

Shadows In Green

A One-Round Living Force Live Action Event

by Lee Pickler

An Ithorian herdship has come to the Cularin system. Wonders from all over the Galaxy are contained within its hull. As the inhabitants of the system visit the great ship, most do so with awe and respect. However, not everyone has come aboard with such well-intentioned motives. A LIVING FORCE interactive event for 20 or more Heroes of all levels.

Note to organizers: If you would like to have metagaming at your interactive, please contact us at LFAdmin@living-force.net for additional materials.

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Shadows In Green is a non-standard RPGA Network tournament. A four-hour time block has been set aside for this event but the actual playing time will vary.

It is a good idea to ask each player to wear a nametag. 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 hero. Players are encouraged to dress in costume for the event.

Scoring the game for RPGA points: There is no voting involved in RPGA Network interactive events. Organizers are advised to sign people in as they enter and list them (and the judges/NPCs) on no-vote packets to report this event to RPGA HQ.

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.

Live action events require flexibility. What we provide in LIVING FORCE is a framework, along with overall goals for the event. How the events unfold throughout the course of the interactive is up to you, the organizer, and your staff. Some conventions may run this with 50-100 players; others may run it with 20 (we do not recommend interactive-style events for fewer than 15-20 players, as the number of judges makes running it for so few prohibitive). The story should remain the same, but how it is told is up to you.

Hero Earnings

Players do not roll craft or profession checks or get pay from certified employment for LIVING FORCE interactives.

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 will be 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 any level LIVING FORCE

heroes. If your players do not have heroes, help them create new ones (see your event coordinator for hero creation instructions).

The Story

One of the famed Ithorian herdships, the *Bazaar*, has come to the Cularin system to trade. For two weeks, the disc-shaped ship, measuring almost 2km in diameter, will be in orbit above Cularin. Her domes face Morasil and Termadus, the twin suns of the system.

The citizens of the system are free to come and enjoy the wonders of this unique vessel – to take walks through the jungle, engage in shopping in the trading villages and a variety of other occupations and entertainments.

Osten Dal’Nay and Broof Yurdel, co-leaders of the newly formed Cularin militia, are both spending a lot of time aboard the ship. Since a significant portion of the population is visiting the *Bazaar* while it is in Cularin, the two plan to use this to their advantage. They are using the easy exposure to recruit new members into the militia, to let everyone know why they exist and to inform the populace of the “truth” concerning the Thaerian military. Oddly, the Thaerians have had no response to this.

However, this “new threat” has not gone un-noticed by the Thaerian military. They are not happy about the image being presented to the general population, so they have decided to take action. Anonymously, of course. Through intermediaries, a band of mercenaries has been hired to kill Osten Dal’Nay. Once the defector is dead, the Thaerian hierarchy figures the nascent Cularin militia will collapse in on itself and fade away.

The mercenaries, a group of professionals from the Outer Rim, plans to take Osten out just after the pod race. Knowing there are many skilled, heroic-types aboard the *Bazaar*, they intend to create a small distraction first. While the heroes deal with the distraction, they can quickly finish off Osten before anyone can react and save him.

No plan, however, ever survives contact with the enemy. The distraction goes off successfully (two thermal detonators exploding in the trading village where the post-race awards are being given.). At the moment the thermal’s go off, the mercs ambush Osten as he is walking through the jungle to a meeting with supposed potential benefactors. One thermal detonator and three fragmentation grenades explode around him, but Osten survives and escapes the ambush. He flees the scene, closely followed by the mercs.

Alone, wounded and disoriented, Osten stumbles through the jungle looking for help. The mercs switch to melee weapons to keep the noise down.

The characters must locate Osten before the mercenaries do and save him from their grasp. If they

are successful, the Cularin militia itself is probably saved. If they fail, who knows what the consequences will be.

The Details

The opening announcement for the interactive:

Darkness has recently returned to Cularin. It is rumored that something in the Sith fortress on Almas has begun to stir. Everyone – including the Jedi – is quite nervous.

An Ithorian herdship – the Bazaar – has come to the system, and a time of celebration begins. A visit by one of these massive ships is rare indeed. The citizens of Cularin have something wonderful to distract them.

However, the darkness is always there, waiting ...

During the first hour or so of the interactive, the following activities should occur: the standard metacampaign booths are open, and any judge who is not running the metacampaign booths should be running a podrace heat. Schedule multiple heats of 3-6 racers per heat, with the winner from each heat advancing.

RUNNING THE HEATS: Pods should be randomly assigned to racers for each heat. To keep things “fair,” the organizers of the race have provided racers, and to some extent, it is luck of the draw who gets which pod. At each obstacle, the racers roll their pilot checks. Utilize the rules in the Tatooine source book, with modifications included in the appendix to this event.

Note: The Ithorian hosts have requested that all participants in the pod race not use weapons against each other. It is against their general pacifist nature, plus they do not want any portion of their ship damaged by a wayward pod. Ionizing guns have been set up throughout the racecourse to immediately neutralize any racer who does obey this edict (no rolls necessary).

OTHER THINGS THAT ARE GOING ON: Several individuals wander through the crowd, spreading rumors. The rumors ...

1. There are Sith in the Cularin system again. Who knows how many? Yeah, sure there are supposed to be no more than two. But they’re Sith, right? They probably lie about that!
2. The Ithorian herdship is only here because of the recent rumors of dark happenings on Almas. There is an army of Jedi hidden on the ship, ready to invade Almas.
3. Osten is actually a holo actor, researching a role, and isn't really a soldier.
4. The droids of Uffel are building into new droids self-destruct mechanisms that go off if they are

exposed to certain kinds of gases.

5. The Wyrd are infiltrating the Cularin government.
6. The Metatheran Cartel is awarding a brand new pod racer to the winner of the race today. (This is true – to be confirmed later.)

The first hour of the interactive should be dedicated to rumor-mongering, information gathering, and the chance for the heroes to interact with the NPCs present while visiting the various booths. NPCs include Xav Verivax, Osten Dal’Nay, Gilloma.

At the 1:00 mark, a large viewscreen that has been set up to show the action of the race flickers to life, and a familiar image, a little piggy face with a too-broad smile, comes into view. Enter **Thurm Loogg**. Thurm’s speech is included as an appendix to this event.

Xav Verivax: He’s out to find ladyfriends and have a good time. Many heroes may have met him before. He does not remember ANY of them. He looks a little scruffier than he did any of the other times they might have met him (in *MidWorld*, in *Coruscanti Dawn*, at the Gen Con 2001 interactive “Blown Away”, or the Winter Fantasy 2002 interactive “Peaces”), but it’s clearly the same guy. Maybe he’s just letting himself go... or maybe he’s drunk. Or on spice. Or insane.

Cularin militia: **Osten Dal’Nay** is present (NPC from *Tilnes Rising*). He is recruiting for the Cularin militia.

Gilloma: The Ithorian director of the Forard research station. He remembers the heroes who helped discover what was killing off the kaluthin on Almas (in *The Kaluthin is Always Greener*), and is more than willing to speak with them. Gilloma is on the *Bazaar* to walk again through the jungles of his native planet. It has been a long time since he has done so, and the old Ithorian is truly enjoying the experience.

Hril Bast: a Twi’lek lackey of Thurm Loogg and the Metatheran Cartel. He is here only to announce the award ceremony of the pod race and make the contract offer to the winner. While the race is going on, he quietly circulates through the crowd extolling the virtues of Loogg to anyone who will listen, rhapsodizing about his compassion and kindness. (Put your slimiest judge on this duty; Bast is a sleaze, and should be played as such.)

By the 1:30 mark, all the race heats should be completed. The final race should be run at this time. Use an intercom system for announcing if possible.

Also, just before this final race is run, Osten Dal’nay should leave the area. If he is engaged in conversation

with someone, Osten will politely excuse himself, citing a prior commitment. Otherwise, he just leaves the area.

After the final race is finished, all attendees – pilots and spectators alike - are gathered in Tathin (the trade village) for the award ceremony. Hril Bast (or an announcer if no one is playing Hril) should read the following -or something similar to it:

“And here is our victor. The winner of the first ever Bazaar Star Challenge – sponsored by the generous Metatheran Cartel - is <insert winning character’s name> of <home planet/system>. Our first place pilot gets ...”

At this point, a tremendous explosion rips through Tathin’s medical clinic. Being one of the village’s only permanent structures, the exploding building creates a lot of shrapnel. The building’s only occupants at the time are the doctor (an old Ithorian) and two medical droids, who are all now dead or dismantled. (Two thermal detonators will do that ...)

Allow players to react to this. Emergency crews are getting to Tathin as quickly as possible. Beings standing by suffer only superficial wounds from flying splinters. No life-threatening medical attention is required, but characters may help triage.

Allow any player whose hero has appropriate skills (Demolitions, Knowledge (explosives), or the like) to make a skill check if they investigate the building’s ruins. A successful DC 15 check will reveal that only a powerful explosive such as a thermal detonator could produce such effects. And that means professionals.

After the building has been examined, a Human comes stumbling out of the jungle. (If no one bothers to examine the building, just go ahead and start this part.) He stumbles into the clearing and collapses. Examination shows that he has multiple wounds over the front of his body and his clothes are shredded. (Again, anyone with any knowledge of explosives immediately recognizes the handiwork of a frag grenade.) A successful DC15 Treat Injury check stabilizes the man and revives him enough to deliver a message – “*Osten ... ambush ... in danger ...*”

This should raise the concerns of the heroes, especially any that are interested in or enlisted in the militia. One of the other NPCs present suggests (if none of the heroes do so) that small search parties – say, about six or so in size - be formed to go and find Osten.

Divide the players up into groups of 6 and assign them a judge. They will then be run through the mini-mission.

At or before the 2:00 mark, it’s time to begin the mini-

missions. All the booths should be shut down, and all judges allocated to running mini-missions. ALL of the judges.

The Setting

Scene 1: The Ithorian Herdship *Bazaar*

The visitors to the *Bazaar* are located on the jungle level, in and around the trade village of Tathin. Since the herdship is staying in the system for a couple of weeks, the ship's chief has allowed several Cularin natives to set up temporary booths in the village.

The interactive takes place two days prior to the herdship's departure from Cularin. There are a fair number of important beings here currently, as well as masses of your average tourist-type. The crowds are somewhat larger today because the Ithorians – and Metatheran Cartel – are sponsoring a pod race. This race is entirely enclosed in transparent plassteel tubes, so that the ecosystem of the ship is not damaged and to allow the pilots to race outside of the ship in a safe environment (Yep – part of the pod course is in space!).

Note that the Ithorians require weapons to be checked before leaving the docking bay. Any longarms (rifles, carbins, repeaters, bowcasters, etc.) or explosives (meaning all grenades and thermals) cannot be brought aboard the *Bazaar*. Pistols and small melee weapons are allowed, but the power units must be removed (or clips/ammunition in the case of slugthrowers). Lightsabers are allowed.

Other NPCs are present as well. During this time, the rumors outlined in previous pages should begin to spread, and the trial heats for the pod races should run. The pilots get to race, everyone else gets to get a feel for the story.

Other tidbits that are floating around:

- Jik Shashoul, a well-known Outer Rim bounty hunter, has come to Cularin.
- Senator Lavina Wren is a decendent of Reidi Artom. There is a news reporter running around claiming she has proof.
- Word is that a young Hutt is getting in position to come back into Cularin and take Riboga's old organization from Nirama.

These pieces of information should be spread around different judge/NPCs. Anything else you think is interesting can be included as well. Frankly, if you'd like to let your judges make up random rumors, that's fine – lots of things get said at these kinds of gatherings that have no bearing on reality!

Xav Verivax is here as well. Heroes who played

MidWorld (it was his ship in *MidWorld* that they kept from being blown up by thermal detonators), *Coruscanti Dawn* or attended either the Gencon 2001 interactive *Blown Away* or the Winter Fantasy 2002 interactive *Peaces* may recognize him, but – again – he does not recognize them. He seems mostly sober, but has no recollection of the heroes whatsoever, and is very suspicious of them if they persist in bothering him. He's here to have fun, after all. Of course, Xav is more than willing to strike a conversation with a lovely female hero (Human or Twi'lek). Nothing they do allows him to remember them. As near as they can tell (via See Force), he is not under any kind of Force effect, though he is getting drunk. It's possible he's just nuts.

NPCs present: Xav Verivax; Gilloma, Lony Hertz (Force Adept contact person).

Scene 2: Vanster Enan's

This wooden structure is one of the original Vanster Enan cantinas. This particular franchise is owned and operated by Vanster's brother, Belabeau Enan (think of an Ithorian with a Cajun accent.). As with all the other Vanster Enan bars, plenty of drinking and gambling can be found here.

The current "in-band" of the Cularin system, Jedi Mind Trick, is playing exclusively here while the *Bazaar* is in-system.

Drinking contests are ongoing throughout Vanster's. One of the more popular involves an Ugnaught named Tikko. He seems to only challenge opponents larger than himself (not difficult, considering he is a small-sized being). Tikko has a Con of 20, plus the Great Fortitude feat (total Fort save of +9). Tikko prefers to pick his own opponents rather than being challenged. He is gruff individual who speaks Basic very poorly.

Tikko's approach is this: first he lets his opponent order the beverage they drink (if it does not have hard liquor in it, he ridicules them). Then, he chooses the next drink. Tikko chooses drinks that he is basically immune to (gains an additional +4 bonus to his saving throws). Tikko personally wagers up to 25 credits per bet, depending on the quality of the opponent. He does not challenge anyone who appears to use the Force, as they are notoriously untrustworthy. Utilize standard wagering rules for all gambling with Tikko (meaning that no player may win more than 1250 credits in one day of gambling).

There are several individuals having a quick-draw contest. Requirement number one is that the ammo packs must be removed from the pistol (Belabeau enforces this rule). The typical bet is 10 to 20 credits

per draw, two beings per draw. The object is simply to get your pistol unholstered first. Rules are: the two contestants roll Initiative against each other. For the purposes of this contest, the Quick-Draw feat adds +1 to this roll. The winner is the being who rolls the highest.

There are also other traditional forms of gambling here. Utilize the gambling skill rules from the Star Wars Revised Core Rule book (pg 89-90 – attached in summary). If you can find someone who actually knows Sabacc – or can run it off a laptop – then go for it (also, see Appendix 2: LF Sabacc Rules). Again, standard wagering rules apply. The players will have to keep track of how much they win, and have the dealer sign off on their winnings. I recommend an interactive log sheet be given each player on entering, where they can record winnings/losings/expenditures, and have an interactive staffer sign off on the sheet for each.

NPCs present: Belabau Enan, Ithorian owner of the bar; Tikko; a sabacc dealer; a bartender; a bookie; and a Wookiee arm-wrestler (a staple for LF interactives).

Scene 3: Cularin Militia Recruiting Station

Osten Dal’Nay, the founder and co-leader of the Cularin militia, is on the *Bazaar* recruiting Cularin citizens. He is dressed in a simple militia dress uniform (white with emerald trim) with no insignia, rank, or other decorations. Osten will speak to any of the heroes who helped him on Tilnes or to any currently enlisted militia members.

The heroes can pick up the following information from Osten during a conversation:

(1) Recruiting is going well. Not quite as good as he had hoped, but not bad either; (2) He is glad to have Broof Yurdel enlisted and assisting as co-leader of the militia; (3) Osten (and occasionally Broof) have been aboard the *Bazaar* since it arrived to get exposure. A lot of Cularin citizens have visited the ship; (4) He is amazed the Thaerians have not had anything to say about the militia; and (5) Broof is currently not on the *Bazaar*. He is organizing and training some recruits on Tilnes.

NPC present: Osten Dal’Nay

Scene 4: The Jedi Enclave

A small group of Jedi have gathered around the bank of a stream running through Tathin. Here, heroes may ask about the Masters, discuss the events of the interactive with Jedi NPC’s, and talk with one another.

Seenlu Kir, headmistress of the Jedi Padawan dormitory on Almas, is here as well. She is seeing how

the Jedi are doing, how their studies are going, etc. Seenlu will also walk around the village (metagaming area) speaking with individuals.

NPCs present: Seenlu Kir, Various Jedi.

Scene 5: Lony Hertz’s Force Adept Club

Lony is the individual who has taken up the daunting task of helping young Force Adepts find suitable mentors. She finds promising individuals, and does her best to pair them up with adventuring Force Adepts so that they can learn what it means to wield the Force without being a Jedi.

Lony does not operate a booth per se. Instead, she wanders the interactive area looking for Force Adepts to pair up with prospective apprentices.

NPCs present: Lony Hertz

Scene 6: Seelana’s Droids

The droid shop exists to fulfill the needs of individuals interested in purchasing a droid. Only display models are present. Heroes may choose a model, and the proper droid is delivered to them later by Joh.

Further, the owner has made special arrangements with Joh to provide all servicing for droids after his departure from the system.

NPCs present: Joh or a member of his staff.

Scene 7: Nenmo’s Curios

Nenmo is a Toydarian. He loves to sell stuff and talk, not necessarily in that order. His shop is full of trinkets and items from all across the galaxy. Everything is priced rather exorbitantly, however. This is because he expects everyone to haggle. If you do not wish to haggle, do not visit Nenmo.

He has a number of interesting items available for sale, and three very special items. These special items will only be offered to those he deems worthy of their possession (and he may not find appropriate candidates).

Dice rolling of any sort is unacceptable in Nenmo’s business (unless, of course, it is a chance cube!). All price haggling and so forth must be role-played.

See Appendix 7 for a list of Nenmo’s inventory. The blaster sight, darkvision goggles and Silorna Force Crystal will only be offered to one player each (i.e., no one can receive more than one of these special items), if they are offered at all. These items should not be asked for by name. Rather if someone takes the time to chat with Nenmo, tell him some funny stories, etc., and show aptitude in an area that the items cover, he may

mention he “has something I think you will like.”
NPCs present: Nenmo, Toydarian merchant.

Mini-Mission

Key ideas of this mission: find Osten Dal'nay and save him.

It is now time for the heroes to set out and find Osten - hopefully alive. There is a small trail leading into the jungle where the young Human appeared. Travelling down this path, it is not difficult at all to locate the ambush site. A patch of path and jungle has been cleared away nicely by several explosions. Any hero with Demolitions, Knowledge (explosives) or some similar skill, recognizes the signs of multiple frag grenade blasts immediately. However, it appears as if someone has also used a thermal detonator here.

Looking around for any clues, the heroes may discover the following (all are Search checks unless otherwise noted):

- DC15. Spots of blood can be found in the shredded foliage. A small trail of blood can be found leaving the area, moving down the path.
- DC20. A small, black-finished hold out blaster. It shows some signs of wear and is currently nicked in several places. The initials "OD" are etched in the bottom of the barrel. It is lying under some foliage.
- DC20. A ruined comlink lies under some large leaves.
- DC15. Pieces of cloth can be found in various spots. They match the color and texture of a Cularin militia dress uniform – after being exposed to frags and thermal's, of course.
- DC20. Four likely ambush spots about eight meters off the path. These areas form roughly a box pattern, with the ambush site on the path being in the middle. It appears as if one of the ambushers is a rather sizable individual.

Now to follow Osten and his ambushers. Osten took off as best as possible after the ambush. By the Maker's own luck, he survived, but barely. He is in bad shape and trying to get away from the killers.

Osten's trail of blood quickly leaves the path and heads into the jungle. (Yes, it would have been better to get back to the village. However, multiple wounds from explosive devices, the shock from those wounds and general disorientation were all working against him.) Following Osten's trail once it leaves the path requires a successful DC10 Survival check. It's not that difficult. He is crashing through the jungle, bleeding all over the place. Attempting to follow his ambusher's trail is slightly more difficult. They are shadowing Osten, but definitely moving more cautiously. A DC15 Survival check is required to follow their trail.

After a few moments of this, the heroes come across

a pair of Ithorian botanists. Both are lying on the jungle floor. One has a stab wound and is close to death (DC15 Treat Injury check to stabilize, or appropriate Heal Another roll). The other is dead. Cause of death – a broken neck.

If revived, the stabbed Ithorian cannot offer much help. He and his co-worker were out examining some new plants when they were jumped. He only remembers hearing a "buzz" sound before feeling a sharp pain. (The wound was definitely caused by a vibrodagger or vibroblade.)

Have each hero roll a Listen check at this conversation is dying out. A successful DC15 check lets them hear sounds very much like combat. A yelp of pain followed by a squeal of laughter.

A DC20 Listen check is required to home in on the exact direction. The DC goes down by 5 for each successive round.

Beginning when the first Listen check is called for, Osten has seven rounds left before death. Count down rounds if the heroes are not making their rolls.

Osten has finally been surrounded by the hired mercs. He is standing in a shallow stream, fighting them off as best as possible. The mercs are toying with him, taunting as they close in.

When the heroes arrive, the mercs are formed in a diamond pattern (one per corner) with Osten in the middle. They are using their melee weapons, as the noise from blaster fire may draw too much attention. Stats for the mercs can be found in GM's Aid #2.

The mercs will fight until they have lost half of their number or their leader – Dantin Vello – goes down. At this point, they surrender. If questioned, all they can say is they were hired to kill Osten Dal'Nay. They do not know who their employers were, as the contract was done over the holonet.

The fight should be a challenge to the heroes, but not deadly. The mercs will stick with melee weapons for the first round, so the heroes basically get that round to shoot at them.

The heroes may now provide assistance to Osten and get him to safety.

The Conclusion

Sometime between the 3:15 to 3:30 mark of the interactive, Osten Dal'Nay will speak to the assembled crowd on the *Bazaar*. He looks roughed up and scruffy.

Osten's uniform has been ripped and is smeared with dirt and blood. His head is bandaged and left arm is in a sling. Overall, he looks to have lost a fight with a

wampa.

“Friends of Cularin. I stand here today addressing you because of the actions of some brave individuals. These individuals – heroes – let’s call them what they are –, represent the best of this system. Heroes who put the safety of others before their own. For that, I can never thank them enough.

“And because of beings like this, I know the militia for our wonderful Cularin will grow and prosper. Thanks to you, we truly have a chance ...”

At this time, a crew member of the *Bazaar* steps forward and hands a datapad to Osten. Osten reads the datapad quickly, his eyes widening with surprise.

“Today is indeed a wonderful day for our militia, and our system. Because of the concern of an anonymous citizen, the Cularin Militia has a blossoming navy.”

Osten gestures to the crew member.

“If we can see outside the Bazaar, please. Gentlebeings, what you see before you is the gracious gift of one of our fine citizens.”

Outside in a slow approach towards Cularin, 6 brand new Z-95 Headhunters and a single, unique fighter, fly in a “V” formation. The lead craft is a Naboo NX Police Cruiser. It resembles the N-1 except a third engine is located on the tail and is not as fast. All seven fighters have an unmarred green and black paint scheme. Just behind them is a CEC space cruiser (the same ship used by Qui-Gon and Obi-Wan at the beginning of *The Phantom Menace*) – wearing the same colors.

“If you will excuse me, I have a lot of work ahead of me. Thank you.”

Prior to everyone leaving, make sure the winner of the pod race is offered the contract by the Metatheran Cartel.

Every convention that runs this interactive in 2002 needs to submit the results.

At this point, all that is left is wrap-up.

Here Ends, “Shadows In Green” Experience Point Summary

Adventure Experience Award:

All heroes who participated in *Shadows in Green* receive 300 xp.

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.

From the bad guys: the various blasters and melee weapons in their possession.

High-Quality Blaster Sight: This sight mounts on the top of any blaster pistol or heavy blaster pistol. It provides a +1 equipment bonus on all attack rolls. This special sight provides this bonus up to a maximum of 20 meters (it is ineffective beyond that range). The Far Shot feat cannot extend this range.

Darkvision Goggles: These goggles allow the being wearing them to see as if they possessed darkvision (max range of 20m). They provide no additional bonus to a being already having darkvision.

Silorna Force Crystal: This small crystal is of the purest green color and is rough in shape. It is a rare find because it helps a being feel the flow of life around him or her. The Silorna Crystal grants a +2 Force bonus to a See Force skill check. However, because this crystal is strong in the Force, the bearer is also easier to detect. Beings need only roll an 8 on a See Force check to detect the crystal-bearer’s presence or that they are indeed a Force user.

Favor of Osten Dal’Nay (one per hero): The hero named above has the gratitude of Osten Dal’Nay. This favor will grant one of the following: 1. If the hero is enrolled in the Cularin militia, the favor may count as a recommendation towards promotion; 2. The hero may use this favor to prevent one restricted item found on the hero from being confiscated if no permit is possessed – one time only.

Podracer and Exclusive Metatheran Cartel Contract (winner of the pod race): The hero named above has won first place in the *Bazaar Star Challenge*. As such, the winner has signed a one year contract with the Metatheran Cartel as an exclusive sponsor for their pod racing team. The terms of the contract are: a salary

(1,000 credits at the start of each scenario. This cannot be combined with other profession or craft rolls, or other employment earnings.), a publicity agreement (The character must be available for promotion of Metatheran Cartel goods and services, must always promote the Cartel and must never speak in a derogatory or negative manner about the Cartel. Not doing any of the above results in a violation of the agreement and immediate termination of this contract and loss of the pod racer.), and – finally – an exclusive pod racer (For use by the character while under contract. Stats given below.)

Craft: Jin-Kam Forral-3; Class: Ground (Speeder); Cost: 15,000 (new); Size: Huge (7.5 meters); Crew: Varies (1 pilot); Passengers: none; Cargo Capacity: 5 kilograms; Speed: 120 m (max. speed 781 km/h); Altitude: up to 80 meters; Defense: 10 (-2 size, +2 armor); Hull Points: 30; DR: none.

Weapons: none.

Pod racers provide one-half cover to the pilot.

Top Speed +2, Acceleration +2, Braking +2, Turning +1, Traction +1, Durability +1; Hull Points 30; Cooling Modifier 5.

The Jin-Kam is a dual-engined pod. It is painted bright red, with black stripes down the side of each engine. The Metatheran Cartel insignia is emblazoned in gold on each engine and the cockpit, so there is no doubt who the pod belongs to.

Appendix 1: Thurm Loogg's Address

Friends, what a wonderful time this is! A truly momentous event – once in a lifetime, in fact – has favored our magnificent system. A famed Ithorian herdship has graced our delightful system with her presence. On behalf of the citizens of Cularin, I would like to express my extreme gratitude to Chief Balunta for bring the *Bazaar* to us.

The recreation you are enjoying is richly deserved. The heroes of Cularin have struggled mightily recently, against great odds. Their bravery and persistence are without parallel, and withou them Cularin would be a much different place.

But, this is a party, and so I will be brief. The Cartel, in cooperation with Chief Balunta and his advisors, are sponsoring today's race! Once again, the Cartel will provide the winner of this race with an *exclusive* sponsorship contract.

Enjoy yourselves, my fellow citizens! Enjoy what the *Bazaar* has to offer! Remember, the Cartel LOVES you!

Appendix 2: Living Force Sabacc Rules

As there is no specific skill for playing sabacc in the game, players can try a multitude of different skills that have some application: Computer Use, Bluff, Diplomacy, appropriate Knowledge skill (gaming or mathematics, for example), and appropriate Profession skills could also be used. Note, that since the game is computerized, sleight of hand doesn't work nearly as well. Any character can get a +2 synergy bonus from having 5 or more ranks in a second skill the judge feels is related, but it is only possible to get one synergy bonus for this roll. And no, the house does not allow 4 people to stand behind a player and give him advice on the play (no cooperation bonuses to rolls).

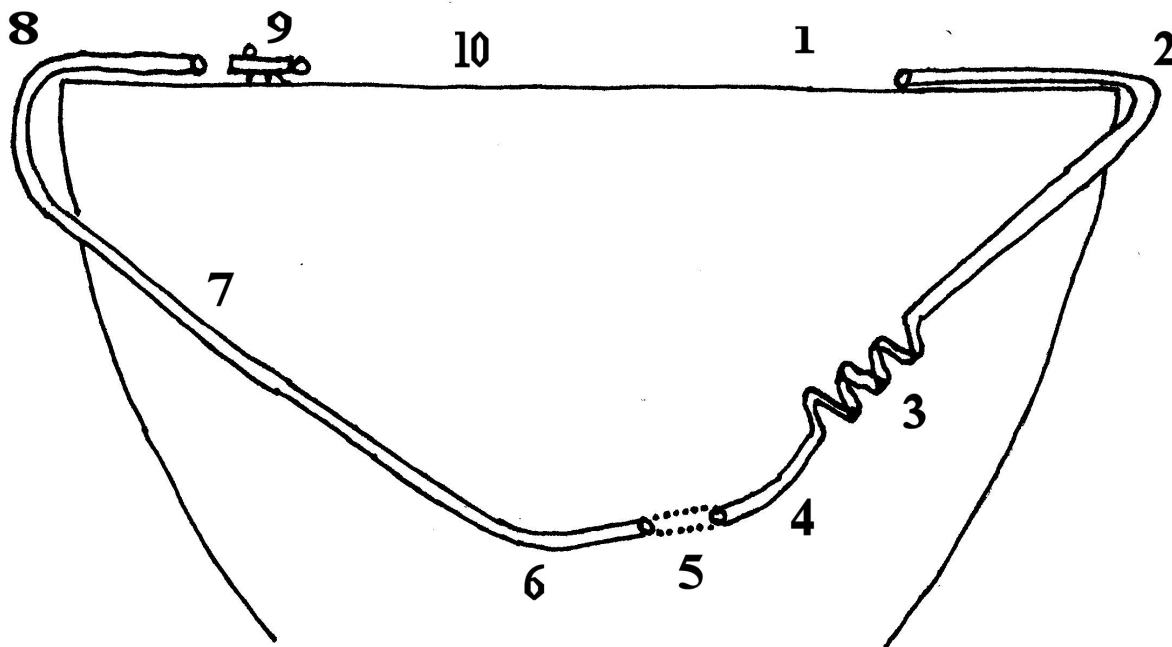
Vanster's is running one general level of sabacc game. All the tables have a maximum wager of 50 credits each. The tables have a maximum of seven players besides the house. How we determine the winner each player makes a skill check, and divides that by 3, always rounding down to generate their chance number. A d% roll determines each hand, with player being assigned a chance of winning equal to their chance number. The first player to the left of the dealer is assigned a range of numbers from 1 to their chance number. The next player gets the numbers from 1+ the last number given to the previous player through their chance number + the last # for the previous player. For example: Three characters decide to play. Player A generates an 18 on his skill check. Player B generates a 26, and Player C gets a 33. The chance #'s for the players are A=6, B=8, and C=11. So, on a d% roll, player A will win on 1-6, B on 7-14, C on 15-25, and the house will win on all other rolls. Winners get 5 times the amount they bet on the hand.

In any event, no player may win more than 1250 credits in one day of gambling (that is they may not be ahead by more than 1250 credits, if someone wins 1000, then loses 700, they are only ahead 300 credits, and can still possibly win 950 more that day).

Appendix 3: Metatheran Cartel's *Bazaar Star Challenge*

NOTE: The use of weapons during this race has been banned. Any pilot using any sort of weapons against another pod racer or pilot will suffer immediate consequences. Ionizing weapons are strategically placed on the racer course and will disable the offender's pod racer for the duration of the race (Judges: no need to roll for this. It happens.). Also, the areas of the course outside of the herdship are in zero gravity. The Pilot check difficulties have figured this in, but you should describe this to the players.

1. Clear of obstructions (Section of the landing bay).
2. Narrows to a single double-lane tube, exits the Bazaar and wraps down onto the outside hull (DC 20 Pilot check turn (135-degree)). There is also a shift in gravity (from gravity to no gravity), so a regain control maneuver is required (DC25 Pilot check).
3. Triple lane tube, formed in a tight spiral (DC30 Pilot check).
4. Clear. Narrows to a double-lane tube.
5. Large open "chasm" in the course. There is NO tubing here. The pods must jump from one tube to the next. The atmosphere is maintained through use of magnetic shields. A Jump maneuver is required (DC25 Pilot check; add the Podracer's Defense modifier from speed to the roll). If the pilot fails, the Pod takes 4d6 damage from impact and exits into vacuum. (Also, there is no gravity in the chasm.) Triple lane tube.
6. Debris is floating in this triple lane tube. DC20 Pilot check to avoid. Hitting it does 1d6 damage to the pod racer and it drops one speed category.
7. This section has 2 metal beams that cause a momentary narrowing to $\frac{1}{2}$ a tube (DC15 Pilot check). Electrical surge. Due to an unknown problem with the beams in this stretch, a surge of electricity strikes each pod going through this area (2d4 damage to pod, 1d4 to pilot and raises the engine temp one stage).
8. Track tube re-enters the Bazaar. 135-degree turn. DC20 Pilot check. Triple lane tube. Another gravity shift – from no gravity to gravity - (Regain Control Maneuver (DC25 Pilot check)). Triple lane tube.
9. Obstacle. Just outside the tube, the podracers must dodge a large, parked freighter (DC20 Pilot check).
10. Clear.



Appendix 4: Podracing Rules

(Short Version; From “The Secrets of Tatooine” Sourcebook)

1. Roll Initiative (Pilot’s Initiative modifier + Pod’s Top Speed modifier; rolled EACH round)

2. Move (based on CURRENT speed)

Speed: Pods begin race at Neutral speed.

Neutral: barely moving. (-6 Defense modifier, Pilot checks n/a)

Low: moving quick, but safe. Cover 1 stretch of the course per move. (+0 Defense mod, +0 Pilot mod)

High: max thrust. Typical race speed. Cover 2 stretches of course/move. (+4 Defense mod, -2 Pilot mod)

Boost: using thrusters & only for short periods. (+10 Defense mod, -6 Pilot mod)

3. Resolve track conditions

“React” with Pilot checks to maneuvers/conditions on course. Does not require a move action to attempt.
(Examples: Avoid Hazard, Turn, Roll, Jump).

4. First action

Like combat, get a move (maneuver) action and an attack action, or 2 move actions.

Action-Equiv Maneuvers:

Accelerate: can accelerate up to 3 speed categories/maneuver. (Pilot DC checks 10/20/30)

Decelerate: can slow up to 3 speed categories/maneuver. (Pilot DC checks 0/10/20)

Attack target: ranged attack. Can attack targets on same stretch, one in front, or one behind.

Ram target: Pilot check vs Pod Defense. Same stretch or up to 2 ahead.

Bump target: Same stretch only. Opposed Pilot checks.

Regain control: DC10 (plus “loss of control” penalties that may apply).

5. Move (based on CURRENT speed)

6. Resolve track conditions

7. Second action

8. Apply engine temperature damage (if any)

- temp is moved up one category at end of round in which pod racer traveled at Boost.

- a successful Repair check (DC below) moves the temperature one category lower.

- Engine temp and effects:

Safe: no adverse effects

Low: -1 to Pilot checks, 1d6 dmg to pod racer hull, Repair DC10.

High: -2 to Pilot checks, 2d4 dmg to racer, Repair DC15.

Danger: -4 to Pilot checks, 2d6 dmg to racer, Repair DC20.

Critical: -8 to Pilot checks, 2d8 dmg to racer, Repair DC25.

Beyond Critical: racer explodes. 2d6 damage to pod, 1d6 to pilot. Pod comes to a stop ... if it survives.

9. End of Round; Go back to Step 1.

Damage Effects to Podracers:

- Damaged: Pod is reduced to less than ½ of its hull points. -5 penalty on ALL checks (even Repair) related to operating the pod.

- Crippled: Pod is reduced to less than ¼ its hull points. -10 penalty on ALL checks (as above).

Appendix 5: Pod Racing Heats

HEAT ONE

Player Name	Character Name	Class(es)	Level(s)
1			
2			
3			
4			
5			
6			

HEAT TWO

Player Name	Character Name	Class(es)	Level(s)
1			
2			
3			
4			
5			
6			

HEAT THREE

Player Name	Character Name	Class(es)	Level(s)
1			
2			
3			
4			
5			
6			

HEAT FOUR

Player Name	Character Name	Class(es)	Level(s)
1			
2			
3			
4			
5			
6			

HEAT FIVE

Player Name	Character Name	Class(es)	Level(s)
1			
2			
3			
4			
5			
6			

Appendix 5: Pod Racing Heats

HEAT SIX

Player Name	Character Name	Class(es)	Level(s)
1			
2			
3			
4			
5			
6			

HEAT SEVEN

Player Name	Character Name	Class(es)	Level(s)
1			
2			
3			
4			
5			
6			

HEAT EIGHT

Player Name	Character Name	Class(es)	Level(s)
1			
2			
3			
4			
5			
6			

HEAT NINE

Player Name	Character Name	Class(es)	Level(s)
1			
2			
3			
4			
5			
6			

HEAT TEN

Player Name	Character Name	Class(es)	Level(s)
1			
2			
3			
4			
5			
6			

Appendix 6: Podracing Stat Sheet (one per player)

PODRACING
HDS ESPR AR ENA
ON TRACKING

PILOT DATA
Racer Name: _____
Initiative: _____
Pilot Skill: _____
Repair Skill: _____
Vitality Points: _____ Wound Points: _____

RACING DATA
INITIATIVE
Pilot Initiative + Podracer Top Speed

ACCELERATE
Adds to Acceleration Maneuver

DECELERATE
Pilot Skill + Podracer Acceleration

TURN
Pilot Skill + Podracer Turning

REGAIN CONTROL
Pilot Skill + Podracer Turning

REPAIR
Pilot Skill + Podracer Durability

PODRACER DATA
Top Speed: _____
Acceleration: _____
Braking: _____
Turning: _____
Traction: _____
Durability: _____
Hull Points: _____
Cooling: _____
Defense: _____
(10 + Size modifier + Speed modifier)

RACE TRACK
LAP

STARTING LINE
01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

FINISH LINE

MANEUVERS
Accelerate
1 step (DC 10)
2 steps (DC 20)
3 steps (DC 30)
Attack Target
Against Pilot
Against Vehicle
Bump Target
Opposed Pilot Checks
Decelerate
1 step (DC 0)
2 steps (DC 10)
3 steps (DC 20)
Ram Target
Pilot Check against
Target's Defense
Regain Control
Regain Control Check
Repair Podracer
Repair Check

OUT OF CONTROL
Failed Maneuver by:
up to 5 No Effect -2
6-10 Off Course -5
11-15 Engine Fail -5
16-20 Bump -5
21+ Crash -10

ENGINE TEMPERATURE

SAFE	LOW	HIGH	DANGER	CRITICAL
	Modifier -1	Modifier -2	Modifier -4	Modifier -8
	Damage 10d	Damage 20d	Damage 10d	Damage 20d
	Repair DC 10	Repair DC 15	Repair DC 20	Repair DC 35

DAMAGE TRACK
Crippled (-10 modifier)
Damaged (-5 modifier)
Crippled (-10 modifier)

NEUTRAL
Move 0
Defense -6
Checks -

LOW
Move 1
Defense 0
Checks -10

HIGH
Move 2
Defense +4
Checks -2

BOOST
Move 3
Defense +10
Checks -6

SPEED

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Appendix 7: Nenmo's Curios Store Stock

Item	Cost	Number on Hand					
		1	2	3	4	5	6
Carved Krayt Dragon Bone Staff (rumored to have been taken from a fearsome Tusken Raider!)	500cr						
Dewback Hide Jacket (Medium-sized beings)	250cr						
Dewback Hide Jacket (Small-sized beings)	250cr						
Nerf Hide Holster	100cr						
Dazzling Holoprojector (small, ornamental holo's around user's body to get them noticed. Solicalite thing)	1500cr						
Darkvision Goggles	1500cr						
Silorna Force Crystal	5000cr						
Darkvision Goggles (hero can see as if had darkvision. 20m range)	1500cr						
BactaCap (when opened and rubbed on a wound, it acts as if a medpak has been used. It provides a +2 equipment bonus to the Treat Injury check.)	250cr						
Alderaanian Emera Wine	250cr						
Datacards (Knowledge – Nature)	200cr						
Datacards (Knowledge – Medicine)	200cr						
Datacards (Knowledge – Beverages)	200cr						
Bronzium Statues (from an ancient, unknown civilization – these flowing humanoid statues represent various aspects: wisdom, strength, and meditation. One of each is available.)	2,500cr each						
Sand Carving (made from the red sands of Ryloth's Brightlands and the white sands of Tatooine's Dune Sea)	500cr						
Katarn Tooth Necklace	750cr						
Cerean Puzzle Cube	50cr						
Spirit of the Republic (Only known copy of the great composer Noj Smialliw's last epic)	10,000cr						
Jedi Master Holo Pic (A bootleg holo of Yoda and Mace Windu with a spot for another being to be inserted – NOT to be sold to Jedi!)	100cr						
Coril Daskmin's Sabacc Deck (a deck of sabacc cards once used by the famous/infamous Corellian gambler himself!)	5,000cr						
The original Glitz Dice (dice ideal for hanging in your speeder or starship cockpit!)	50cr						
Oshora Rainbow Pearl Necklace	3,000cr						
Tusken Raider Breathing Filter (non-functioning)	750cr						
Wroshyr Tree Sappling	500cr						

GM Aid #1: Pod racers

(randomly assigned for first heats, but they can pick a pod for the final heat)

Pod racer 1:

Craft: Siskin Nova-Bright 4a; Class: Ground (Speeder); Cost: 15,000(new), 8,000(used); Size: Huge (8.5 meters); Crew: Varies (1 pilot); Passengers: none; Cargo Capacity: 5 kilograms; Speed: 160 m (max. speed 820 km/h); Altitude: up to 80 meters; Defense: 11 (-2 size, +3 armor); Hull Points: 28; DR: none.

Weapons: none. *Pod racers provide one-half cover to the pilot.*

Top Speed +3, Acceleration +2, Braking +1, Turning +0, Traction +1, Durability +2; Hull Points 28; Cooling Modifier 3.

Pod racer 2:

Craft: Bossada TwinJet; Class: Ground (Speeder); Cost: 12,000 (new), 6,000 (used); Size: Huge (7.5 meters); Crew: Varies (1 pilot); Passengers: none; Cargo Capacity: 5 kilograms; Speed: 100 m (max. speed 735 km/h); Altitude: up to 70 meters; Defense: 10 (-2 size, +2 armor); Hull Points: 28; DR: none.

Weapons: none. *Pod racers provide one-half cover to the pilot.*

Top Speed +1, Acceleration +0, Braking +0, Turning +0, Traction +1, Durability +1; Hull Points 33; Cooling Modifier 0.

Pod racer 3:

Craft: Zelicos Dirt-Snatcher; Class: Ground (Speeder); Cost: 12,500 (new), 6,900 (used); Size: Huge (9 meters); Crew: Varies (1 pilot); Passengers: none; Cargo Capacity: 5 kilograms; Speed: 120 m (max. speed 781 km/h); Altitude: up to 80 meters; Defense: 10 (-2 size, +2 armor); Hull Points: 28; DR: none.

Weapons: none. *Pod racers provide one-half cover to the pilot.*

Top Speed +2, Acceleration +1, Braking +1, Turning +0, Traction +0, Durability +1; Hull Points 30; Cooling Modifier 4.

Pod racer 4:

Craft: Theris AirMax Six; Class: Ground (Speeder); Cost: 13,000 (new), 7,500 (used); Size: Huge (9 meters); Crew: Varies (1 pilot); Passengers: none; Cargo Capacity: 5 kilograms; Speed: 100 m (max. speed 745km/h); Altitude: up to 85 meters; Defense: 10 (-2 size, +2 armor); Hull Points: 28; DR: none.

Weapons: none. *Pod racers provide one-half cover to the pilot.*

Top Speed +1, Acceleration +3, Braking +1, Turning +0, Traction +0, Durability +1; Hull Points 30; Cooling Modifier 1.

Pod racer 5:

Craft: Blasik TriFold; Class: Ground (Speeder); Cost: 14,000 (new), 7,500 (used); Size: Huge (9.8 meters); Crew: Varies (1 pilot); Passengers: none; Cargo Capacity: 5 kilograms; Speed: 120 m (max. speed 781 km/h); Altitude: up to 80 meters; Defense: 11 (-2 size, +3 armor); Hull Points: 28; DR: none.

Weapons: none. *Pod racers provide one-half cover to the pilot.*

Top Speed +2, Acceleration +1, Braking +0, Turning +1, Traction +1, Durability +2; Hull Points 32; Cooling Modifier 3.

Pod racer 6:

Craft: Lartus MetaStar Solo; Class: Ground (Speeder); Cost: 13,500 (new), 7,000 (used); Size: Huge (7.5 meters); Crew: Varies (1 pilot); Passengers: none; Cargo Capacity: 5 kilograms; Speed: 100 m (max. speed 735 km/h); Altitude: up to 80 meters; Defense: 10 (-2 size, +2 armor); Hull Points: 28; DR: none.

Weapons: none. *Pod racers provide one-half cover to the pilot.*

Top Speed +1, Acceleration +2, Braking +2, Turning +0, Traction +0, Durability +1; Hull Points 29; Cooling Modifier 6.

GM Aid #2: Mercenary NPCs

Tier 1:

Dantin Vellos: Male Zabrak Soldier 3; IM +2 (Dex); Def 15 (+3 Class, +2 Dex); Spd 10m; VP/WP 32/14; Atk +6 melee (2d6+2, vibroblade) or +5 ranged (3d6, blaster pistol); SQ +2 species bonus on Fort and Will saves; SV Fort +7, Ref +3, Will +3; SZ M; FP 1; DSP 1; Rep 1; Str 15, Dex 14, Con 14, Int 12, Wis 10, Cha 8.

Equipment: Vibroblade, blaster pistol.

Skills: Hide +7, Intimidate +5, Knowledge (*small unit tactics*) +7, Move Silently +7, Spot +3; Read/Write Basic, Speak Basic, Speak Rodese.

Feats: *Armor Proficiency* (light, medium, heavy), *Heroic Surge* (1/day), *Stealthy*, *Weapon Focus* (vibroblade), *Weapon Proficiency Group* (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Taznak Pajiic: Male Rodian Scout 1; IM +3 (Dex); Def 16 (+3 Class, +3 Dex); Spd 10m; VP/WP 8/10; Atk +1 melee (1d4+1, knife) or +3 ranged (3d6, blaster pistol); SQ +2 species bonus on Listen, Search and Spot checks; SV Fort +1, Ref +4, Will +1; SZ M; FP 1; DSP 2; Rep 0; Str 12, Dex 17, Con 10, Int 14, Wis 11, Cha 6.

Equipment: Knife, blaster pistol.

Skills: Climb +5, Demolitions +6, Hide +7, Jump +5, Listen +4, Move Silently +7, Spot +4, Survival +7; Read/Write Rodese, Speak Basic, Speak Herglese, Speak Huttese, Speak Rodese.

Feats: *Skill Emphasis* (Survival), *Stealthy*, *Track*, *Weapon Proficiency Group* (blaster pistols, blaster rifles, simple weapons).

Sinbbis: Male Herglic Soldier 1; IM +0; Def 12 (+2 Class); Spd 8m; VP/WP 13/16; Atk +5 melee (2d6+4, vibroblade) or +1 ranged (3d6, blaster pistol); SQ Gambling frenzy; SV Fort +5, Ref +0, Will -1; SZ M; FP 0; DSP 1; Rep 0; Str 19, Dex 11, Con 16, Int 10, Wis 8, Cha 6.

Equipment: Vibroblade, blaster pistol.

Skills: Demolitions +4, Intimidate +2, Profession (*mercenary*) +3, Treat Injury +3; Read/Write Herglese, Speak Basic, Speak Herglese.

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

Ajalo Nills: Male Arcona Force Adept 1; IM +1 (Dex); Def 14 (+3 Class, +1 Dex); Spd 10m; VP/WP 10/14; Atk -1 melee (1d4-1, knife), -1 melee (1d3, unarmed) or +1 ranged (3d6, blaster pistol); SQ Claws; SV Fort +3, Ref +2, Will +4; SZ M; FP 2; DSP 1; Rep 1; Str 8, Dex 12, Con 14, Int 13, Wis 15, Cha 10.

Equipment: Knife, blaster pistol.

Skills: Climb +3, Hide +5, Spot +6; Read/Write Arconese, Speak Arconese, Speak Basic.

Force Skills: Affect Mind +4, Force Push +5, Heal Another +6, Move Object +5.

Feats: *Force Sensitive*, *Weapon Proficiency Group* (blaster pistols, primitive weapons, simple weapons).

Force Feats: *Alter*.

Tier 2:

Dantin Vellos: Male Zabrak Soldier 6; IM +2 (Dex); Def 16 (+4 class, +2 Dex); Spd 10m; VP/WP 62/14; Atk +10/+5 melee (2d6+3, vibroblade) or +8/+3 ranged (3d6, blaster pistol); SQ +2 species bonus on Fort and Will saves; SV Fort +9, Ref +4, Will +4; SZ M; FP 2; DSP 3; Rep 2; Str 16, Dex 14, Con 14, Int 12, Wis 10, Cha 8.

Equipment: Vibroblade, blaster pistol.

Skills: Hide +8, Intimidate +8, Gather Information +1, Knowledge (*small unit tactics*) +8, Move Silently +7, Pilot +5, Spot +5; Read/Write Basic, Speak Basic, Speak Rodese.

Feats: *Alertness*, *Armor Proficiency* (light, medium, heavy), *Heroic Surge* (2/day), *Power Attack*, *Stealthy*, *Weapon Focus* (vibroblade), *Weapon Proficiency Group* (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Taznak Pajiic: Male Rodian Scout 3; IM +4 (Dex); Def 18 (+4 Class, +4 Dex); Spd 10m; VP/WP 20/10; Atk +3 melee (1d4+1, knife) or +6 ranged (3d6, blaster pistol); SQ +2 species bonus on Listen, Search and Spot checks, Trailblazing; SV Fort +2, Ref +6, Will +2; SZ M; FP 1; DSP 2; Rep 1; Str 12, Dex 18, Con 10, Int 14, Wis 11, Cha 6.

Equipment: Knife, blaster pistol.

Skills: Climb +7, Demolitions +8, Hide +9, Jump +7, Listen +6, Move Silently +9, Spot +6, Survival +9;

Read/Write Rodese, Speak Basic, Speak Herglese, Speak Huttese, Speak Rodese.

Feats: Expertise, Skill Emphasis (Survival), Stealthy, Track, Weapon Proficiency Group (blaster pistols, blaster rifles, simple weapons).

Sinbbis: Male Herglic Soldier 3; IM +0; Def 13 (+3 Class); Spd 8m; VP/WP 35/16; Atk +9 melee (2d6+5, vibroblade) or +3 ranged (3d6, blaster pistol); SQ Gambling frenzy; SV Fort +5, Ref +0, Will -1; SZ M; FP 0; DSP 1; Rep 1; Str 20, Dex 11, Con 16, Int 10, Wis 8, Cha 6.

Equipment: Vibroblade, blaster pistol.

Skills: Demolitions +6, Intimidate +4, Profession (*mercenary*) +5, Treat Injury +5; Read/Write Herglese, Speak Basic, Speak Herglese.

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

Ajalo Nills: Male Arcona Force Adept 3; IM +1 (Dex); Def 15 (+4 Class, +1 Dex); Spd 10m; VP/WP 26/14; Atk +1 melee (1d4-1, knife), +1 melee (1d3, unarmed) or +3 ranged (3d6, blaster pistol); SQ Claws; SV Fort +3, Ref +2, Will +4; SZ M; FP 2; DSP 1; Rep 1; Str 8, Dex 12, Con 14, Int 14, Wis 15, Cha 10.

Equipment: Knife, blaster pistol.

Skills: Climb +3, Hide +5, Spot +6; Read/Write Arconese, Speak Arconese, Speak Basic.

Force Skills: Affect Mind +9, Enhance Senses +6, Force Push +8, Heal Another +8, Move Object +8, See Force +6.

Feats: Force Sensitive, Skill Emphasis (Affect Mind), Weapon Proficiency Group (blaster pistols, primitive weapons, simple weapons).

Force Feats: Alter, Sense.

Tier 3:

Dantin Vellos: Male Zabrak Soldier 8; IM +6 (+2 Dex, Improved Initiative); Def 16 (+4 class, +2 Dex); Spd 10m; VP/WP 82/14; Atk +12/+7 melee (2d6+3, vibroblade) or +10/+5 ranged (3d6, blaster pistol); SQ +2 species bonus on Fort and Will saves; SV Fort +10, Ref +4, Will +4; SZ M; FP 2; DSP 4; Rep 2; Str 16, Dex 14, Con 15, Int 12, Wis 10, Cha 8.

Equipment: Vibroblade, blaster pistol.

Skills: Hide +9, Intimidate +9, Gather Information +3, Knowledge (*small unit tactics*) +9, Move Silently +7, Pilot +7, Spot +5; Read/Write Basic, Speak Basic, Speak Rodese.

Feats: Alertness, Armor Proficiency (light, medium, heavy), Heroic Surge (2/day), Improved Initiative, Power Attack, Stealthy, Weapon Focus (vibroblade), Weapon Proficiency Group (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Taznak Pajjic: Male Rodian Scout 5; IM +4 (Dex); Def 18 (+4 Class, +4 Dex); Spd 10m; VP/WP 20/10; Atk +4 melee (1d4+1, knife) or +7 ranged (3d6, blaster pistol); SQ +2 species bonus on Listen, Search and Spot checks, Trailblazing, Uncanny Dodge, Skill mastery (*Move Silently, Survival*); SV Fort +3, Ref +7, Will +3; SZ M; FP 1; DSP 2; Rep 1; Str 12, Dex 18, Con 10, Int 14, Wis 11, Cha 6.

Equipment: Knife, blaster pistol.

Skills: Climb +9, Demolitions +10, Hide +11, Jump +9, Listen +8, Move Silently +11, Spot +8, Survival +11; Read/Write Rodese, Speak Basic, Speak Herglese, Speak Huttese, Speak Rodese.

Feats: Expertise, Skill Emphasis (Survival), Stealthy, Track, Weapon Proficiency Group (blaster pistols, blaster rifles, simple weapons).

Sinbbis: Male Herglic Soldier 4; IM +0; Def 13 (+3 Class); Spd 8m; VP/WP 46/16; Atk +10 melee (2d6+5, vibroblade) or +4 ranged (3d6, blaster pistol); SQ Gambling frenzy; SV Fort +5, Ref +0, Will -1; SZ M; FP 0; DSP 2; Rep 1; Str 21, Dex 11, Con 16, Int 10, Wis 8, Cha 6.

Equipment: Vibroblade, blaster pistol.

Skills: Demolitions +8, Intimidate +6, Profession (*mercenary*) +7, Treat Injury +7; Read/Write Herglese, Speak Basic, Speak Herglese.

Feats: Armor Proficiency (light, medium, heavy), Cleave, Martial Artist, Power Attack, Weapon Focus (vibroblade), Weapon Proficiency Group (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Ajalo Nills: Male Arcona Force Adept 4; IM +1 (Dex); Def 15 (+4 Class, +1 Dex); Spd 10m; VP/WP 34/14; Atk +2 melee (1d4-1, knife), +2 melee (1d3, unarmed) or +4 ranged (3d6, blaster pistol); SQ Claws; SV Fort +3, Ref +2, Will +6; SZ M; FP 2; DSP 1; Rep 1; Str 8, Dex 12, Con 14, Int 14, Wis 16, Cha 10.

Equipment: Knife, blaster pistol.

Skills: Climb +3, Hide +5, Spot +7; Read/Write Arconese, Speak Arconese, Speak Basic.

Force Skills: Affect Mind +10, Enhance Senses +7, Force Push +9, Heal Another +8, Heal Self +6, Move Object +9, See Force +6.

Feats: Force Sensitive, Skill Emphasis (Affect Mind), Weapon Proficiency Group (blaster pistols, primitive weapons, simple weapons).

Force Feats: Alter, Control, Sense.

GM Aid #3 – Non-Combat NPCs

Belebeau Enan: Vanster's brother, and proprietor of one of the oldest Vanster Enan's -- think of an Ithorian with a Cajun accent. Belebeau knows the value of good drinks, good (and spicy!) food and slowing down to enjoy them both. He's almost impossible to anger and responds to most situations with sly humor and backwoods wisdom.

Gilloma: The Ithorian director of the Forard research station. He remembers the heroes who helped discover what was killing off the kaluthin on Almas (in *The Kaluthin is Always Greener*), and is more than willing to speak with them. Gilloma is on the *Bazaar* to walk again through the jungles of his native planet. It has been a long time since he has done so, and the old Ithorian is truly enjoying the experience.

Hril Bast: a Twi'lek lackey of Thurm Loogg and the Metatheran Cartel. He is here only to announce the award ceremony of the pod race and make the contract offer to the winner. While the race is going on, he quietly circulates through the crowd extolling the virtues of Loogg to anyone who will listen, rhapsodizing about his compassion and kindness. (Put your slimiest judge on this duty; Bast is a sleaze, and should be played as such.)

Lony Hertz: Lony is the individual who has taken up the daunting task of helping young Force Adepts find suitable mentors. She finds promising individuals, and does her best to pair them up with adventuring Force Adepts so that they can learn what it means to wield the Force without being a Jedi.

Lony does not operate a booth per se. Instead, she wanders the interactive area looking for Force Adepts to pair up with prospective apprentices.

Nenmo: Nenmo is a Toydarian. He loves to sell stuff and talk, not necessarily in that order. His shop is full of trinkets and items from all across the galaxy. Everything is priced rather exorbitantly, however. This is because he expects everyone to haggle. If you do not wish to haggle – do not visit Nenmo.

He has a number of interesting items available for sale, and three very special items. These special items will only be offered to those he deems worthy of their possession (and he may not find appropriate candidates).

Dice rolling of any sort is unacceptable in Nenmo's business (unless, of course, it is a chance cube!). All price haggling and so forth must be role-played. See Appendix 7 for Nenmo's stock.

Osten Dal'Nay

Osten Dal'Nay, the founder and co-leader of the Cularin militia, is on the *Bazaar* recruiting Cularin citizens. He is dressed in a simple militia dress uniform (white with emerald trim) with no insignia, rank, or other decorations. Osten is especially interested in speaking to any of the heroes who helped him on Tilnes or to any currently enlisted militia members.

The heroes can pick up the following information from Osten during a conversation:

- (1) Recruiting is going well. Not quite as good as he had hoped, but not bad either.
- (2) He is glad to have Broof Yurdel enlisted and assisting as co-leader of the militia.
- (3) Osten (and occasionally Broof) have been aboard the *Bazaar* since it arrived to get exposure. A lot of Cularin citizens have visited the ship.
- (4) He is amazed the Thaerians have not had anything to say about the militia.
- (5) Broof is currently not on the *Bazaar*. He is organizing and training some recruits on Tilnes.

GM Aid #3 – Non-Combat NPCs

Master Seenlu Kir: Seenlu, a Human female, trained at the Jedi temple on Coruscant, and then trained as a Consular. Three standard years after becoming a Jedi knight, she chose to join the academy on Almas. She has trained students at all levels of Force training. Now she leaves the advanced training to other instructors, and oversees the dormitory where the youngest students live.

Seenlu stands near 1.6 meters tall. Her brown hair falls down to her waist, and her green eyes look upon the world with compassion and a hint of laughter. She dresses in pants, shirts, and vests rather than the traditional Jedi robes, but her lightsaber rests at her side. Gloves conceal burns on her hands that she refuses to have treated in bacta; they do not pain her, but they remind her of a failure in her past that she does not talk about. Nearing her 40th year, Seenlu has no regrets for the path she has chosen, except that she would like to raise a family of her own some day. At the academy, she does not see that happening, but she knows that she is needed, and that it is the will of the Force that she be where she is, so she stays.

Thurm Loogg: Thurm Loog, a Caarite, is the Metatheran Cartel's representative to the Cularin System. He replaces the disgraced (and deceased) Velin Wir (*Revelation and Refutation*). Loogg snatches every opportunity to encourage the citizens of Cularin to think well of the Cartel. His little piggy face and ear-to-ear grin pop up whenever there is a group of people to be found. If it means he has to piggyback on someone else's event or celebration, so much the better, as it helps to keep his expenses down. "Remember," he always says, "the Cartel LOOOOOOOOVES you!"

Tikko is an Ugnaught. He seems to only challenge opponents larger than himself (not difficult, considering he is a small-sized being). Tikko has a Con of 20, plus the Great Fortitude feat (total Fort save of +9). Tikko prefers to pick his own opponents rather than being challenged. He is gruff individual who speaks Basic very poorly.

Tikko's approach is this: first he lets his opponent order the beverage they drink (if it does not have hard liquor in it, he ridicules them). Then, he chooses the next drink. Tikko chooses drinks that he is basically immune to (gains an additional +4 bonus to his saving throws). Tikko personally wagers up to 25 credits per bet, depending on the quality of the opponent. He does not challenge anyone who appears to use the Force, as they are notoriously untrustworthy. Utilize standard wagering rules for all gambling with Tikko (meaning that no player may win more than 1250 credits in one day of gambling).

Xav Verivax: Xav, a former member of the Thaerian Navy, is now a playboy freighter captain who makes short runs within the system whenever he feels like doing so. He seems always to have enough credits, and claims to live in the asteroid belt simply to have some privacy. He is seen frequently on Cularin in the platform cities, or in Tolea Biqua on Genarius, and treats those around him with a playful superiority, as if he is amusedly tolerating them. This attitude can be annoying, but no one has successfully challenged Xav and lived, so people put up with him.

Tall, with fair hair and well-tanned skin, Xav is handsome and carries himself with a debonair surety. Nothing ever seems to surprise or upset him. His eyes can twinkle knowingly when he makes a jest, or show his contempt of someone trying too hard to please.

Skills: Bluff +7, Astrogate +11, Computer Use +11, Demolitions +9, Diplomacy +6, Knowledge (military protocol) +9, Knowledge (Cularin system) +11, Knowledge (spacer lore) +7, Knowledge (galactic politics) +8, Pilot +15, Read/Write Basic, Search +8, Sense Motive +9, Speak Basic, Speak Tarasinese, Spot +4.

Xav is out to find ladyfriends and have a good time. Many heroes may have met him before – he's even proposed marriage to a number of attractive females. He does not remember ANY of them. He looks a little scruffier than he did any of the other times they might have met him (in *MidWorld*, in *Coruscanti Dawn*, at the Gen Con 2001 interactive "Blown Away", or the Winter Fantasy 2002 interactive "Peaces"), but it's clearly the same guy. Maybe he's letting himself go... or maybe he's drunk. Or on spice. Or maybe he's just insane.

Critical Event Summary

Shadows In Green

1. Did the heroes save Osten Dal'nay?

Yes

No

2. Did the winner of the Bazaar Star Challenge accept the Metatheran Cartel contract?

Yes

No

If yes, please provide the following information about the winner:

Character Name: _____

Player Name: _____

RPGA #: _____

Email address: _____

Any time this interactive event is run during the year 2002, please email the results to lfplots@living-force.net.