

A Dark Fortress

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

by Adam Burns

The search for a lost Padawan takes the heroes of Cularin to places they had never seen – nor ever hoped to see. An adventure for Living Force heroes levels 1-9. It is strongly recommended that you play this adventure after playing *The Kaluthin Are Always Greener* and *Desert Cries*.

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

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

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

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

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

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

Hero Earnings

At the beginning of the round, if the heroes are employed, they receive their pay. No matter how much time has passed since the previous round, they receive pay for one week. Heroes who are not employed but who have profession or craft skills may roll against those skills to see how much they have earned from their profession or craft in the last week. Use the method in the core rules (Craft: pg. 72 *Check result times 20 credits*; Profession: pg. 80 *Check result times 50 credits*). Note that players may use only one of the above methods and must choose which before rolling (Employment, Craft or Profession). There is no pay for unskilled labor in the Living Force campaign.

Issuing Force and Dark Side Points

Issuing Force Points: When heroes perform cinematically heroic actions, don't forget that you may issue a Force point for such activities. Because this is a heroic campaign, we expect heroism - and encourage judges to reward it. In the course of a standard Living Force event, there are many opportunities for heroism. If a Living Force hero performs in a way that is heroic, dramatic, and cinematic, then a Force Point is definitely in order. Our favorite story involved the hero at the premiere, who leapt from a moving speeder, grabbed a vine, and swung on that vine to attack someone in another moving speeder. THAT is dramatic, cinematic heroism!

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

The core rules (pg 157) define "Dramatic Heroism" as follows:

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

- It must accomplish a significant task in the defense of good or the defeat of evil;
- It must occur at a dramatically appropriate time (usually the climax of the adventure); and
- It should require significant risk on the part of the hero.

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

To quote the Dark Side book: "Evil is not always easy to recognize. An innocent act may ultimately result in great suffering. An act of revenge may save the lives of millions of people. The pure at heart can lash out in anger. Evil may lurk beneath a mask of virtue. Whether

an act is evil or not often boils down to a question of motivation, and motivation can be hard to identify.

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

General Notes to the GM

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

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

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

GM Overview

Garvin Delquist was a simple, if unbalanced, research scientist in Forard. While searching for a solution to the kaluthin problem, he found his way into the Sith fortress on the far side of Almas, and stumbled across an amulet that granted him unheard-of Force abilities. He used his new powers to bring together a number of very powerful, and extremely unpleasant, individuals. His most immediate goal was to finally capture the heart of the woman he believed himself to be in love with – Misha Quor-Din, a Padawan at the Almas Academy.

Things quickly advanced beyond what he had planned, and as the powers of the Sith fortress overwhelmed him, Garvin allowed his tenuous grip on reality to slip away. Once he had kidnapped Misha (in the LF event "Desert Cries"), he learned that she would never return his love, and was heartbroken. He drew on the power of the dark side and began to move further and further away from the gentle scientist he had once been. With the amulet in his possession, he is a very real threat to the well-being of the entire star system.

Encounter 1: The Calling

The heroes are invited to Almas at the request of Jedi Master Lanius Qel-Bertuk. The Jedi are sending out search parties to find out where their missing Padawan, Misha Quor-Din, has been taken. They are short bodies, and Master Lanius wishes the heroes' assistance on this matter.

Encounter 2: The Caves

The heroes move out, having three caves to check for activity. Two are duds, but one caves in on the heroes, dumping them into a deeper chamber. There, they encounter a group of pirates who are packing up a submersible. After dealing with the thugs, the heroes have little choice but to take the submersible into a network of underground lakes.

Encounter 3: The Citadel

Winding through the lakes, the heroes have a few tense moments in piloting the craft. However, once they reach their destination, the heroes should realize that several much greater challenges lie ahead – they have arrived at an underground cavern, carved out around the ancient Sith fortress! With the submersible docking automatically, the heroes must find a way inside the fortress undetected.

Encounter 4: Into the Darkness

Once inside, the heroes have to locate the missing Padawan and find a way out – as well as finding out what is going on! The fortress should be abandoned, but there is activity everywhere. Being quiet about their arrival is definitely how to get around.

Encounter 5: Deal with the Devil

After they stumble about a bit, a mysterious Twi'lek woman approaches the heroes. She leads them aside, into an empty room, and makes them an offer: the Padawan for a trinket. The difficult part of the arrangement is that the bauble the Twi'lek wants is owned, and around the neck of, the leader of the dark side cult.

Encounter 6: The Greatest Enemy

Approaching the heart of the citadel, the heroes stumble across their greatest threat – themselves! Each hero must confront his own dark side to continue on, or be scarred permanently. Once the evil doppelgangers are dealt with, the heroes may continue on to confront the leader of the cult, and his three bodyguards.

Encounter 7: The Escape

When the cult's leaders have been dealt with, the heroes have little time. Misha Quor-Din is pushed from a balcony above, and while the heroes rescue her, the Twi'lek woman appears and snatches the trinket away from the group. Suddenly, sirens and klaxons start off, and the place devolves into chaos—the heroes must find a way out amid the scurrying cultists. Thankfully, the sirens are warnings that the Jedi have arrived, and are fighting their way into the citadel.

Important Note to Judges: Do not consider every combat in this module to be absolutely necessary. Some of them are good for mood, but not necessary to the overall story; however, if your group wants nothing but combat, well, they can have it... Keep pacing and timing in mind – this all has to fit into 3 ½ hours.

Opening Crawl

As long as there is good in the galaxy, there will be evil. Recent events on Almas have shown that the evil of the Sith fortress, dormant for so many years, may be re-emerging. With the loss of a Padawan to the darkness, the heroes of Cularin are called upon to aid in the search...

Encounter 1: The Call

Key ideas of this encounter: Introduce the heroes to the mission.

The heroes have arrived on Almas after an urgent summons from Lanius Qel-Bertuk. Upon arrival, they were immediately escorted to the Jedi Academy and into Lanius' office. They scarcely have time to make introductions or take in their surroundings before Master Qel-Bertuk enters the room, followed closely by Jedi Master Seenlu Kir.

NOTE TO THE GM: Please modify the following speech depending on your party. If they have played the previous two *Almas, Sweet Almas* adventures, the tone may be different.

Master Lanius doesn't even bother to sit before he begins speaking. "Some of you have assisted us in the past. We need your assistance again now. A Padawan – Misha Quor-Din – went missing recently. We have reason to believe she is alive, but we need a large number of teams to assist in the search. Are you willing?"

What Master Lanius and Master Kir know:

- Misha was taken into a cave, which collapsed almost immediately. We feared her dead, but the dark side was too strong at that place, at that time, for us to check without risking many more lives.
- A group of dark side followers calling themselves "the Believers" seems to be responsible, based on reliable information.
- Gilloma, the Ithorian head of research for Forard, believes the cave is part of an extensive natural complex beneath the surface of the planet, which may be being used by the Believers. You may distribute Player Handout 1, "Gilloma's Report," at this point.
- An unmarked freighter was boarded by an Academy patrol above Almas yesterday. The crew was dead. Their tracheas had been crushed, but there was no evidence of physical contact. Any Force-users recognize this as the very unpleasant Death by Force Grip. The words "Death to the unbelievers" are written on the inside of the main hatch. The ship was headed into Cularin from out of the system. The only goods on the ship were parts and plans for a trio of small-group submersible vessels.
- So far, we don't know anything further about where the freighter was coming from, but we have it in lock-down, and will be working on it while the search is underway.

Shaking his head, Lanius looks at each of you. "I have committed what students are ready and what teachers I have to the search effort, and yet, the research facility keeps turning up new caves to be explored. I simply do not have the bodies to continue without forcing my people into groups smaller than I'm comfortable with. Will you help us?"

Allow the heroes to ask what questions they will. There's precious little that the two Jedi can tell them, other than what they've already been told. It really is important to get the search teams out there immediately.

Hopefully, the heroes agree to aid the Jedi. Upon this, Master Lanius gives them a map of the surface, marked with three caves that he wishes the group to start with. They are also outfitted with a landspeeder

capable of carrying the entire group comfortably.

Encounter 2: The Cave

Key ideas of this encounter: Get the heroes on their way to the heart of the problem.

There are three locations indicated on the map that Master Qel-Bertuk gives the heroes. The first is about four hundred kilometers (a little under two hours via surface vessel, much quicker by space vessel in low orbit) north of Forard. The second is three hundred and fifty kilometers (1.5 hours on the surface, again, quicker via air) east of the first, while the last is two hundred kilometers northeast of the second (a hour on the surface, almost nothing by air). The low orbit option is included in case the heroes have their own ships and want to use them; the Academy does not have shuttles to lend, and the speeder is quite fast enough.

The first cave is located in the foothills of Almas' primary mountain range. The opening is intact, but after a hundred meters, the cave filled with rock from a cave-in. Without heavy excavation equipment, this is a dead-end (DC 5 intelligence check to figure this out).

The second cave is more of a tunnel leading from a large depression; it may be the remains of a meteor strike long in Almas' past. At the base of the depression, the tunnel becomes too small for any of the heroes (including Jawas) to squeeze through. If they think of it, listening carefully at the tunnel's mouth, a hero hears what seems to be running water.

It's the third cave that pays off for the heroes. A small hill cluster shelters the entrance to this cavern. The cavern is less than two meters tall, so larger heroes may need to duck as they walk through.

When the heroes enter, it's too narrow for more than one of them to fit abreast, so you should induce paranoia by asking for a marching order. The tunnel trails down quickly, and any hero without darkvision will almost immediately need light to be able to see.

Once the heroes have trooped down about two hundred meters, have each make a Listen check (DC 10). Those that succeed hear the rock itself start to groan, as if an enormous weight was suddenly put upon it. The next instant, any Force-sensitive hero feels an inexplicable chill; then the rock below the group begins to collapse. The floor beneath the heroes literally crumbles away, tumbling the group into a lower, larger chamber. Each hero takes 1d8 vitality damage from the fall and following rock shower (Reflex Save DC 10 for half).

Quick thinking can stop the heroes from taking a painful tumble. If they can present a good reason why they wouldn't fall, or come up with a way to keep from

falling, that's fine. Unfortunately, once the tunnel floor collapses beneath them, this triggers a cave-in behind them, effectively cutting them off from the surface. Again, without mining equipment, there is no way back. On the bright side, the tunnel below does continue deeper into the darkness.

The composition of the rocks down here is such that when the line to the surface is no longer open, comlinks and other communication devices cease to function. This means that it will only be a matter of time before the Jedi send a search squad after them, since their positions were being monitored as long as they were on the surface, but now that they have quite literally dropped off the radar, it is likely that there will be someone here to try and find them shortly.

There are signs of life in the cave below. Anyone with the Track feat need not even roll. Someone has been through this lower tunnel, and recently, and they were hauling heavy goods. Others need only make spot checks (DC at your discretion) to notice this, if no one in the group can Track.

Without a direct connection to the surface, the air in the cavern is thin and dusty. Breath masks are recommended, although not necessarily needed.

The tunnel winds and descends further into the crust of the planet for about an hour, and then begins to widen out. Force sensitive heroes begin to experience a nagging sense of unease that worsens as they descend. Have the hero in front attempt a Spot check (DC 14; 9 if the hero is not using a light source and is relying instead on darkvision). If the hero succeeds, he sees a faint light reflecting off of some rock ahead.

A field lantern is producing the light. Around a bend about two hundred more meters down the tunnel, a group of pirates are breaking their camp, leaving the light for last. They're loading their equipment into a submersible that's been brought to ground; the camp is on a raised portion of the large cavern. The rest of the cavern houses a section of an underground river. On their approach, the heroes can hear the following if they make Listen checks (DC 15):

"So then, when the boss had 'em all dead, we went and wrote 'death to the unbelievers' on the main hatch, and took off again. That'll teach those smugglers to try to mess with us!"

There is one pirate for every two heroes (round down). If the heroes are quiet in their approach, they'll both hear the pirates packing, and get a free round of surprise actions when they come out from the tunnel. Utilize the tiered stats for pirates on page 273 of the core book, but the pirates *only* have their vibroblades. None of them have blasters, because working down here; they don't think they need them.

If captured, the pirates know the following:

- We are one of a number of details sent out to (a) bring in supplies, and (b) close off exits. We have a load of foodstuffs we were taking in, and blasted the entrance we used shut (so there is no getting back out that way).
- You are all foolish unbelievers, and will die horribly and painfully.
- We are loyal to the Darkness. Always.
- You should repent your unbelieving ways, or you will die, horribly and painfully.
- We were going back to the Holy Place. If they are pressed, they will admit the place is a Sith fortress.
- Have we mentioned that you're going to die? And that it will be horrible, and painful?
- We were going to take that submersible over there to get back.
- If you go to the Holy Place, you will die. We think you get the picture of how that death will feel. You know – horrible. And painful.
- There are many of us there. We don't even know how many. Dozens. Hundreds. We don't count.
- Yes, there is an unbeliever Jedi there. She is to be a sacrifice.

The contents of the submersible don't seem to be that threatening, it's mostly foodstuffs. Any pilot examining the craft sees that it's programmed to run mainly on autopilot, using a slaved droid brain. However, there are manual controls available.

Having heard that the Padawan they want is about to be sacrificed; it should occur to the heroes to go and try to rescue her. Besides, they have no other way out, and the pirates don't have surface-capable comlinks, either. Thus, the heroes should pile into the submersible and activate the autopilot. They can arrange seating any way they see fit; the craft is only armed with a small, fore-turret mounted laser cannon. The pilot and co-pilot stations are at the front of the sub's "cockpit," the gunner sits behind the pilot, and there's a sensor board accessible from the seat behind the co-pilot. Behind that, there are two additional passenger seats. The cargo compartment is in a separate portion of the sub, sealed off from the cabin with a watertight door.

Once they have all boarded, activating the autopilot slides the sub out into the underground river. The craft submerges quickly, and the heroes find themselves traveling along in a very dark, very wet tunnel.

Encounter 3: The Citadel

Key idea of this encounter: Get the heroes into the Sith

Fortress

The submersible winds its way along the river, encasing the heroes in almost total darkness (the sub's lights don't cut far into the inky water). The sense of unease grows for Force sensitive heroes, a feeling like something dark burrowing into their brains.

After about three hours, the autopilot begins to chime. A droid voice speaks up:

"Attention pilot. Approaching ice flow. Prepare to take manual control."

Almost immediately, the autopilot cuts off. The craft lurches suddenly, as if falling. The river has emptied into a large crevasse that reaches far into the crust of the cavern. The depth of the crevasse allows hunks of ice from the unfrozen layer beneath the surface to float up as the water warms them. The crevasse is filled with ice chunks. A sensor buoy on the far side of the crevasse indicates the tunnel that leads out of the ice flow. If there is no pilot in the group, allow a computer use check to re-engage the autopilot to go through the ice flow; the DC for the check is 15 in low tier, 20 in middle, and 25 in upper, and multiple heroes can try this. Adjust the DCs as necessary, since it's not nice to kill the party just because they didn't bring a pilot into the cave with them. Or, to put it another way – DO NOT KILL THE PARTY IN THE ICE FLOW.

Here's what happens:

The pilot of the craft must make five pilot checks, adding the sub's handling (+2) to his skill modifier. The checks start at 10 and increase as follow: In low tier, they increase by two for each subsequent check (10, 12, 14, 16, 18); in middle tier, they increase by three for each subsequent check (10, 13, 16, 19, 22); and in upper tier, they increase by five each subsequent check (10, 15, 20, 25, 30). The other crewmen can assist as follows:

- The copilot may add +2 synergy bonus by passing a DC 10 pilot check before each of the pilot's rolls.
- The sensor operator can add a bonus to the pilot's rolls by making a Computer Use check. For each 10 the sensor operator makes, the pilot may add a +3 bonus to his roll.
- If the pilot fails his roll, the gunner may yet be able to save the craft. The gunner can blast the approaching large ice block by making an attack against it (treat the defense value of any given piece of ice as 10, and allow the gunner to use his or her ranged attacks—but don't

forget the penalty of -4 if the gunner doesn't have the Heavy Weapons feat). Should the pilot fail and the gunner succeed, the submersible takes only half damage from the "collision."

Following are the pilot's DC numbers (tiered low/mid/high), and the damage to the sub should he fail:

- 10/10/10 – 1d4
- 12/13/15 – 1d6
- 14/16/20 – 1d8
- 16/19/25 – 1d10
- 18/22/30 – 1d12

For each five points of damage the sub takes, reduce all crew rolls by 1. If the sub takes 20 points of damage, there's a hull breach and the vessel starts taking on water; anything in the cargo compartment (sealed off from the "bridge") is swamped. If the sub takes 30 points of damage, the crew area starts springing leaks (Repair check against a DC of half the sub's damage to stop the leaks). If the sub takes 40 points of damage...well, it's going to split open and sink like a rock. Of course, for that to happen, the crew has to fail *every* roll, and you have to max all of your damage. In other words... it shouldn't happen. Make it tense, but again, don't kill them.

Have fun creating the ice flow – the scene should run fast and furious, with rolls coming right on top of one another. Describe the ice masses coming out of the dark directly at the sub, and how the controls strain against the pilot's hands as the hero tries to avoid impending collisions.

When the sub gets into the buoy-marked tunnel, the autopilot flashes. If the control is activated, the droid brain takes control again, and once again, the sub is off into the darkness.

After another two hours, the sub's warning chime sounds again. By now the unease for Force Sensitive heroes has increased to a bit of nausea—not quite enough to impair their abilities, but enough to worry them. This time, the droid voice informs the heroes that arrival is immanent, and they should prepare to disembark.

The submersible rises slowly, and breaks the surface with a soft whooshing noise. As the water trickles down the canopy, you can see that you've arrived in a large cavern. There is at least a small bit of light radiating inside the huge cave; then the sub turns, its droid brain bringing it into a makeshift, low-tech dock.

Before you, rising from a rock island in the middle of the cavern, stands a smooth, obsidian tower,

the top of which disappears into the ceiling far above.

The sub has nestled against a wooden dock. Automatically, the cockpit canopy raises, opening the craft to the dark, chill air. Immediately they hear the sounds of other individuals moving and talking. No one is close to the heroes' craft.

Once they get out (or if they hesitate), a voice calls to them from the island:

"Ya here to sight-see, or ta work? Start unloadin' yer sub!"

A simple touch opens the cargo bay of the sub (and releases a torrent of water if too much damage was taken in the ice flow). The cargo is bulky, but not overly heavy; the heroes can easily manage slinging the stuff in one trip.

If they dawdle, one of the pirates makes his way over and start barking orders. It seems that this is an unloading point; and there are enough people doing enough different things that unless the heroes are trying, they shouldn't draw unwanted attention.

Note: while Affect Mind is probably unreasonable to make the party invisible ("We were never here"), it can be used to make a pirate not notice obvious things, such as Jedi robes.

There are numerous other submersible crews hauling stuff up to the base of the tower; if the heroes do the same, they'll get by without too much trouble.

Note: Any Force-sensitive hero can *absolutely* tell that the place they've come to is very strong in the dark side. It's an extremely unpleasant, nasty, things-crawling-under-your-skin horrid feeling – much more intense than anything they've experienced related to the dark side before. It's so angry, and so hateful, that it's nauseating.

Encounter 4: Into the Darkness

Key ideas of this encounter: Discover who is now inhabiting the Sith Fortress

This encounter is mainly free form. Consult the Fortress Map (DM Aid #1) and use this as a key.

Both pirate guards and droids are patrolling the hallways (stats in the GM section). The heroes shouldn't have too much of a problem moving from area to area unless they start shooting (which would be BAD). If they do start a fight, start bringing pirate guards, droids, and Dark Side Marauders as fast as you want to from every conceivable corner. The idea here is

to be stealthy. Do try to make this clear to the heroes. Scale quantities of thugs, attack droids and Dark Side Marauders based upon the tier and size of the party to challenge, but not destroy, the heroes.

Currently, the turbolifts cannot take the heroes to level four.

LEVEL 2 (where the heroes begin)

- 1) **Storage area:** this large chamber is packed to the gills with equipment. Most of it is like what the heroes carried in the back of their submersible (foodstuffs, along with camping and survey gear). There are also some leftovers from the laundry. A successful Search check (DC 20) turns up enough of an outfit that a hero can change clothes into (out of Jedi robes, for instance).
- 2) **Barracks:** This is the main sleeping area for both the pirate soldiers and the cultists. At any given time, there are 2d6 individuals here sleeping or relaxing. Most of them are within arm's reach of their weaponry; trying to blunder through here with a search is a bad idea.
- 3) **Mess Hall:** This converted room now serves as the eating area for the majority of the complex. There are at least three guards in here at all times, with another ten to twelve moving through (eating).
- 4) **Tech Center:** This chamber monitors the rest of the fortress, gauging temperature, atmosphere levels, and other important features. There is also a large amount of communications equipment in here. The center is currently unoccupied.
- 5) **Landing Bay:** This area serves to hold a few small repulsorcraft. These are used as shuttles to move between the fortress and the surface cavern that the pirates are using to house their spacecraft. The skiffs are guarded constantly by at least 1d4 Marauders.

LEVEL 1 (Below the heroes)

- 1) **Power Center:** This room in the center of the lowest level houses the water-turbine powered generator that powers the entire complex. The generator has recently been repaired, and isn't putting out full power yet. There's also a steady stream of a toxic, thick red liquid that's being emptied into the underground lake. There are always two Marauders on guard here.
- 2) **Detention Center:** This area is housing for those guests staying not quite of their own free will. Currently, there are a small group of mixed beings here. They are "disciples" who had a change of heart. There are four Marauders here, guarding them.

LEVEL 3

- 1) **Armory:** This area is a large room, stocked with blaster pistols and rifles. There are also a few cases of frag grenades, but no lightsabers or explosives.
- 2) **Meditation Area:** This large room is a place for reflection and meditation on the cult leader's most recent teachings. There are three penitents here who spout off things about "taking the planet back" and "death to the unbelievers" if approached. While no one in here is inherently violent, any rash action by the heroes gets six soldiers and six Marauders into the room quickly.
- 3) **Grand Hall:** This chamber bears a disturbing resemblance to the main hall at the Academy on the far side of the planet. DC 10 Knowledge (Jedi Lore) lets the heroes confirm that the Academy is a much more recent structure than this fortress, which makes the similarity very disturbing indeed.. Banners in an unknown script (unknown because no one in LF has access to the Sith language, and if they say they do, they should erase it from their character sheets now; the same goes for Knowledge (Sith Lore)) line the walls, while rows of benches stretch back from a raised dais at the front of the chamber. When the heroes enter, read:

A dark chant fills this room as you open the door. At the far end of the room, a turquoise, fishy humanoid leads a group of about twenty in a series of what might be prayers. Each being speaks in its own language, but the voices blend and meld into an eerie harmony. The intensity of the voices grows, and the languages become one aching, humming, throbbing, wordless voice and then they stop, and the last remnants of their chant echo away, down the corridors.

After a few moments, the seated devotees all rise, and then turn to walk toward you.

The leader of the chants is a Mon Calamari by the name of Gar Granga (remember, Mon Cal aren't frequently seen outside of their home system at this time). The devotees are all just exiting; they don't even seem to notice the heroes. While the devotees file out, Granga leaves through a door on the stage.

- 4) **Meeting Room:** This smaller room is just behind the Grand Hall, and is occupied by one individual. Go to Encounter 5 when the heroes arrive here.
- 5) **Practice Room:** This large room built around a clear, recessed area in the floor. When the heroes enter, there are three individuals in the "pit," practicing at a brutal pace with lightsabers. Four pirate guards are watching from above the pit on the far side of the room, taking bets and cheering

on their favorites; in the pit, another competitor lays on her side, wounded by a deep lightsaber gash in her side.

It would be a mistake for the heroes to reveal themselves here, as each of their opponents is armed. Using See Force on the lightsaber wielders – even the wounded one – reveals that they are all strong dark siders (Marauders).

Encounter 5: Deal with the Devil

Key idea of this encounter: Reveal the secret of the Dark Side Cult; give the heroes the opportunity to bring the cult down

When the heroes enter the room, read or paraphrase:

The door slides open, revealing a well-furnished meeting room. A large table dominates the space, with chairs set evenly around its rectangular body. Behind each chair is a wall sconce, illuminating the otherwise dark room.

As you step inside, the chair at the head of the table swings around, and a beautiful Twi'lek woman beckons to you. "Come in," she purrs, smiling broadly. "I've been expecting you."

The Twi'lek is a hologram of a person who calls herself Nal'Reyna, and she introduces herself as the heroes step inside. The real person is in another room, watching the heroes through a holorecorder hidden behind a curtain (DC 40 Search check; it's *really* hidden well) on the wall and modifying her illusion appropriately. The person creating the illusion is actually Alina Impeveri; she has substantial power within the Believers, but doesn't control the Force-users. By herself, and even with her pirates to help, she doesn't think she can get what she wants (see below) and is willing to "help" the heroes out, in exchange for their assistance. She does *not* reveal her true identity. Should any hero use See Force to "read" her illusion, they sense a faint, dark echo, but nothing else. Any offensive action, such as blaster fire, lightsaber attacks, and so forth, simply pass through the illusion, and earn a glare and "tsk" from the projection.

Nal'Reyna assures the heroes that they have nothing to fear from her, at least, not currently. As soon as they are all inside, she begins.

"I know why you're here—the Jedi girl. I also know where she is, and I can deliver her to you...but you must in return do something for me."

"The leader of our little enclave here has something I want. It's a pendant that he wears; I believe that it is the source of the voices he hears. I'd like to have the trinket, and, in exchange, I'll give you the girl."

"It's that simple."

Nal'Reyna then fields a few questions. She knows the following:

- The "trinket" is a pendant that the leader wears around his neck. (True; sense motive, DC 15/20/25 (depending on tier) to determine that it does a great deal more than she's saying. She won't elaborate.)
- He found the thing when he was exploring the Fortress; I don't know what actually brought him here. (True; Sense Motive DC 10 to determine this.)
- I'm a financier. I was approached by an agent of the leader's because I had a bit of Force potential and contacts in the underworld. (First part is False, DC 15/20/25 Sense Motive to determine this; it is True that she has underworld contacts, Sense Motive DC 10)
- The pirates report directly to me. The Marauders and Devotees are part of the leader's twisted religion.
- I don't have a name for the leader. He just calls himself "the Dark One."

If the heroes agree, Nal'Reyna nods and says:

"Good. I'll ensure that you can find him – take the turbolift up a level. As soon as you have the pendant, I'll deliver the girl." Then, she vanishes.

If the heroes don't agree, she becomes frustrated and berates them for being stupid. She is the only one who can tell them how to find the girl, and if they don't do as she says, she will simply sound the alarm now. This is a bluff (Sense Motive DC 25/30/35 to recognize it as such), but she does intend to use them as a distraction to her own ends if they don't agree to do as she says. She enables the turbolift to take them up to the fourth level, but also links it to a silent alarm (DC 15/20/25 Search to find this, DC 12/17/22 Disable Device to disarm it).

When the heroes go to the turbolift and take it up to level four, go to Encounter Six.

Encounter 6: The Greatest Enemy

Key idea of this encounter: Conflict, both internal and external.

The turbolift deposits the heroes on the topmost “floor” of the fortress. Above them is nothing, save the Sith focusing chamber at the very top of the fortress, and that’s seven stories up. The rest of this level is empty, save for a small altar at one end of the open floor.

When the heroes step onto the floor, read:

As you move out of the turbolift, the walls seem to stretch and bend away from you. A humanoid form floats down from above; its origins are lost in a cloud of gray-green mist. The swirling form lands a hundred meters in front of you, a pulsating, rhythmic light emanating from a pendant it wears around its neck.

“You are not mine.” The voice is human, and raspy, but surprisingly clear from such a long distance. “You are from them?” Before you can make to reply, the figure shakes, and you hear what might be laughter coming from it. “Pathetic. You believe you can stand before the power of the dark side? We shall see, worms.”

The figure holds up a hand and several more, each seeming to materialize from the darkness that swirls in this chamber, join it. With a laugh, the original figure vanishes while the others begin to close with you.

Then, you realize that the opponents you face—even though they seem to be made of smoked glass—wear your faces.

This is not a real combat. The dark side constructs advance, weapons at the ready (the same weapons the heroes prefer, including shiny red lightsabers for Jedi dark constructs), but do not strike first. Any hero with a Dark Side Point will have his construct taunting him, trying to bait him into attacking, but even then, the hero must be the first to act.

Have each hero write down on a sheet of paper, what they are going to do. This should be an individual decision, not influenced by the other members of the group. Once you have their intentions in writing resolve the “combat” immediately.

If the hero strikes at his or her construct, it disappears in a flash of smoke, and the hero takes 2 points of vitality damage. In addition, he or she is at –2 on all will and reflex saves for the remainder of the event (*Do not* tell the player this, Make a note of who attacks their dark side in order to get past, and factor the penalty in yourself whenever a save is needed). Just as Luke failed by attacking in the Dagobah cave, so do the heroes “fail” by attacking their dark side doubles.

If the hero simply walks past or through his or her construct, the construct fades into mist. Make a note of which heroes choose this route, as they will be eligible for a special reward at the end, by virtue of overcoming

their dark sides without violence.

If a hero elects to do something particularly creative, such as channeling a Force Point into their dark double, that also works. Note that channeling a Force Point does not count as an attack. Calling on the light side of the Force to remove the dark side presence is actually something that should be rewarded, so individuals who go that route will absolutely still receive the “Mental Discipline” reward at the end of the event. Please send player name, RPGA Network number, and character name for anyone who comes up with a very creative non-combat way to bypass their dark double to lfplots@living-force.net. We’re very curious as to what kinds of things people come up with, and whether anyone decides to use a Force Point to this end.

At the conclusion of the fight (however it may come out), the mists swirl away and the heroes find themselves back in the chamber. All wound points are restored (any unconscious, dying, or dead heroes “come to their senses”), but vitality points stay spent.

You hear a howl of rage from above you. The cloaked figure drops to the floor, snarling, and points a finger at you. “You’ve come to take her away -- but you can’t. I love her...and she will love me!”

The hood on his cloak flies back, and you see that your tormentor is Garvin Delquist, one of the researchers at the Forard science station! His twisted face leers at you, and you see a trio of individuals step up behind him.

“Kill them!”

Delquist does not change based on tier, but his tactics do. In low tier, he tries to use Move Object to disarm the heroes, while his cronies (a trio of thug 2’s) attack them with clubs. He attempts to use Affect Mind (“Protect me”) to get heroes who close to melee with him to turn to his side.

In middle tier, he is accompanied by two thug 2’s, and Sellot Kell (see stats in GM Aid #2), who provides ranged fire support. Here, he uses more offensive abilities, and even uses Force Grip *once* on the biggest obvious threat, and uses Force Push to keep the heroes away from him.

In the top tier, he is accompanied by his bodyguard Gar Granga, Sellot Kell, and D’randq, and they immediately attack and fight until they are dead or incapacitated. Statistics are in GM Aid #2. In this tier, he will utilize Force Grip twice, and Fear three times.

The amulet itself has DR 25, and is unaffected by Force skills or abilities. Lightsabers do *not* automatically bypass its DR, but it only gets DR 15 against them. It has a Defense of 12 and 38 wound

points. If the heroes get their hands on the Amulet, have fun describing how evil and slimy it feels, and how it wants them to put it on. Torment them; it's good for them to be tormented.

If Delquist survives (not likely!), he begins babbling about how he "Only wanted to love her," and then, with the Amulet well away from him, quite clearly loses his mind and gibbers inanely at the floor. If he's dead, he clearly won't be saying much of anything by way of explanation. Misha, however, has heard him say that he loves her on several occasions, which is something she found bizarre and somewhat pathetically repellent, since she barely knew him.

When Delquist is defeated, whether it is by subdual or lethal damage, as he staggers...

The talisman around his throat leaps off and rockets toward a balcony on the tower wall. Above, you see the smiling Twi'lek woman, who catches the trinket effortlessly, then shoves another figure—a human woman—forward, over the balcony.

If the heroes want to make an opposed Move Object check against the Alina's (and that is Alina, cloaked in the illusion of a Twi'lek woman), she has burned a Force Point and has an effective 38 on her check. Because of the nature of the talisman, range on Move Object is not an issue.

The woman gives a startled shriek, then reaches out and grabs hold of a banner dangling over the lip of the balcony. The Twi'lek vanishes, but the woman remains, kicking her legs and struggling to climb out of danger.

Encounter 7: The Escape

Key ideas of this encounter: Escape!

The heroes should come up with some way to save the girl, who is Misha Quor-Din. She can help, but isn't going to be of great assistance. She is thirty meters up the wall. The banner she's clutching is well made, and won't snap or fall, but she can only hold on so long. (Falling rules are on page 218 of the *STAR WARS Roleplaying Game Core Rulebook*).

As the heroes start to help Misha down, alarms begin ringing throughout the Fortress. As soon as the Padawan is on the ground, six guard droids (you can use fewer, if circumstances tell you six would be too many for your party) burst into the chamber and begin firing at the heroes.

The klaxons are signaling a general withdraw, so the Fortress' inhabitants are in a panic. Once the heroes

have dispatched the droids, they won't face another direct challenge through the Fortress. Being loud and showy, however, is likely to garner unwanted attention and lead to attacks from either the pirate soldiers or the dark side cultists (Devotees and Marauders).

If they haven't discovered the way out, yet, Misha tells them that there is a repulsorlift garage on the second level. The skiffs there are used to move equipment and personnel from the Fortress to the cave that the dark-siders are using as a starship hangar.

The garage is in chaos, with the inhabitants of the Fortress quickly backing up skiffs and moving out (and up). Should the heroes be spotted, a general cry quickly overtakes the mob. The heroes need to grab a skiff (an empty one, or, if you wish and there is time, they'll need to commandeer a crewed craft) and make a fighting withdrawal to the hangar while the evacuating bad guys give chase and engage in the lightfight. (Cargo Skiff stats are in GM Aid #3 and can also be found on page 167 of the *STAR WARS Roleplaying Game Core Rulebook*). Only bother with the firefight if you have time, otherwise, just let them grab a ship and go.

The tunnel that leads to the hangar is just above the lake's waterline, and slopes gently upward. Lights and a sensor beacon mark the entrance. The heroes won't have any trouble finding it (and, conversely, neither do the bad guys).

The winding tunnel leads slightly upward, while behind you, your opponents are gaining ground. Then, you see the exit; the tunnel opens up into a larger cavern, and beyond that is the open, dark sky of Almas.

However, as you race toward freedom, another skiff drifts across the mouth of your exit, blocking the way!

At the end of the tunnel, and the entrance to the hangar, the villains have set up another skiff, across the mouth of the cave exit. Panic is not at all what the Believers want from their own -- they want order, and control, and they don't want everyone fleeing into the night. The pilot of the heroes' skiff must make a DC 20 Pilot check to get the nose of his craft up; if he fails, the vehicles slam together (each vehicle is totaled; passengers take 3d10 damage (Reflex save DC 15 for half)).

If the pilot succeeds his check, he manages to get the nose of his skiff up enough to not completely ram the other skiff; however, in dragging the heroes' craft over the other repulsorlift, the rear engine assembly is ripped off. The heroes' craft bounces over the blockade, then slams to the ground and skids forward, its speed taking it past all of the transports, toward the mouth of the cave.

As the heroes take cover behind the overturned skiff (because there are a large number of Believers coming after them, blasters blazing), they hear the following:

Suddenly, there's a howling at the hangar entrance. From above the cave, a pair of huge, boxy transports lower into view, blaster cannons pointed inward and you get the sinking feeling directly at you. The blaster fire pouring in at your skiff ceases, as if your foes know your time has come.

But they don't fire. Instead, the boarding hatches on the front of the transports begin to hiss open, and you see a swarm of figures surge forward, into the hangar. Through the dust kicked up by the repulsors, it's impossible to make out who is actually charging into the hangar – that is, until four dozen lightsaber blades spring into existence from the dust cloud.

Then, you hear Lanius Qel-Bertuk's voice: "Surrender now, or it will not go well for you." The Jedi, their forces bolstered by a brigade of armored troops, surge past you, save for a few Jedi Consulars and military medics that head to your group.

Conclusion

The Believers, already in a state of disarray, scatter at the approach of the Jedi. Master Lanius makes his way over to the heroes, with Seenlu Kir beside him. Master Kir kneels and takes Misha's face in her hands, and greets her as her Padawan learner.

While the pair reunites, Master Lanius addresses you. "The Force led us here. I'd thought we might be too late. The strength of the energies that were in place blocked my ability to see where you had gone. It seems I need not have been concerned. You found this place, and Misha, and it looks like you were well on your way out. You've done exceptionally well."

It appears, based on the evidence in Delquist's journals, that he came to the Fortress in search of a solution to the kaluthin problem, but ran into something that took him over, and turned him to the dark side. He made a contact in the Cularin underworld. It's unclear who she was, since he never used a name for her and then contacted a dark Jedi named Gar Granga about bringing in his followers to repopulate the Fortress. Delquist himself seemed intent on using his newfound power to win over the woman he believed he loved—Misha.

"We are all deeply indebted to you. We'll take you back to the Academy and tend to your wounds. Now that we know where the entrances are to this place,

there will be guards here all the time." He looks around and shudders. "This place is... unpleasant. Come. Let us leave."

The End

Experience Point Summary

Experience is calculated as follows for Living Force events.

- 1) Experience awards in Living Force are not made for achieving objectives, but instead for successfully completing an adventure of a given length. Thus, if the heroes survived and accomplished the primary goal of the adventure, they receive full Adventure Experience (600 xp for core LF plot scenarios, 350 for non-core LF scenarios).
- 2) Assign discretionary role-playing experience (0-400 points). These should reward accurate character portrayal throughout the adventure, not just how well the 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 make their way into the Fortress and rescue Misha? If so, each hero who survived receives 600 xp.

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

Total Possible Experience:	1000 xp
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If the heroes did not complete the scenario because of time constraints, but were "on the right track," you may award ½ adventure experience. If the heroes succeeded in finding the Fortress, but did not get Misha out alive, award them ¾ adventure experience.

Loot Summary

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

another.

Various blasters, blaster rifles, vibroweapons, and other toys. The grenades are confiscated by the Jedi, but the heroes are welcome to other weapons they scavenged from the pirates and Believers.

From D'randq (high tier only, certed)
Vibro-Axe

Mental Discipline: [Given only to heroes who bypassed their dark doubles without fighting] Upon return to the Jedi Academy on Almas, Master Lanius Qel-Bertuk noted that the hero named above had a special glow about them, a residual Force effect that seems to have resulted from successfully bypassing his (or her) dark double in the Sith fortress without resorting to combat. At Master Lanius's direction, this hero was allowed to enroll in a course designed to channel this residual Force energy into greater mental discipline. As a result, the hero has gained a +1 bonus to one mental attribute (intelligence, wisdom, or charisma) of his or her choice. Please mark the attribute chosen below. It cannot be changed once the player has left the table.

___ +1 Intelligence ___ +1 Wisdom ___ +1 Charisma

Player Handout 1: Gilloma's Report

Filed [Yesterday's Date] by Gilloma, Senior Research Scientist, Forard

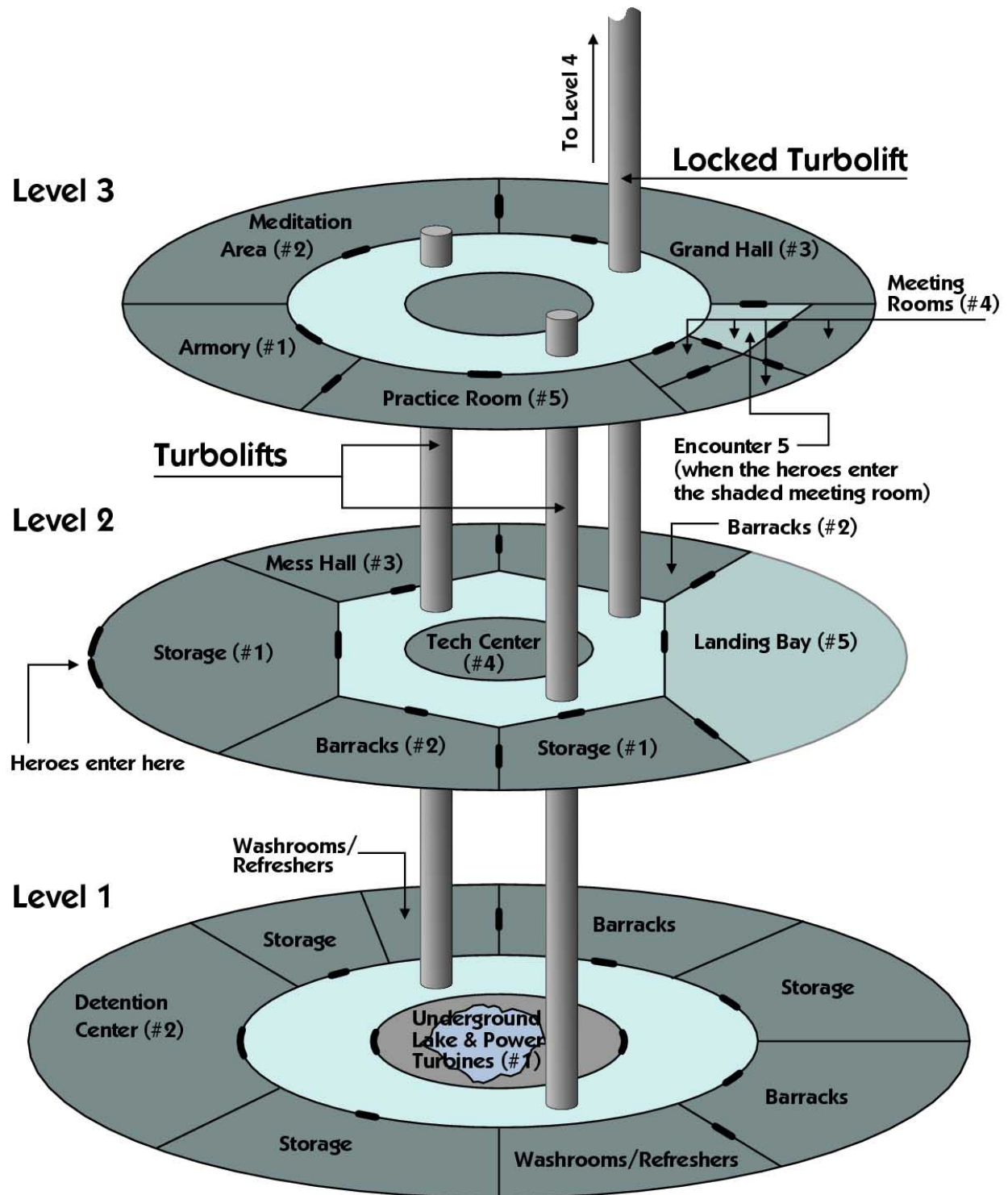
It is common knowledge that the fact that anything grows on Almas at all is due to the kaluthin. It was their appearance that converted the thick mixture of toxic gasses to something breathable. However, it also had a possibly unintended consequence. You see, as the planet gained an atmosphere, the surface temperature also began to grow.

We know that this planet's water must either be welled from deep in the earth, or pulled from the atmosphere – as they do on some desert worlds. However, the possibility exists that these sub-surface water pockets might actually be an interconnected system of underground rivers.

Perhaps, as the atmosphere warmed the planet, Almas' icy surface melted, then—as water always does—found the lowest point. So it is feasible that your opponents are using the caves to access the water systems, and move about the planet undetected.

In the light of what the Cularin patrols found in that freighter last week, this theory sounds even more possible. We will keep you posted on any further details.

DM Aid #1: The Maps



DM Aid #2 : NPC Statistics

All Tiers:

Misha Quor-Din: Female Human Jedi Consular 4; Init +2 (+2 Dex); Def 16 (+4 class, +2 Dex); Spd 10m; VP/WP 30/12; Atk +4 melee (1d3+1, punch), +5 ranged; SV Fort +5, Ref +4, Will +4; SZ M; FP 3; Rep +3; Str 12, Dex 15, Con 12, Int 10, Wis 11, Cha 15.

Skills: Bluff +6, Craft (*Lightsaber*) +4, Diplomacy +14, Gather Information +6, Jump +3, Knowledge (*Jedi Lore*) +4, Sense Motive +6, Tumble +5; Read/Write Basic, Speak Basic, Speak Cerean.

Force Skills: Affect Mind +6, Battlemind +5, Empathy +7, Friendship +9, Heal Self +4.

Feats: Acrobatic, Exotic Weapon Proficiency (*lightsaber*), Force-Sensitive, Skill Emphasis (*Diplomacy*), Trustworthy, Weapons Group Proficiency (*blaster pistols, simple weapons*).

Force Feats: Alter, Control, Sense.

Thug (quantity varies depending on tier – see text): Male Human Thug 2; Init +0; Defense 10; Spd 10m; VP/WP -/15; Atk +3 melee (1d6+1, baton), +2 ranged (3d6, blaster pistol); SQ nil; SV Fort +4, Ref +0, Will +0; SZ M; Rep 0; Str 13, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Equipment: Stun baton, blaster pistol.

Skills: Intimidate +4.

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

Attack Droids (quantity varies depending on tier – see text): Walking attack droid, Thug 1; Init +2 (Dex); Defense 17 (+5 armor, +2 Dex); Spd 8m; VP/WP -/13; Atk +1 melee (1d6, punch), +4 ranged (3d6, blaster pistol); SQ nil; SV Fort +3, Ref +2, Will +1; SZ M; Rep 0; Str 11, Dex 14, Con 13, Int 10, Wis 13, Cha 6.

Equipment: Arm-mounted blaster pistol, armor plating (armor check penalty -3), locked access.

Skills: Listen +1, Search +2, Spot +2; Read/Write Basic, Speak Basic (*understand only*).

Feats: Weapon Focus (*blaster pistol*), Weapon Group Proficiency (*blaster pistols, simple weapons*).

Generic Dark Side Marauder (quantity varies depending on tier – see text): Human Soldier 1/Dark Side Marauder 2; Init +2 (Dex); Defense 17 (+5 class, +2 Dex); Spd 10m; VP/WP 32/14; Atk +6 melee (1d6+3, punch) or +7 melee (2d6+3, vibroblade), +5 ranged (3d6, blaster pistol); SQ nil; SV Fort +7, Ref +5, Will +0; SZ M; DSP 4; Rep 0; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 12.

Equipment: Vibroblade, blaster pistol.

Skills: Climb +6, Demolitions +4, Intimidate +6, Tumble +6; Read/write Basic, Speak Basic.

Force Skills: Battlemind + 8, Enhance Ability +8.

Feats: Armor Proficiency (*light*), Force Sensitive, Martial Artist, Power Attack, Weapon Focus (*vibroblade*), Weapon Group Proficiency (*blaster pistols, blaster rifles, heavy weapons, primitive weapons, simple weapons, vibro weapons*)

Force Feats: Control, Rage.

Tier 1:

Pirates: Human Scoundrel 1/Soldier 1; Init +7 (Dex); Defense 17 (+4 class, +3 Dex); Spd 10m; VP/WP 14/10; Atk +3 melee (1d3+2, punch) or +3 melee (2d6+2, vibroblade), +4 ranged; SQ Illicit barter; SV Fort +2, Ref +5, Will -1; SZ M; Rep 0; Str 14, Dex 16, Con 10, Int 12, Wis 8, Cha 13.

Equipment: Vibroblade.

Skills: Appraise +5, Bluff +5, Computer Use +5, Gather information +5, Hide +7, Intimidate +6, Knowledge (*streetwise – Cularin*) +5, Pilot +8, Repair +5, Search +5, Spot +3; Read/write Basic, Speak Basic, Speak Huttese.

Feats: Armor Proficiency (*light*), Improved Initiative, Quick Draw, Weapons (*blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons*).

Garvin Delquist: Male Human, Expert 5/Force Adept 3; Init +1 (+1 Dex); Def 14 (+1 Dex, +3 Class); Spd 10m; VP/WP 18/9; Atk +1 melee (2d6, vibroblade), +5 melee (1d3, punch), +6 ranged (by weapon); SQ nil; SV Fort +2,

Ref +4, Will +7; SZ M; FP 3; DSP 4; Rep +2; Str 10, Dex 12, Con 9, Int 20, Wis 11, Cha 8.

Equipment: Comlink, vibroblade, dark side pendant **.

Skills: Climb +4, Computer Use +16, Intimidate +3, Knowledge (*Biology*) +9, Knowledge (*Botany*) +9, Knowledge (*Cularin System*) +9, Profession (*Researcher*) +4, Search +11, Survival +3; Read/Write Binary, Read/Write Bith, Read/Write Huttese, Read/Write Ithorese, Speak Binary, Speak Bith, Speak Caarimala, Speak Durese, Speak High Galactic, Speak Ithorese, Speak Old Galactic Standard, Speak Ryl, Speak Shyriiwook, Speak Tarasin, Speak Verpine.

Force Skills: Affect Mind +5, Drain Knowledge +16, Empathy +4, Enhance Ability +3, Telepathy +2

Feats: Force-Sensitive, Sharp-eyed, Skill Emphasis (*Computer Use*), Skill Emphasis (*Drain Knowledge*), Weapons Group Proficiency (*blaster pistols, primitive weapons, simple weapons*).

Force Feats: Alter, Sense.

**The Dark Side Pendant that Delquist wears gives him the following abilities:

-He does not spend vitality points to use Force skills.

-He can use any non-light side Force skills – including those he possess' no rank in – as if he had the skill at +10.

-He can speak and understand any language, as well as read any language.

Tier 2:

Pirates: Human Scoundrel 2/Soldier 2; Init +7 (Dex); Defense 18 (+5 class, +3 Dex); Spd 10m; VP/WP 28/10; Atk +5 melee (1d3+2, punch) or +6 melee (2d6+2, vibroblade), +6 ranged; SQ Illicit barter, Better lucky than good; SV Fort +3, Ref +6, Will -1; SZ M; Rep 1; Str 14, Dex 17, Con 10, Int 12, Wis 8, Cha 13.

Equipment: Vibroblade.

Skills: Appraise +6, Bluff +6, Computer Use +7, Gather information +6, Hide +8, Intimidate +7, Knowledge (*streetwise – Cularin*) +5, Pilot +10, Repair +7, Search +6, Spot +4; Read/write Basic, Speak Basic, Speak Huttese.

Feats: Armor Proficiency (*light, medium*), Heroic Surge (1/day), Improved Initiative, Quick Draw, Weapon Finesse (*vibroblade*), Weapons (*blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons*).

Sellot Kell: Female Human, Soldier 5/Scoundrel 3; Init +2 (+2 Dex); Def 16 (+2 Dex, +4 armor); Spd 10m; VP/WP 61/14; Atk +8/+3 melee (1d3+1, punch) or +8/+3 melee (2d6+1, vibroblade), +9/+4 or +5/+5/+5/+0 ranged (3d6, blaster pistol); SQ Illicit barter, Better lucky than good; SV Fort +7, Ref +6, Will +3; SZ M; FP 2; DSP 2; Rep +2; Str 13, Dex 14, Con 14, Int 13, Wis 13, Cha 9.

Equipment: Blast vest and helmet, blaster pistol, comlink, glowrod, power pack (x3), vibroblade.

Skills: Bluff +3, Computer Use +7, Demolitions +9, Disable Device +5, Escape Artist +7, Gather Information +3, Hide +5, Intimidate +7, Listen +5, Move Silently +5, Repair +7, Search +5, Spot +7, Treat Injury +5, Tumble +7; Read/Write Basic, Speak Basic, Speak Calamarian.

Feats: Armor Proficiency (*heavy, light, medium*), Far Shot, Multishot, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Weapons Group Proficiency (*blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons*).

Garvin Delquist: Male Human, Expert 5/Force Adept 3; Init +1 (+1 Dex); Def 14 (+1 Dex, +3 Class); Spd 10m; VP/WP 18/9; Atk +1 melee (2d6, vibroblade), +5 melee (1d3, punch), +6 ranged (by weapon); SQ nil; SV Fort +2, Ref +4, Will +7; SZ M; FP 3; DSP 4; Rep +2; Str 10, Dex 12, Con 9, Int 20, Wis 11, Cha 8.

Equipment: Comlink, vibroblade, Dark side pendant **.

Skills: Climb +4, Computer Use +16, Intimidate +3, Knowledge (*Biology*) +9, Knowledge (*Botany*) +9, Knowledge (*Cularin System*) +9, Profession (*Researcher*) +4, Search +11, Survival +3; Read/Write Binary, Read/Write Bith, Read/Write Huttese, Read/Write Ithorese, Speak Binary, Speak Bith, Speak Caarimala, Speak Durese, Speak High Galactic, Speak Ithorese, Speak Old Galactic Standard, Speak Ryl, Speak Shyriiwook, Speak Tarasin, Speak Verpine.

Force Skills: Affect Mind +5, Drain Knowledge +16, Empathy +4, Enhance Ability +3, Telepathy +2

Feats: Force-Sensitive, Sharp-eyed, Skill Emphasis (*Computer Use*), Skill Emphasis (*Drain Knowledge*), Weapons Group Proficiency (*blaster pistols, primitive weapons, simple weapons*).

Force Feats: Alter, Sense.

****The Dark Side Pendant that Delquist wears gives him the following abilities:**

- He does not spend vitality points to use Force skills.
- He can use any non-light side Force skill – including those he possess no rank in – as if he had the skill at +10.
- He can speak and understand any language, as well as read any language.

Tier 3:

Pirates: Human Scoundrel 4/Soldier 3; Init +7 (Dex); Defense 20 (+7 class, +3 Dex); Spd 10m; VP/WP 48/10; Atk +8/+3 melee (1d3+2, punch) or +9/+4 melee (2d6+2, vibroblade), +9/+4 ranged; SQ Illicit barter, Better lucky than good, Skill Emphasis (*Pilot*); SV Fort +4, Ref +8, Will +1; SZ M; Rep 3; Str 14, Dex 17, Con 10, Int 12, Wis 8, Cha 13.

Equipment: Vibroblade.

Skills: Appraise +7, Bluff +8, Computer Use +8, Demolitions +5, Gather information +7, Hide +9, Intimidate +8, Knowledge (*streetwise – Cularin*) +8, Pilot +15, Repair +8, Search +7, Spot +7, Tumble +8; Read/write Basic, Speak Basic, Speak Huttese.

Feats: Armor Proficiency (*light, medium, heavy*), Dodge, Heroic Surge (2/day), Improved Initiative, Quick Draw, Weapon Finesse (*vibroblade*), Weapons (*blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons*).

Gar Granga: Male Mon Calamarian, Jedi Guardian 8/Dark Side Marauder 4; Init +7 (+3 Dex, +4 Bonus); Def 25 (+3 Dex, +12 Class); Spd 10m; VP/WP 98/11; Atk +13/+8/+3 melee (1d6+1, punch) or +14/+9/+4 melee * (3d8+1, crit 19-20, lightsaber), +15/+10/+5 ranged (by weapon); SQ Amphibious, Jedi Knight, Low-light vision, Tainted; SV Fort +10, Ref +13, Will +6; SZ M; FP 4; DSP 8; Rep 7; Str 13, Dex 16, Con 11, Int 14, Wis 13, Cha 10.

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

* Gar Granga has constructed his own Lightsaber.

Skills: Climb +3, Craft (*lightsaber*) +8, Intimidate +4, Jump +7, Knowledge (*Jedi*) +6, Survival +3, Swim +7, Tumble +9; Read/Write Basic, Read/Write Calamarian, Speak Basic, Speak Barabel, Speak Calamarian, Speak Gungan.

Force Skills: Affect Mind +4, Battlemind +10, Enhance Ability +10, Fear +11, Force Defense +4, Force Push +12, Force Stealth +7, Move Object +8, Telepathy +3.

Feats: Armor Proficiency (*light*), Exotic Weapon Proficiency (*lightsaber*), Force-Sensitive, Improved Initiative, Martial Artist, Power Attack, Skill Emphasis (*Battlemind*), Weapons Group Proficiency (*blaster pistols, blaster rifles, primitive weapons, simple weapons, vibro weapons*).

Force Feats: Alter, Control, Dissipate Energy, Hatred, Knight Defense, Lightsaber Defense, Rage, Sense

D'randq: Male Barabel, Soldier 4/Dark Side Marauder 6; Init +0; Def 21 (+8 Class, +3 Species); Spd 10m; VP/WP 112/14; Atk +10/+5 ranged (by weapon), +13/+8 melee (1d6+5, claws) or +15/+10 (1d6, bite) or +13/+8 melee (2d10+3, vibro-axe) or +13/+8 melee (2d6+3, vibroblade); SQ Claws, Darkvision, Ferocious attack, Primitive, +4 species bonus to Intimidate checks, Species bonus of Weapon proficiency (primitive), Radiation resistance, Tail, Tainted; SV Fort +11, Ref +6, Will +2; SZ M; FP: 4; DSPs: 5; Rep: +4; Str 17, Dex 11, Con 14, Int 12, Wis 9, Cha 10.

Equipment: Comlink, vibro-axe, vibroblade (x2).

Skills: Climb +9, Computer Use +5, Demolitions +7, Intimidate +16, Jump +9, Knowledge (*Cult Lore*) +4, Repair +5, Survival +4, Treat Injury +5; Read/Write Barabel, Speak Barabel, Speak Shyriiwook.

Force Skills: Battlemind +8, Enhance Ability +8, Force Push +5.

Feats: Armor Proficiency (*light, medium, heavy*), Cleave, Force-Sensitive, Great Cleave, Martial Artist, Power Attack, Quick Draw, Skill Emphasis (*Force Push*), Two-weapon Fighting, Weapons Group Proficiency (*blaster pistols, blaster rifles, heavy weapons, primitive weapons, simple weapons, vibro weapons*).

Force Feats: Alter, Control, Hatred, Rage, Sense.

Sellot Kell: Female Human, Soldier 5/Scoundrel 3; Init +2 (+2 Dex); Def 16 (+2 Dex, +4 Armor); Spd 10m; VP/WP 61/14; Atk +8/+3 melee (1d3+1, punch) or +8/+3 melee (2d6+1, vibroblade), +9/+4 or +5/+5/+5/+0 ranged (3d6, blaster pistol) or +9/+4 or +5/+5/+5/+0 ranged (3d8, crit 19-20, blaster rifle); SQ Illicit barter, Better lucky than good; SV Fort +7, Ref +6, Will +3; SZ M; FP 2; DSP 2; Rep +2; Str 13, Dex 14, Con 14, Int 13, Wis 13, Cha 9.

Equipment: Blast vest and helmet, blaster pistol, blaster rifle (x2), comlink, glowrod, power pack (x3), vibroblade.

Skills: Bluff +3, Computer Use +7, Demolitions +9, Disable Device +5, Escape Artist +7, Gather Information +3, Hide +5, Intimidate +7, Listen +5, Move Silently +5, Repair +7, Search +5, Spot +7, Treat Injury +5, Tumble +7; Read/Write Basic, Speak Basic, Speak Calamarian.

Feats: Armor Proficiency (*light, medium, heavy*), Far Shot, Multishot, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Weapons Group Proficiency (*blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons*).

Garvin Delquist: Male Human, Expert 5/Force Adept 3; Init +1 (+1 Dex); Def 14 (+1 Dex, +3 Class); Spd 10m; VP/WP 18/9; Atk +1 melee (2d6, vibroblade), +5 melee (1d3, punch), +6 ranged (by weapon); SQ nil; SV Fort +2, Ref +4, Will +7; SZ M; FP 3; DSP 4; Rep +2; Str 10, Dex 12, Con 9, Int 20, Wis 11, Cha 8.

Equipment: Comlink, vibroblade, dark side pendant **.

Skills: Climb +4, Computer Use +16, Intimidate +3, Knowledge (*Biology*) +9, Knowledge (*Botany*) +9, Knowledge (*Cularin System*) +9, Profession (*Researcher*) +4, Search +11, Survival +3; Read/Write Binary, Read/Write Bith, Read/Write Huttese, Read/Write Ithorese, Speak Binary, Speak Bith, Speak Caarimala, Speak Durese, Speak High Galactic, Speak Ithorese, Speak Old Galactic Standard, Speak Ryl, Speak Shyriiwook, Speak Tarasin, Speak Verpine.

Force Skills: Affect Mind +5, Drain Knowledge +16, Empathy +4, Enhance Ability +3, Telepathy +2

Feats: Force-Sensitive, Sharp-eyed, Skill Emphasis (*Computer Use*), Skill Emphasis (*Drain Knowledge*), Weapons Group Proficiency (*blaster pistols, primitive weapons, simple weapons*).

Force Feats: Alter, Sense.

**The Dark Side Pendant that Delquist wears gives him the following abilities:

- He does not spend vitality points to use Force skills.
- He can use any non-light side Force skill – including those he possess no rank in – as if he had the skill at +10.
- He can speak and understand any language, as well as read any language.

DM Aid #3 – Cargo Skiff

Craft: Ubrikkian Bantha II; Class: Ground (Speeder); Size: Huge (9.5 meters); Crew: Untrained +0 (1 pilot); Passengers: 20 or cargo; Cargo Capacity: 135 metric tons; Speed: 70 m (max speed 200 km/h); Altitude: up to 20 meters; Defense: 10 (-2 size, +2 armor); Hull Points: 20; DR: 5.

Weapons: none

A cargo skiff provides $\frac{1}{4}$ cover to passengers.

Critical Event Summary

A Dark Fortress

1. Did the heroes rescue Misha Quor-Din?

Yes

No

2. Did the heroes kill Garvin Delquist?

Yes

No

3. Did Alina Impeveri escape with the amulet?

Yes

No

4. How many heroes attacked their dark doubles? ____

5. How many ignored them, and walked past? ____

6. Did anyone come up with interesting, creative or unique approaches to dealing with their dark side doubles?
Please list below, along with hero name, player name and player RPGA number.

Convention Coordinator:

To report these results (for events during the month of May 2002 only), you may US mail them to:

RPGA - Living Force, P.O. Box 707, Renton, WA 98057-0707

Or email to: LFPlots@living-force.net

Or fax to: (425) 687-8287 Attention Living Force Critical Events

Check <http://www.living-force.net> for other methods.