

LFA415

Hunting the Wyrd

A One-Round LIVING FORCE Tournament

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The Wyrd, the Tarasin Force-users who turned to the Dark Side and who have perverted the powers of nature to help them defeat their opponents, have become an increasing problem. Heroic volunteer groups have decided to do all they can to stop the Wyrd from harassing the residents of Cularin any longer. A number of locations have been uncovered where it is believed the Wyrd are hiding, massing for attack. The heroes of Cularin must decide – is the element of surprise worth the risk of facing the Wyrd on their home turf? A Living Force adventure for mid- to high-level heroes (4th to 12th level). It would be best if the heroes had experienced the events of the scenario *From The Trees*, before playing this one. Players should also note that this scenario is a call for heroic volunteers, not paid mercenaries.

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

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

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

GMs of RPGA tournaments are expected to be familiar with the RPGA Rules and Penalty documents. These are available as downloads from the RPGA web site at www.rpga.com.

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

House Rules

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

Atoning for Dark Side Points

Heroes may, at the discretion of the GM, atone for Dark Side Points acquired during play by spending one Force Point to atone for one Dark Side Point. heroes may only atone for one DSP per scenario played, and only if, in the judgment of the GM, the hero shows proper remorse and understanding of the dangers of the dark side. Force Light (PotJ) may not be used to remove Dark Side points from player characters. Players are required to keep a running total on their log sheets of all Dark Side Points ever acquired, even if the hero has atoned for them.

Dissipate Energy

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

Illusion

Use of the Illusion skill allows a save when the hero views or otherwise interacts with the illusion. If the player

succeeds at the save, the illusion is seen as an outline only, and anything that might have otherwise been hidden inside or behind the illusion is visible. Illusion cannot be utilized to create "an illusion of nothing"; it cannot make something invisible. Per the official 2nd printing errata, "a successful saving throw against a Force illusion reveals it to be false and dispels the illusion."

Stun

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

Hero Earnings

At the beginning of the round, if the heroes are employed, they receive their pay. No matter how much time has passed since the previous round, they receive pay for one week. Heroes may not have more than one employer. Heroes who are not employed but who have Entertain, Gamble, or Profession skills may roll against those skills to see how much they have earned in the last week. Rather than using the method in the core rules for Entertain or Gamble, however, use the method described for the Profession skill on page 96; that is, roll the check, and then multiply the result by 100 credits to determine the amount you made that week. Note that heroes may use only one of the above methods each round and must choose which before rolling (Employment, Entertain, Gamble, or Profession). Per the rules, you may take 10 on Entertain or Profession checks, but not on Gamble. There is no pay for unskilled labor in the LIVING FORCE campaign.

Issuing Force and Dark Side Points

Issuing Force Points: When heroes perform cinematically heroic actions, you may issue a Force Point. Because this is a heroic campaign, we expect heroism and encourage judges to reward it. In the course of a standard LIVING FORCE event, there are many opportunities for heroism. If a LIVING FORCE hero performs in a way that is heroic, dramatic, and cinematic, then a Force Point is definitely in order. Our favorite story involved the hero at the premiere, who leapt from a moving speeder, grabbed a vine, and swung on that vine to attack someone in another moving speeder. THAT is dramatic, cinematic heroism!

Not everything is that extreme, and you don't have to jump from a moving speeder to earn a Force Point, but if a hero does something that makes you, the judge, say, 'Wow,' then they should probably get a FP.

The core rules (pg 178) define "Dramatic Heroism" as follows:

To qualify as an act of dramatic heroism, an action must fulfill three criteria:

- ∞ It must accomplish a significant task in the defense of good or the defeat of evil;

- ∞ It must occur at a dramatically appropriate time (usually the climax of the adventure); and
- ∞ It should require significant risk on the part of the hero.

Issuing Dark Side Points: Unfortunately, it is impossible to produce an exhaustive list of all the possible ways people can get Dark Side Points. There are just too many ways that the beginnings of “evil” can manifest themselves.

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

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

Wookiees, Rage and Dark Side Points: Per the sidebar on page 182 of the *Star Wars Roleplaying Game Revised Core Rule Book*, Wookiee Force users do not gain Dark Side Points for following their natural tendencies and using the Wookiee rage species ability. They do receive a Dark Side Point, however, if they incorporate Wookiee rage with any of their Force skills.

In addition, while in a Wookiee rage, a Wookiee Force user can’t call upon the Force (except for calling upon the Dark Side when using a Force point). All other uses of the Force require more calm and peace than the Wookiee can manage while in the natural frenzy.

General Notes to the GM

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

LIVING FORCE adventures are not designed purely to kill characters. If you believe a combat is genuinely too tough for a group you are running, scale it down. If you believe it will be far too simple, scale it up—within reason. Do your best to keep fights cinematic and interesting, and if someone dies because they made a

glorious sacrifice, that’s fine. What we want to avoid are the “dumb” deaths that result from a string of bad dice rolls. That’s not cinematic, and it’s not what *Star Wars*, or LIVING FORCE, are about.

This is an adventure for to mid- to upper-level LIVING FORCE heroes, and therefore characters levels 4 through 12 are appropriate. If a player brings a low-level character to your table, you may allow them to play, but please warn them this will be an extremely difficult adventure for them. Their survival is not guaranteed.

GM Overview

Wyrd. Just the word strikes fear into every Tarasin on Cularin. Parents have terrified their children with stories of the Wyrd taking bad little Tarasin who don’t listen away into the jungle. While some of this is fiction, some of it is real.

The Wyrd have existed for a long time. They generally remain hidden somewhere deep in the jungles and strike quickly. Only they know their agenda.

Recently, however, the Wyrd have begun to increase their activity. The largest attack involved setting off a long dormant volcano using a Dark Side artifact. (This is detailed in the Year 3 scenario *From the Trees*.)

The Cularin Militia leadership has decided it is time to do something about the Wyrd. Most of the Militia assets are currently dedicated to fighting the Thaereians. So they have decided to request some outside help in this matter.

Major Xirossk, the Trandosha heading Militia Intelligence, has consulted with Mother Dariana of the Hironii irstat and Master Devan of the Almas Academy on the Wyrd. Mother Dariana has been approached because she is perhaps the wisest Tarasin on Cularin, and her older sister is a member of the Wyrd. She knows more about the Wyrd than any other non-Wyrd being. Master Devan was consulted because she is second in charge of the Academy. And, in any endeavor against Dark Side Force users, Xirossk feels Jedi assistance would be invaluable.

Xirossk, Mother Dariana, Master Devan and a small group of support staff have talked, studied reports, and even “consulted” the Force, to develop their plan.

Phase one consists of dropping several teams into the jungle to search pre-assigned grids. These areas are locations these individuals think there is a high-probability of Wyrd activity. The teams are to positively identify Wyrd presence/activity in these areas.

Phase two is simply eliminating any discovered Wyrd.

Proven heroes from outside the Militia are needed because of the ongoing war against Thaere. They just simply cannot pull a number of troops away from the front lines to beat the jungle. So the brave heroes of Cularin step in at yet another hour of need ...

Encounter 1: Jungle Drop

The scenario begins with the heroes enroute to their jungle drop point via Militia airspeeder. Their mission briefing appears as a flashback.

The heroes are dropped into the jungle without incident. Then the speeder flies away, leaving them alone in the deepest of Cularin's jungles.

Encounter 2: The Lost Six

The heroes have been dropped into the jungle to search for the Wyrd. As they are exploring, a general-band distress call erupts over their comm system. One of the other teams has been ambushed and is taking casualties. The heroes, other teams and base camp, all hear the last moments of the team as they are wiped out.

Just after the doomed team's last transmission, a flicker of movement is seen by one of the heroes. Whatever it is runs away from them quickly and the heroes may pursue.

Encounter 3: Ambush

The heroes hear what sounds like a child's wailing. As they approach the noise, they indeed see a Tarasin baby sitting by a stream; its mother dead beside it.

When the heroes move in to investigate, a group of Wyrd springs its ambush.

Encounter 4: Thaereians ... Here?

While patrolling, the heroes come across a blasted area of jungle. A fierce battle appears to have been fought here. Damage, from blaster, explosives and other weapons, has torn apart the jungle.

Tied to a tree is a dead Bothan soldier. He still wears his broken armor and a shattered weapon lay beside him. More importantly, though, is the nasty looking kilassin that was about to make a meal of the soldier.

And the kilassin isn't too happy about being interrupted.

Encounter 5: Irstat Under Attack

The heroes discover an irstat under attack by the Wyrd. A not-so-fierce fight is happening as the Wyrd appear to be rounding up or killing the Tarasin villagers.

The heroes must decide whether or not to help the Tarasin.

Encounter 6: Shadow Irstat

The heroes enter a section of the jungle that has very little light in it. The plants seem darker and twisted. The air seems fouler. And it all just feels wrong.

As they make their way through this part of the jungle, the heroes begin to see signs of more activity. Wyrd patrols begin to pop up somewhat regularly.

And then they stumble on a sight never seen by free outsiders. Buried deep within the jungle, they discover an

irstat that oozes evil. Wyrd walk between the huts, with slaves hovering fearfully around them. It is a truly dark place.

Encounter 7: A Wyrd Place to Be

The heroes have discovered their goal, a Wyrd irstat. They now have a big decision to make: how do they go about finishing their mission?

Destroying the village won't be easy. There are a lot of bad guys there, but some innocents as well.

Important Note to Judges: as noted above, any Hero under 4th level should not play this scenario. This is a very tough scenario in some places. Please be sure to be familiar with the adventure, the NPCs and their abilities prior to running it. The Wyrd are a group of very competent individuals, with the Dark Side of the Force using them for its purposes. Play them as such.

Do not, however, seek to destroy the heroes. Adjust the power level of the opposition to be reasonable to the heroes at the table. This scenario should be very challenging. It is okay to make the heroes (and players) sweat. It is never the intent of any Living Force scenario simply to kill heroes due to mismatched opposition or bad die rolls, though heroes *can* die. As Judge, it is your responsibility to ensure that if the hero dies, it was either because it was the right and heroic thing to happen, or because the player of the hero repeatedly ignored indications that they were overmatched and should use something other than violence. "Retreat and report" is an option that is very underused by heroes.

An important note on the Wyrd: As the heroes encounter the Wyrd sisters in the scenario, one detail they should notice (if they look) is the similarity of their tattoo designs. This is an important feature at the end of the scenario. Tarasin heroes will probably notice it quicker than others; but anyone really checking out the Wyrd will notice this.

Also, GM Aid #2 is a NPC by the name of Talon Raal. She is a soldier/scout that may be grouped with the heroes if they are, in your opinion, under-strength for the mission. If you use Talon, she is only to fill a support role – not lead the party or take glory away from the heroes.

Opening Crawl

Darkness is rising all over Cularin. It's inky tendrils wrapping around the light, seeking to extinguish it. War has finally come to the system, a war with many enemies, each with their own agenda.

The Wyrd are one such enemy. They have not been seen often. But when they have been, their wrath has been terrible.

The Militia has decided it is time to strike the Wyrd. Time to locate where they are operating from, be

it one base or many, and begin systematically destroying their havens.

The request for aid in this endeavor as reached many places. And the call for heroes has been answered ...

Encounter 1: Jungle Drop

Key ideas of this encounter: Be inserted into the jungle via Militia airspeeder and begin the search for Wyrd base(s).

The scenario begins under the assumption that the heroes present have accepted the Militia request for aid, and have volunteered their services. Heroes in the Militia, Jedi or Tarasin have not been asked as much as ordered to perform this mission. All other heroes are here because the Wyrd represents a threat to Cularin that cannot be allowed to exist. Make sure the players of these heroes understand this. If someone has a hero at the table that would not accept a call for aid against the Wyrd, then allow them to select another hero or leave the table. GM Aid #3

The scenario begins with everyone aboard a Militia airspeeder, enroute to the drop zone. (The following text is rather lengthy. Feel free to paraphrase it for time's sake. Just get all the vital points across to the players.)

The compartment you are in is lit by a single red light. You look around at the beings with you. (number of heroes) and two Militia flight crew sit in the cramped area. The crew sits at each end of the compartment, and half of you down each side. You kits are suspended in netting above you.

"Five minutes to the DZ," announces a rough voice over a speaker.

Closing your eyes, you let your thoughts drift back to the briefing ...

A large Trandoshan stands in front of the gathering, beside a holoprojector. He is dressed in a sweat-stained, camouflaged jumpsuit. A belt around his waist holds several small pouches and a holstered blaster. His red eyes look over the many beings in the crowded tent, standing alongside your group. He takes a deep breath and lets it out before speaking.

"I am Major Xirossk of Cularin Militia Intelligence. This is Jedi Knight Tensa Voll and this is Jalina of the Hironii irstat." Standing to Xirossk's right is a dark-skinned female Zabrak, dressed in the traditional brown robes of a Jedi. To his left is a Tarasin female, dressed in deep green clothing and possessing several weapons.

"The mission is simple. We want you to search the jungle for Wyrd enclaves and bases. Then destroy them. They have become too active and dangerous for Cularin to ignore any longer.

"Unfortunately, our war with Thaere keeps most of our assets occupied at the moment. Those present belonging to the Militia are all we could afford to pull away at this time.

"Master Devan has been gracious enough to send several Jedi to assist on this operation," Xirossk says, nodding towards Voll and any robed figures in the audience. "Their knowledge and ability with the Force will certainly aid in combating the dark side."

"Mother Dariana of the Hironii, Mother Kasslan of the Vriisan, and the other mothers have also requested that the Tarasin help us. The Tarasin provide not only knowledge of Cularin and the jungles, but also of the Wyrd. They, above all, have been fighting the Wyrd the longest. Though the Wyrd started off as a group that seemingly just wanted Cularin for Tarasin alone, the Mothers tell me that the Wyrd's long association with what the Jedi call the Dark Side of the Force has turned them into something vile. Now, they would be just as happy if all Tarasin who did not follow their ways were exterminated, too. And they seem to have begun overt attacks on irstats, rather than the usual terror tactics.

"The ranks before me are filled with those, as well, who simply wish to fight for the survival of Cularin. Heroes, many of you, who have proven your bravery over and over. Your actions have not gone unnoticed or been forgotten.

"Thank you for coming here and thank you for your help," Xirossk states, a feral smile appearing on his face.

"Four minutes to the DZ," the voice announces.

Xirossk activates the holoprojector. A large map of Cularin's surface appears. "Your teams will be deployed via airspeeder to drop-points deep in the jungle." A single red dot on the map splits into many smaller dots, which move quickly across Cularin.

"Once on the ground, each team will begin to search its assigned grid. We are looking for any signs of Wyrd presence. Trails, caches, bases and such.

"Why here, you may be thinking. These areas are far from any other living being. No platform cities. No corporate camps. Nothing. Also, the deep jungle is rather thick. It makes communication very difficult and detection by satellite even worse.

"The Wyrd, from what we have learned, use very little technology. So there are no energy signatures to register on scans.

"They stay highly mobile as well. Any positive lock by a low-level flyby would alert them to our presence. By the time any reaction force could arrive, the Wyrd would be long gone. The same goes for sending in bike patrols.

"And so it is left to you. I will not hide from you – or lie to you about - the danger of this mission. But it is vital."

"Three minutes to the DZ," the voice says.

"Each team will be responsible for searching a grid. Your assignments will be given to you after this briefing. You will then have a day to study and plan before being deployed.

"Once you arrive at your DZ, each team will proceed with their search. You are to look for any sign of Wyrd presence.

"You have full release to engage any confirmed Wyrd you find. If you can take prisoners without endangering your teams, do so. Otherwise, the Wyrd are to be dealt with.

"Understand this: you must choose wisely on engaging the Wyrd. Should they find you, they will show no mercy. None. That is their way.

"A report to us from a living team is worth more than a report that you were found, dead. If the Wyrd you find are too tough to handle, there is no shame in a strategic retreat. Choose your battles wisely.

"Upon completion of your mission, you will be picked up at your designated LZ.

"All teams will be given a high-powered, encrypted comm system. This unit is the size of a small backpack, but is necessary to penetrate the jungle. We would never receive any signal sent by a normal comlink.

"While we will not limit you on using the device, I want you to understand we have no idea of the Wyrd's capabilities in comm detection. They certainly will not know what you are saying, but may be able to locate your signal. So use it sparingly.

"We would prefer no physical contact until you are picked up at your mission's end. However, if it is absolutely necessary, that a vehicle be sent in, it would be good if you had found a zone clear of hostiles, so there would be less chance of alerting the enemy.

"Questions?" (See GM Aid #3 for possible Hero questions and Xirossk's answers.)

"May the Force be with you."

"Two minutes to the DZ," the voice states again. One of the crewmen swivels a light repeating blaster in its mounts, barrel up, and checks the weapon. The other stoops and makes his way down the aisle between your team, checking everyone's deployment harness.

As the second man sits back down at the head of the cabin, the floor panels split open. A blast of warm, humid air rushes in as the dark jungle of Cularin rushes by under your feet.

Reaching up, you begin putting your equipment on and securing it. Last minute checks are done on items already checked and re-checked. Weapons are placed for quick and easy access, and communication sets are switched on.

"One minute to the DZ," the pilots voice says

again, though you can hardly hear it over the rushing night air.

The gunner aims his weapon at the jungle, ready to provide any cover fire your team may need. The second crewmember takes a hold of a small box that is connected to the speeder by a thick cable. He smiles at you as the red cabin light switches off.

The speeder begins to decelerate. "Ten seconds."

The drop lines attached to your harnesses tighten, almost drawing your shoulders against the bulkhead.

"Three..." The airspeeder comes to a halt over the jungle.

"Two..." The wire footrests beneath your feet drop away.

"One..."

"Go!"

The metal mesh seats collapse and you plunge downward, out of the speeder's belly and through the slick, wet jungle canopy. You're in complete free fall, with your momentum held in check by the steel line attached to your harness.

The drop zone the heroes are entering has been chosen with skill and more than a bit of luck. There is very little obstruction that presents any danger to them as the drop down. Large, thick leaves and small pliable branches are all that stands between them and the jungle floor. Feel free to make this tense for the heroes. It should be after all. They are entering unknown territory, in the middle of an overcast, rainy night.

When the heroes all touch the soft jungle floor, the cables release from their harnesses and are retracted into the speeder.

"Good luck, Saber Six. May the Force be with you," crackles the pilots voice over your headsets as the speeder accelerates away from your position.

And now the heroes are truly alone in the jungle. They may wish at this point to get acquainted with each other if there are heroes on the team whom they have never met. They can also get their gear situated. See Player Handout #2.

Their comm pack has a datapad hookup that can allow them to track their position in a global positioning manner. While not perfectly accurate, it does give them a reasonable idea of where they are. They may also contact Saber base and let them know they are on the ground (though the pilot has already done this).

Give the team a few minutes to get situated and decide on a plan of action.

The big points for you to remember are:

- ∞ Keep things somewhat tense.
- ∞ It is going to be raining most all the time. While it doesn't mean much in the thick jungle (a trickle from far above), it will bring a soaking good time in the clearings and areas of light foliage. Use this to enhance the mood.
- ∞ Encounters 2, 3, 4, and 5, are non-linear, in that they can occur in any order you wish them to. That way, you can create a different scenario each time you run it!
- ∞ The heroes have 2 weeks to look around and a large patch of jungle to search. They are going to be doing A LOT of walking. That doesn't mean you have to drag everything out – but you do not have to compress the whole adventure into one night. Give 'em a day or so where they don't encounter anything other than a glimpse of the native wildlife.
- ∞ Do take note of the passage of time, however—don't run two encounters on the same day, unless it is for a very good reason. There are considerable distances to travel.

A note about the jungle. For the most part, the heroes grid has been untouched by any being. There are some footpaths here and there, and maybe a small irstat or two (noted in the encounters below). But that is it. No non-Tarasin settlements or encampments exist out here.

The foliage can go from almost nonexistent (no effect on concealment) to very thick (nine-tenths concealment). Trees are the same: thin and reed-like to a couple meters in diameter.

There is plenty of wildlife to kill if the heroes want fresh meat. (Though this may, at your discretion, increase the chance of them being discovered.) Water is abundant too. Small streams are plentiful.

It is the rainy season on Cularin right now. This can both aid and hinder the heroes in their search for the Wyrd. Anything can unexpectedly pop out of a downpour. Likewise, it can aid in getting away from a bad situation.

Encounters 6 and 7: as the heroes get closer to the Wyrd village, the jungle takes on a bad feeling. Heroes who are Force sensitive feel it more than those who are not. It begins to feel dark and oppressive. It is possible that shadows flicker in the heroes' peripheral vision. By the final encounter, the jungle just plain feels evil, no other word for it. A lot of bad things have happened here and the ground has soaked it up. The hair on everyone's neck (whether they have it or not) will be standing up.

When they are ready, get going to one of the following encounters!

Encounter 2: The Lost Six

Key idea of this encounter: The heroes are making their way through the jungle when a general distress call comes in from another team, who came under attack from unseen assailants. The heroes must now be extra cautious and not suffer the same fate.

As the days go, this one isn't going too bad for the heroes. No encounters with bad guys have happened for a day or so. The weather seems to be letting up slightly; meaning the sky is lightly overcast instead of dark grey. The rain has let up to just a fine mist.

The heroes come to a clearing. It has several scrub trees in it and is carpeted in one-meter tall grass. It measures fifty meters across (from where the heroes are) and is around one hundred and fifty meters wide.

All the Listen, Spot and Search checks in the galaxy reveal no one else. The heroes can roll, take 10 and take 20 till the banthas come home and this doesn't change. And the Force-sensitive folks do not get the "bad" feeling either.

The heroes may decide to go through the clearing, or go around. It is their choice. Ask for a few Hide and Move Silently checks, and some Listen and Spot if they keep eyes out for baddies.

The important thing here is to do some serious tension building. Have a twig crunch under foot. A bird takes flight a small distance away suddenly. Let them think that unseen eyes are watching them. Just make them real nervous. Then hit them with the following.

"Sabre Hilt. This ... ight," screams a voice over your team's comm system. "Ambu ... ame from nowh ... upport. Ow!"

Bursts of static break up the transmission. Other screams and a storm of blaster fire can be heard in the background. Several muffled explosions erupt also.

"Now! ... eed ... elp ... aa-AAAAHH!"

A scream of pain and terror follows the last statement, then all goes quiet.

"Sabre Eight, this is Sabre Hilt. Respond, over." You recognize the somber voice of Major Xirossk. "Saber Eight, this is Saber Hilt. Respond."

Nothing. No response at all. The comm signal from Sabre Eight dies out.

The heroes may be able to figure out a couple things right off the bat. First, they must be even more cautious communicating with their base now. The Wyrd may have just smashed Sabre Eight's comm system, or they may have kept it. Second, they probably do not want to check in right now with Saber Hilt. However, these ideas are presented for you, in case the heroes ask. If they appear not to have many ideas of how to proceed, you could prompt with some of this if they make an appropriate

check (e.g. Knowledge (Tactics), or something similar, DC 10/15/18).

If the heroes wish to discuss the transmission amongst themselves, let them. Give them a few moments to go over what they heard.

- ∞ With a Computer Use, Knowledge (electronics), or Repair check at DC 12, a hero can figure out that the static bursts sounded more like electrical interference than a mechanical problem.
- ∞ Any Jedi or Force Adept with a successful DC 10 Intelligence check, or other Hero with a DC 15 Intelligence check, they know that Force lightning could indeed generate an electrical disturbance. (Anyone having seen Force lightning before gets a +2 to their check.)
- ∞ Again, it is highly likely now that the Wyrds have a comm system that can be used to monitor communications. The party electronic experts know that even though the lightning was strong, these comm units are tough and could have survived in working condition.
- ∞ Yes, the heroes can have recorded the entire transmission on the attached datapad if they wish. They can see where Saber eight was approximately, and know it was too far for them to have been able to help. They can play back and analyze to their hearts content. It is real. Soldiers and weapons experts on the team can verify the weapon sounds as being models very similar to what they are carrying, etc, etc.

Okay, as the heroes are talking, have them make a Spot and/or Listen check. The DC is whatever you think it will take for them to notice a slight movement twenty or thirty meters away. Whatever it is moving away from them rather quickly. A high Spot roll (your call) gives the hero the impression that it is a humanoid being – about the size of a Tarasin.

The heroes should chase after the runner at this point. After all, it may be a Wyrd scout that has located them.

Actually, the runner is a wounded Tarasin villager. She escaped a Wyrd purge by the luck of the Force and has been wandering since. She begins running away from the heroes, thinking them to be with the Wyrds. After all, no one is out here but them now.

The chase should be fairly exciting (think of the Endor speeder bike chase in *Return of the Jedi*). The jungle provides a lot of cover and keeps anyone from having clear sight of the fleeing Tarasin. Call for Survival, Spot and Listen checks as the heroes try to locate their quarry. You may set the DCs for the checks. If these start to go bad, Search checks can reveal spots of blood on the leaves here and there.

Events that can liven up the chase:

- ∞ A hero hits a mud slick. Make a DC 12 Reflex

save or slip and get covered in mud. This delays pursuit by one round while the Hero gathers himself.

- ∞ A DC 10-15 Reflex save to avoid tripping over a fallen tree/branch, or to avoid a low-hanging branch/vine. Failing the checks results in a one-round delay as above.
- ∞ The Hero runs right through a nesting area of young kilassin. They screech and scream at the invader and start chasing them. The pursuit will last only a couple rounds before the baby kilassin give up, but the noise they generate is attention grabbing.
- ∞ Anything else you can think of to make things exciting.

Be sure not to allow the heroes to capture the Tarasin too quickly. If a hero tries to use Burst of Speed, just throw natural obstacles of the jungle in their way. Hard to concentrate on running that fast and dodge trees, branches, vines, etc., at the same time. Also, there is no clear line of sight for a shot. The jungle is filled with natural cover and concealment.

Just as important as not letting the chase end too soon is not dragging it out. Don't let the players get frustrated with trying to catch the Tarasin. The heroes will catch her. She is wounded and they are not. It is just a matter of time. Be wise here.

Once caught, the Tarasin is absolutely terrified of the heroes. She screeches and screams in terror, shakes violently, and looks to bolt, given the chance.

Tanora, the Tarasin, is in bad shape. Tanora's eyes are wide with fear and her skintone, while pale due to fatigue, shifts through a blend of pink-yellow. Her rough dress is singed and deeply stained from her time in the jungle. A strip of bloody, dirty cloth is wrapped around her left arm. While the injury itself is not life threatening, the infection that has set in could be.

Now is the time for the talkers in the group to step in and shine. Calming the Tarasin down is not an easy process. She is as scared as a being can possibly be. She has heard of offworlders, but never seen one. Her first was very remote and never interacted with anyone that was not Tarasin. Oh, and Tanora only speaks and understands Tarasin.

Let the players roleplay this out first, before resulting to any skill checks (Diplomacy, Friendship and Empathy being the top choices). If they are convincing, fine. Allow that to calm Tanora down.

Once Tanora does calm down, she will allow the heroes to inspect her wound if they wish. She will not ask for aid, but the stench should be a reminder to the heroes that it needs to be looked at. A successful DC 15 Treat Injury check (with a medpac or supplies from the medical backpack), or Heal Another check, rids the wound of infection. A second Treat Injury check, DC 12, lets the Hero know that Tanora is rather malnourished. It appears

she has not eaten a meal in at least four days, possibly longer.

If the heroes examine Tanora with a medical scanner, a successful Treat Injury check at DC 12 reveals some calcification in her major joints. Calcification that one would get if exposed to a major electrical shock (i.e. Force lightning).

Once she is treated and examined, it is a good idea for the group to move. If none of the heroes suggest it, Tanora does. The chase made a lot of noise and who knows if any Wyrd were nearby. She will gladly answer any questions the heroes have once they have moved away from this area.

What Tanora knows:

- ∞ Her irstat is “that way,” about five sunrises distance. She points (you pick the direction), but cannot identify on a map where it may lie. She has never seen a map.
- ∞ No, she will not return to her irstat. There is nothing left there. The Wyrd came and wiped the place out. They had sent an emissary to get the irstat to join them. The irstat Mother requested a week to deliberate. Apparently the Wyrd are not patient. Only death can result from returning.
- ∞ She escaped because she was out gathering fruit for her family at the time of the attack. She heard the screams and ran back to the irstat. Yes, looking back, that was rather foolish.
- ∞ Dark-skinned Tarasin seemed to be everywhere. They were killing everyone they could find. One spotted her and shot lightning from her fingers at Tanora. The bolts struck her and sent her reeling out of the village.
- ∞ She received the arm wound as she rolled down a hill after being attacked by the Wyrd.
- ∞ They – the Wyrd – looked like no other Tarasin she had ever seen. Their scales were very dark. They seemed to swallow light. They also laughed and seemed to enjoy the pain they were causing.
- ∞ Her plan was to head to another irstat and warn them of what happened. She knew vaguely where one was, having heard her father and several other hunters speak of it. (By her descriptions and some calculating, the heroes can figure approximately where she was going. The target irstat is on their GPS and about another weeks travel by foot.)

Tanora will answer any other questions to the best of her ability. She thanks the heroes for their assistance, but firmly declines any request to accompany them. She would rather take her chances in the jungle trying to get to another irstat.

After she has answered all their questions, Tanora

asks the heroes why they are here (if they haven’t told her already). She asks they please forgive her for being “weak”, and to exact revenge for her people.

Allow the heroes to rest here for a night, if they wish. Tanora sets off the next morning, wishing them well as she disappears into the jungle. If the heroes do not choose to rest now, she will part with them before their next encounter.

Encounter 3: Ambush

Key idea of this encounter: The heroes are making their way through the jungle when they happen upon an infant Tarasin screaming by a stream. A Wyrd sister and her guards are waiting in ambush for the heroes as they approach to investigate.

This encounter occurs in the jungle one night. The heroes should be looking forward to settling into a cold camp and digging down for some rest. Because it is night and in the jungle, it is dark to say the least.

The heroes campsite is near to a small stream. Once they get settled in and have a few moments to “relax,” hit them with the following.

As you are settling in, the silence of Cularin’s jungle at night strikes you again. No matter how many nights you spend in it, the relative peace and quiet once the suns set astounds you.

It takes some concentration to pick the noise up. You cock your head trying to decide what is is you are hearing.

After a moment, you recognize it. Crying. An infant’s crying.

Ask each hero what they are doing. Don’t give them time to mull it over. If someone is stumbling for words, go to the next one.

A successful Listen check against DC 15 puts the hero(es) on the path to the source. As for a couple more checks, DC 15 each time.

Eventually, the heroes will stumble across the following:

Sitting in the mud by a stream is a Tarasin infant, no more than three months old. It is clearly scared and terrified, by the way it is wailing.

Lying next to it, half in the stream, is the still form of an adult Tarasin.

The Wyrd have set a little ambush for the heroes. The infant is real, the “dead mother” is an illusion.

Once the heroes begin investigating the scene, the strike at the most opportune moment (i.e., the GM’s call).

Any Force sensitive hero gets their DC 20 Wis check to get “that” feeling and not be surprised.

See GM Aid #2 for the Wyrd’s stats.

The Wyrd’s tactics are very simple: kill the heroes – or cause as much damage as possible before withdrawing into the night. They also do not care at all about the infant. It is a male Tarasin and means nothing to them. So take special note here: any hero that acts selflessly and heroically to protect/save the child, at risk to him or herself, could earn a Force point, if they have not already earned one. Special note #2: DO NOT KILL THE INFANT! He is bait but the heroes are the targets of the Wyrd attacks!

The Wyrd are smart. Run them this way. In addition to their Force abilities, they are also armed with blasters. They know that constant use of the Force will tire them out and will not blindly do so.

When they are reduced to 20% of their VP (5 for Mid-level and 10 for Upper/High-level), or if they begin to suffer wound point damage, the Wyrd retreat into the jungle. They weave an illusion of pitch darkness and beat feet away from the heroes.

They will not necessarily decide to stay together either. The Wyrd know this part of the jungle well and can make it alone as well as together.

Should the heroes manage to take one of the Wyrd prisoner, she will tell them nothing. They seek only to destroy the invaders of their home and allies of the invaders.

Captured Wyrd will make every attempt possible at getting away from the heroes. Generally life will very difficult as the heroes will need to keep at least a set of eyes on the prisoner(s).

GM Note: Presuming that the heroes have played a couple of encounters that might mean that they have already explored about a third of the grid. This would allow for a clear LZ for a prisoner pick up, if they wish to comm in.

After the battle, the heroes have a Tarasin infant to deal with. The baby is very hungry, tired, wet, and any other misery you can think up. It looks as if the Wyrd have not fed him for at least a day and solely intended to use him as expendable bait.

What the heroes do with the helpless boy is up to them. Certainly they can figure out a method to feed the baby and get him dry. A few well roleplayed instances or good Diplomacy checks can easily distract the baby and quiet him down. Entertain works well too. Feel free to have the infant develop a special fondness for the least parent-like member of the group.

What will the heroes do with the baby? That is entirely up to them. They can comm Sabre Hilt and ask for a pick-up of the baby (and any prisoners) and possibly Tanora. If you have not run Encounter 2 yet, Tanora will take the baby with her when she leaves (In fact, she will loosely

translate the hero’s name that the baby has grown fond of into Tarasin and give him that name). They can take him along, though this certainly places the baby in great danger.

Uh-oh, what if...

What if the heroes don’t buy into the trap? What if they sense they are being set up?

Fine. Run with it. Allow the heroes to become the hunters. They are free to try and turn events around on the Wyrd sisters.

If the heroes try and sneak up on the sisters, roll opposed Hide/Move Silently versus Spot/Listen checks. Should the heroes’ rolls win, they can set their own ambush for the Wyrd, flush them out, trail them when they leave, etc.

Of course, if the heroes begin following the Wyrd, there is nothing preventing the sisters from discovering the heroes and arranging a little surprise.

If the scenario goes this route (in some manner), just don’t let it go on for too long. And this could be a good way to lead into another encounter as well.

Encounter 4: Thaereians ... Here?

Key ideas of this encounter: The heroes discover a spot where a fierce battle was fought. A killassin is about to feast on a dead soldier, who happens to be Thaereian. What was he doing here?

The heroes are still on their grid search, currently in an area of moderate growth. The foliage is dense by not obstructive and trees are plentiful. A light, aggravating rain is falling.

Have the hero(es) walking point make a Spot check; the DC should be no less than 15. A successful Spot check means they see a sizable break in the foliage ahead of them; failure means they blunder right into it.

The jungle before you falls way to a mass of splintered trees, shredded foliage and tossed earth. The smell of pitched battle still lingers over the area, though it has been over for several hours.

Looking around, you see blaster marks, blackened areas swept by flamers and spots where explosives detonated. It doesn’t take a general to tell that this was an all-out lightfight. Nothing was held back.

The battle area is just over 20 meters in diameter. While most of the plant life was blown to the Maker, small bits here and there did not.

As the heroes start looking around, have them roll another Spot and Listen check; DC is 10. Success on either and they realize, they are not alone. A large, dark form is bent over behind a tree stump. It is snorting and

making a crunching sound. Light reflects dimly off the rain-slicked scales of a kilassin. It is dark in color – maybe dark green, maybe black. Exact color is difficult to tell.

Oh, yeah. Give the Kilassin a chance to detect the heroes as well (Listen +5, Spot +5).

Any Force sensitive hero may roll their DC 20 Wis check as well. The kilassin is currently enjoying a meal and any interruptions are not going to be taken kindly.

At the mid- and high-level tiers, the heroes face a plain kilassin, with a bad attitude. It will posture, spit, hiss and honk as ferociously as it can to try and frighten the heroes off. It can be scared off by a few blaster shots.

The upper-level tier gets the special kilassin. This kilassin has been touched by the Dark Side. Of course, it doesn't know this. You should present this one as much more fearsome. It will battle the heroes – no scaring it off. Before taking any actions, it lets out a deafening roar that shakes the heroes to their bones (this is the kilassin activating Enhance Ability, bonus to Strength). Then it will fight, occasionally (not every round) screeching at a particular hero (using Fear skill). The kilassin will not run away and fights to the death.

Once the heroes have dealt with the kilassin, they can see what it was munching on. A dead Bothan soldier is slumped against the tree stump. His shattered rifle lay beside him.

Examining the Bothan reveals the following:

- ∞ By his dress, he appears to be a mercenary. The clothes and gear are not uniform and no unit insignia is present.
- ∞ He is wearing body armor on his torso. It has taken a beating and shows some scorch marks on it.
- ∞ His right eye is a replacement. A neat hole in the front reveals the burned out remnants of a cybernetic eye. A successful DC 25 check lets the heroes find a small slot with an intact chip in it (We'll deal with that in a minute). The eye is useless. Whatever burned it out did a thorough job.
- ∞ His hands and lower legs were broken.
- ∞ He was apparently alive after the battle, as a length of cord is securing him to the tree to make sure he couldn't go anywhere.
- ∞ No intact gear of any value can be found on him. However, there is something that looks like a shattered diplomatic satchel with cracked and irreparable chips in it.
- ∞ His rifle is – er, was – a N'Gant-Zarvel 911B, a heavy carbine popular with many mercenaries. (This is identical to the carbine Boba Fett used in *Return of the Jedi*.) Soldier-types and weapon-based tech specialists know this.
- ∞ No ID tags, cards or anything are on him to identify who he was.

A hero may use their computer skills and a datapad to try and crack the chip that was in the Bothan's cybereye. This requires a successful Computer Use check. Set the DC high enough to challenge your group, even if they decide to take 20.

A successful check cracks the software. The chip is a recording, and that is all. Obviously, the Bothan's cybereye served as a recording device.

Bursts of static break apart the playback in spots, but enough survives to be of use to the heroes.

Summarize the contents as you see fit. The chip has video only, no audio. The basics of what remains is this: the Bothan was part of an 8 being unit. It consisted of 3 Humans, 2 Bothans, a Sullustan, a Twi'lek and a Wookiee.

They appear to have been mercenaries of some variety. They are had mismatched uniforms and varying gear. All had blaster rifles or carbines except the Wookiee, who toted a light repeating blaster, and the Sullustan, who used a flamer.

The chip shows their patrolling of the jungle, much as the heroes are doing. This group, however, was not one of the teams present at Xirossk's briefing. (If they call Sabre Hilt and ask, this was not one of his teams.)

Their patrol is fairly mundane until one night. The cybereye Bothan is awoken to flashes of light and a fierce battle around him.

The merc's form up in a tight circle and level the jungle around them. It is quite a show.

However, their attackers quickly gain the upper hand. Numerous bolts of lightning erupt from the jungle and strike the group, as do pieces of trees. The Sullustan gets a strange look on his face and flames the Wookiee, who then empties his weapon into the Sullustan. Both go down.

The merc's continue to take casualties. The image disappears with a bright burst as streams of lightning hit the Bothan from somewhere in the jungle.

Any Hero that is a member of the Cularin Militia or a soldier (class), as well as anyone with Knowledge (tactics), recognizes the group's defensive pattern as being one used by the Thaereians. The humans also sport haircuts that are very, very close to a buzzcut style worn by Thaereians.

This is all the information the heroes can get from this site. Don't let them dawdle too long here; they have other places to search after all!

GM Note: What actually happened. This group was inserted by the Thaereian military, to contact the Wyrd and offer them support in return for fomenting insurrection and rebellion. Unfortunately, the Wyrd do not play well with others.

Encounter 5: Iirstat Under Attack

Key idea of this encounter: The heroes come upon an iirstat being attacked by the Wyrd. The Tarasin villagers are being rounded up or killed outright.

This encounter occurs at night. As the heroes near an iirstat, they hear screams of terror and panic. Allow any disbelieving saves the players may wish to roll; the screams are real. There is no bluffing here.

The heroes may approach the iirstat however they wish. The Wyrd are occupied with gathering or killing the Tarasin villagers, and catching any runaways – not on looking for someone to get into the iirstat. As long as the heroes don't just crash through the jungle, the Wyrd will not discover them.

The Tarasin have either fled, are prisoner, or dead. Most of the dead are hunters. Many of those rounded up in the center of the iirstat are elders, women and children.

The Wyrd consist of three sisters and a small group of their own dark hunters. The hunters are both male and female Tarasin from other iirstats that have decided to join the Wyrd for their own reasons.

The Tarasin prisoners sit terrified under the Wyrd's gaze. An old, simply dressed Tarasin female floats in the air in front of one of the Wyrd, her neck at an unnatural angle. The sisters appear to be talking with each other, letting the villagers draw their own conclusion as to what will happen should they resist.

Any Hero who spent time in an iirstat gets the distinct impression the floating figure was the iirstat's mother (wise one).

What the heroes do next is completely up to them. They may watch while the villagers are rounded up and hauled away, guaranteeing they are not discovered.

They may follow the group to see where they are going. Of course, along the way several Tarasin die.

It's hoped that the heroes will decide to intervene. They are heroes, after all. And this iirstat is in need of some right now.

Should the heroes decide to attack the Wyrd, give them a surprise round unless they have been sloppy. This will allow them to even the odds a bit.

Stats for the Wyrd are in GM Aid #1.

The Wyrd's response to the heroes attack will depend on the attack itself. Their Tarasin thugs will attempt to encircle the heroes. The sisters will look to weaken any visible Hero they see. Otherwise, they take cover behind a shield of Tarasin villagers.

The Wyrd will remain present as long as their side is doing well in the fight. Once most of their foot soldiers

are down, they attempt to flee, under the cover of a globe of illusionary darkness.

The exact number of foot troops with the Wyrd is up to you. Judge it on the party's capabilities. This should be a challenging fight – but not a long one. Should things start to go against the heroes, there is nothing keeping the Tarasin villagers from joining in on their side. However, let the heroes' actions win or lose the fight. They are the ones here to save the day, after all.

Once the fight is over, the villagers are going to be unhappy with any Wyrd prisoners that might have been taken. The only thing they want right now is the bad guys swinging from the trees.

Let the talkers, negotiators or interrogators of the heroes group do their thing. After all, they may get some answers from someone. Wyrd sisters will not give up any information. They will even go so far as to *Affect Mind* one of the village Tarasin so that the villager will kill them. It certainly wouldn't take much of a mental suggestion.

The foot troops do not want to talk. They do work for the Wyrd, but are still in great fear of them. They do know where a great Wyrd iirstat lies and can draw a rough map; but none will agree to guide the heroes there. No matter the coercion used, they feel for certain it would lead to their death, or worse.

The villagers treat the heroes like, well, heroes. They have saved the iirstat from certain destruction, and the Tarasin from enslavement or worse.

The iirstat mother is dead, but there is another Tarasin present who can heal the heroes if needed.

While the heroes should be allowed to rest for bit here, don't let them dally too long. If one of the Wyrd or their allies escaped, who knows when a larger force may return? If no one escaped, anyone in the jungle may have heard the fight and gone to get a larger attack force.

Just subtly stress the importance of continuing to move on to the heroes.

While some of the older villagers will speak with the heroes, the remaining ones gather their families and a few belongings. They will not be staying here any longer than they must. The Wyrd knows of their village, and at some point will learn it was not destroyed. Not wanting to suffer their wrath, the survivors intend on putting as much distance as they can between themselves and the Wyrd.

Information the heroes can learn from the villagers:

- ∞ This is the Rinajaa iirstat.
- ∞ Their leader was Mother Kimania. She had been iirstat Mother for over twelve years.
- ∞ The attack came out of the darkness, with no warning.
- ∞ The village hunters were the first ones disabled,

- followed immediately by their Mother.
- ∞ The “soldiers” swept everyone else into the middle of camp.
- ∞ The Wyrd sisters, and their human guardian, then proceeded to kill several villagers while a floating Mother watched. Then one of the Wyrd killed Mother without touching her.
- ∞ They began to tell the villagers what would happen should they resist.
- ∞ The villagers were told that the males – adults and children – would be of no use to the Wyrd. They would be killed for their weakness.

The heroes barged in at that point and disrupted things.

The Tarasin will check on the heroes as they complete their packing. Any help the heroes provide is greatly appreciated ... and very appropriate.

It takes about two hours for the Tarasin to gather their families and belongings.

As they are finishing their preparations, the heroes notice a group of Tarasin moving the Mother’s body into her hut. The other dead Tarasin are placed in their huts as well.

Several angry hunters shove the bound Wyrd sisters (if any) and/or soldiers into the Mother’s hut. They emerge moments later and grimly begin lighting branches with dried leaves wrapped around one end.

If the heroes ask what is happening, one of the Tarasin explains that the irstat is to be cleansed so the spirits of the dead can be freed. The evil that can in the night will forever stain this place and only fire can release the spirits to rest forever in the light.

This does include the prisoners as well. They are to be burned to honor their Mother.

Should the heroes decide to contest this decision, the Tarasin will not be happy. The Wyrd killed their Mother and fellow villagers; they deserve to pay for it.

Again, allow this to be roleplayed out should the heroes disagree and not wish the Wyrd and their allies to be murdered. Allow roleplaying of convincing reasoning, before rolling dice, though.

If the heroes do not say a word and let the event proceed, warn them that this would make them accomplices to murder, however justified some might think it is. If they still do not intervene, any who do not at least attempt to stop the burning get a Dark Side Point for being accomplices to murder.

If the heroes argue against killing the Wyrd, the Tarasin will reluctantly give in to them. However, the sisters and/or their allies are turned over to the heroes. They wanted to save the Wyrd, they get to deal with them.

Once the village is burning, survivors chant a short prayer to their deceased and disappear into the jungle.

If the heroes saved the Wyrd’s lives, they see a faint, glowing irstat Mother in the flickering flames of her hut. She smiles at the heroes and nods before fading from sight.

If they allow the Wyrd to die in the flames, the heroes see a deeply saddened Mother. She gently shakes her head as she fades from view.

If the heroes have the Wyrd and their allies prisoner, they must decide what to do next. This is entirely up to the heroes to decide. Let them do it. Just don’t let the players dally and take a lot of time. If the heroes would like some sort of extraction, then if they have explored a fair bit of the grid by now (had several encounters), you can allow that they have a clear zone and could call for a pick-up. Some slight reprovisioning and re-equipping may also be possible. However, the ship sent will be small and fast, relatively quiet. Xirossk will not want to send a large scale air-lift in.

Once the prisoner issue is resolved, the heroes are faced with the aspect of heading into the rancor’s den. And the rancor just might know it. That should be a pleasant thought as they step into the dark jungle.

Encounter 6: Shadow Iirstat

Key ideas of this encounter: The heroes have learned that there is indeed a Wyrd stronghold and approximately where it is. They must make their way there and deal with it.

GM Note: This encounter could in fact take as little as two minutes. It represents the heroes sneaking past some Wyrd look out points and finding the irstat. If you are pressed for time you can simply let the heroes note that there are watchers, have them detail a plan and make a few die rolls. If you have a lot of time you may wish to have a patrol encounter. See below.

The heroes should have learned from the Wyrd prisoners approximately where a Wyrd base is. It is two days walk from whichever encounter you selected to occur just before this one.

The terrain layout leading to the irstat is up to you, for the most part. It could be a deep valley hidden by trees and mountains. Or, a continued trek through the jungle. The way there could follow a riverbank. These are all appropriate for the terrain hiding the Wyrd’s irstat.

Whatever choice you make, however, there are some things shared. The air feels heavier and colder as the heroes get closer, more oppressive. It seems darker as well. There are no normal sounds one associates with the jungle. Only quiet. The occasional breeze brings nothing but shivers.

The hair on the heroes' necks is constantly standing up (or would, if they had hair, for those who don't). The Dark Side is strong here. Very strong. One does not have to be Force sensitive to feel it.

However nerve-wracking the mission has been so far, it is nothing compared to things now. The heroes are in the Wyrd's front yard. They have a couple days to search the area before arriving at the Wyrd's base.

Skill checks appropriate to the heroes sneaking around this part of the jungle are: Spot, listen, Search, Survival (to find tracks), Hide, and Move Silently. Any Force-sensitive Hero using See Force (13/19/21) is also in for a treat.

The place radiates the Dark Side. They could feel it without using any skills; seeing it through See Force is truly disturbing. There is nothing around the heroes not touched by the Dark Side. A place of evil this is.

While the heroes are wandering the jungle, they may have to dodge the occasional Wyrd patrol as well, if you have time. A nice mixture of non-Wyrd foot troops and Wyrd sisters is appropriate. Run this as you see fit. See GM Aid #1.

The heroes should be concerned with not being discovered. Avoiding any Wyrd entanglements and not getting into any aggressive negotiations should be the order of the day.

Non-Wyrd patrols consist of their "recruited" troops: Tarasin dressed and armed much like the ones in the irstat.

However, they are dressed in darker clothing that enhances their natural camouflage ability and allows them to bend in very well with the surrounding foliage. These Tarasin are more heavily armed as well. They carry blaster pistols and rifles. As the heroes get closer to the base, a couple of defensive emplacements complete with repeating blasters can be spotted. If the heroes have the time to check these Tarasin out in some detail, they also see that some carry comlinks as well. Not all of the groups have them, but several do.

Wyrd patrols are often two to three sisters. They use their spider walking ability to roam through the trees more often than they are seen walking on the ground. These dark Tarasin are dressed in simple, dark robes. Small bits of bone are worn as jewelry. Sisters clambering through the trees are often armed with blaster pistols and knives. Ones walking the jungle floor have wooden staves as well.

Running across the sisters should bother the heroes, especially if there are any Force-sensitives in the group.

The heroes should be on the edge of their seats here: Sisters spotted silently moving through the trees above, armed Tarasin that look tough enough to take on any Thareian military unit.

The heroes should not, at any point, engage the Wyrd or their troops here. Death would certainly come quickly

down upon them before the Cularin Militia could mount a rescue force. Make it plain to any who wish to try for prisoners or extra equipment that it would be very close to suicide to get into a fight here. Infiltration is the order of the day. If the heroes feel they have a fool proof plan to quietly take out a lookout point and get some extra equipment, use your judgment. This is the lead in to the big battle, not the big battle itself.

Plenty of close encounters and no lightfights is the intent.

After two days, the heroes are finally rewarded when an irstat comes into view: a very large irstat, buzzing with activity.

Welcome to Zhadorii irstat. The Shadow Village.

Encounter 7: A Wyrd Place to Be

Key ideas of this encounter: Having arrived at the shadowy irstat, the heroes find a large concentration of Wyrd and their henchmen. The heroes must decide on a course of action to eliminate the Wyrd before they are discovered.

Since it would be unrealistic for any small group of heroes to take on an entire irstat of Wyrd, there is a mini-encounter within the main assault, wherein the heroes can rescue some Tarasin children and deal with the Wyrd leadership present, while destruction rains down from the skies.

The heroes are hunkered down in the jungle, staring at a Wyrd irstat a few hundred meters away. The dark side village is swarming with activity.

Through the foliage, you scan the place you have sought. An ... irstat? ... of Wyrd. A place that radiates such evil you don't need to be a Jedi, Force Adept or even Force sensitive to feel it.

The place is surprisingly arranged like many of the Tarasin irstats you have seen. A few more dwellings for sure. And some even quite large.

The Wyrd sisters are easy to spot. Their brown-tinted scales never change hue, and all the other Tarasin quickly move out of their path.

Wyrd soldiers are here in force as well. These Tarasin – male and female – are armed as heavily as the ones you encountered en route. Only, there are more of them. Many more.

There are also a large number of simply dressed Tarasin shuffling around. Their dull, sickly yellow-green scales reveal they are not here by choice.

Three "castes" exist in Zhadorii irstat. The Wyrd sisters are the top of the food chain. No one even thinks about bothering them. Anyone causing them irritation is severely dealt with.

The Wyrds soldiers are next. These male and female Tarasin have chosen a life of enforcing the Wyrds will on the sisters enemies. They serve out of a combination of fear of the sisters and enjoyment of the power it brings.

The remaining Tarasin are slaves at best. A herd of nerfs is more akin to what they are. These poor souls do as the Wyrd and their soldiers order them. They live and die by the sisters desires. They are used to living in misery and terror and would find it difficult to do so otherwise. These Tarasin are all adults. No children can be seen amongst them.

The basic layout out the Wyrd irstat is a large rough circle. A larger, more impressive hut sits at the very center of the village. The Wyrd leader of the irstat resides here. Two rings of huts, only slightly smaller, encircle her dwelling. This is where the other sister live. Spread around those buildings, are the soldiers and slaves huts. As many of the captured Tarasin live outside a hut as inside.

The heroes can take some time and study the irstat and land around it. Modify everything to the terrain type you place the irstat in (valley, riverbank, deep jungle, etc.).

A rough count of the population is six to seven hundred. Maybe fifty sisters or so, and 250 to 300 soldiers. The remainder are slaves.

The sisters within the village are going about their own business and pay no attention to anyone else. The soldiers are a bit more relaxed (unless a sister is nearby). They seem to be talking with each other, bullying slaves or are inside their hut. The slave Tarasin are doing whatever they are told. Cooking, cleaning, getting beat up, etc.

There are defensive emplacements around the irstat identical to the ones spotted earlier. They are laid out in a circle around the village with eyes out into the jungle. Here and there, the heroes may spot a lone lookout in a tall tree (with an excellent Spot check 18/24/27). If the heroes don't spot the lookouts, but later call in an airstrike, you can always have a few lookouts fall screaming from the trees.

So, what can the heroes do at this point? This is obviously the time to report to Xirossk. Their most likely options are:

- ∞ Scratch gravel back to a safer area and call in an airstrike. This would put them out of harms way and lets the Militia dump what they want where they want. There is minimal risk of discovery with this option.
- ∞ Stay where they are, hunker down and call in the fighters. By staying put they can direct strikes better and guarantee spot-on targeting. The risk of being found by the Wyrd and their allies is a bit higher here. Once the ordinance starts dropping, the baddies will likely take to the jungle for cover. More of them running by the heroes' hidey-hole means a higher chance of

being discovered.

- ∞ The least likely option: take on the whole irstat by themselves. Yeah, probably won't happen, but you never know. If they do take this option, let their deaths be dramatic. It's the least you can do for them. **Do warn them that the odds against their survival are extreme, if they are thinking of taking this course—it would be very obvious.**

Of course, what actually happens is probably a mixture of the above with a few extras thrown in. So be on your toes.

Here are a few key points to help you run this encounter a bit easier. It is entirely possible to run this without the heroes ever firing a shot, or being shot at.

First off, Hide and Move Silently checks are in order. Whether the heroes are bugging out or digging in, they want to be as invisible as possible. The skill check DC is up to you, and Taking 20 should be allowed if they decide to stay put. Oppose the checks with a few bad guys (soldier-types, not sisters) rolling Spot and Listen checks of their own.

If they heroes evade notice, all is cool as Hoth in the winter. If a baddie discovers them, time for tension. A gunfight does not necessarily ensue here. The heroes should be creative in dispatching the guard. But from that moment on, time is against them.

Now, for calling in an airstrike. The Wyrd did indeed keep the comm set from Sabre Eight. However, monitoring it does not give away the heroes' location or proximity to them. The Wyrd will only know one of the other teams is making contact.

The result is an increase in activity in the irstat after the heroes call. Use this to make them really nervous, especially when a couple of small patrols, led by sisters, disappear into the jungle.

Good news for the heroes. Xirossk pulled away a few starfighters for air support. A dozen Headhunters are waiting for the call.

The fighters will arrive five minutes after the heroes call headquarters. Once Xirossk approves the strike, the heroes and pilots will be in direct link with each other.

The Z-95s are on station in orbit above Cularin. When they get the call, they dive towards the heroes. This lessens the chance of discovery and lets them fire their explosives and armament straight down into the target area.

The heroes may feed the pilots rather accurate target coordinate data by using a combination of their GPS and macrobinoculars (with built-in rangefinders).

Now, assuming our heroes have held their ground and called in the big guns, all they have to do is sit tight and wait for the show.

Moments prior to the missiles being fired, have any heroes not involved with being forward observers for the fighters roll a Spot check.

If it is 15 or better, they notice some activity around the larger hut. A small Tarasin child, around three or so, runs out of the hut. A Wyrd sister steps out of the dwelling and gestures. The child freezes and rises off the dirt. Her screams of fear and panic can almost be heard as it floats into the hut and disappears from sight. Any hero studying the sister can see several more Tarasin children behind her in the hut.

At this point, the heroes can allow the strike to proceed as normal or decide to intervene. Let the players absorb the situation and then tell them that will have to make a quick decision.

GM, to you: they will not receive DSPs for dithering and letting the strike go through. While most heroes will want to do something, it is very risky, and casualties happen in war. Even Jedi know this. There are three main possibilities: they can let the strike proceed; they can redirect it away from the central hut; they could call it off entirely. Note that Xirrosk will not let this chance go by, so if they call it off he'll ask why and go for a redirect.

However, a choice must be made quickly. Give the group ten seconds. Either they decide to intervene or let the strike happen.

Important GM Note: the only way that the heroes can make an actual, personal assault against the Wyrd, in this encounter, is to go for the “command hut”. If they try any other open assault on the village, they would be massacred; their only hope might be to retreat once they realize that and to call for pick-up and an airstrike. If they have remained essentially undiscovered, then they can manage to get at the command hut with a suitable distraction, and an airstrike would certainly fill that bill. Now, your players *may* be hampered by 21st century thinking here: starfighters have been known to hit targets the size of womp-rats with their munitions and cannon, so it is entirely feasible for an airstrike to have surgical precision and obliterate the camp, while leaving the central hut untouched. Of course, there will be lots of lovely, dramatic, explosions and screaming and shots flying and whatnot. You are the Producer and Director of this scene, so feel free to color it up, while making it possible for the heroes to succeed in a satisfying manner.

If the heroes allow the airstrike to go on, the Z-95s unleash their arsenal. The first anyone knows of their presence is the first wave of concussion missiles slamming into the buildings. Then comes the second volley. Then the third. And so on. Only a smoking ruin remains afterwards with few survivors.

As long as the heroes remain in place, they will not be discovered. Some Wyrd and soldiers disappear into the jungle, but not many.

You may wish to allow the heroes to engage small

groups of the enemy that are trying to get clear, if they are itching for a fight. Pick a suitable group from the GM aids at the back, balanced to your hero group. The heroes will almost certainly achieve a surprise round.

It is also possible that one of the nearer sentry groups that the heroes passed on the way in may come to see what's happening, then turn tail to run. The heroes could also engage them.

Once the airstrike finishes, the heroes can begin searching the ruined irstat or wait for back up (which is now on the way). Nothing of real use is found except for a rather high number of Wyrd casualties. Absolutely nothing remains of the center hut. A crater exists where it once stood.

Should the heroes decide to advise redirecting the airstrike, events get a bit trickier. If they tell the pilots to hit around the center hut, they will do so. They can even stagger their attacks so that the heroes can rush in as the missiles go off. The near-constant explosions will keep most of the bad guys off the heroes' backs.

The heroes should be fairly successful getting in and not attracting attention as long as they don't attack anyone. With a dozen starfighters zooming overhead, unleashing missiles and laser cannons on the irstat, not many Wyrd (or allies) pay attention to the heroes.

If the heroes do attack during the airstrike, however, a sort of running lightfight erupts. Do your best to keep the heroes moving. Don't let them get bogged down. In a battle like this, speed is their ally. Allow them to get to the center hut with only a few bumps and bruises. Shots can be snapped off at Wyrd targets; few will be returned in this chaos.

Their tactics here can vary greatly. Break down the door and rush in. A stun grenade to soften things up. As long as the tactic seems reasonable, and the heroes come up with it quickly, let the heroes get into this mini-encounter cleanly.

In the hut are the following beings: The leader of this group of Wyrd (her identity varies by each tier: Naelora, Torunin, or Baeshana), her bodyguard, two additional Wyrd sisters, and eight young Tarasin girls. (NOTE: Adjust the opposition numbers based on the number of heroes at the table. The Wyrd sisters should go first, if necessary.)

(Editor's note) If all of your heroes have been played through “From The Trees”: In the spirit of “payback time”, any heroes that played in “From The Trees”, and who are at all capable of distinguishing Tarasin, will recognize that at least three of the Wyrd Sisters here were in the Hand artifact. Now, of course, they do not have the additional power and protection that the artifact gave them. (In order to avoid spoilers for those that have not played that scenario, though, you cannot have this bit of satisfaction if all of the heroes have not played it, sorry).

The Tarasin children range in age from about one to six. Their eyes are full of fear.

The Wyrd leader places the children between her and the heroes as best as she can and orders the other sisters to engage the heroes.

This fight is just a plain old fashioned until the end kind. Either the heroes walk out alive or the Wyrd does. No punches are pulled here. The Wyrd use tactics suitable for fighting a larger force.

There is no interference from anyone outside, as the starfighters keep those not in the hut occupied.

The Wyrd leader values the children's lives, as they are to be part of the Wyrd in the future. All eight of them are female Tarasin and Force sensitive. However, she will not put herself in a losing position by holding back. Wyrd lessons are hard. The Wyrd leader does not specifically target any child for an attack.

The children, who are terrified but not completely daft, will take whatever cover is available at the moment a fight starts. Unless some hero starts opening up with fragmentation grenades, or something similarly insane, the children should be unhurt by the end of this.

Militia reinforcements begin to arrive as the battle is wrapping up. Several airspeeders drop into the area, disgorging troops. Some wear the fatigues of Militia soldiers; others wear the stark white of the OPS; and a few Jedi can be seen here and there.

A trio of soldiers makes their way to the heroes and gives them a sharp salute.

“Major Xirossk sends his compliments and congratulations and wishes for you to return to HQ immediately for a debrief, sirs (and ma’ams).”

A medic follows the heroes back to an awaiting airspeeder. As the heroes make their way to the speeder, the Cularin troops pause and stare at them with admiration.

The heroes then board the airspeeder and head back to the Militia base. The medic tends to any wounds they have and gets everyone bandaged up.

Conclusion

It does not seem to take as long to return to the Militia base as it did to get dropped off. The jungle whizzing by underneath you seems much greener now, and friendlier. Even the air feels cleaner.

The speeder banks sharply and descends into the Militia camp.

If the heroes successfully participated in the attack and destruction of the Wyrdirstat, read the following:

It seems as if the entire camp has turned out to greet you. The whining of the speeders repulsors isn't loud enough to drown out the cheers from the gathered

crowd.

Standing on the inner edge is a smiling Major Xirossk. He looks at each of you and nods approvingly. The Trandoshan intelligence officer gives you a few moments to bask in the appreciation of your peers before speaking to you.

“Excellent job. Come, we have much to talk about.”

Xirossk then leads the heroes through the crowd where they can talk privately. Any Tarasin children the heroes may have brought with them are whisked away by medics to be cared for.

If the heroes did not participate directly in the attack on theirstat (i.e. – called in the airstrike and watched the show), read the following:

Standing silently on the edge of the landing pad is Major Xirossk. He patiently waits for you to climb out of the airspeeder before speaking.

“A job well done. It's good to know that you folk have judgment and know when to call in. Please, we have much to talk about.” He gestures to a tent several meters away.

Medics take any Tarasin children the heroes may have brought with them to treat their injuries.

Regardless of which greeting the heroes get, Xirossk wishes to debrief them as quickly as possible. If time allows, you may have the heroes tell their story. If the round is close to ending, fade to black as everyone enters Xirossk's tent.

If there is time, Xirossk will express his appreciation. The heroes have played a central role in the first serious setback that the Wyrd have ever had. Many prisoners have been taken and a large part of the Wyrd command structure seems to have been wiped out.

“Perhaps I am being too optimistic, but they're on the run, now. If the Tarasin and we keep up the pressure, they may never recover--

“--thanks to you.”

Here Ends, “Hunting the Wyrd”

Experience Point Summary

Experience is calculated as follows for LIVING FORCE events.

- 1) Experience awards in the SWRPG are not made for achieving objectives, but instead for successfully completing an adventure of a given length. Thus, if the heroes survived and accomplished the primary goal of the adventure, they receive full Adventure Experience (600 xp for core LF plot scenarios, 350 for non-core LF scenarios).

- 2) Assign discretionary role-playing experience (0-300 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 locate the Wyrd irstat and help destroy it? If so, each hero who survived receives 350 xp.

Adventure Experience:	350 xp
Roleplaying Experience:	0-300 xp

Total Possible Experience: 650 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 locating the Wyrd irstat but had no part of destroying it, 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.

See DM Aid #4 to calculate the "regular" gear the heroes get to keep at the end of the scenario.

Column B Equipment (cert)(one per hero) The above hero was allowed to keep **one** of the listed items on DM Aid #4 for assisting in ridding Cularin of a large force of Wyrd followers.

Kilassin Claw Necklace (cert)(one per hero) To acknowledge the bravery and determination in helping rid Cularin of the group known as "The Wyrd" above hero is given a necklace made from the claws of this kilassin. Mother Dariana of the Hironii irstat on behalf of all irstats allied with the human settlers gave this token to the hero. If worn openly, it bestows a +2 circumstance bonus in any CHA-based social interaction with non-Wyrd Tarasin.

Player Handout 1: Why am I here?

(aka – some simple reasons your Hero would be involved in this scenario)

- ∞ Militia soldiers: Because you have orders saying so.
- ∞ Jedi: Because Master Devan at the Almas Academy requested that assist the Militia.
- ∞ Tarasin heroes: Because the Mother of your irstat “asked” you to lend aid.
- ∞ Members of other meta organizations: the Wyrd are bad for business.
- ∞ Heroes who have played through From the Trees: come on, you get to shoot the Wyrd.
- ∞ Everyone else: Because you are a Hero.
- ∞ "I'm here for the reward": WARNING, this reason will not work for this scenario as stated in the cover. Please come up with some reason why your hero would not want a bunch of Dark Sider Tarasin sociopaths to take over Cularin. Thank you.

Player Handout #2: Equipment Available To The Heroes

Each Hero:

- ∞ One of the following: sporting blaster, blaster pistol, heavy blaster pistol, slugthrower pistol.
- ∞ One of the following: blaster carbine, blaster rifle, slugthrower rifle.
- ∞ Melee weapon: one Simple or Vibro weapon from Table 7-2 (p. 132) of the RCRB.
- ∞ Grenades: 2 stun, 3 frag.
- ∞ One set of combat fatigues, jungle camo pattern (provides a +2 equipment bonus to Hide checks).
- ∞ Four medpacs
- ∞ Glowrod
- ∞ Headset comlink (for team communication)
- ∞ Two ascension guns and four spools of liquid cable.
- ∞ Two weeks worth of rations and four 1-liter water purifying canteens.

Per Team:

- ∞ One (repeat, *one*) thermal detonator. MUST be returned if not used.
- ∞ One set of night vision goggles (use the rules for the VidGraph Peer Macrobinoculars on page 91 of the *Arms and Equipment Guide*. These goggles grant low-light and darkvision to the wearer, and the penalty for Spot checks is -1 per 8 meters).
- ∞ One long-range, encrypted comlink backpack. Has connector for a datapad (included) to enable global positioning.
- ∞ One pair of standard macrobinoculars.
- ∞ One ECM-598 Medical Backpack (Arms and Equipment, page 93). It contains a standard medical kit, a repulsorlift stretcher (supports up to 150kg), a simple diagnostic scanner, and a medical procedures database (grants a +2 equipment bonus to Treat Injury checks when consulted. Takes a full-round action).

Special:

If any of the heroes is enrolled in the Cularin Militia, they may select one of the following, one of each per militia member, per table. E.g., if the team has two militia members, they may have a total of two of these items in the group. These need to be returned, if not destroyed.

- ∞ Light repeating blaster rifle.
- ∞ Merr-Sonn Model G8s Sniper Blaster Rifle. The sniper version of a popular military blaster rifle, it has been customized heavily. The G8s is not multi-shot capable, nor does it have a stun setting. It has been outfitted with a scope and bipod. The scope eliminates range penalties for the first 2 range increments. The bipod reduces the range penalty by 2 when deployed and used. The range increment is 60m for the G8s. Extensive retooling of the blaster components makes it more deadly (Crit 18-20), but reduces the available number of shots per power cell to 12.

GM Aid #1: NPCs

Generic Wyrd Hunters

Wyrd Hunters: Male or Female Tarasin Thugs 1; IM +0; Def 11 (+1 class); Spd 10m; VP/WP -/15; Atk +1 melee, +1 ranged (3d8 or stun DC 15, blaster carbine); SQ +4 species bonus against heat hazards, Skin color change (gives +4 species bonus to Hide checks and -2 to Bluff and Sense Motive checks), Silent communication; SV Fort +3, Ref +0, Will +0; SZ M; DSP 1; Rep +0; Str 11, Dex 11, Con 12, Int 10, Wis 10, Cha 9.

Equipment: Blaster carbines.

Skills: Hide +2 (+6 with racial bonus), Intimidate +3; Read/write Tarasin, Speak Tarasin, Speak Silent Color language.

Feats: Toughness, Weapon Proficiency Group (*blaster pistols, blaster rifles, simple weapons*).

Generic Wyrd Sisters

Mid-Level (4th-6th level heroes)

Wyrd Members: Female Tarasin Force Adept 2/Force Witch 1; IM +2 (Dex); Def 17 (+5 class, +2 Dex); Spd 10m; VP/WP 25/12; Atk +0 melee (1d6-1, staff), +3 ranged (3d6 or stun DC 12, blaster pistol); SQ +4 species bonus against heat hazards, Skin color change (gives +4 species bonus to Hide checks and -2 to Bluff and Sense Motive checks), Force perception (+2 species bonus on See Force checks), Silent communication, Force training, Inspire fear -1; SV Fort +4, Ref +5, Will +6; SZ M; FP 1 (+1d6/+2d6); DSP 3, Rep +0; Str 8, Dex 14, Con 12, Int 16, Wis 12, Cha 10.

Equipment: Staff, blaster pistol, robes.

Skills: Hide +4 (+8 with racial bonus), Intimidate +4, Knowledge (*Tarasin culture*) +7, Survival +4; Read/write Tarasin, Speak Basic, Speak Bothan, Speak Rodian, Speak Tarasin, Speak Silent Color language.

Force Skills: Affect Mind +6, Drain Energy +6, Fear +4 to +8 (DM discretion), Force Grip +9, Force Lightning +9, Illusion +6, Move Object +9.

Feats: Weapon Proficiency Group (*primitive weapons, simple weapons*).

Force Feats: Alter, Force Sensitive, Hate, Malevolent, Sense.

Upper-Level (7th-9th level heroes)

Wyrd Members: Female Tarasin Force Adept 2/Force Witch 4; IM +2 (Dex); Def 18 (+6 class, +2 Dex); Spd 10m; VP/WP 46/12; Atk +3 melee (1d6-1, staff), +5 ranged (3d6 or stun DC 12, blaster pistol); SQ +4 species bonus against heat hazards, Skin color change (gives +4 species bonus to Hide checks and -2 to Bluff and Sense Motive checks), Force perception (+2 species bonus on See Force checks), Silent communication, Force training, Inspire fear -1, Spider walk, Summon storm; SV Fort +6, Ref +6, Will +8; SZ M; FP 2 (+1d6/+2d6); DSP 6, Rep +1; Str 8, Dex 14, Con 12, Int 16, Wis 13, Cha 10.

Equipment: Staff, blaster pistol, robes.

Skills: Hide +8 (+12 with racial bonus), Intimidate +5, Knowledge (*Tarasin culture*) +7, Survival +4; Read/write Tarasin, Speak Basic, Speak Bothan, Speak Rodian, Speak Ryl, Speak Tarasin, Speak Silent Color language.

Force Skills: Affect Mind +7, Drain Energy +10, Enhance Ability +8, Fear +7 to +11 (DM discretion), Force Grip +11, Force Lightning +11, Illusion +9, Move Object +12.

Feats: Weapon Proficiency Group (*primitive weapons, simple weapons*).

Force Feats: Alter, Control, Force Sensitive, Force Whirlwind, Hate, Malevolent, Sense.

High-Level (10th-12th level heroes)

Wyrds Members: Female Tarasin Force Adept 2/Force Witch 4; IM +2 (Dex); Def 18 (+6 class, +2 Dex); Spd 10m; VP/WP 46/12; Atk +3 melee (1d6-1, staff), +5 ranged (3d6 or stun DC 12, blaster pistol); SQ +4 species bonus against heat hazards, Skin color change (gives +4 species bonus to Hide checks and -2 to Bluff and Sense Motive checks), Force perception (+2 species bonus on See Force checks), Silent communication, Force training, Inspire fear -1, Spider walk, Summon storm; SV Fort +6, Ref +6, Will +8; SZ M; FP 2 (+1d6/+2d6); DSP 6, Rep +1; Str 8, Dex 14, Con 12, Int 16, Wis 13, Cha 10.

Equipment: Staff, blaster pistol, robes.

Skills: Hide +8 (+12 with racial bonus), Intimidate +5, Knowledge (*Tarasin culture*) +7, Survival +4; Read/write Tarasin, Speak Basic, Speak Bothan, Speak Rodian, Speak Ryl, Speak Tarasin, Speak Silent Color language.

Force Skills: Affect Mind +7, Drain Energy +10, Enhance Ability +8, Fear +7 to +11 (DM discretion), Force Grip +11, Force Lightning +11, Illusion +9, Move Object +12.

Feats: Heroic Surge (2/day), Weapon Proficiency Group (*primitive weapons, simple weapons*).

Force Feats: Alter, Control, Force Sensitive, Force Whirlwind, Hate, Sense.

Encounter 4: Thaereians ... Here?

Mid-Level (4th-6th level heroes) and High-Level (7th-9th level heroes)

Kilassin: Predator 5; IM 0; Def 16 (+16 natural); Spd 20 m; VP/WP 52/18; Atk +9/+9 melee (1d6+6, claws); SQ low-light vision, +4 species bonus on swim checks; SV Fort +8, Ref +3, Will +1; SZ M; Rep 0; Str 22, Dex 10, Con 18, Int 2, Wis 10, Cha 9.

Skills: Listen +4, Spot +4, Survival +2

Feats: Cleave, Power Attack, Track

Upper-Level (10th-12th level heroes)

Kilassin: Force-using Predator 5; IM 0; Def 16 (+16 natural); Spd 20 m; VP/WP 64/18; Atk +9/+9 melee (1d6+6, claws); SQ low-light vision, +4 species bonus on swim checks, Force sensitive; SV Fort +8, Ref +3, Will +2; SZ M; Rep 0; Str 22, Dex 10, Con 18, Int 2, Wis 12, Cha 12.

Skills: Listen +5, Spot +5, Survival +3

Force Skills: Enhance Ability +8, Fear +4 to +7 (DM discretion)

Feats: Cleave, Power Attack, Track

Force Feats: Force Sensitive, Sense

Remember; during fight the Kilassin will occasionally (not every round) screech at a particular hero to activate its version of the Fear skill. This should be used to add tension and suspense; not turn the heroes into piles of ineffective jelly.

Encounter 7: A Wyrd Place to Be

Mid-Level (4th-6th level heroes)

Naelora: Female Tarasin Force Adept 3/Dark Side Devotee 1/Force Witch 2; IM +1 (Dex); Def 20 (+9 class, +1 Dex); Spd 10m; VP/WP 50/15; Atk +1 melee (1d6-2, staff), +4 ranged (3d6 or stun DC 12, blaster pistol); SQ +4 species bonus against heat hazards, Skin color change (gives +4 species bonus to Hide checks and –2 to Bluff and Sense Motive checks), Force perception (+2 species bonus on See Force checks), Silent communication, Force training, Inspire fear –1, Spider walk; SV Fort +9, Ref +6, Will +10; SZ M; FP 2 (+2d6/+3d6); DSP 9, Rep +0; Str 6, Dex 12, Con 15, Int 16, Wis 14, Cha 14.

Equipment: Staff, blaster pistol, robes.

Skills: Hide +6, Intimidate +7, Knowledge (*Tarasin culture*) +7, Knowledge (Wyrd) +6; Read/write Tarasin, Speak Basic, Speak Bothan, , Speak Tarasin, Understand Shyriwook, Speak Silent Color language.

Force Skills: Affect Mind +13, Drain Knowledge +6, Fear +7 to +11 (DM discretion), Force Lightning +15, Force Strike +10, Friendship +14, Illusion +13, Move Object +12.

Feats: Great Fortitude, Skill Emphasis (*Force Lightning*), Skill Emphasis (*Friendship*), Weapon Proficiency Group (*blaster pistols, primitive weapons, simple weapons*).

Force Feats: Alter, Control, Dissipate Energy, Force Sensitive, Mind Trick, Sense.

Kosaa: Female Tarasin Soldier 4/Bodyguard 1; IM +3 (Dex); Def 18 (+5 class, +3 Dex); Spd 10m; VP/WP 55/14; Atk +7 or +5/+5 melee (2d4+1, vibrodagger), +7 ranged (3d6, blaster pistol); SQ +4 species bonus against heat hazards, Skin color change (gives +4 species bonus to Hide checks and –2 to Bluff and Sense Motive checks), Force perception (+2 species bonus on See Force checks), Silent communication, Bonus Soldier feats, Harm's Way; SV Fort +7, Ref +6, Will +1; SZ M; FP 2 (+1d6); Rep 1; Str 12, Dex 16, Con 14, Int 14, Wis 10, Cha 10.

Equipment: Two vibrodaggers, blaster pistol, 2 medpacs.

Skills: Climb +4, Intimidate +7, Jump +4, Listen +3, Move Silently +6, Spot +5, Survival +2, Treat Injury +7, Tumble +6; Read/write Tarasin, Speak Basic, Speak Dosh, Speak Tarasin, Speak Silent Color language.

Feats: Ambidexterity, Armor proficiency (*light*), Combat reflexes, Martial arts, Two-weapon fighting, Weapon finesse (*vibrodagger*), Weapon Proficiency Group (*blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons*).

Wyrd Members (2): Female Tarasin Force Adept 2/Force Witch 1; IM +2 (Dex); Def 17 (+5 class, +2 Dex); Spd 10m; VP/WP 25/12; Atk +0 melee (1d6-1, staff), +3 ranged (3d6 or stun DC 12, blaster pistol); SQ +4 species bonus against heat hazards, Skin color change (gives +4 species bonus to Hide checks and –2 to Bluff and Sense Motive checks), Force perception (+2 species bonus on See Force checks), Silent communication, Force training, Inspire fear –1; SV Fort +4, Ref +5, Will +6; SZ M; FP 1 (+1d6/+2d6); DSP 3, Rep +0; Str 8, Dex 14, Con 12, Int 16, Wis 12, Cha 10.

Equipment: Staff, blaster pistol, robes.

Skills: Hide +, Intimidate +4, Knowledge (*Tarasin culture*) +7, Survival +4; Read/write Tarasin, Speak Basic, Speak Bothan, Speak Rodian, Speak Tarasin, Speak Silent Color language.

Force Skills: Affect Mind +6, Drain Energy +6, Fear +4 to +8 (DM discretion), Force Grip +9, Force Lightning +9, Illusion +6, Move Object +9.

Feats: Weapon Proficiency Group (*primitive weapons, simple weapons*).

Force Feats: Alter, Force Sensitive, Hate, Malevolent, Sense.

High-Level (7th-9th level heroes)

Torunin: Female Tarasin Force Adept 3/Dark Side Devotee 2/Force Witch 4; IM +1 (Dex); Def 21 (+10 class, +1 Dex); Spd 10m; VP/WP 82/16; Atk +4 melee (1d6-2, staff), +7 ranged (3d6 or stun DC 12, blaster pistol); SQ +4 species bonus against heat hazards, Skin color change (gives +4 species bonus to Hide checks and -2 to Bluff and Sense Motive checks), Force perception (+2 species bonus on See Force checks), Silent communication, Force training, Dark Side talisman +2, Inspire fear -1, Spider walk, Summon storm; SV Fort +11, Ref +8, Will +12; SZ M; FP 4 (+3d6/+4d6); DSP 14, Rep +2; Str 6, Dex 12, Con 16, Int 16, Wis 14, Cha 14.

Equipment: Staff, robes, Dark Side Talisman.

Skills: Hide +6, Intimidate +7, Knowledge (*Tarasin culture*) +7, Knowledge (*Wyrd*) +6; Read/write Tarasin, Speak Basic, Speak Bothan, Speak Tarasin, Understand Shyriwook, Speak Silent Color language.

Force Skills: Affect Mind +19, Drain Knowledge +12, Fear +10 to +14 (DM discretion), Force Lightning +18, Force Strike +13, Friendship +17, Illusion +16, Move Object +15.

Feats: Great Fortitude, Skill Emphasis (*Affect Mind*), Skill Emphasis (*Force Lightning*), Skill Emphasis (*Friendship*), Weapon Proficiency Group (*blaster pistols, primitive weapons, simple weapons*).

Force Feats: Alter, Control, Dissipate Energy, Force Sensitive, Mind Trick, Sense.

Savina: Female Tarasin Soldier 4/Bodyguard 4; IM +3 (Dex); Def 19 (21) (+6 class, +3 Dex); Spd 10m; VP/WP 88/14; Atk +10/+5 or +8/+8/+3 melee (2d4+1, vibrodagger), +10/+5 ranged (3d8 or stun DC 15, heavy blaster pistol); SQ +4 species bonus against heat hazards, Skin color change (gives +4 species bonus to Hide checks and -2 to Bluff and Sense Motive checks), Force perception (+2 species bonus on See Force checks), Silent communication, Bonus Soldier feats, Harm's Way, Combat sense +1, Surprising vigor; SV Fort +8, Ref +8, Will +2; SZ M; FP 4 (+2d6); Rep +1; Str 12, Dex 17, Con 14, Int 14, Wis 10, Cha 10.

Equipment: Two vibrodaggers, heavy blaster pistol, 2 medpacs.

Skills: Climb +9, Intimidate +10, Jump +7, Listen +6, Move Silently +10, Sense Motive +5, Spot +6, Survival +2, Treat Injury +7, Tumble +6; Read/write Tarasin, Speak Basic, Speak Dosh, Speak Tarasin, Speak Silent Color language.

Feats: Ambidexterity, Armor proficiency (*light*), Combat reflexes, Defensive martial arts, Heroic surge (2/day), Martial arts, Two-weapon fighting, Weapon finesse (*vibrodagger*), Weapon Proficiency Group (*blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons*).

Wyrđ Members (2): Female Tarasin Force Adept 2/Force Witch 4; IM +2 (Dex); Def 18 (+6 class, +2 Dex); Spd 10m; VP/WP 46/12; Atk +3 melee (1d6-1, staff), +5 ranged (3d6 or stun DC 12, blaster pistol); SQ +4 species bonus against heat hazards, Skin color change (gives +4 species bonus to Hide checks and -2 to Bluff and Sense Motive checks), Force perception (+2 species bonus on See Force checks), Silent communication, Force training, Inspire fear -1, Spider walk, Summon storm; SV Fort +6, Ref +6, Will +8; SZ M; FP 2 (+1d6/+2d6); DSP 6, Rep +1; Str 8, Dex 14, Con 12, Int 16, Wis 13, Cha 10.

Equipment: Staff, blaster pistol, robes.

Skills: Hide +8, Intimidate +5, Knowledge (*Tarasin culture*) +7, Survival +4; Read/write Tarasin, Speak Basic, Speak Bothan, Speak Rodian, Speak Ryl, Speak Tarasin, Speak Silent Color language.

Force Skills: Affect Mind +7, Drain Energy +10, Enhance Ability +8, Fear +7 to +11 (DM discretion), Force Grip +11, Force Lightning +11, Illusion +9, Move Object +12.

Feats: Weapon Proficiency Group (*primitive weapons, simple weapons*).

Force Feats: Alter, Control, Force Sensitive, Force Whirlwind, Hate, Malevolent, Sense.

Upper-Level (10th-12th level heroes)

Baeshana: Female Tarasin Force Adept 3/Dark Side Devotee 2/Force Witch 7; IM +1 (Dex); Def 23 (+12 class, +1 Dex); Spd 10m; VP/WP 109/16; Atk +6/+1 melee (1d6-2, staff), +9/+4 ranged (3d6 or stun DC 12, blaster pistol); SQ +4 species bonus against heat hazards, Skin color change (gives +4 species bonus to Hide checks and -2 to Bluff and Sense Motive checks), Force perception (+2 species bonus on See Force checks), Silent communication, Force training, Dark Side talisman +2, Inspire fear -2, Spider walk, Summon storm, Enshroud, Force flight (10m); SV Fort +12, Ref +10, Will +13; SZ M; FP 6 (+4d6/+4d6); DSP 19, Rep +3; Str 6, Dex 12, Con 16, Int 16, Wis 15, Cha 14.

Equipment: Staff, heavy blaster pistol, robes, Dark Side talisman.

Skills: Hide +6, Intimidate +7, Knowledge (*Tarasin culture*) +7, Knowledge (*Wyrld*) +6; Read/write Tarasin, Speak Basic, Speak Bothan, Speak Tarasin, Understand Shyriwook, Speak Silent Color language.

Force Skills: Affect Mind +22, Drain Energy +12, Drain Knowledge +12, Fear +11 to +15 (DM discretion), Force Lightning +21, Force Strike +14, Friendship +19, Illusion +18, Move Object +18.

Feats: Great Fortitude, Skill Emphasis (*Affect Mind*), Skill Emphasis (*Force Lightning*), Skill Emphasis (*Friendship*), Weapon Proficiency Group (*blaster pistols, primitive weapons, simple weapons*).

Force Feats: Alter, Control, Dissipate Energy, Force Mastery, Force Sensitive, Mind Trick, Sense.

Veshin: Female Tarasin Soldier 4/Bodyguard 7; IM +4 (Dex); Def 22 (24) (+8 class, +4 Dex); Spd 10m; VP/WP 111/14; Atk +14/+9 or +12/+12/+7 melee (2d4+2, masterwork vibrodagger), +13/+8 ranged (3d8 or stun DC 15, blaster pistol); SQ +4 species bonus against heat hazards, Skin color change (gives +4 species bonus to Hide checks and -2 to Bluff and Sense Motive checks), Force perception (+2 species bonus on See Force checks), Silent communication, Bonus Soldier feats, Harm's Way, Combat sense +1, Surprising vigor, Improved charge, Defensive strike; SV Fort +10, Ref +10, Will +3; SZ M; FP 5 (+2d6); Rep +1; Str 12, Dex 18, Con 14, Int 14, Wis 10, Cha 10.

Equipment: Two masterwork (+1) vibrodaggers, heavy blaster pistol, 2 medpacs.

Skills: Climb +12, Intimidate +12, Jump +10, Listen +10, Move Silently +12, Sense Motive +8, Spot +10, Survival +2, Treat Injury +7, Tumble +9; Read/write Tarasin, Speak Basic, Speak Dosh, Speak Tarasin, Speak Silent Color language.

Feats: Ambidexterity, Armor proficiency (*light*), Combat reflexes, Defensive martial arts, Heroic surge (3/day), Martial arts, Two-weapon fighting, Weapon finesse (*vibrodagger*), Weapon Focus (*vibrodagger*), Weapon Proficiency Group (*blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons*). +1

Wyrld Members (2): Female Tarasin Force Adept 2/Force Witch 4; IM +2 (Dex); Def 18 (+6 class, +2 Dex); Spd 10m; VP/WP 46/12; Atk +3 melee (1d6-1, staff), +5 ranged (3d6 or stun DC 12, blaster pistol); SQ +4 species bonus against heat hazards, Skin color change (gives +4 species bonus to Hide checks and -2 to Bluff and Sense Motive checks), Force perception (+2 species bonus on See Force checks), Silent communication, Force training, Inspire fear -1, Spider walk, Summon storm; SV Fort +6, Ref +6, Will +8; SZ M; FP 2 (+1d6/+2d6); DSP 6, Rep +1; Str 8, Dex 14, Con 12, Int 16, Wis 13, Cha 10.

Equipment: Staff, blaster pistol, robes.

Skills: Hide +8, Intimidate +5, Knowledge (*Tarasin culture*) +7, Survival +4; Read/write Tarasin, Speak Basic, Speak Bothan, Speak Rodian, Speak Ryl, Speak Tarasin, Speak Silent Color language.

Force Skills: Affect Mind +7, Drain Energy +10, Enhance Ability +8, Fear +7 to +11 (DM discretion), Force Grip +11, Force Lightning +11, Illusion +9, Move Object +12.

Feats: Weapon Proficiency Group (*primitive weapons, simple weapons*).

Force Feats: Alter, Control, Force Sensitive, Force Whirlwind, Hate, Malevolent, Sense.

GM Aid #2: Talon Raal

Mid-Level:

Talon Raal: Female Human Scout 2/Soldier 2; IM +2 (Dex); Def 15 (+3 class, +2 Dex); Spd 10m; VP/WP 34/12; Atk +4 melee (2d6+1, vibroblade), +5 or +3/+3 ranged (3d8/19-20 or stun DC 15, blaster carbine); SQ Trailblazing; SV Fort +6, Ref +4, Will +4; SZ M; FP 1 (+1d6/+2d6); Rep +1; Str 12, Dex 15, Con 12, Int 12, Wis 14, Cha 12.

Equipment: Blaster carbine, blaster pistol, vibroblade, secure comlink, 2 grappling spike launchers, 2 extra liquid cable dispensers, 2 frag grenades, 2 stun grenades, all-temperature cloak, field kit.

Skills: Demolitions +7, Hide +9, Knowledge (*Cularin jungle*) +8, Move Silently +9, Search +6, Spot +7, Survival +10, Treat Injury +7; Read/Write Basic, Read/Write Tarasin, Speak Basic, Speak Tarasin, Understand Tarasin Silent Color language.

Feats: Armor proficiency (*light*), Multishot, Point blank shot, Skill emphasis (Survival), Stealthy, Track, Weapon proficiency group (*blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons*).

High-Level:

Talon Raal: Female Human Scout 5/Soldier 2; IM +2 (Dex); Def 17 (+5 class, +2 Dex); Spd 10m; VP/WP 55/12; Atk +6 melee (2d6+1, vibroblade), +8 or +6/+6 ranged (3d8/19-20 or stun DC 15, blaster carbine); SQ Trailblazing, Heart +1, Uncanny dodge, Skill mastery (*Move Silently*), Extreme effort; SV Fort +7, Ref +5, Will +5; SZ M; FP 2 (+1d6/+2d6); Rep +2; Str 12, Dex 15, Con 12, Int 12, Wis 14, Cha 12.

Equipment: Blaster carbine, blaster pistol, vibroblade, secure comlink, 2 grappling spike launchers, 2 extra liquid cable dispensers, 2 frag grenades, 2 stun grenades, all-temperature cloak, field kit.

Skills: Demolitions +8, Hide +12, Knowledge (*Cularin jungle*) +11, Move Silently +12, Repair +5, Search +9, Spot +10, Survival +13, Treat Injury +7; Read/Write Basic, Read/Write Tarasin, Speak Basic, Speak Bothan, Speak Tarasin, Understand Tarasin Silent Color language.

Feats: Armor proficiency (*light*), Multishot, Point blank shot, Skill emphasis (Survival), Stealthy, Track, Weapon focus (*blaster carbine*), Weapon proficiency group (*blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons*).

Upper Level:

Talon Raal: Female Human Scout 6/Soldier 4; IM +3 (Dex); Def 19 (+6 class, +3 Dex); Spd 10m; VP/WP 80/12; Atk +9/+4 melee (2d6+1, vibroblade), +12/+7 or +10/+10/+5 ranged (3d8/19-20 or stun DC 15, blaster carbine); SQ Trailblazing, Heart +1, Uncanny dodge, Skill mastery (*Move Silently*), Extreme effort, Evasion; SV Fort +8, Ref +6, Will +6; SZ M; FP 3 (+1d6/+2d6); Rep +2; Str 12, Dex 16, Con 12, Int 12, Wis 14, Cha 12.

Equipment: Blaster carbine, blaster pistol, vibroblade, secure comlink, 2 grappling spike launchers, 2 extra liquid cable dispensers, 2 frag grenades, 2 stun grenades, all-temperature cloak, field kit.

Skills: Demolitions +9, Hide +14, Knowledge (*Cularin jungle*) +14, Listen +13, Move Silently +14, Repair +8, Search +10, Spot +13, Survival +14, Treat Injury +10; Read/Write Basic, Read/Write Tarasin, Speak Basic, Speak Bothan, Speak Tarasin, Understand Tarasin Silent Color language.

Feats: Alertness, Armor proficiency (*light*), Martial arts, Multishot, Point blank shot, Precise shot, Skill emphasis (Survival), Stealthy, Track, Weapon focus (*blaster carbine*), Weapon proficiency group (*blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons*).

GM Aid #3: Major Xirossk's Q&A Session

Q: You said we couldn't search by ship or speeder, but you are deploying us by airspeeder. Why?

A: Sending fifty ships over the jungle and/or twice that many speeder bikes/swoops would certainly cause the Wyrd to go to ground. Locating them would be even more difficult from now on, as they would know we are looking for them.

Q: Okay, so the (number of heroes in the party) of us are all alone in the jungle. We run across a force of Wyrd. They are too big for us, but discover us. You gonna be able to throw any support our way?

A: Yes and no. We have two combat airspeeders dedicated for this purpose. They will be able to give support if needed. We cannot keep them airborne at all times however, so there will be a delay in their getting to you. Should you be found, your best chances will be to escape and evade, and get to a secured LZ for extraction. The danger factor rockets exponentially once they start hunting you.

Q: How long we gonna be in there?

A: We are planning on two weeks. That may change depending on a variety of factors, however. If it is to be longer, a resupply drop will be coordinated. Try to have at least part of the grid cleared, so that we can pick a drop site that's unlikely to have hostile observers near.

Q: Can we get geared up from you guys?

A: Yes. We will be allowing each team to draw it's own equipment from our stores. Each team will also be issued a single thermal detonator. You may use it as you see fit; however, it must be returned to us if it is not used. They are in very short supply right now – with the Clone Wars going on and everything.

Q: So, we have to return the thermal detonator if we don't blow it. How about the other stuff? We get to keep that?

A: *Hrmph* We shall see. You need to concentrate more on the mission at hand right now.

GM Aid #4: Loot Summary of Equipment Available To The Heroes

Pick five items from Column A and one from Column B. Note that you cannot choose the same item more than once (so they cannot take 4 medpacs twice to get 8 medpacs). Some items require further specification.

Column A (these are uncerted items. Please have the players record the items on their character sheet.)

- ∞ One hand gun: sporting blaster, blaster pistol, slugthrower pistol. (Choose one only.)
- ∞ One melee weapon: one Simple or Vibro weapon from Table 7-2 (p. 132) of the RCRB **excluding** Vibro-axes. (Choose one only.)
- ∞ One set of combat fatigues, jungle camo pattern (provides a +2 equipment bonus to Hide checks).
- ∞ Four medpacs
- ∞ Headset comlink
- ∞ Two ascension guns and four spools of liquid cable.
- ∞ Two weeks worth of rations and four 1-liter water purifying canteens.
- ∞ One pair of standard macrobinoculars.

Column B (these are certed items. Please tick off appropriate boxes on the cert.)

- ∞ A ranged weapon: Heavy blaster pistol, blaster carbine, blaster rifle, slugthrower rifle, light repeating blaster rifle (LRBR is Militia only). (Choose one only.)
- ∞ 2 stun and 3 frag Grenades.
- ∞ One ECM-598 Medical Backpack (Arms and Equipment, page 93). It contains a standard medical kit, a repulsorlift stretcher (supports up to 150kg), a simple diagnostic scanner, and a medical procedures database (grants a +2 equipment bonus to Treat Injury checks when consulted. Takes a full-round action).
- ∞ One set of night vision goggles (use the rules for the VidGraph Peer Macrobinoculars on page 91 of the *Arms and Equipment Guide*. These goggles grant low-light and darkvision to the wearer, and the penalty for Spot checks is -1 per 8 meters).