

# In the Name of the Maker

**Episode 2 of the Jigsaw Trilogy  
A One-Round LIVING FORCE Tournament**

**by Nathanael Christen**

**Edited by Ron and Margaret Heintz**

A leading droid scientist has devised an automated reclamation unit for use on the ruined city of Nub Saar in order to salvage the resources there, but others intend to usurp his creation for an evil purpose. One SoroSuub technician has become aware of the plot, but the villains intend to silence him. An adventure for LIVING FORCE heroes all levels. This scenario should be played after “*A Portrait of the Artist as a Young Rodian*” and before “*Cloak and Vibrodagger*” (Episodes I and III of the *Jigsaw* trilogy.)

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*In the Name of the Maker* 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](http://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**. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

## 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. 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.

## 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 low- to upper-level LIVING FORCE heroes, and therefore characters levels 1 through 12 are appropriate. If your players do not have heroes, help them create new ones (see your event coordinator for hero creation instructions).

## GM Overview

Imik Suum is a Sullustan droid programmer who works for the SoroSuub office in Gadrin. His most recent project has been the MMR-8 recovery droid. Based upon the massive droids used for demolishing buildings on Coruscant, but modified for use in a high-radiation environment, Suum intends to use the droids to recover valuable materials from the ruined city of Nub Saar.

Little does he realize that his research has been usurped by criminal beings—Fireclaw Horde mercenaries—who intend to use his droids as weapons in an ambush of the luxury liner *Queen of Cularin*. A traitor to the company, a shifty profiteer named Eaba N’Wan, has been selling secrets to the Fireclaw Horde; as the SoroSuub designers have progressed with their designs, he has secretly transferred research information to a facility on the ruined city of Nub Saar. There the Horde’s outlaw techs have built working prototypes of the MMR-8, with certain modifications: they’ve added weapons so that the droids can be used to hijack incoming vessels. There has been one snag, however.

A short time ago, one member of the development team in the Gadrin office stepped out for an unauthorized lunch break. Because of this breach of protocol, he was not present when the Togorian mercenaries raided the office. Upon returning from his break he witnessed the attack, however, but they saw him as well. Although Suum managed a daring escape,

he is not yet out of danger; the pirates have pursued him and he hasn't managed to escape them yet.

### **Encounter 1: Trouble in the Streets of Gadrin**

The heroes, emerging from an evening at a Gadrin watering hole, are nearly run down by a passing speeder. As they watch, a second speeder—this one bristling with blaster-wielding Togorians—follow in close pursuit. If the heroes elect to get directly involved they can become embroiled in a high-speed chase and light fight through the streets of town. (Otherwise, the heroes pick up the scenario in Alternative Encounter 2.)

### **Encounter 2: Aftermath**

If the heroes successfully intervened the Sullustan expresses overwhelming gratitude. He can also explain that his pursuers, the Togorians, had raided the SoroSuub research facility in Tindark. If they were unsuccessful clues (or a communit call) point back to the SoroSuub offices and mystery waiting there.

### **Encounter 3: Welcome to Nub Saar**

Upon arrival the heroes are faced with a storm and must either put down in the city or depart.

### **Encounter 4: Local Wildlife**

While exploring the empty streets, the heroes have their first encounter with the local fauna when they are attacked by a pack of mutated skrannix.

### **Encounter 5: The Watcher in the Shadows**

One of the few local sentient inhabitants, a tough and curmudgeonly Ranat, attempts to force the intruders to leave his home. If they are careful they can gain valuable information.

### **Encounter 6: The Reprocessing Facility**

Making their way through the blasted and charred ruins, the heroes must find the commandeered SoroSuub research station and gain access. If they succeed they can find a shuttle schedule with the pirates' plan of attack.

### **Encounter 7: An Engagement with the Queen**

Using the information they've gathered, the heroes must race to the belt and disrupt the pirate ambush of the luxury liner *Queen of Cularin*.

**Clarification regarding tiering notation:** when you see something like "DC 10/15/20/20 Piloting", use the lowest DC for the lowest tier, the middle for mid-tier and so on. This scenario is tiered for all four tiers although higher tiers may find some obstacles not as challenging.

## **Opening Crawl**

*Throughout the Cularin System, industrious beings toil every day to improve life for themselves and others. Ingenuity brings new invention, and technology evolves to make labor more productive and relaxation more plentiful. When this inventiveness is harnessed by the unscrupulous, however, it can spell danger and death for others...*

## **Encounter 1: Trouble in the Streets of Gadrin**

*Key ideas of this encounter: the heroes meet Imik Suum, and hopefully rescue him from the pursuit of some hostile Togorians.*

*There's no doubt about it. Since the conflict between Cularin and Thaere has started Gadrin and Hedrett have become more... rowdy. Whether it's due to Militia personnel blowing off steam or half of the Office of Public Safety being tied up with things more important than street patrols the result is the same. More noise, more traffic, more chaos.*

*As you leave the cantina the afternoon suns are slowly setting. In the distance you can hear the ever-present whine of repulsors as you head for home.*

The adventure begins as the heroes are emerging from a local watering hole after an evening's revelry. To help establish a sense of continuity between scenarios, the GM is encouraged to select a location with which the heroes are already familiar; this could be Vanster Enan's Sop House from *A Cularin Presence*, Bath Rabbud's from *Head in the Clouds*, or the Star Shocked from *Halves*. For players not familiar with those scenarios, the Dancing Flame Tavern is another option.

Whichever the case, call for Listen and Spot checks just as the heroes reach the street outside. The result of the character's highest check determines the DC of each hero's Reflex save to avoid Imik Suum's oncoming speeder.

Spot or Listen	Tier 1 DC	Tier 2 DC	Tier 3 DC	Tier 4 DC
1-5	20	23	26	29
6-10	17	20	23	26
11-15	14	17	20	23
16-20	11	14	17	20
21-25	8	11	14	17
26-30	5	8	11	14
30+	2	5	8	11

Note that Force-sensitive heroes also receive a DC 20

Wisdom check to realize that some sort of danger is imminent; those who succeed therefore gain a +4 circumstance bonus to their Spot checks. Heroes who make their saves are able to jump out of the way of Suum's oncoming speeder; moreover, they can attempt a second save to push a comrade out of the vehicle's path. Those who fail their saves and are not so assisted suffer 2d6/3d6/4d6/4d6 damage from the collision. The GM should make sure to ask beforehand which heroes have their droids with them; these players should also make Spot checks and saves for the mechanicals.

Give the heroes just a moment to recover from their injuries and comment on the driver's carelessness before calling for a second check (this time at a +2 bonus); Suum's pursuit comes rocketing down the street after him. Note that any character that specifically looks for additional traffic automatically notices the pursuit and can step out of harm's way, along with warning the other heroes. In addition to helping the heroes avoid a second collision, this Spot check can allow them to notice certain details regarding the pilots of the landspeeders.

DC	Information Gathered
10/12/14/16	The pilot of the first landspeeder is a Sullustan.
14/16/18/20	The Sullustan looks to be scared out of his mind.
8/10/12/14	The pursuers are Togorians.
12/14/16/18	The Togorians are brandishing blaster pistols.
16/18/20/22	They are dressed in jumpsuits marked with some sort of insignia.

A DC 12/14/16/18 Knowledge (Streetwise) or any Knowledge skill associated with criminal activity can confirm the insignia to be that of the Fireclaw Horde mercenary gang.

Any hero who owns a speeder of some sort can assume that it is parked outside the restaurant; otherwise the heroes must improvise. Those who ask notice a nearby landspeeder, its engine running, with a somewhat befuddled Kitonak at the controls. (Think of the pudgy, dough-colored kloo horn player in Jabba the Hutt's band.) The Kitonak—Kruc is his name—can be persuaded to help, but he does so quite slowly; he speaks in a painfully calm manner and asks numerous questions. Knowing that the bad guys are escaping, the heroes should devise some means to remove Kruc from the vehicle quickly. Keep in mind, of course, that this complication is intended purely for comedic value. Stats for Kruc's vehicle can be found in GM Aid 3 and Player Handout 2.

Once the chase is underway, use the following guidelines for pursuit. Each round the heroes who are

piloting vehicles can attempt a Pilot check opposed to that of the pilot; those who beat her result gain one range increment, while those who do so by 10 or more gain two increments. Conversely, if she can beat a hero's check, she gains a length, and if she does so by 10 or more she gains two lengths. The check represents each pilot's ability to cut corners, weave through traffic and steer around obstacles, thereby gaining ground on the other.

Keep description of the chase vivid, with both pilots narrowly missing obstacles and other vehicles while pedestrians are diving for cover. For heroes who are particularly adept at piloting, the GM may even want to add a little extra drama; suggestions for complications include:

- A lumbering garbage hauler chugs into the intersection just ahead of the heroes. The pilot must maneuver around it (DC 15/18/21/24 Piloting) or suffer a minor collision that causes 2d6 hull points damage.
- Racing around a corner, the heroes find a walkway over the street covered with pedestrians frightened like a nerf in a floodlight. The pilot must avoid running into them (DC 14/17/20/23 Piloting), although quick-thinking passengers might use other means (a Move Object check or blaster shots fired over the pedestrians' heads) to clear a path for the pilot.
- As the enemy pilot or the Togorians' speeder is disabled, the vehicle careens towards a crowded plaza; a Move Object check or a quick shot at its fuel tank (Defense of 18) is required to change its vector or destroy it completely to prevent a fiery crash. Don't slow the chase down with injuries – have it impact into a closed store and explode noisily.

There is one other important detail to mention, of course—all throughout the chase the Togorians maintain a steady stream of fire at their pursuers. It is recommended that the GM use group initiative for the pursuit, with both sides firing volleys at each other. Each range increment between the speeders represents twenty meters.

Should any hero think to find a shortcut to gain on the Togorians—"If we cut down that alley, we can cut 'em off at the statue of Reidi Artom!"—allow that character a DC 12/15/18/21 Knowledge (Cularin) or Knowledge (Streetwise). A success allows the heroes to gain two lengths, while those who succeed by 10 or more can gain four lengths. (This can be particularly useful if none of the heroes happens to be a skilled pilot.)

It's assumed that more than a few heroes have a

flare for the dramatic. If they ask the question, the DC to leap from speeder to speeder is 20/25/30/30 (for a Jump or Tumble check, requiring a move action). Those who fail can attempt a Reflex save (DC 15/15/20/20) to catch the side of the speeder, but must then spend a full-round action to climb aboard.

**Note:** remember, high-speed chases are an opportunity for a hero to shine flair dramatic. Force points can be handed out in the first encounter – all the more to spend if it gets tense in the later encounters.

In the fifth round of the chase the Togorians catch up with Imik. At this point they stun him and drag him aboard their speeder, then attempt to escape. The pilot heads for the nearest edge of town, hoping to lose any pursuit in the dense Cularin jungle. Assume that it takes three more rounds to reach the jungle and then modify descriptions accordingly. The Togorians are highly trained and fiercely loyal to their organization; they fight to the death.

In the event that the heroes are completely outpaced by the Togorians, all is not lost. On a DC 10/12/14/16 Listen the heroes can hear the sound of Imik's speeder crashing in the distance, giving them a place from which to continue investigating.

Note: if the Togorians capture Imik they keep him safe and sound. They need his programming skills and knowledge of the droids in case they need to fine-tune them for their needs. The heroes get a chance to rescue Imik, if necessary, in Encounter 6.

## Encounter 2: Aftermath

*Key ideas of this encounter: the heroes can learn that the Togorians have stolen the control codes for a number of prototype droids from the SoroSuub facility in Gadrin.*

**If the heroes were unable to rescue or pursue and need a hook back into the scenario** they receive a call on their commlinks from Ezra Du'Re, the OPS officer they helped in *Portrait of the Artist as a Young Rodian*.

*You recognize the voice of OPS officer Ezra Du'Re on the commlink.*

*"I'm glad I caught you on-world. Can you meet me at the SoroSuub offices in Gadrin? There's something here I need you see."*

**If Imik was captured by the Togorians** use the following to help get the heroes on track:

*The wreckage is spread over several meters of jungle but the cockpit looks intact. The guidance system is still operating showing the route that the air car took – a weaving trail leading from SoroSuub offices and*

*then in and out and through Gadrin, finally stopping here.*

By tracing the route in reverse the heroes can easily find where the chase began.

**If Imik is rescued by the heroes** he thanks them profusely for their courage and daring. He also spills his guts regarding what he knows of the situation (which, admittedly, isn't much).

*A Sullustan, about middle aged and wearing rumpled business-clothing beams at you in relief.*

*"A thousand thank yous! Your daring and courage have rescued me from assassins! Would that you had been nearer when they killed my co-workers! Ah, the horror!"*

Who are you? *I am Imik Suum, please, call me Imik. I work for SoroSuub at their offices here in Gadrin.*

Why were they chasing you? *Ah. Likely because I witnessed them murdering my coworkers.*

What! *It is true. I stepped out of the office for a mere few minutes. When I was returning I heard the sound of blaster fire. I am afraid that curiosity and fear overrode my instinct to flee until it was nearly too late. I was seen as they left.*

What do you think they wanted? *I have no idea. Our office is...was...working on salvage droids, not military. I do not know why we were attacked so viciously.*

To recap...he's not sure why the Togorians raided his office, and is yet unaware of the insider who has been leaking information to the Horde. Assuming that the heroes are interested in investigating the situation, he recommends paying a visit to the office.

### SoroSuub offices at Gadrin

**Note:** if the heroes didn't rescue Imik, or if they were called in by Ezra, you'll have to modify the information below to reflect Imik's absence.

When the heroes arrives at the office they find it swarming with OPS officers. The officer in command, as it happens, is Ezra Du'Re; those heroes who participated in the events of "A Portrait of the Artist as a Young Rodian" should remember her.

As she explains, OPS received a call about a half hour ago regarding suspicious activity at the SoroSuub office. OPS responded immediately. When she and the other officers arrived, evidence of a break-in and murder was obvious, although there was nothing to indicate who had committed the offense. Four SoroSuub employees are dead and one is missing—Imik. She is very glad to see Imik and is interested in

any information that he or the heroes can provide, noting everything in her datapad.

No doubt the heroes will want to some investigating of their own. If any of them previously aided Ezra during the events of *A Portrait of the Artist as a Young Rodian*, she allows them to do so. Should none of the heroes be familiar to her, however, some diplomacy is necessary. (Keep in mind that OPS has also had reports of a wild speeder chase through the streets of Gadrin; when the heroes show up at the scene of a related crime, with a missing SoroSuub scientist in tow, the situation does look a little suspicious.) As long as the heroes can provide a reasonable explanation for their interest in the matter, the officers allow them to take a look around the place. This is particularly the case if there are Jedi and/or Militia members with the party. For those intent on rolling their dice, a DC 12/14/16/18 Diplomacy can settle the matter.

Ezra's team is currently trying to recover the log of the office's communication system. If the heroes have been invited to look around by Ezra then the OPS technicians will not refuse help. The technician tells the heroes that he can either try to do some repairs on the system in the hope that it will stabilize it and make data retrieval easier. The downside is that failing in the repairs will make the data harder to retrieve. If the heroes can convince the lead technician and Erza that they are skilled at such data retrieval they can help with the Repair or the Computer Use rolls. If the technician is rolling he has a total modifier of +10 in both Repair and Computer Use.

Repair DC	Result
Less than 10/15/18/20	Increase DC for Computer Use by 5.
10/15/18/20	No effect
20/25/28/30	Decrease DC for Computer Use by 5.

Computer Use DC	Information Gathered
Less than 5/10/10/10	"Memory drive formatted successfully."
10/15/18/20	A signal was sent off planet after the attack.
13/18/20/23	The signal was a compressed data stream.
16/21/25/26	The destination of the signal was Genarius.
20/25/28/30	Specifically, the abandoned cloud city of Nub Saar.

Ezra Du'Re informs the heroes that Nub Saar is out of her jurisdiction and it'll take several days to arrange the proper authorities. Ezra hints that an independent

investigation by citizens would be greatly appreciated by OPS. Imik is a bit more blunt.

***"Please. You are brave and daring. Can you investigate this and avenge my co-workers?"***

GM Note concerning Meta-Orgs: If any of the heroes belong to Meta-Orgs they'll be encouraged to investigate this and report back to their organizations. SoroSuub is a large corporation and produces ships, droids and vehicles. The Militia, Trade Alliance and Spacer's Guild need to stay on SoroSuub's good side in order to secure needed supplies. As well, both the Jedi and Militia are disturbed about the blatant violence in Gadrin. These organizations want the murderers found and brought to justice both to maintain a sense of civil order and to deter others who might think they can take advantage of the Thaereian/Cularin conflict.

**Note:** Obviously, if the heroes are going to move the investigation to Genarius, they'll need transport of some kind. If none of the heroes owns a ship, calling in a favor from Teeloo is always an option. Alternately, a Noble character could use the class ability Favor (with a DC 15) to arrange for a vessel to take the party to Nub Saar. Should none of these options be available to the heroes, they can always rent a vessel for 2000 credits per day. In either of these cases, refer to the "Heroes' Ship" found in GM Aid #3 for the proper statistics. Give the players Player Handout 2 for their reference.

## Encounter 3: Welcome to Nub Saar

*Key ideas of this encounter: The heroes receive their first glimpse of the ruined city and can begin searching for the secret research station.*

*As you approach the giant cloud city through gray clouds your proximity alarm sounds a caution. From the bridge sensors can easily pick up the object; the orbiting monument that names each of the inhabitants who died on Nub Saar during the radiation storms. Your navigation system picks up the automated landing beacon.*

The first introduction that the heroes have to the ruined city's tragic history occurs before they even arrive. On approach the hero at the sensor station detects a small object orbiting the city; closer inspections reveals this to be a small floating monument inscribed with the names of the more than one thousand beings who died in the radiation storms that devastated the city. Note also at this point that the clouds around the city have turned a threatening gray color and crackle ominously



with lightning; in addition to heightening the ill mood that surrounds the city, the clouds also foretell a powerful storm.

On a successful Knowledge (Cularin) check the Heroes can gain some background information to the city.

DC	Information Gathered
12	It was the first cloud city to be built over Genarius, administered by a Trandoshan named Russok. In a series of three radiation storms, each more intense than the last, the entire place was devastated. Almost every bit of technology on the city was destroyed, and in some places metal was peeled from the walls.
16	Rumor has it that the city had been built with vast holds containing survival gear and other supplies, one in which beings might have been able to ride out the storm.
20	Of the few beings who have visited the abandoned city, some have even reported seeing messages scrawled in the mud that have later disappeared.

Any heroes who participated in the adventure *Clouds of Genarius: Into the Storm Clouds* recall just how powerful these storms can be, as they were lucky to escape from Karae Nalvas' floating city during one such. For further information regarding the city of Nub Saar, refer to page 54 in the *Living Force Campaign Guide* or to GM Aid 6.

Just as they begin to circle the city, however, a storm breaks on the city. This is not a radiation storm, and a DC 12 Computer Use check for the sensor operator can confirm this; rather it is a more mundane windstorm. This does not mean that it presents no danger to the heroes, however; rather it means that they should land their vessel soon before piloting becomes really difficult. As the winds build to a frenzy, the difficulty for safely controlling the ship increases, requiring a Pilot check each round until a landing is made or the heroes move away from the city. At first the DC for the check is 10/13/16/19, but this increases by one each round that the ship remains in close orbit of the city. On a failed check the vessel brushes a building and suffers 8d4 damage, assuming that it is only traveling at Docking speed.

For those heroes contemplating moving away from the city until the storm breaks, remind them that these things can sometimes take hours or days to pass. Unless they want to give the bad guys that much time to work, they should operate with all due haste. Once the heroes have landed—or crashed, for that matter—on Nub Saar, proceed with the next Encounter.

## Encounter 4: Local Wildlife

*Key ideas of this encounter: While searching, the heroes encounter some of the inhabitants who remain on Nub Saar.*

*Childhood stories of ghosts sneak back into your memory as you look around the city. You can hear the clatter of claws as small creatures move about. Empty buildings with broken windows and gaping doors surround you. Dust swirls in little eddies of wind around your feet.*

As the heroes are soon to discover, the rumors of beings still living on Nub Saar are true. As they begin to explore the ruins, give them a few of the following descriptions. Keep in mind, too, that because of the rain the city is dark and visibility is limited to about ten meters in any direction. Some alien species may be able to see further in the dark, but part of the limit is due to the view being obscured by the rain itself, so even they would not see clearly much more than fifteen meters.

- Most of the buildings are only ruined skeletons; most of their exteriors have been stripped away by the powerful radiation storms, leaving only patches of walls, ceilings and floors like bits of fleshing sticking to a carcass.
- Outside of the howling winds and driving rain, the place is utterly and eerily silent.

Following are a number of encounters that might befall the heroes while exploring; run as many of them as time permits.

**Note:** This Encounter is optional. If you feel your table is running behind time you can condense or skip this and proceed directly to Encounter 5.

### Skrannix Attack

The skrannix is a feline quadruped with a broad forehead and a stinger on the end of its tail. They are normally dark gray in color.

Years ago an enterprising merchant happened to be passing through the city en route to the city of Bollin on Cularin, carrying a cargo of skrannix for the Exotic Animal Emporium there. When the radiation storm came through, they managed to survive, although they and their offspring were forever altered by the radiation. Skrannix are not ordinarily a particularly dangerous or aggressive creature, but these ones have been forced to survive under extraordinarily harsh conditions and are therefore quite feral. They therefore stalk the heroes until they can catch them out in the open, and then move to surround the party and attack.

The number of creatures present depends upon the tier:



Tier	Number of skrannix
Low	1
Medium	2
High	4
Upper	6

Grant the heroes Spot checks opposed to the beasts' Hide check; Force-sensitive heroes who fail to notice the creatures might still (DC 20 Wisdom check) avoid being surprised. As they are very hungry from a lack of food, they attack unceasingly unless pacified by means of the Force or a sizable gift of food.

#### Dead Local Wildlife

At some point after the attack, the heroes find the carcass of a skrannix recently killed, impaled on a handy piece of broken or jagged titanium girder. A DC 12 Treat Injury check can confirm that the beast died from multiple lacerations; a DC 18 check reveals that the lacerations were caused by something extremely sharp—probably a vibroblade.

The Togorians killed the skrannix; it attacked one of their members and they quickly put an end to it. They have left it here to discourage the beasts from stalking in the area.

## Encounter 5: The Watcher in the Shadows

*Key ideas of this encounter: The heroes encounter Nitram Con Queecon, a Ranat who lives on Nub Saar, who has information on recent activity on the ruined city.*

*The first hint of a sentient presence on Nub Saar is a message written in Basic, scratched one of the few unbroken panes of transparisteel left in the city. It reads:*

***THE SPIRITS OF THE LOST WILL  
DESTROY YOU ALL!***

Much to his disappointment, the being who left the message—a none-too-bright Ranat named Nitram Con Queecon—hasn't had much luck in scaring away the interlopers. Not only has a bunch of nasty furry ones taken up residence, but also now a second group has come for probably the same reason. While he has given up any hopes of evicting the furry ones, there's still a chance that the newcomers won't be so tenacious.

Because of this, he decides that a more direct approach is necessary, and has prepared a trap just for such a purpose. Although he'd originally intended to

use it on the Togorians, they don't seem to want to leave the city's garbage facility—which is just fine, as far as Nitram is concerned. The arrival of the heroes has given him another chance to use it, however.

First he needs to lead the party to an old warehouse. To do so he leaves a partially eaten ration bar lying in a highly visible spot; from there he intentionally leaves visible tracks to the warehouse. (Only a DC 5 Survival check for those with the Track feat, or two DC 10 Search checks for those without it, allow the heroes to follow the trail to the warehouse. Refer to GM Aid #4 and Player Handout 3 for a map of this area.

As the heroes approach the warehouse, give the heroes Spot checks (DC 2, but don't tell the players that!) to notice a pair of red eyes watching them from the shadows inside the open door. Unless the heroes make an effort to act like they don't see him—in which case Nitram is allowed a Sense Motive check against their Bluff checks—he ducks inside the warehouse and runs for the trapped room. Call for initiative at this point, although Nitram is allowed a surprise round in which to act first. The heroes are forty meters from the door to Area 1 when the action starts; Nitram is in the center of that chamber.

The Ranat makes a dash for Area 2, reaching the bottom of the stairs in the first round. From there he runs up to the second level and around to the door, where he has dug an escape tunnel. As soon as most of the heroes have followed him into Area 2, he releases the trap; the massive double hatch comes crashing down. Note that the escape tunnel is very narrow, only wide enough for Tiny creatures to pass through it. (Because of the Ranat's Flexible Body special quality, it is large enough for him.)

The double hatch has Hardness 10 and 100 WP.

#### If Nitram makes it to his bolt hole and traps the heroes.

Once he has as many heroes as possible trapped, Nitram taunts them from his hiding place. After he has had a little fun, he offers to release them, provided that they promise to leave his city and not come back. (All the while he complains about how outlanders have disrupted his peace and quiet.)

The Ranat is not an evil being; he simply desires for things to go back to how they used to be. If the heroes speak kindly to him or offer him gifts, and particularly if they mention that they could help remove the other group of outlanders that have come to Nub Saar, he can become downright cooperative. Provided the heroes are suitably persuasive, he can even lead them to the last place he saw the Furry Ones—the old reprocessing facility where they have set up their base of operations.

DC	Diplomacy
none	Nitram releases the heroes and tells them to head inwards. They can't miss Togorians.
10/17/19/20	<i>Nitram let you go. Go find hungry Togorians. Make them go away.</i>
15/19/21/22	<i>Togarians are at reprocessing plant. Nitram tell you how to get there.</i>
20/22/24/24	<i>Nitram can lead you there, avoid the traps and noise.</i>

If Nitram is captured before his trap is sprung.

If Nitram is captured through a clever plan, the heroes having weapons capable of capturing him or simply having one of the Force speed feats Nitram's attitude is a bit different. Instead of taunting the heroes he'll bargain his freedom for information.

DC	Diplomacy
none	<i>You let Nitram let go? Go find hungry Togorians. Make them go away. Nitram not bother you.</i>
10/17/19/20	<i>Togarians are at reprocessing plant. Nitram tell you how to get there.</i>
15/19/21/22	<i>I can lead you there, avoid the traps and noise.</i>

Offering Nitram a lift off Nub Saar.

The ultimate bargaining chip would be an offer to get Nitram off of Nub Saar. He has no desire to return to his Homeworld but swears oaths to live quietly in some small corner of Gadrin or Hedritt. Such a deal, with the Diplomacy 15/19/21/22 to show sincerity will cause Nitram to take you directly to the reprocessing facility and a crude floor plan drawn in the dirt.

## Encounter 6: The Reprocessing Facility

*Key ideas of this encounter: The heroes discover the location of the Fireclaw hideout.*

With Nitram's help the heroes can easily find their goal, a formerly abandoned reprocessing facility that now serves as the base of operations for the Fireclaw Horde.

Refer to GM Aid 4 and Player Handout 5 for a map of this area.

The Fireclaw hideout was once a center for the recycling of refuse from throughout the city; now it provides shelter and a supply of spare parts for the pirates' latest scheme. The doorway to Area 1 stands

open, while Area 3 is sealed by a massive, double door. (If it should become necessary, walls and doors in the compound have Hardness 15 and 100 WP for each two-meter-by-two-meter section. The ceiling is six meters high.

Area 1 is the receiving section, where largest quantities of junk are sifted and sorted according to their composition. A six-meter-wide conveyor belt (marked with an "A") was used for moving loads of debris into this area; a similar one carried junk through the smelting room and into the storage area. A massive overhead hoist (marked "B") was used to move specific pieces into the deconstruction cells (marked "D"), where technicians removed any valuable components. The conveyor belt is two meters off the floor, while the walls to the deconstruction cells are one meter high. (The dotted lines denote where these walls continue underneath the conveyor belt.) Each cell is filled with a pile of debris.

Area 2 was the smelting section, where any scrap metals were melted down into fresh material. The smelting chamber is four meters in height and, when activated—a process that takes ten minutes' time—reaches a temperature of more than a thousand degrees.

Area 3 provided storage for salvaged components and reprocessed materials. It is dominated by massive shelving units (marked "F"), which stand four meters in height. These are still cluttered with various bits of odd junk and the occasional block of reprocessed metal, and thus provide 75% cover for any being standing behind them.

A number of control stations (marked "C") operate the conveyor belts and overhead hoists; a DC 15/18/21/25 Computer Use check is required to activate either as a move-equivalent action.

When the heroes arrive, Eaba N'wan and his Togorian protectors are busy searching through the items stored in Area 3. While they do not have guards posted, they do have an extra assault droid (marked "G"). Because it is in its passive scanning mode, the droid appears deactivated; a DC 19/22/25/28 Spot is needed to recognize that it is indeed functional. As soon as it spots an intruder, it attacks. Because it has an internal comlink, it can alert N'Wan and the Togorians as a free (and silent) action. Keep in mind that, when the battle is done, the droid does have a self-destruct mechanism.

As soon as they have been warned, the Togorians close to attack. They use cover to their advantage when doing so, engaging the toughest heroes in melee while trying to keep blaster-wielding heroes from gaining any clear shots. While they are so occupied, Eaba immediately begins to delete any incriminating information from his datapad. It takes him three rounds to do so; if he succeeds, a DC 24/27/30/33 Computer Use is needed to recover the information. (If he is

prevented from deleting the information, the DC is only 15/18/21/24.)

The information on Eaba N'Wan's datapad is a timetable for a visiting luxury spaceliner, the *Queen of Cularin*. Should the heroes not guess this outright, a DC 12 Knowledge (Cularin) check allows them to recognize it. Moreover, the first time listed is for the point when the liner arrives at the comet cloud surrounding the system—a fact that can be confirmed with a DC 15 Knowledge: Cularin or Spacer Lore check. At this point it is just after local midnight; if the heroes pound pavement back to their ship and blaze a trail across the system, they can reach the comet cloud just after the *Queen*.

**Note:** if the heroes are unsuccessful in getting the information from the datapad there is always the gloating villain speech. Any of the prisoners taunt the heroes with a sneering "We've got a date with the Queen." A DC 12/15/18/21 Knowledge [Cularin] or any space related Knowledge check would reveal that it might be a reference to the luxury liner. A DC 10/12/14/16

Gather Information check could provide the schedule in the Player Handout 1.

## Encounter 7: An Engagement with a Queen

*Key ideas of this encounter: With the information from N'Wan's datapad, the heroes must prevent an attack on a visiting luxury liner.*

Upon arrival the heroes must navigate the comet cloud to the outside edge. Assuming that they are in a hurry, this makes navigating the field of floating debris a difficult and potentially dangerous proposition. Call for three Pilot checks for the effort, and describe the situation vividly as the vessel weaves at top speed through tumbling bits of rock and ice big enough to bury a capital ship. This isn't the main focus of the encounter, however; that awaits them in their rendezvous with the *Queen*.

*As you clear the last hurtling chunk of debris, you find a momentary pocket of calm. The peace is short-lived, however. From the other side of the pocket drifts the Queen of Cularin, a beautifully sleek Corellian luxury liner; as it does so, a Citadel Cruiser appears from its hiding place amidst the debris and moves to attack. Although it is too far to see details it is easy to imagine passengers standing at the liner's massive viewports, enjoying the scenery of the comet cloud and unaware of the danger that approaches. Even as you see this, the cruiser launches a quartet of assault*

*droids that move to attack the viewports.*

Call for initiative. The Citadel Cruiser begins the combat ten squares away from the luxury liner, with the assault droids halfway between them. It takes the droids two rounds to reach the liner, and after that three rounds to cut through the viewports; all the while the cruiser provides cover fire, taking potshots at the interfering heroes.

The heroes should start about five squares away from the Cruiser and therefore about seven from the droids. Remember, the weapons on the hero's ship need to be within at least short range (2-5 squares) to acquire target.

During the battle it is important to keep as many heroes involved as possible. As per pages 224-5 of the RCRB, one hero can act as command while one pilots and another assists. Another can operate the vessel's sensors, while a fifth operates the shields and as many others as possible handle available weapons.

The Togorians fight until all of their assault droids have been destroyed, at which point they flee. Heroes who wish to give chase may certainly do so, but the pirates do not return if allowed to escape.

**Note:** space battles are another opportunity for a hero to shine flair dramatic and be eligible for force points. The situation should be tense—innocent passengers watching helplessly as the droids cut into the ship, frantic comm chatter as The Queen of Cularin calls for help, the Citadel Cruiser firing on hero's ship to and, of course, the ever present asteroids careening toward the heroes.

## Conclusion

If the pirates are allowed to flee, read the following:

*As the pirate vessel turns tail and runs, the hail of cannon fire ceases. Although the vacuum of space prevents sound from being transmitted, you can see dozens of beings through the viewports of the luxury liner, cheering wildly at their daring rescue.*

*Moments later your comm station receives a message from the Queen of Cularin. The vessel's captain invites you aboard, where an impromptu celebration is held in honor of your heroism.*

## Here Ends In the Name of the Maker

## 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 XP for non-core LF scenarios).

- 2) Assign discretionary role-playing experience (0-400 points). These should reward accurate character portrayal throughout the adventure, not just how well the 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 [achieve primary goals of the scenario]? If so, each hero who survived receives 600 XP. [350 XP for non-core scenarios.]

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

**Total Possible Experience: 1,000 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 discovering the plot to attack the Queen of Cularin but you did not have time to run the actual combat to save it, award them ¾ adventure experience.*

## **Loot Summary**

If it's not on this list, the heroes cannot keep it. This is a house rule that overrides what they may actually encounter in the scenario.

**August/Cynthia: Loot Summary to follow when certs are completed.**

## Player Handout 1: N'Wan's Data

<b><u>Queen of Cularin</u></b>		
<b>0300</b>	<b>In-system Arrival</b>	The front desk can arrange wake up notification to passengers who wish to observe the spectacular view of the Cularin Comet Cloud. Light refreshments will be served in the Observation Lounges fore and aft.
<b>0430</b>	<b>Almas</b>	Passengers wishing to disembark at the Almas as either a final destination or a sightseeing stop should contact the Purser for shuttle details. The anticipated in-system journey is expected to take one standard day, allowing for plenty of time to visit the public areas of the Almas Jedi Academy, the quaint city of Forad as well as the peaceful agricultural areas of Almas.
<b>0700</b>	<b>Genarius</b>	Passengers are invited to the Observation Lounges for breakfast as the ship passes by Genarius. Passengers are assured that, while they will have a magnificent view of the fury and power of the radiation storms, the ship will maintain a safe distance.
<b>0930</b>	<b>Cularin</b>	Passengers wishing to disembark at Cularin as either a final destination or a sightseeing stop should contact the Purser for shuttle details. The anticipated stay orbiting over Cularin is ten hours, allowing for plenty of time to visit the twin cities of Gadrin and Hedrett as well as a short guided safari into the jungles to visit the native <i>irstat</i> of Hiironi.
<b>1930</b>	<b>Cularin Departure</b>	Passengers are reminded to be at the Hedrett spaceport one hour before departure for orderly customs and security processing.
<b>0030</b>	<b>Almas</b>	Passengers are reminded to be at the Forad spaceport one hour before departure for orderly customs and security processing.
<b>0200</b>	<b>Hyperjump</b>	

## Player Handout 2: Available Vehicles and Ships

### Commandeered Groundspeeder

**Aratech Arrow-23**; Class: Groundspeeder; Cost: 10,000 (new), 8,000 (used); Size: Huge (8.1 meters); Crew: Varies (1 pilot); Passengers: 5; Cargo Capacity: 800 kilograms; Speed: 160 m; Defense: 13 (-2 size, +5 armor); Hull Points: 60; DR: 10.

**Weapons:** none. *Provides full cover to the pilot and passengers inside the vehicle, or three-quarters cover to those hanging out of the windows to shoot.*

### Available Space Transport

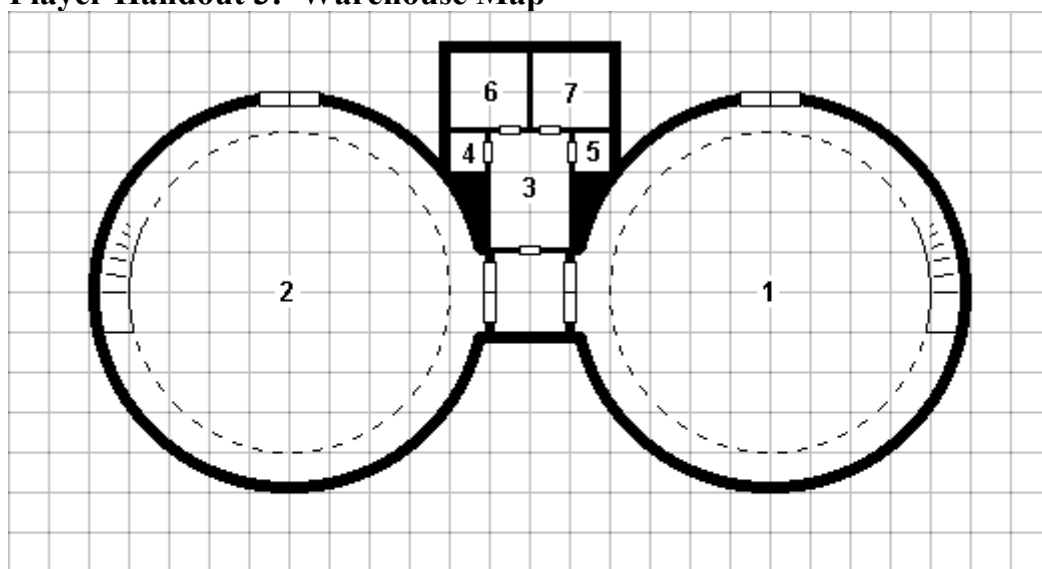
**Heroes' Ship: Kuat Systems Engineering Wayfarer-class Medium Transport**; Class: Space Transport; Cost: 202,500 (new), 130,000 (used); Size: Medium (82 meters); Crew: 10; Passengers: 6; Cargo Capacity: 220 metric tons; Hyperdrive: x2, x14 backup; Consumables: 3 months; Initiative: +0; Maneuver: +0; Defense: 20 (+10 armor); Shield Points: 60 (DR 15); Hull Points: 160 (DR 15); Atmospheric Speed: 830 m (14 squares/action); Max Speed in Space: Attack (6 squares/action).

**Weapon:** Laser cannon; **Fire Arc:** Front; **Attack Bonus:** +4 (+2 fire control, +2 crew); **Damage:** 4d10x2; **Range Modifiers:** PB +4, S +2, M/L n/a.

**Weapon:** Quad laser cannon; **Fire Arc:** Left; **Attack Bonus:** +4 (+2 fire control, +2 crew); **Damage:** 6d10x2; **Range Modifiers:** PB +4, S +2, M/L n/a.



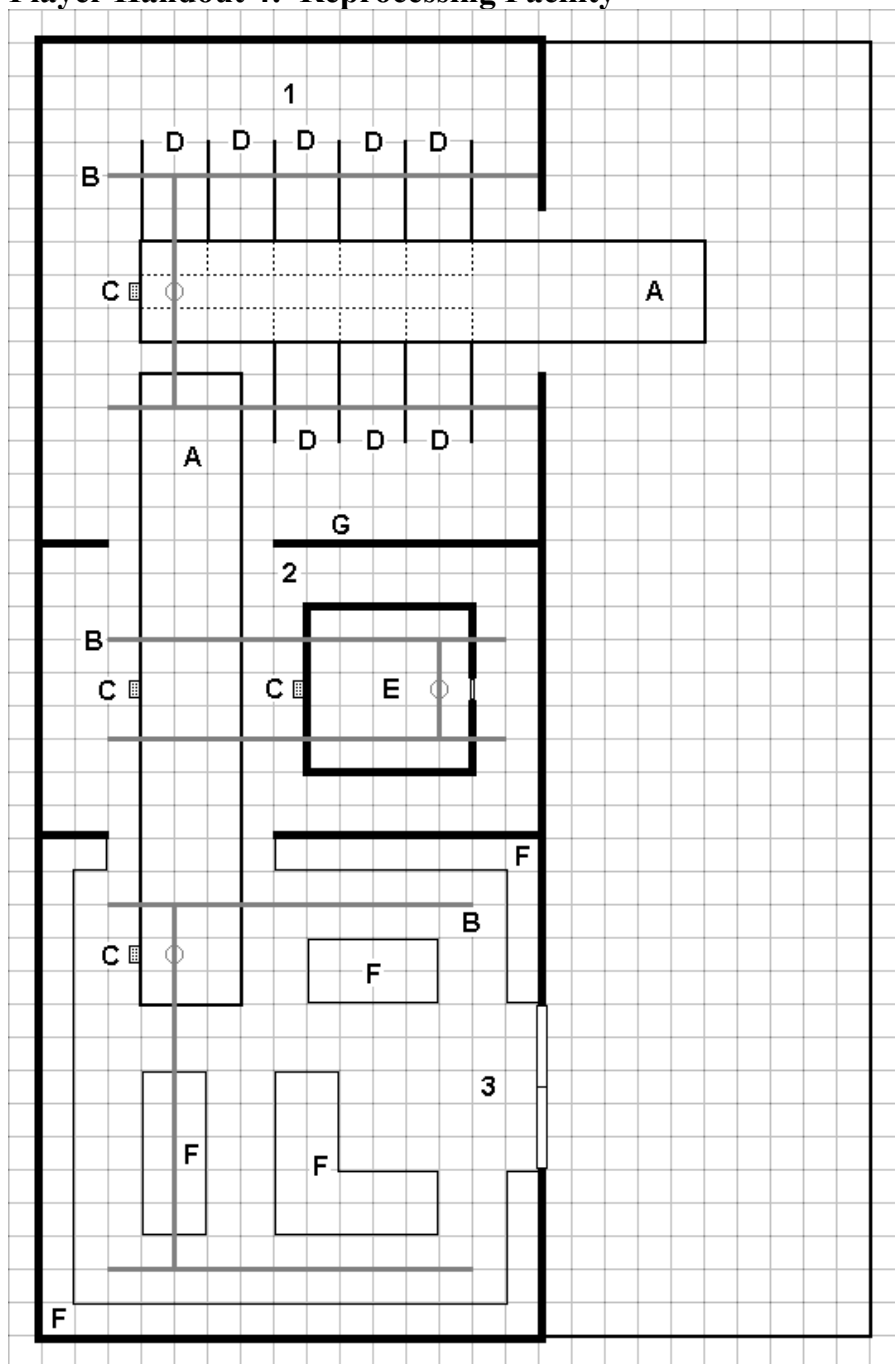
### Player Handout 3: Warehouse Map



**Old Warehouse**

□ = 2m

## Player Handout 4: Reprocessing Facility



**Reprocessing Facility**

□ = 2m

## GM Aid #1: Non-tiered NPCs

**Imik Suum:** Male Sullustan Tech Specialist 3; Init +1 (+1 Dex); Defense 13 (+2 class, +1 Dex); Spd 10 m; VP/WP 7/12; Atk: +0 melee (1d4, unarmed) or +1 ranged; SQ Darkvision; SV Fort +1, Ref +2, Will +1; Face/Reach 2 m by 2 m/2 m; Str 10, Dex 12, Con 12, Int 16, Wis 10, Cha 12; Challenge Code A.

**Equipment:** Datapad, comlink.

**Skills:** Computer Use +7, Craft: droids +10, Craft: electronics +7, Disable Device +7, Knowledge: technology +7, Read/Write Binary, Repair +7, Speak Binary.

**Feats:** Gearhead, Skill Emphasis: Craft (droid).

**Nitram Con Queecon:** Male Ranat Scout 3; Init +9 (+5 Dex, +4 Improved Initiative); Defense 18 (+3 class, +5 Dex); Spd 10 m, burrow 2 m; VP/WP 23/14; Atk: +3 melee (1d6+1, club) or +7 ranged (1d6, club); SQ Flexible Body, Darkvision, Human Enmity; SV Fort +3, Ref +7, Will +2; Face/Reach 2 m by 2 m/2 m; Str 12, Dex 20, Con 14, Int 6, Wis 10, Cha 6; Challenge Code B.

**Equipment:** Three clubs, skrannix-claw necklace.

**Skills:** Hide +15, Listen +3, Move Silently +11, Spot +3, Survival +6.

**Feats:** Heroic Surge, Improved Initiative, Track.

**Special Qualities:** Natural Weapon: A Ranat can bite opponents with its powerful jaws and sharp teeth, dealing 1d4 points of piercing damage (plus Strength modifier). The bite attack does not provoke and attack of opportunity. Flexible Body: Ranats have somewhat flat, semi-flexible bodies. They gain a +4 species bonus on Escape Artist checks and can move through openings too tight for Small creatures but large enough to accommodate Tiny creatures. Darkvision: Ranats can see in the dark up to 20 meters. Darkvision is black and white only but otherwise functions as normal sight. Human Enmity: Ranats take a –2 penalty on Bluff, Diplomacy, Entertain, Gather Information and Intimidate checks when dealing with Humans.

**Eaba N'Wan:** Male Sullustan Scoundrel 4; Init +1 (+1 Dex); Defense 14 (+3 class, +1 Dex); Spd 10 m; VP/WP 13/10; Atk: +3 melee (1d4, unarmed) or +4 ranged (3d6 or DC 15 stun, blaster pistol); SQ Darkvision; SV Fort +1, Ref +5, Will +0; Face/Reach 2 m by 2 m/2 m; Str 10, Dex 12, Con 10, Int 16, Wis 8, Cha 12; Challenge Code B.

**Equipment:** Datapad, comlink, blaster pistol, droid toolkit.

**Skills:** Appraise +10, Computer Use +12, Craft: armor +10, Craft: blasters +10, Craft: droids +13, Demolitions +12, Disable Device +12, Forgery +10, Gamble +4, Knowledge: streetwise +8, Read/Write Togorian, Repair +12, Search +10, Speak Togorian.

**Feats:** Cautious, Gearhead, Skill Emphasis: Craft (droid).

**Irradiated Skrannix:** Maddened Predator 2; Init +8 (+4 Dex, +4 Improved Initiative); Defense 16 (+2 natural, +4 Dex); Spd 12 m, climb 6 m; VP/WP 14/12; Atk: +3 melee (1d8+2, bite) and +1 melee (1d6+2, 2 claws) or +1 melee (1d6+ poison, tail stinger); SQ Poison (Fort save DC 12; damage 1d6 Dex, 1d6 Dex secondary); SV Fort +4, Ref +7, Will +0; Face/Reach 2 m by 2 m/2 m; Str 14, Dex 18, Con 12, Int 3, Wis 12, Cha 10; Challenge Code B.

**Skills:** Hide +9, Listen +3, Move Silently +9, Spot +3.

**Feats:** Improved Initiative, Multiattack.

## GM Aid #2: Tiered NPCs

### Tier 1-3

GM Note: Unless the Low Tier group has a lot of combat types the MMR and Togorians could overpower the party. If this is the case have the droid malfunction in round 3.

**MMR-8 Marauder:** Large walking assault droid, Soldier 2; Init +5 (+4 Improved Initiative, +1 Dex); Defense 12 (-1 size, +3 class); Spd 10 m; VP/WP 19/14; Atk: +7 melee (2d8+5, heavy cutting torch); SQ armor (DR 7); SV Fort +5, Ref +1, Will +0; Face/Reach 4 m by 2 m/4 m; Str 20, Dex 12, Con 14, Int 6, Wis 10, Cha 10.

**Equipment:** Heavy armor, comlink, magnetic feet, self-destruct system, improved sensor package, motion sensors, heavy cutting torch.

**Skills:** Climb +7, Spot +2.

**Feats:** Ambidexterity, Heroic Surge, Improved Initiative.

**Togorian Mercenaries (4): Female Togorian Thug 1;** Init +1 (+1 Dex); Defense 11 (+1 class, +1 Dex, -1 size); Spd 10 m; VP/WP 0/19; Atk +3 melee (2d6+3, vibroblade) or +1 ranged (3d6 or DC 15 stun, blaster pistol); SQ Low-light vision, physical intimidation; SV Fort +5, Ref +1, Will -1; SZ L; Face/Reach 2 m by 2 m/4 m; Rep +0; Str 17, Dex 13, Con 16, Int 8, Wis 10, Cha 8.

**Equipment:** Vibroblade, blaster pistol, comlink.

**Skills:** Intimidate +7.

**Feats:** Heroic Surge (1/day), Toughness, Weapons (blaster pistols, simple weapons, vibro weapons).

**SQ:** *Physical Intimidation*—Togorians may use their Strength modifier instead of the Charisma modifier for Intimidate checks; *Low-Light Vision*—Togorians can see twice as far as normal in dim light (such as moonlight), and they retain the ability to distinguish color and detail under these conditions.

### Tier 4-6

GM Note: If the Middle Tier group has a lot of combat types you may wish to increase the Togorians from 4 to 6.

**MMR-8 Marauder:** Large walking assault droid, Soldier 4; Init +5 (+4 Improved Initiative, +1 Dex); Defense 13 (-1 size, +4 class); Spd 10 m; VP/WP 30/14; Atk: +10 melee or +6/+6 melee (2d8+5, heavy cutting torches); SQ armor (DR 7); SV Fort +6, Ref +2, Will +1; Face/Reach 4 m by 2 m/4 m; Str 21, Dex 12, Con 14, Int 6, Wis 10, Cha 10.

**Equipment:** Heavy armor, comlink, magnetic feet, self-destruct system, improved sensor package, motion sensors, heavy cutting torch.

**Skills:** Climb +9, Spot +3.

**Feats:** Ambidexterity, Heroic Surge, Improved Initiative, Power Attack, Two-Weapon Fighting, Weapon Focus (heavy cutting torch).

**Togorian Mercenaries (4): Female Togorian Soldier 2;** Init +1 (+1 Dex); Defense 13 (+3 class, +1 Dex, -1 size); Spd 10 m; VP/WP 22/16; Atk +4 melee (2d6+3, vibroblade) or +2 ranged (3d6 or DC 15 stun, blaster pistol); SQ Low-light vision, physical intimidation; SV Fort +6, Ref +1, Will -1; SZ L; Face/Reach 2 m by 2 m/4 m; Rep +1; Str 17, Dex 13, Con 16, Int 8, Wis 10, Cha 8.

**Equipment:** Vibroblade, blaster pistol, comlink.

**Skills:** Climb +6, Intimidate +8, Jump +6. =15

**Feats:** Dodge, Heroic Surge (1/day), Weapons (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

**SQ:** *Physical Intimidation*—Togorians may use their Strength modifier instead of the Charisma modifier for Intimidate checks; *Low-Light Vision*—Togorians can see twice as far as normal in dim light (such as moonlight), and they retain the ability to distinguish color and detail under these conditions.

## GM Aid #2: Tiered NPCs, con't

### Tier 7-9

GM Note: Unless the High Tier group has a lot of combat types the MMR and Togorians could overpower the party. If this is the case have the droid malfunction in round 3.

**MMR-8 Marauder:** Large walking assault droid, Soldier 6; Init +5 (+4 Improved Initiative, +1 Dex); Defense 14 (-1 size, +5 class); Spd 10 m; VP/WP 41/14; Atk: +12/+7 melee or +8/+8/+3 melee (2d8+5, heavy cutting torches); SQ armor (DR 7); SV Fort +7, Ref +3, Will +2; Face/Reach 4 m by 2 m/4 m; Str 21, Dex 12, Con 14, Int 6, Wis 10, Cha 10.

**Equipment:** Heavy armor, comlink, magnetic feet, self-destruct system, improved sensor package, motion sensors, heavy cutting torch.

**Skills:** Climb +10, Spot +4.

**Feats:** Ambidexterity, Cleave, Great Cleave, Heroic Surge, Improved Initiative, Power Attack, Two-Weapon Fighting, Weapon Focus (heavy cutting torch).

**Togorian Mercenaries (6): Female Togorian Soldier 6;** Init +1 (+1 Dex); Defense 15 (+5 class, +1 Dex, -1 size); Spd 10 m; VP/WP 53/19; Atk +9 melee (2d6+4, vibroblade) or +6 ranged (3d6 or DC 15 stun, blaster pistol); SQ Low-light vision, physical intimidation; SV Fort +8, Ref +3, Will +1; SZ L; Face/Reach 2 m by 2 m/4 m; Rep +1; Str 18, Dex 13, Con 16, Int 8, Wis 10, Cha 8.

**Equipment:** Vibroblade, blaster pistol, comlink.

**Skills:** Climb +8, Intimidate +10, Jump +8, Pilot +6.

**Feats:** Dodge, Heroic Surge (1/day), Mobility, Power Attack, Spring Attack, Toughness, Weapons (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

**SQ:** *Physical Intimidation*—Togorians may use their Strength modifier instead of the Charisma modifier for Intimidate checks; *Low-Light Vision*—Togorians can see twice as far as normal in dim light (such as moonlight), and they retain the ability to distinguish color and detail under these conditions.

### Tier 10-12

**MMR-8 Marauder:** Large walking assault droid, Soldier 8; Init +5 (+4 Improved Initiative, +1 Dex); Defense 15 (-1 size, +6 class); Spd 10 m; VP/WP 52/14; Atk: +15/+10 melee or +11/+11/+6 melee (2d8+6, heavy cutting torches); SQ armor (DR 7); SV Fort +8, Ref +4, Will +3; Face/Reach 4 m by 2 m/4 m; Str 22, Dex 12, Con 14, Int 6, Wis 10, Cha 10.

**Equipment:** Heavy armor, comlink, magnetic feet, self-destruct system, improved sensor package, motion sensors, heavy cutting torch.

**Skills:** Climb +11, Spot +5.

**Feats:** Ambidexterity, Cleave, Great Cleave, Heroic Surge, Improved Critical (heavy cutting torch), Improved Initiative, Power Attack, Two-Weapon Fighting, Weapon Focus (heavy cutting torch).

**Togorian Mercenaries (6): Female Togorian Soldier 6/Scoundrel 3;** Init +1 (+1 Dex); Defense 15 (+6 class, +1 Dex, -1 size); Spd 10 m; VP/WP 63/19; Atk +11 melee (2d6+4, vibroblade) or +8 ranged (3d6 or DC 15 stun, blaster pistol); SQ Low-light vision, physical intimidation, lucky 1/day, precise attack +1; SV Fort +8+1, Ref +3+3, Will +1+1; SZ L; Face/Reach 2 m by 2 m/4 m; Rep +1; Str 18, Dex 13, Con 16, Int 8, Wis 10, Cha 8.

**Equipment:** Vibroblade, blaster pistol, comlink.

**Skills:** Climb +8, Intimidate +10, Jump +8, Pilot +6, Balance +5, Demolitions +5, Disable Device +5, Search +6.

**Feats:** Dodge, Heroic Surge (1/day), Mobility, Power Attack, Spring Attack, Toughness, Improved Initiative, Weapons (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

**SQ:** *Physical Intimidation*—Togorians may use their Strength modifier instead of the Charisma modifier for Intimidate checks; *Low-Light Vision*—Togorians can see twice as far as normal in dim light (such as moonlight), and they retain the ability to distinguish color and detail under these conditions.

## GM Aid #3: Vehicles and Ships

### Commandeered Groundspeeder

**Aratech Arrow-23**; Class: Groundspeeder; Cost: 10,000 (new), 8,000 (used); Size: Huge (8.1 meters); Crew: Varies (1 pilot); Passengers: 5; Cargo Capacity: 800 kilograms; Speed: 160 m; Defense: 13 (-2 size, +5 armor); Hull Points: 60; DR: 10.

**Weapons:** none. *Provides full cover to the pilot and passengers inside the vehicle, or three-quarters cover to those hanging out of the windows to shoot.*

### Available Space Transport

**Heroes' Ship: Kuat Systems Engineering Wayfarer-class Medium Transport**; Class: Space Transport; Cost: 202,500 (new), 130,000 (used); Size: Medium (82 meters); Crew: 10; Passengers: 6; Cargo Capacity: 220 metric tons; Hyperdrive: x2, x14 backup; Consumables: 3 months; Initiative: +0; Maneuver: +0; Defense: 20 (+10 armor); Shield Points: 60 (DR 15); Hull Points: 160 (DR 15); Atmospheric Speed: 830 m (14 squares/action); Max Speed in Space: Attack (6 squares/action).

**Weapon:** Laser cannon; **Fire Arc:** Front; **Attack Bonus:** +4 (+2 fire control, +2 crew); **Damage:** 4d10x2; **Range Modifiers:** PB +4, S +2, M/L n/a.

**Weapon:** Quad laser cannon; **Fire Arc:** Left; **Attack Bonus:** +4 (+2 fire control, +2 crew); **Damage:** 6d10x2; **Range Modifiers:** PB +4, S +2, M/L n/a.

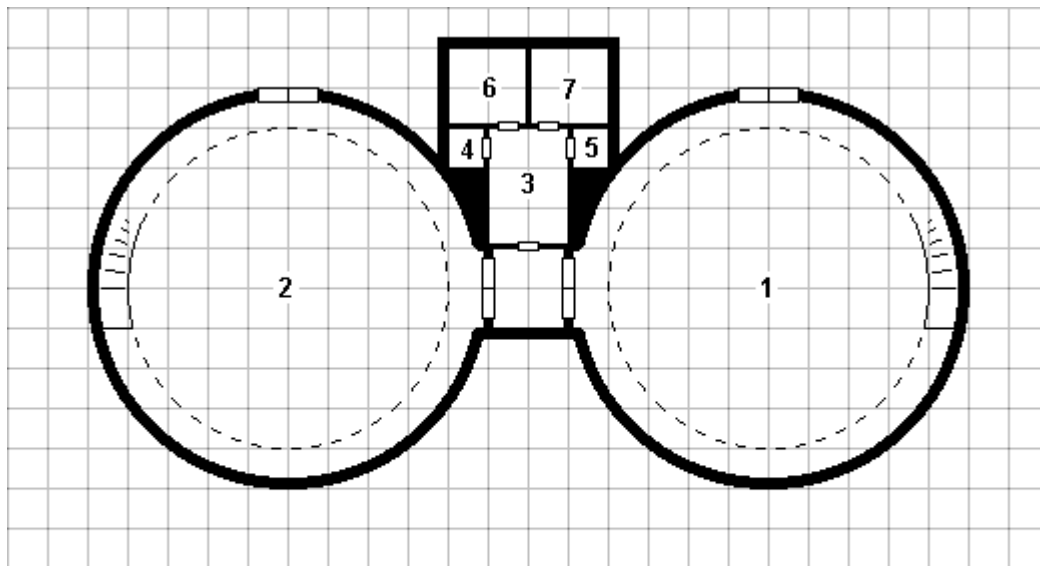
### Villain's Ship

**Togorians' Ship: Koensayr ILH-KK Citadel Civilian Cruiser**; Class: Space Transport; Cost: 205,000 credits; Size: Small (36 meters); Crew: 1 or 2; Passengers: 14; Cargo Capacity: 50 metric tons; Hyperdrive: x2; Consumables: 6 months; Initiative: +1; Maneuver: +1; Defense: 21 (+1 size, +10 armor); Shield Points: 60 (DR 10); Hull Points: 120 (DR 10); Atmospheric Speed: 830 m (14 squares/action); Max Speed in Space: Attack (6 squares/action).

**Weapon:** Laser cannon (x2); **Fire Arc:** Front; **Attack Bonus:** Varies (+2 fire control); **Damage:** 5d10x2; **Range Modifiers:** PB +0, S +0, M/L n/a.



## GM Aid #4: Old Warehouse Map

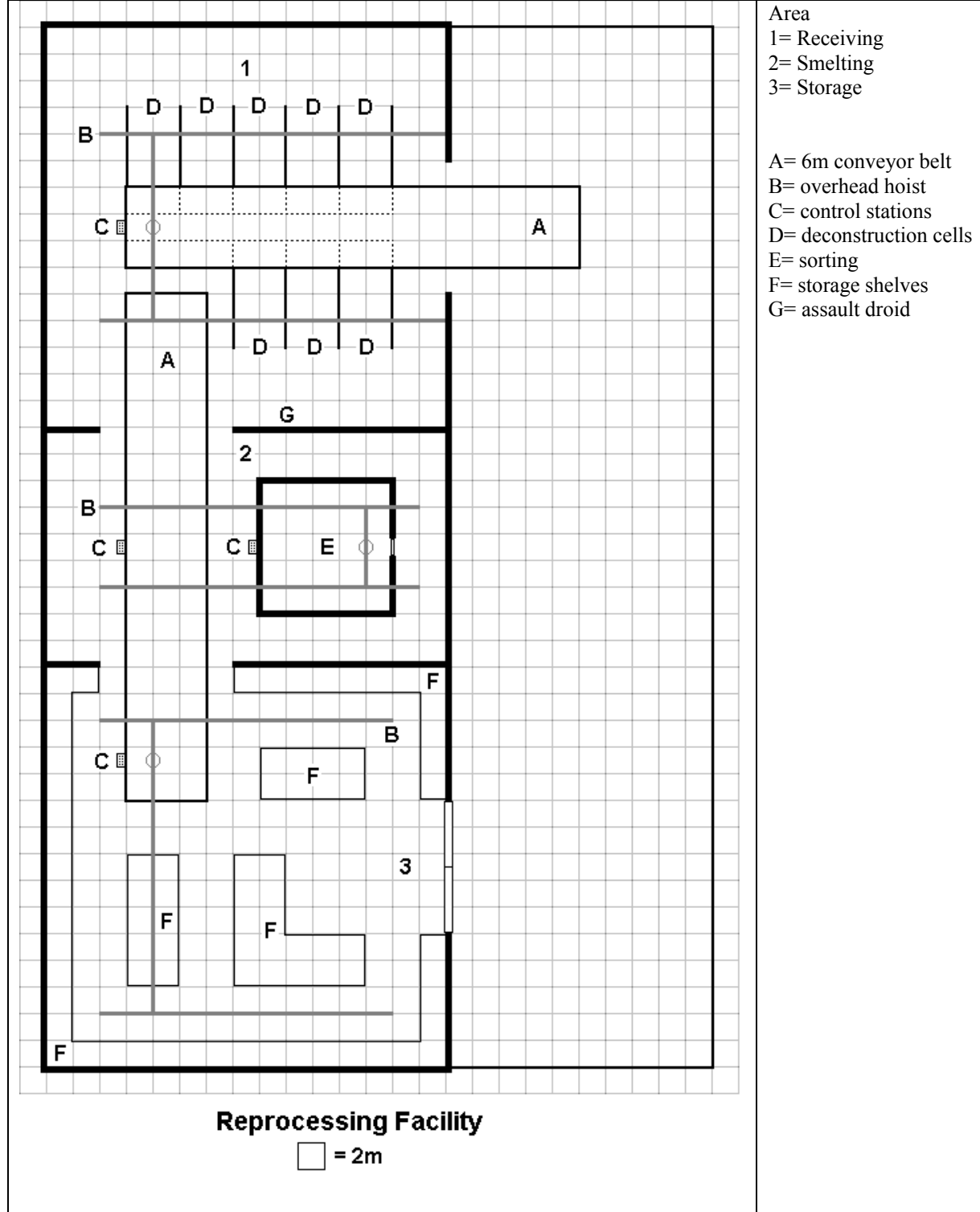


**Old Warehouse**

□ = 2m

- 1 Storage Area 1
- 2 Storage Area 2
- 3 Foyer
- 4 'Fresher
- 5 Office
- 6 Office
- 7 Janitor Closet

## GM Aid #5: Reprocessing Facility



## **GM Aid #6: References**

### **Nub Saar**

Paraphrased from page 54 of the *Living Force Campaign Guide*.

Nub Saar was the first of Genarius' cloud cities. Constructed quickly, at a low orbit and without adequate shielding to protect the inhabitants from the massive radiation storms it quickly became a ghost town. Although most of the approximately 5000 initial inhabitants fled before the storms grew too fierce several hundred men refused to leave and perished.

Since that time few have journeyed to Nub Saar leaving the city as a monument to the dead and a reminder of nature's power.

### **Skrannix**

The skrannix is a feline quadruped with a broad forehead and a stinger on the end of its tail. They are normally dark gray in color. They are about the size of a large domestic cat. Normally they are fairly passive but the scarcity of food has turned this group very feral and they will attack almost anything that looks edible.

Skrannix were created for this scenario and are not found in any reference book.

### **Ranat**

Paraphrased from page 127 of the *Ultimate Alien Anthology*.

Ranats are fairly vile beings with a reputation for eating the young of other species and the defective infants of their own. They are generally considered animals or, at best, semisentient with the capacity to learn to speak and understand Basic.

Ranats are squat, rodent like beings with protruding lower incisors, whiplike tail and retractable claws. They are selfish, aggressive and treacherous with a very strong survival instinct. They like to hoard trinkets and technology. They are fairly uncommon, usually restricted to their home world of Rydar II.

## Critical Event Summary

### In the Name of the Maker

1. Did the heroes destroy/capture the pirates' vessel before they could escape?

☐ Yes      ☐ No

GM Name, RPGA#: \_\_\_\_\_

GM Email Address: \_\_\_\_\_

Convention Name/Date \_\_\_\_\_

#### **Convention Coordinator:**

To report these results (for events during the month of June or July only), you may mail them to:  
Living Force Critical Event Reporting: PO Box 707, Renton, WA 98057-0707

Or e-mail them to: [rpgahq@wizards.com](mailto:rpgahq@wizards.com)

Or fax to: (425) 687-8287