaths. That's not what *Star Wars*, or Living Force, is about.

This is an adventure for low- to upper-level Living Force heroes, and therefore characters levels 1 through 9 are appropriate. If a player brings a higher-level hero to your table, explain that he or she must use a lower-level hero to play in this event. If your players do not have heroes, help them create new ones (see your event coordinator for hero creation instructions).

DM Overview

An attack on Remembrance Hall on Almas causes headmaster Lanius Qel-Bertuk to issue a return-to-base call to all his charges. One group, led by Jedi Master Kirlocca, fails to respond, and a primary recovery team is lost in the search. Qel-Bertuk asks the heroes to go as a second search team, to bring back both Kirlocca and his camping trip, and the primary rescuers.

Encounter 1: Into the Fire

While touring Remembrance Hall, the heroes are on the spot when an attack takes place. After evacuating as much of the other patrons and the art as possible, the

heroes receive a cryptic warning.

Encounter 2: Mayday

The heroes are brought back to the Academy to meet with Lanius Qel-Bertuk. The Jedi Master tells them that a camping trip led by Master Kirlocca has failed to check in; and the primary search party sent after them has been lost. He asks the heroes to follow up, and get his students back.

Encounter 3: Salvage Rights

On the trail, the heroes find the crash of the first rescue craft, but must barter with Almas' permanent salvage team—a Squib named Squeerie—to glean any additional clues. After finding one victim, the pilot of the airspeeder attacks, thinking the heroes are his foes.

Encounter 4: Camping Trip

The heroes find Kirlocca's campsite, as well as the body of one fallen Jedi Master.

Encounter 5: Padawan Found

The heroes find a wounded Padawan, who begins to relate the events surrounding the trip's outcome.

Encounter 6: Up the Cliff

Hearing combat nearby, the heroes must scale a tall bluff. Atop it, they find the remains of the camping party, clashing with lightsabers, as well as a Jedi Knight that has been missing. They must find a way to subdue the Jedi, without permanent harm.

Encounter 7: The Cave

After dealing with the Jedi, a nearby scream calls the heroes to follow the last Padawan's voice into a forest of rock. Before they can rescue her, they are ambushed. They manage to track her trail to a dark, eerie cave...as the forest of rock crashes down around them, cutting them off from her.

Important Note to Judges:

- 1) Be sure to find out if any of the Jedi have certified Masters, as these NPCs will play a part in the scenario (they are among the missing Masters, but please don't tell this to the players until the appropriate point in the scenario).
- 2) Almas is far enough from the suns that there is no strong differentiation between day or night. This gives everything an unsettling and eerie air; take advantage of this in your descriptions to build atmosphere.
- 3) The Jedi attacking Kirlocca are under the influence of another power. Should any hero attempt a See Force check against one of the aggressors, they see

a dark fog surrounding that Jedi's head and face. An opposed Affect Mind check—the hero's AM against the target's Will Save—dispels the cloud; The sudden nature of such a revelation stuns the target for 1d8 rounds—they do nothing but stand there and try to process what is going on and what they've done. Should any of the combats run long enough to allow one of the Jedi to "shake out of it," then that individual joins the heroes for the remainder of the fight.

Opening Crawl

Problems with the kaluthin, the strange, bio-engineered plants that cover the surface of Almas, were only the beginning. A darkness has begun to creep forth, spreading across the wasteland and reaching, at long last, for the Jedi Academy. If the darkness can touch even the Jedi, it is uncertain how long the remainder of the system can stay safe...

Encounter 1: Into the fire

Key ideas of this encounter: introduce the conflict with the dark side cultists

The adventure opens in Remembrance Hall, a museum in Forard less than a stone's throw from the Jedi Academy. Here, the Jedi allow various sculptures, paintings, holodisplays, and historically important items to be displayed to the public—a way for the people of Forard to learn and understand more about the Jedi way.

It's an important time of year for the Jedi; next week, the story of Kibh Jeen will be retold, so traffic at Remembrance Hall has been high. Padawans at the Academy are required to attend Remembrance Hall at least once in the week leading up to the retelling of the Kibh Jeen story (any Jedi hero, or any other hero who makes a DC 10 *Knowledge: Cularin* check, should have access to the information in Player Handout #1), and all of the heroes currently present have happened to end up as part of the same group, touring the Hall.

There is another tour group about ten meters ahead, and another about ten meters behind, but the sound baffling on the walls makes even that close proximity more than enough for the young tour guides (who are all upper-rank Padawans) to provide lots of detailed information.

Remembrance Hall is a two-story building with the center open to skylights and a 2nd-floor balcony encircling the exhibits. Various freestanding sound absorbing panels are placed to direct traffic flow to the various exhibits and provide sound baffling. Wide windows on the first floor let in sunlight and kaluthin

glow at all hours.

Allow the heroes a few minutes to introduce themselves to one another and describe their characters, and then let the fun begin!

Tinya, your tour guide, pulls your attention to the large holoplacard she's standing next to. A diorama is continually replayed on the display, and the Padawan's explanation begins.

"This piece is one of the more famous in the collection, and depicts a key point in the history of the Jedi. Created by the master Rodian artist Zyk-yadoon, this is the Battle of Ossus. In the foreground, here, you can see Master Ood Bnar defending some of the planet's priceless treasures against..."

Then, without warning, the placard...explodes!

If the heroes interrupt Tinya's presentation to ask her questions, that's fine. In the middle of answering the question, things blow up, with the same result.

The detonation sends Padawan Tinya flying, and knocks the rest of the group to the ground. Heroes failing a DC 10 Reflex save take 1d6 points of vitality damage for the concussive blast and shrapnel from the explosion. Those who make the save take half damage. Force sensitive heroes may make a Wisdom check at DC 20 to not be surprised (Force Sensitive, p. 94) and to take no damage if they make the Reflex save.

Tinya crashes against a sculpture, and then slumps to the floor, unconscious and cut off from the heroes by flames. The windows and a portion of the wall behind the display are gone. Perhaps more critical, though, the explosion has started a number of fires, and brought about a fairly sizeable panic in the other non-Jedi who were touring the museum. (The atmosphere of Almas has a high oxygen content and traces of methane and phosphorous—enough that fires start easily and burn hot.)

What happens next is up to you and the heroes. Emergency response teams are on their way, but it's up to the heroes to take charge right now. Some ideas:

- Tinya needs rescuing. The young Jedi is unconscious, and bleeding. A medpac and a DC 12 Treat Injury check patches her up, but first—the fire has cut her off from the main group. Fire extinguishers are available (Search DC 10 to find, use base attack bonus to "target").
- The rest of the tour groups are panicking. In addition to the heroes, there is a mix of other individuals—none of them adventuring types—that need to be directed out of here. Be creative; the tour groups can be of any age, or species, and if you can tailor them to the heroes that's great. There are plenty of potential hysterics for the heroes to deal with and calm.

- A group of young Padawans (ages 6-8, of differing species) has become frightened and run away from their supervisor (Master Seenlu Kir, a Human woman in charge of the dormitories for the younger Padawan learners). They are either trapped on the balcony or dangling from the explosion-detached banister (as they were sitting on the edge, feet dangling, when the explosion happened). With the resilience of the young, they are likely to attach themselves to whoever rescues them. The hero will need to check his or her back for attached juveniles.
- While Zyk-yadoon's centerpiece has been vaporized, there are scores of other displays in the immediate area that need to be rescued or protected from the encroaching fire. Extinguishers and smart ideas help.

Once the heroes have handled what you've given them and escape the building, emergency teams arrive and take over. The medics can treat injured heroes. As the throng of rescuers and those saved gathers outside, make the heroes aware:

Scrawled in black paint on the museum's white walls just above the blast point are the words "Death to the Unfaithful."

Anyone with a military background, or with appropriate skills, can make a roll to try to identify what made the hole. A DC 15 check (Knowledge: Weapons, or anything else you think is appropriate) allows them to determine that the damage is consistent with what would be made by a thermal detonator. Maybe two. Everything outside is a madhouse as well, though, and before they can find any witnesses, Jedi Master Seenlu Kir arrives. Assuming the heroes have saved them, she is overjoyed to find her charges safe. After thanking them, she pulls the heroes aside.

"Thank you for your assistance. Would you stay and answer some questions?" Worry creases her brow; an unusual expression for the generally serene Master. "I have a feeling that this isn't over yet."

Master Kir takes charge of the emergency crews, sending her charges back to the Academy in the care of a pair of Jedi Knights. Each of the heroes is asked for their perspective on what happened—this is an excellent opportunity to draw out quieter players.

During the hubbub, there is an announcement that all flights are grounded, except for emergency vehicles and those authorized by the Academy, until further notice.

While Jedi from the Academy are questioning the

witnesses, the heroes can also talk to those who shared their experience as well as those who have gathered in response to the excitement. If the players are role-playing well, feed them information from the chart below. Try to spread the information out between a many of the heroes. If they aren't roleplaying, though, feel free to have them make Gather Information rolls.

As always, if the heroes opt to use bribery, for every 100 credits they spend on bribes, they get +2 to their gather information roll. Five ranks in Knowledge (Streetwise: Cularin) provide a +2 synergy bonus to this information search. Higher rolls also get all the information that would have been gained at lower DCs—good and bad.

DC	Information Gathered
5	The explosion at the Jedi museum? It was probably just the Jedi, trying to get attention. (False rumor)
10	I heard there was a ship that came in low from the south and blasted a hole in that dumb museum thing! (False rumor)
15	The Jedi are using this as an excuse to finally take over the system. Why else would they shut down all transportation? I should have known there was no trusting those spoon benders! (Paranoid rumor)
20	I had a friend who was there, who saw this speeder pull up. She said someone got out and threw something at the building, and then there was an explosion. When she looked again, the speeder was gone. (True rumor)
25	While everyone was rushing around, I was sitting on the ground, kinda dazed. I looked up at the building and I swear, through the smoke I saw one of those Tarasin folks crawling across the wall, painting that message. I didn't know they could crawl on walls like that. (True rumor)
30	There was an XP-34 Speeder with optional hardtop. Grey and blue pinstriping—looked like a factory job. It had three Humans in it. One of them chucked a couple of thermal detonators at the museum, and then they tore out when everything went crazy. I would've done something, but I'd just gotten done having a Wookiee bouncer dance on my face and wasn't quite mobile at that point. (True rumor)

Encounter 2: Mayday

Key ideas of this encounter: a meeting with Master Lanius, and a request for assistance

As things start to wind down (approximately four hours of time in the game) and those who were at Remembrance Hall for the explosion are being escorted to the Almas Haven to rest, a copper protocol droid approaches the heroes.

“I am 7-A39. Please, Master Kir has requested your presence at the Jedi Academy, and she seemed most urgent. If you would please come with me?”

As the droid leads them to the Academy, the heroes can see that there are an unusual number of Jedi keeping watch outside. While not visibly armed, they seem especially alert.

Eerily lit by the underglow from the kaluthin, Seenlu Kir strides up to the group, her face an uncharacteristically tight mask. “Come with me,” she says, then turns and heads into the Academy.

She leads the party to the fountain chamber. Padded marble benches line the walls, with extra cushions stored beneath for those who come late or choose the floor. In the center of the chamber is an immense fountain, the waters of which bubbles around the sculpture of a hand, palm out, and extended as in welcome. The bubbling of the fountain is used in the training of the youngest of Jedi students, to assist them in focusing and learning to concentrate and center themselves. While the fountain ceases to be a central part of the educational process as soon as the child is accepted as a Padawan, many students retain fond memories of the fountain and still find it useful as a tool in their meditations. There is no one here at this hour, however, and only the bubbling of the fountain breaks the silence. Master Kir gestures for them to sit. As they do so, the Headmaster of the Academy, Jedi Master Lanius Qel-Bertuk enters from the far entry to the fountain chamber.

Intense ice-blue eyes examine you—inside as well as out it seems—before the Jedi Master speaks. “On behalf of the Academy, thank you for your help during and after the attack. No one was seriously injured, in part because of your quick actions.”

At this point, the heroes can share any information they might have gained. He nods gravely, as if it was what he expected to hear.

“Another situation has arisen, and I feel the Force is guiding me to answer it in a way I am not sure I am comfortable with.” With that, he nods to Master Kir, and she keys on an audio player.

There is a burst of static, and then you hear what seems to be some kind of long-distance transmission. “Academy Base, this is Knight Two. I think we have found the camp...moving around for another pass.”

There is a droid’s warble, and then: “Base, this is Two! Something is targeting me! Going to try to evade... ah...”- an explosion - “...Base, I’m hit! Going down...sending coord-“

The sound cuts into static.

Then, there comes a low, guttural voice speaking words that are all too familiar:

“Death to the Unfaithful.”

And then there is only the empty hiss of static.

Lanius will answer what questions he can, pacing all the while, tugging absent-mindedly on his beard. Lanius is generally serene—his very agitation is a sign that there is something terribly wrong.

Things Lanius and the Academy already know:

- The transmission was from Tantron Dow, a Jedi Knight and skilled pilot. (See DM Aid #2 for more details on this Duros.)
- Dow and his Padawan, Alkin Saad, were sent out last night as part of a search party.
- Three days ago, Master Kirlocca took a number of Jedi—several Masters, several Knights, and a handful of Padawans—into the Wasteland for advanced survival training. He is typically not communicative during such training exercises.
- We attempted to contact him following the attack on Remembrance Hall. We were unable to do so. We sent out several search parties, but only Dow reported finding anything.
- I have attempted to divine the will of the Force. It appears that the best hopes for locating Master Kirlocca lie in your hands. [If Jedi in the party have certified Masters, Lanius grows even more grave and addresses these Jedi specifically. “Your master [name of master] was part of Master Kirlocca’s group—I thought you would want to be part of the search and, we hope, rescue party.]
- It does seem that someone—or something—is targeting the Jedi. Be extremely cautious. It takes someone extremely powerful—or dangerously insane—to engage in such activities.
- Master Kir will make available an airspeeder and supplies.
- Yes, we have a list of the missing. It’s in the datapad with the map that we have for you, if you can help us.

He stops pacing, and straightens, but his eyes seem to be focused somewhere in the distance. “I want you to find Tantron Dow and his Padawan. Then, find Kirlocca and his party and bring them back to the Academy. If you find any clues as to who is behind this while you are under way, so be it, but the return of our people is paramount.”

The heroes should all agree—Jedi first and foremost. The Masters are going to remain behind and “defend the home front,” as it were. They are investigating the explosion and trying to calm the fears of the younger Padawans. Master Lanius is uncomfortable asking the heroes to take on this risky task, but it truly is what the Force told him would be for the best.

No money is offered, even if the heroes ask. If they do ask, Master Kir scowls at them, and only says, “We shall see.”

Once they agree, they are hustled off to the Academy’s hangar and given the airspeeder (stats of a Coruscant Air Taxi, p. 166, *Star Wars Roleplaying Game Core Rules—Player Handout 3*). If none of the heroes have the skills to pilot the airspeeder, a droid pilot is provided. They are also issued one high-powered field comlink, a datapad with a map of the Wasteland and Tantron Dow’s last position, along with names and pictures of all the missing Jedi, and a medpac for each hero in the party.

Encounter 3: Salvage Rights

Key idea of this encounter: meeting the legitimate salvage operator for Almas, and finding Tantron Dow

As the heroes approach the area of Dow’s last transmission, they see a black tendril of smoke curling up on the horizon. Following the cloud, they see the crash site—a furrow in the kaluthin about twenty yards long, just at the foot of the Wasteland.

At the far end of the furrow is the still-smoldering remains of the airspeeder, as well as a second speeder, fully intact. A pair of figures can be seen moving about the crash; one is pointing what looks to be an extinguisher at the crash.

The figures already at the crash are a salvage team. The team’s leader is a Squib named Squeerie. His second is a brute Trandosha called Korq. Details on the Squib can be found on pp. 103-4 in the *Alien Anthology* book, and are summarized in DM Aid #1. Stats for Squeerie and Korq can be found there as well.

Squeerie has a legitimate deal with Klis Joo (former Jedi and mayor of Forard) to be the foremost salvage operation on the planet. As the heroes approach, Squeerie moves to cut them off from a direct line to the crash sight. He has full claim to salvage the crash, and has the documentation to back it up. Anyone with appropriate knowledge skills can examine the documentation, and it only requires a DC 10 Forgery check to tell that Klis Joo’s seal is authentic.

The heroes are going to have to strike a deal with Squeerie to get to see the crash. Play the Squib like a hyperactive six-year old—keep talking, trail one sentence into another, and bring ideas out of left field.

Here’s a quick primer on Squib negotiations:

- Anything is good as long as it’s free.
- The more sides in a deal, the better.
- The more complicated a deal, the better.
- Intangibles (information) aren’t as good as tangibles (blasters), but the value of tangibles can’t be found in credits.

Squeerie won’t initiate any deals—he’s the one holding all the chips. He also won’t start any violence, and neither will Korq (Korq just likes to pull stuff apart, which is why he works for Squeerie). Squeerie also dismisses any deals to give up the salvage; the heroes are dealing to get the right to examine the crash. Using Affect Mind on Squeerie might make the deal go easier, but if the hero uses it to get the Squib to give up his salvage, it amounts to robbing him of his rightful claim, and may deserve a Dark Side point (your call). Friendship isn’t as useful—if they’re willing to deal, they’re already Squeerie’s friends. All the heroes need, ultimately, is access to the site so they can see what happened. Feel free to remind them of this as they begin negotiating.

Should any hero attack either of the salvagers without provocation (and no, annoyance *isn’t* provocation), they should earn a Dark Side point.

Should they earn the right to examine the site, here is what the heroes find:

- Squeerie points out a tarp removed from the wreckage. The tarp is covering the body of Alkin Saad, the human Padawan of Tantron Dow. A DC 12 Treat Injury shows that Saad died from shrapnel passing through his heart—likely from the crash itself.
- A DC 15 Repair check reveals what brought the craft down—most of the primary repulsor engine seems to have exploded, probably before the crash occurred. What caused the explosion is beyond what can be deduced on the site.
- While the kaluthin caught in the crash furrow are gone, the rest of the glowing grass has folded back, so there isn’t a trail to follow away from the site.

When the crash site examination is slowing down, things get interesting again:

Suddenly, you hear a scream from the rocks above you. Lightsaber ignited and howling madly, a wounded Duros leaps into the crash furrow and charges you!

This is Tantron Dow; the heroes should all recognize him based on the information provided by Master Lanius. Wounded from the crash, he’s been tricked into thinking that the heroes are responsible for the death of his Padawan. A DC 10 See Force check

reveals that he is a light Jedi, but the sensing hero also sees a dark screen in front of his eyes. Heroes who speak/understand Durese can translate his hysterical ranting as **“Murderers! Foul assassins! You will pay for the death of my Padawan!”**

The heroes should endeavor to render Dow unconscious rather than kill him. A Force-using hero can attempt to use Affect Mind to clear the darkness from Dow’s sight. They have to succeed at a check that is five more than Dow’s Will save (i.e., if Dow rolls a Will save of 9, then the hero must have an Affect Mind check of 14).

Tiering for this Encounter

(Full statistics appear at the end of the scenario in DM Aid #1)

Tier 1 (Lvls 1-3)

Dow has a penalty of 10 to his will save (SV Fort +7, Ref +9, Will -5), making it easier for the group to affect him with Force abilities. He also has only 5 VP, having been injured in the crash and not having rested since.

Tier 2 (Lvls 4-6)

Dow has a penalty of 5 to his will save (SV Fort +7, Ref +9, Will +0). He has 20 VP.

Tier 3 (Lvls 7-9)

Dow has no penalty to his will save (SV Fort +7, Ref +9, Will +5), and has healed himself up to full VP (VP/WP 73/13).

If the heroes notice that he is a Jedi, but do not seem to have an idea how to proceed, Korq begins firing at Dow with a blaster set to stun. Either stunning Dow or using Affect Mind to negate the effect on him knocks him out.

When knocked unconscious, Dow can be brought back around with a medpac and a DC 10 Treat Injury. He won’t remember attacking the heroes at all, and when his actions are described to him, he grows pale (a neat trick, for a Duros) and takes a deep breath. **“It appears I may have been under the sway of the dark side. You have my humblest apologies. Please, exercise caution.”** He remembers the crash, however, and says that some kind of cannon was fired from the ground at the ship and blew out his main repulsor engine.

Once he’s revealed what he knows, Dow wants to be given time to mourn his Padawan. He tells the heroes that he spotted the camp about four kilometers into the mountain range before they crashed, then asks to be able to see to his student. He has no desire to continue with them, and negotiates with Squeerie (who is looking to make SOME money off this, since he can’t very well salvage something when there are

survivors) for transport back to Forard and the Academy.

Encounter 4: Camping Trip

Key ideas of this encounter: a search for the lost survival patrol

Following Dow’s directions, the heroes should be able to find the campsite. The remains of the camp are on a kaluthin-clear plateau inside the dry desert of the Wasteland. The plateau is large enough to allow the heroes’ airspeeder to land with ease.

The campsite has been hastily abandoned. The tents are still up, and it appears that a meal was interrupted—a pot stands, tipped, on the ashes of the central campfire.

Search checks reveal the following:

DC	Information Gathered
10	A map of the group’s hiking route to the campsite.
15	A blaster power pack.
20	A small bag of 4 focusing crystals, for lightsaber construction. [These are the property of the Academy; pocketing them is a bad idea on multiple levels, not the least of which being that one of them has already been attuned, and the Jedi who attuned it is Kirlocca, to create a practice blade for a student. Anyone who steals these crystals (a) should be told that this is stealing, and results in a dark side point if they continue, and (b) they are likely to be caught by an unhappy Wookiee.]

Once the search is complete, one of the heroes (based on search checks, determined randomly, or your choice if there’s someone you want to bring into the action) stumbles across a dead body.

The corpse fell near the edge of the plateau. Turning the body over reveals that it is Synred Vols, a Sullustan Jedi Knight who was part of Kirlocca’s party. Vols is wearing the traditional Jedi robes, but there is no sign of his lightsaber.

If the heroes look to where Vols seemed to be heading when he fell, they see what looks to be another form in the desert floor a hundred meters below.

Encounter 5: Padawan Found

Key idea of this encounter: discovery of a live victim, and loss of a speeder

It’s too far to jump, so the heroes should probably

pile into the airspeeder and head down. As they descend, have the pilot make a DC 15 Spot check. If s/he succeeds, s/he notices an odd, unnatural glimmer a couple hundred meters from the fallen body.

Suddenly, a blinding flash of energy arcs from the ground, tearing into the airspeeder's port side. The controls of the speeder try to wrench themselves from the pilot's hands and your stomachs try to climb up your throats as the repulsors cut out and gravity cuts in!

If the pilot made the spot check, he or she can make a piloting check (DC 20) to bring the damaged speeder in for a relatively soft landing. Success means that the passengers take no damage (the airspeeder takes the brunt of the crash). Failure means that everyone on board takes 1d4 Vitality damage from the rough landing (Reflex Save DC10 to take half damage). Either way, the airspeeder is damaged beyond salvage. Take advantage of this opportunity to describe the pilot's struggle to control the vehicle in vivid, cinematic terms—this should be more than just an exercise in dice rolling!

When the airspeeder finally comes to rest, the heroes can search the surrounding area.

The Shooter: Half-buried in the dirt 190 meters from the plateau is what used to be an E-web until someone ran way too much power through it. A DC 12 Repair check (or other appropriate skill) reveals that it appears that the E-web melted when it fired on the airspeeder; its parts are fused. There are the melted remains of what was either an automatic or remote firing mechanism. The likely range on the remote fire mechanism was about a kilometer, but even that's hard to tell based on how badly the blaster overheated.

The Body: The body is that of Hary'nkel, the Twi'lek Padawan of Synred Vols. At first glance Hary'nkel appears dead, but a Sense Force check (DC 10) or a Treat Injury check (DC 10) reveals that he's alive, but barely. The Padawan's leg is shattered in multiple places and he has a concussion.

Hary'nkel seems to have been able to put himself into a meditation trance. Touching his face or saying his name is the key to waking him, and if the heroes do that, he'll come around slowly. He doesn't have the strength to scream, but he winces and grits his teeth.

Hary'nkel's can be helped with a Treat Injury check (DC 15), application of a medpac or Heal Another. However, he won't be moving any time soon.

Once he's been treated and is conscious, Hary'nkel can reveal the following:

- We had settled in for the night, when Jedi Knight Syr Tal-Soten arrived from a patrol. He seemed roughed up, so Master Kirlocca had him brought to

the fire and the other Jedi began to tend to his wounds.

- Suddenly, Tal-Soten started saying that he'd had a vision, and he'd seen that Master Kirlocca would betray the Academy and the Jedi.
- Before any of the others could really respond, Tal-Soten ignited his lightsaber and attacked Master Kirlocca. More strange was that two other Jedi moved to assist in the attack!
- My Master Synred Vols, Padawan Misha Quor-Din and I [and the heroes' Masters] were the only ones who moved to help Master Kirlocca. Master Vols sacrificed himself to allow the rest of us to escape. I lost concentration as we leapt off the cliff—I saw my Master fall—and broke my leg upon landing.
- Master Kirlocca and the others fled into the Wasteland; the attacking Jedi followed them and ignored me.
- This was not at all like them. There was something very wrong. There was...a darkness. In their eyes.

Hary'nkel urges the heroes to follow the group—they are in a lot of trouble. He stresses that something must be acting on the Jedi to turn them against their Master. The Jedi must not be killed. If they haven't already considered it, he asks if they have tried Affect Mind on individuals who seem to be under the grip of the dark side. He tried it himself, but his training hasn't really emphasized that too much, and it seemed like if he'd been a little better, it might have done something.

As soon as Hary'nkel finishes, the group hears the distinctive bellow of a Wookiee war cry originating nearby. Knowledge skills such as Jedi Lore, or Cularin System are useful for non-Jedi; Jedi recognize that if Kirlocca is actually making noise in a fight something is very wrong. Anybody who makes a DC 10 Spot check sees what looks to be the strobe effect of lightsabers clashing atop a nearby bluff.

Hary'nkel shouts at them to go; he'll hide in the wreckage of the speeder until they can return for him. He is willing to call the Academy if they can provide a working comlink.

Encounter 6: Up the Cliff

Key idea of this encounter: an attack of a maddened force adept, and a rescue of a Jedi Master

The bluff where the fight is occurring is close enough to run to, but the last few meters are the worst. There is a winding path leading up to the top of the bluff, but climbing should be faster—if the heroes can make the climb. It takes 8 rounds to run to the top of the bluff, but potentially as few as 4 to climb. The climb is made in 4 steps of 4 meters each. The climb gets slightly more difficult with each step. If the entire

party goes for the climb, then they can work together and make it without rolling dice (there should be bonuses to working together, after all). If they split up and some of them go one way while some go the other, the DCs for the climb checks are as follow (use the falling rules on page 218 of the *Star Wars Roleplaying Game Core Rules* to adjudicate any fall; no fall is more than 4 meters; each climb attempt requires a full-round action).

- Step 1: DC 10
- Step 2: DC 12
- Step 3: DC 14
- Step 4: DC 16

At the top of the cliff:

You thread between the huge, broken rocks, and a flat clearing stretches ahead, the rest of the way to the opposite side of the bluff's top. In the middle of the clearing, Master Kirlocca whirls and feints, using a pair of lightsabers to hold a trio of other Jedi at bay. [At his feet are the bodies of (names of the heroes' masters here)] He moves like a dancer, the energy blades arcing up and out to deflect incoming attacks as he steps deftly from one side to the other, sensing the attacks before they come anywhere near his body. If the situation weren't so dire, the demonstration of the Wookiee's abilities would be impressive—very impressive.

A boulder lifts from the ground and flies towards you. A drawn out hissing sound turns your attention towards a young Tarasin. You recognize Chrethbac, a Force Adept who was with the camping party to learn more about the Jedi. He snarls at you, then—lifting a glowing staff before him—charges!

The young Force Adept has fallen under the Dark Side's mental-clouding influence; he sees the heroes as a group of Dark Jedi come to destroy him. The heroes must subdue him without killing him.

Tiering for this Encounter

(Full statistics appear at the end of the scenario in DM Aid #1)

In all tiers, Chrethbac is in “melee attack” mode, and, other than the initial Move Object attack with the boulder, does not use Force powers.

Tier 1 (Lvls 1-3)

All of the attacking Jedi are winded, as is Chrethbac; VP: 10. Will saves are at –7 (other saves are as normal).

Tier 2 (Lvls 4-6)

The attacking Jedi and Chrethbac are relatively fresh,

having half their maximum VP. Will saves are at –2 (other saves are as normal).

Tier 3 (Lvls 7-9)

The attacking Jedi and Chrethbac are at full power, with no penalties to any saves.

Kirlocca is wounded, but holding his own. The three individuals dueling him are Trevon Rey, a Human Jedi Knight, Seeth'tal, a Knight from Iridonia, and Syr Tal-Soten, an Ithorian Knight. All four have light wounds, but are battling mightily. Kirlocca is obviously in full defensive mode, trying to stay alive without harming his colleagues. The heroes should move to stun or incapacitate the attacking Jedi. The Force power Affect Mind might also be used—any party member who “attacks” with Affect Mind must defeat his target's Will Save plus 5 to erase the dark cloud from his judgment.

Some time during the battle, have each hero make a Spot check. The hero with the highest result sees a small, dark orb lift from the rock formation and float over a side of the bluff. It dissipates the first shot that hits (if any do) and moves quickly out of range.

Encounter 7: The Cave

Key ideas of this encounter: finding the scene of a battle, the heroes are quickly extracted by the Jedi, who have a bad feeling about what lies ahead, and the ability of the heroes to deal with it without more preparation

Once the possessed Jedi have been subdued, Kirlocca growls his thanks, then collapses. He's exhausted, more than hurt (i.e., he's only taken vitality damage), and simply needs a few moments to rest.

While he recuperates, he'll begin speaking in his native tongue. Anyone who can speak Shyriiwook knows that Kirlocca is telling the party to go find Misha Quor-Din. He says he sent the Padawan ahead a little ways, to hide while he [and the heroes masters] made a final stand against their pursuers. He'll point them roughly north, saying he told her to get down off the bluff and run.

The heroes can easily descend the north face of the cliff. This side isn't as sheer. The ground to the north of the bluff is full of rock spires (most more than six meters tall) and small canyons, creating a stone-forest like area. Misha's footprints are clear on the ground—the trail is fresh and she's not trying to hide her tracks.

There are no kaluthin growing amidst the stone spires, and it is dark and sinister here. Sound echoes weirdly, and the heroes can only see a few meters in

any direction before the spires obscure their view. Play on the players' paranoia and let them make spot and listen checks. Species without any kind of night- or dark-vision, need some light source to see by. A glow rod or a lightsaber is sufficient.

Once they are deep into the maze of spires, a DC 15 spot check gives them a glimpse of the same black ball probe droid hovering nearby, shadowing them. Should they take aggressive action towards it, the droid darts among the spires, leading them on. Shortly after they spot the droid, read or paraphrase the following:

A high, feminine scream echoes through the rock spires. It sounds Human ...and it's followed by the unmistakable snap-hiss of lightsabers.

Make the run dark and ominous, and the sounds of combat cut off suddenly, with a choked shriek, after a few rounds. When the heroes round a final bend, they see the following.

The spires open up into a sort of corridor or channel, leading up to another towering bluff. In the light of your glow-rods [and lightsabers], you see the remains of a battle—fresh scoring on the rocks, and what looks like blood on the ground.

Your eyes are drawn to an opening in the bluff's base, half obscured by spires. It is a cave. Your light seems ineffective in probing the opening's depths. You catch a glimpse of a woman's pale and terrified face, a struggling form, as something dark is drawn across it, as she's dragged from view.

The actinic glare of lightning sears your eyes as the black ball of the probe droid reappears between your party and the cave. Force Lightning crackles from it in an unholy halo, and it explodes with blue bolts, striking the spires and bringing them crashing down ahead of and around you. In seconds the base of the bluff is buried beneath tons of shattered stone.

Reflex saves, DC 12, are appropriate here to avoid the tumbling shards of broken rock. A failed save results in 1d6 vitality damage; a successful save avoids damage.

At this point, the comlink Master Lanius gave them goes off (and if they gave that one to Hary'nkel, then it's one of their personal comlinks). Master Lanius's voice comes through, clear and forceful.

"Get to the top of the nearest bluff, immediately. We have extracted Kirlocca and the others; now we need to get you out of here. Come NOW." Before he's even finished speaking, you can feel the wind and pressure of repulsors as a shuttle moves in to hover overhead. The boarding ramp lowers, and Master Lanius himself steps to the edge, holding out a hand. "'A little lower," he shouts back over his shoulder,

and the shuttle's ramp glides within reach. "Come aboard, now!"

Master Lanius and as many buff NPCs as you feel are appropriate assist the heroes in boarding the shuttle. He will not take "no" for an answer, and frankly, disobeying him is just not a very bright move, even for non-Jedi.

Conclusion

The trip back to Forard is quiet. The Jedi are either in healing trances or reflecting on their recent travails. If the rescued NPC Jedi included masters of any of the heroes, they can briefly speak with their Padawan Learners, though their injuries include wounds and they're not up to much conversation. Their stories match with that of Hary'nkel. This is an excellent opportunity to personalize the experience, so use the personality write-ups on the Jedi Master certs and have a ball.

After settling down at the spaceport, the entire company is ushered onboard some landspeeders and hustled to the Academy. There, the wounded Jedi are taken to the infirmary, while the heroes are asked to follow Master Lanius to his office. He spent the trip back in a trance, attempting to understand what he felt in the Wasteland.

Once they are in the study, he listens to the heroes, stroking his beard and nodding the entire time.

"That a darkness could affect so many Jedi is ... troubling. The attack at Remembrance Hall is related, and yet... it is only a small piece of the whole. There is much hidden here, and I have only been able to pierce the mystery in a few places." His eyes track to the middle distance, and his expression grows even more concerned.

"I cannot thank you enough for your help. My meditations tell me that we have not seen the end of your involvement in this affair. [For the non-Jedi...] We have arranged quarters for you at the Almas Haven, if you are willing to stay. I sense that your assistance is going to be needed again, soon. There are... preparations that must be made. And then, we must find our missing Padawan. It is the will of the Force."

The End

Experience Point Summary

Experience is calculated as follows for Living Force events.

- 1) Experience awards in Living Force are not made

for achieving objectives, but instead for successfully completing an adventure of a given length. Thus, if the heroes survived and accomplished the primary goal of the adventure, they receive full Adventure Experience (600 xp for core LF plot scenarios, 350 for non-core LF scenarios).

- 2) Assign discretionary role-playing experience (0-400 points). These should reward accurate character portrayal throughout the adventure, not just how well the hero 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 locate the missing Jedi and others and succeed in bringing them in without killing them? If so, each hero who survived receives 600 xp.

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

Total Possible Experience: 1000 xp

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 finding the missing individuals, but resorted to lethal means and killed one or more of them, award them ¾ adventure experience.

Loot Summary

If it’s not on this list, the heroes cannot keep it. This is a house rule that overrides what they may actually acquire in the scenario. Certificates are not supplied for standard equipment, but it should be assumed that any equipment the heroes find which is not listed here cannot be kept or is non-functional for one reason or another.

- 500 credits per character per tier (i.e., 500 in tier 1, 1000 in tier 2, 1500 in tier 3) from Squeerie the Squib. He didn’t get to salvage the ship, but they did save him from the possessed Jedi, and he’s very happy about that. He considers it an investment.
- There are no certified items from this event.

Player Handout 1: The Kibh Jeen Story

The story of Kibh Jeen is re-told every year on Almas, a cautionary tale about the temptations of the dark side. Kibh Jeen was a Padawan who came to Almas with his Master, Qornah, to investigate the Sith fortress and its potential to harm the galaxy. The potential ended up being greater than either Padawan or Master anticipated, as the temptations of the dark side crept into Kibh Jeen's mind and he slew his Master, and then disappeared into the fortress.

Some time later, he re-emerged, imbued with the powers of the dark side, and began what is known in Cularin's history as the Dark Jedi Conflict. Thousands died at his hands before the Jedi sent forces against him that overwhelmed the fallen Padawan, and in a great battle, he was killed.

The lesson of Kibh Jeen is one that all who attend the Academy on Almas know by heart. Every year, the story is re-enacted, and every year a different respected member of the faculty takes on the role of the "one who would fall." The message? "It can happen to any of us, who would choose the path of easy power."

Player Handout #2: The Missing

Search Party:

Tantron Dow (Duros Jedi Knight)
Alkin Saad (Dow's Human Padawan)

Survival Party:

Master Kirlocca (Wookiee Jedi Master; Lightsaber Master for the Academy)
Synred Vols (Sullustan Jedi Knight)
Hary'nkel (Twi'lek Padawan of Vols)
Trevon Rey (Human Jedi Knight)
Misha Quor-Din (Human Padawan of Rey)
Seeth'tal (Zabrak Jedi Knight)
Syr Tal-Soten (Ithorian Jedi Knight)
Chrethbac (visiting Tarasin Force Adept, being considered for admission to the Academy)

_____, Jedi Master

_____, Jedi Master

_____, Jedi Master

Player Handout #3—Air Speeder Statistics

Coruscant Air Taxi (Star Wars RPG core rules, p. 166)

Airspeeders are personal transports designed to travel up to 25 kilometers above ground level. Most models have flight ceilings of less than 250 meters, deriving maximum lift from the atmosphere. Airspeeders are widely viewed as sport and speed vehicles. Most have low cargo capacities and are reserved for races and short journeys. Their sleek, aerodynamic designs can easily reach top speeds exceeding 900 kilometers per hour. Airspeeders are difficult to track with targeting computers and therefore function superbly as "hit-and-run" vehicles, making them very popular with planetary militias and terrorist groups. Militias and law enforcement groups also use modified airspeeders as cheap and reliable defense craft.

Craft: Hyrotii EasyRide Passenger Airspeeder; **Class:** Air; **Cost:** 16,000 (new), 8,000 (used); **Size:** Huge (8 meters); **Crew:** Expert +8 (1 pilot); **Passengers:** 6; **Cargo Capacity:** 100 kilograms; **Speed:** 36 m (max. speed 191 km/h); **Altitude:** up to 3.4 km; **Defense:** 13* (-2 size, +5 armor); **Hull Points:** 20; DR: 5.
Weapon: None.

*A Coruscant Air Taxi provides one-quarter cover to passengers.

DM Aid #1: Squeerie and Korq

Squib

(Paraphrased from Alien Anthology, p. 103)

The Squibs are short mammalian humanoids who hail from Skor 11, a pleasant world in the Squab system. They are covered in fur that ranges in color from a deep red to a silvery blue. They have short muzzles that end in a black nose, and their tufted ears rise well above their heads and can be adjusted to point in different directions to help a Squib detect even the faintest of sounds. Their eyes, located on the sides of the heads, are very large when compared to the overall size of the being, and range in color from brilliant yellow to dark red. Squibs have, to a greater or lesser degree, adopted the humanoid habit of wearing clothes, and are almost universally fond of footwear. Adult Squibs stand between 0.8 and 1.2 meters in height.

Without exception, Squibs are overcurious and overconfident. They are always popping up where least expected and always sticking their noses where they definitely do not belong, regardless of any danger involved. Anything portable that catches a Squib's eye is handled, examined, and rubbed against Squib fur. If he or she is fascinated enough by the item, a Squib attempts to bargain for it. Few Squibs know how to take "no" for an answer and always assume they just haven't hit on the right price.

Squeerie: Male Squib Fringer 3; IM +2 (Dex); Def 17 (+4 class, +2 Dex, +1 size); Spd 6m; VP/WP 20/10; Atk +1 melee (1d3, unarmed), +3 ranged ; SQ +2 species bonus on Appraise and Diplomacy checks, Barter, Adaptive Learning (Appraise); SV Fort +3, Ref +4, Will +1; SZ S; FP 1; Rep 4; Str 6, Dex 14, Con 10, Int 14, Wis 11, Cha 18.

Equipment: Datapad with salvage license.

Skills: Appraise +11, Diplomacy +16, Knowledge (*Almas salvage laws*) +8, Knowledge (*salvage procedures*) +8, Pilot +8, Profession (*salvage specialist*) +7, Repair +3, Spot +6; Read/Write Basic, Read/Write Squibbian, Speak Basic, Speak Dosh, Speak Ryl, Speak Squibbian.

Feats: Alertness, Fame, Skill Focus (Diplomacy), Weapon Proficiency Group (blaster pistols, simple weapons).

Korq: Male Trandoshan Soldier 3; IM +0; Def 14 (+3 class, +1 natural); Spd 10m; VP/WP 32/14; Atk +8 melee (1d6+4, unarmed) or +7 (2d4+4, vibrodagger), +3 ranged (3d6, blaster pistol); SQ Darkvision; SV Fort +5, Ref +1, Will +1; SZ M; FP 1; Rep 1; Str 18, Dex 11, Con 14, Int 8, Wis 10, Cha 12.

Equipment: Blaster pistol, vibrodagger.

Skills: Intimidate +7, Knowledge (*pulling stuff apart*) +5, Profession (*salvage assistant*) +6; Read/Write Dosh, Speak Basic, Speak Dosh.

Feats: Armor Proficiency (*light, medium, heavy*), Martial Arts, Power Attack, Weapon Focus (unarmed), Weapon Proficiency Group (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

DM Aid #2: The Missing

Crash Party:

Tantron Dow: Adult Male Duros, Jedi Guardian 8; **Init** +3 (+3 Dex); **Def** 21 (+3 Dex, +8 Class); **Spd** 10m; **VP/WP** 73/13; **Atk** +10/+5 melee * (2d8, crit 19-20, Lightsaber), +11/+6 or +7/+7/+2 ranged (3d6, Blaster [Pistol]), +8/+3 melee (1d3, punch); **SQ** Jedi Knight; **SV** Fort +7, Ref +9, Will +5; **SZ** M; **FP:** 0; **Rep:** +5; **Str** 11, **Dex** 16, **Con** 13, **Int** 14, **Wis** 12, **Cha** 10.

Equipment: Blaster [Pistol], Comlink, Field Kit (Contains 2x condensing canteens with water purification, 1x sunshield roll, 1x week's worth of food rations, 2x glow rods, 2x breath masks, 24x filters, 12x atmospheric canisters, and an all-temperature cloak.), Lightsaber, Macrobinoculars, Medpac x3

* Tantron Dow has constructed his own Lightsaber.

Skills: Computer Use +8, Jump +6, Knowledge (Cularin System) +6, Knowledge (Jedi) +6, Pilot +16, Read/Write Basic, Read/Write Duros, Speak Basic, Speak Duros, Speak Shyriiwook, Speak Sullustese, Tumble +9

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Skill Emphasis (Pilot), Spacer, Starship Dodge, Starship Operation (starfighter), Weapon Focus (Lightsaber), Weapons Group Proficiency (blaster pistols, simple weapons)

Force Skills: Battlemind +9, Enhance Ability +7, Enhance Senses +7, Force Defense +5, Force Stealth +7, Heal Self +5

Force Feats: Alter, Control, Sense

Survival Trip:

Trevon Rey: Adult Male Human, Jedi Guardian 10; **Init** +2 (+2 Dex); **Def** 21 (+2 Dex, +9 Class); **Spd** 10m; **VP/WP** 83/12; **Atk** +11/+6 melee (1d3+1, punch), +12/+7 ranged (by weapon), +14/+9 melee * (4d8+1, crit 19-20, Lightsaber); **SQ** +2 to Demolitions checks in when using explosives with computerized elements, +2 to Disable Device checks when attempting to disable electronic security systems, +2 to Repair checks when attempting to repair Computerized devices, +3 Dodge bonus to Defense when fighting defensively, +6 Dodge bonus to Defense when executing total defense action, Jedi Knight, Lightsaber Damage +2d8; **SV** Fort +8, Ref +9, Will +8; **SZ** M; **FP:** 6; **DSPs:** 1; **Rep:** +6; **Str** 13, **Dex** 15, **Con** 12, **Int** 13, **Wis** 12, **Cha** 10.

Equipment: All-Temperature cloak (+2 to Fortitude saves made to resist severe weather), Breath Mask, Glow rod, Lightsaber

* Trevon Rey has constructed his own Lightsaber.

Skills: Computer Use +7, Craft (Lightsaber) +7, Intimidate +8, Knowledge (Cularin System) +5, Knowledge (Jedi Knights) +7, Read/Write Basic, Read/Write Old Galactic Standard, Read/Write Shyriiwook, Speak Basic, Speak Old Galactic Standard, Speak Shyriiwook, Speak Sullustese, Tumble +8

Force Skills: Battlemind +9, Enhance Ability +7, Enhance Senses +7, Force Defense +5, Force Stealth +5, Heal Self +5, Move Object +3

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Iron Will, Weapon Finesse (Lightsaber), Weapon Focus (Lightsaber), Weapons Group Proficiency (blaster pistols, simple weapons)

Force Feats: Alter, Control, Deflect Blasters, Knight Defense, Lightsaber Defense, Sense

Seeth'tal: Adult Male Zabrak, Jedi Consular 8; **Init** +1 (+1 Dex); **Def** 17 (+1 Dex, +6 Class); **Spd** 10m; **VP/WP** 56/12; **Atk** +7/+2 melee (1d3+1, punch), +7/+2 ranged (by weapon), +9/+4 melee * (3d8+1, crit 19-20, Lightsaber); **SQ** +2 to Computer Use checks when attempting to retrieve news via electronic mediums, Healing, Jedi Knight, Lightsaber Damage +1d8; **SV** Fort +9, Ref +5, Will +9; **SZ** M; **FP:** 4; **Rep:** +5; **Str** 12, **Dex** 13, **Con** 12, **Int** 13, **Wis** 13, **Cha** 11.

Equipment: All-Temperature cloak (+2 to Fortitude saves made to resist severe weather), Breath Mask, Lightsaber

* Seeth'tal has constructed his own Lightsaber.

Skills: Bluff +6, Computer Use +5, Craft (lightsaber) +7, Diplomacy +8, Gather Information +6, Knowledge (Cularin) +5, Read/Write Basic, Sense Motive +7, Speak Basic, Speak Shyriiwook

Force Skills: Battlemind +5, Empathy +7, Enhance Ability +3, Enhance Senses +7, Force Stealth +7,

Friendship +8, Heal Another +7, See Force +4

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Persuasive, Weapon Finesse (Lightsaber), Weapon Focus (Lightsaber), Weapons Group Proficiency (blaster pistols, simple weapons)

Force Feats: Alter, Control, Sense, Throw Lightsaber

Syr Tal-Soten: Adult Male Ithorian, Jedi Consular 10; **Init** +0 (+0 Dex); **Def** 17 (+0 Dex, +7 Class); **Spd** 10m; **VP/WP** 60/10; **Atk** +7/+2 ranged (by weapon), +8/+3 melee (1d3+1, punch), +9/+4 melee * (3d8+1, crit 19-20, Lightsaber); **SQ** +2 to Computer Use checks when attempting to retrieve news via electronic mediums, Healing, Jedi Knight, Lightsaber Damage +1d8; **SV** Fort +7, Ref +5, Will +10; **SZ** M; **FP:** 5; **Rep:** +6; **Str** 12, **Dex** 11, **Con** 10, **Int** 14, **Wis** 15, **Cha** 15.

Equipment: All-Temperature cloak (+2 to Fortitude saves made to resist severe weather), Breath Mask, Comlink, Lightsaber, Medpac x3

* Syr Tal-Soten has constructed his own Lightsaber.

Skills: Craft (lightsaber) +10, Diplomacy +12, Entertain (storytelling) +10, Gather Information +10, Knowledge (botany) +8, Knowledge (Cularin) +8, Knowledge (Jedi Lore) +8, Read/Write Ithorese, Sense Motive +6, Speak Basic, Speak Chandra-Fan, Speak Durese, Speak High Galactic, Speak Ithorese, Speak Rodese, Speak Ryl, Speak Shyriiwook, Treat Injury +6

Force Skills: Battlemind +2, Empathy +8, Enhance Senses +8, Friendship +8, Heal Another +9, See Force +4

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Persuasive, Skill Emphasis (Heal Another), Weapon Finesse (Lightsaber), Weapon Focus (Lightsaber), Weapons Group Proficiency (blaster pistols, simple weapons)

Force Feats: Alter, Control, Force Mastery, Sense

Chrethbac: Adult Male Tarasin, Force Adept 6; **Init** +2 (+2 Dex); **Def** 17 (+2 Dex, +5 Class); **Spd** 10m; **VP/WP** 36/10; **Atk** +4 melee (1d3, punch), +4 melee (1d6+1d4/1d6+1d4, Quarterstaff), +6 ranged (by weapon); **SQ** +4 on Fort saves against heat hazards, Force weapon +1d4, Silent Communication; **SV** Fort +3, Ref +5, Will +7; **SZ** M; **FP:** 4; **Rep:** +2; **Str** 10, **Dex** 14, **Con** 10, **Int** 14, **Wis** 14, **Cha** 12.

Equipment: All-Temperature cloak (+2 to Fortitude saves made to resist severe weather), Breath Mask, Force Talisman +2, Quarterstaff

Skills: Climb +4, Hide +10, Knowledge (Cularin) +6, Listen +6, Read/Write Tarasin, Speak Basic, Speak Shyriiwook, Speak Tarasin, Survival +6, Swim +4, Treat Injury +6

Force Skills: Battlemind +4, Empathy +6, Enhance Ability +6, Force Stealth +6, Friendship +3, Heal Another +6, Heal Self +4, Illusion +9, Move Object +6, Telepathy +6

Feats: Force-Sensitive, Stealthy, Track, Weapons Group Proficiency (blaster pistols, primitive weapons, simple weapons)

Force Feats: Alter, Control, Sense, Summon Storm

Appendix A: Map of the crash site (Encounter 3, Salvage Rights)

