

Force Contention

**Episode II of the Forces of Cularin Trilogy
A One-Round LIVING FORCE Tournament**

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Rumors are spreading on Cularin that the Jedi are out of control – that they've turned into nothing more than thugs with lightsabers. In the midst of the furor, a Jedi has gone missing, and with him a dangerous artifact of the Tarasin. Heroes are needed to recover both, before it's too late for everyone. A LIVING FORCE scenario for Heroes levels 1 to 9. We strongly recommend that this scenario be played after "Force Concession" and before "Force Convention" (Episodes 1 and 3 of the "Forces of Cularin" trilogy).

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

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

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

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

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

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

Hero Earnings

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

Issuing Force and Dark Side Points

Issuing Force Points: When heroes perform cinematically heroic actions, 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 179) 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 Sourcebook*... "Evil is not always easy to recognize. An innocent act may

ultimately result in great suffering. An act of revenge may save the lives of millions of people. The pure at heart can lash out in anger. Evil may lurk beneath a mask of virtue. Whether an act is evil or not often boils down to a question of motivation, and motivation can be hard to identify.

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

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

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

General Notes to the GM

When running this adventure, or any *Star Wars* adventure, keep in mind the *Star Wars* adventures should seem like the *Star Wars* movies. The action should flow quickly and the players should not get caught up in too many 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 high-level Living Force characters, and therefore characters levels 1 through 9 are appropriate. The combats in this event are not likely to be challenging to higher level heroes, but they may enjoy the investigation.

GM Overview

Nek Lawsirk is a Zabrak Jedi living in Hedrett. A favored former student of Kirlocca’s, when he graduated from the Almas Academy he elected to remain in Cularin to do what good he could in the name of the Jedi Order. Lawsirk, on behalf of the Jedi on Almas, contacted the Tarasin regarding the t’salak. Given the creature’s intimate connection with the dark side, the Jedi would like to study it. After considerable persuasion on the part of the Zabrak Jedi, Mother Morad’Ka hesitantly agreed to consider it, and said she would contact the Academy when the Force determined that the time was right. Lawsirk reported to his superiors at the Academy and returned to his own activities.

Over the last few weeks, Lawsirk had been hearing terrible things attributed to the Jedi Knights; members of his order described as vicious and cruel – little better than thugs with lightsabers. He even heard stories of Jedi charging citizens for their protection. The rumors are everywhere, and people are starting to view the Jedi with fear and disgust.

Eager to dispel the rumors and redeem his order, Nek began asking around town, speaking with contacts and gathering information. To Nek’s frustration, he was unable to find any actual evidence – the story was always “my pal Zarko said he saw...” Then, a week ago, his search paid off when he received a holomessage from a Human woman dressed in black. She did not introduce herself, but seemed to be confident Lawsirk would know who she was, and said that she had much to reveal about the rumors he had heard – but only if he was able to come and meet her immediately. She asked him to board a ship heading for Tilnes and gave him the location of a chemical plant. Here, they were to meet. Nek, distrusting the woman but not wanting to pass up the opportunity, stashed a copy of the holo in the case of a holo he had rented, just in case.

He left an oblique reference to the hidden copy of the holomessage in the notes he’d been keeping in his datapad.

Following the woman’s instructions, he found his way to an underground plant on Tilnes and to a large, open room with many vats. Blaster bolts streaked at him from the darkness and Nek’s lightsaber sprang to life, deflecting them masterfully. Amid a shower of blaster bolts, Nek leaped onto a catwalk above him. Awaiting him was the black-clad woman, a metal cylinder in her hand. Another shaft of brilliance disarmed the startled Jedi. She pushed him off the catwalk, into one of the empty vats. Since then, the Dark Jedi has held him captive.

During this time, citizens of Hedrett have seen Nek Lawsirk administering a harsh brand of “Jedi justice”.

People are talking... It is, of course, the Dark Jedi impersonating Lawsirk, using his lightsaber and operating out of his home to stain the reputation of the Jedi. Thus, when a message came from Almas for Lawsirk to return to the irstat to collect the t'salak, she was there to intercept it.

Enter the heroes, asked by the Jedi on Almas to investigate alarming reports of a Jedi gone rogue, and, if necessary, bring him to help and, if necessary, justice.

Encounter 1: One of our Jedi is Missing

The heroes are invited to the Gadrin Jedi enclave, where Kirlocca contact the heroes via holonet, requesting their aid. He describes a situation that suggests that one of the Jedi Knights has gone berzerk and asks that the heroes discretely look into the matter.

The evidence includes an alarming holo of what appears to be a Zabrak Jedi maiming and slaughtering people in a call. The Jedi had been negotiating (on behalf of the Academy) with the Jaraana irstat to obtain custody of the t'salak, and Kirlocca believes he may have gone to collect it and fallen to its madness. The most promising avenues of investigation are to visit Lawsirk's residence or visit Morad'Ka at the irstat to find out if Lawsirk has been there. If he has, recovering the t'salak would also be a high priority. The heroes may not choose to pursue the clues in the order listed; let them choose their own path.

Encounter 2: Return to the Iirstat

The heroes arrive at the irstat and are welcomed by the Mother Morad'Ka. A Jedi Knight called Nek Lawsirk arrived late in the day yesterday in response to Morad'Ka's message to the Academy. He took the urn, but since then the Tarasin Mother has become increasingly uneasy about its well-being. Careful questioning can reveal clues that Nek may not be who he seemed to be.

Encounter(s) 3: Show me the Jedi

This set of encounters is freeform, and provides the heroes with insight into the character of Nek Lawsirk, as well as the strange things that have been happening lately. In addition, they can find clues directing them to the facility on Tilnes.

Encounter 3A: People Will Talk *This encounter consists of freeform information gathering – if time is short, this can be summed up, but it would be much more entertaining if roleplayed.* Talking to various people in Lawsirk's neighborhood (a middle-class residential area) the heroes get two completely different pictures of Lawsirk. Some see him as a kind, helpful man who laughs easily and gets along with everyone.

Others find him to be rude and arrogant, a thug with a lightsaber not above shaking people down for protection money. This latter impression is of recent vintage – within the last week. In addition, local pharmaceutical company Culpharm lost three of their biologists last night.

Encounter 3B: Home is Where the Hologids Are

Inside, they can find a damaged datapad (containing Nek's notes), as well as a holo-projector and an unreturned hologid: "Juo Deltar Faces Gambler the Terrible". The hologid is about a week overdue and the case is missing. The datapad (if repaired) contains Nek's notes on the "Jedi problem" and the hologid can lead them to the recording of the holomessage from the Dark Jedi. In addition, they can find a smear of theatrical makeup and Kirlocca's message asking Nek to fetch the t'salak.

Encounter 3C: New Releases

The owner of Hedrett Hologid, Gar Bettel, knows and likes Nek well. Nek is a regular customer, and Gar is happy to talk about him. The image presented is of a kind man with a generous spirit and serene mind – and an addiction to Jedi action holo-vids (equivalent to our world's Hong Kong Martial Arts movies). If they present the case-less hologid, Gar can produce the case, returned late, but a few days ago, and thus a clue to Nek's current location.

Encounter 3D: Scum and Villainy

In this seedy Gadrin cantina, the Chasm, the heroes can talk to the witnesses of the incident involving a Jedi and several thugs. The cantina has numerous opportunities for heroes to interact with its denizens. Tailor this encounter based upon time left to run. Important clues include: a holorecorder was left where it could be found easily, and the Jedi seemed to be "playing to the camera".

Encounter 3E: Fly Me to the Moon

Investigation here reveals that Nek Lawsirk booked passage to Tilnes a week ago, and that his return ticket hasn't been used. Heroes wishing to go to Tilnes can take their own ships, take a commercial flight (leaving hourly) or charter a ship.

Encounter 4: What's a Guy Got to Get a Little Peace and Quiet?

Following their clues, the heroes find themselves exploring an abandoned mining community beneath the surface of Cularin's moon. The can encounter and talk with Su'ok Ytam, a Sullustan who remained behind when an accident caused the primary employer, a chemical plant, to shut down. Su'ok is unhappy that his solitude has been disturbed by "folks's trampin'".

back'a'for through the place like it was onea them Genarius casinos.” Su'ok is cautious to the point of paranoia, and getting his trust, and thus his information, is intended to challenge the diplomatic skills of the party. Once they do, however, he can tell them a great deal about the layout of the plant and what he's seen.

Encounter 6: Chemical Reaction

The heroes enter the abandoned MephitaPharma plant and explore it. Depending on how they enter and where they go, they may discover the missing Culpharm biologists as well as figuring out that the Dark Jedi was experimenting with the t'salak.

Encounter 6: Anger Leads to Hate, Hate Leads to Suffering

At the center of the abandoned plant, the heroes face a t'salak maddened Nek Lawsirk and the missing CreedCon survey team. Ideally, they should take them captive without killing (or seriously damaging) them, as they're under the influence of the t'salak.

When the fighting is over, examination of the area offers disturbing evidence that not only has the Dark Jedi managed to obtain the t'salak, she's also managed to cause it to reproduce (with the forced assistance of the missing Culpharm scientests), for it appears there are now two of the creatures. There is no other sign of them, and it appears that the Dark Jedi has escaped with them.

Conclusion

Ideally the heroes return Nek Lawsirk to the Academy, the survey crew to CreedCon and the scientests to Culpharm. They need to at least return with enough evidence to make it clear someone has set out to deliberately smear the reputation of Jedi in Cularin.

If they return the survey crew to Thaediuss Creed he is overjoyed. Besides providing any care the survivors need, he provides a 1000 credit bounty to each of the heroes. Culpharm provides a 3000 credit bounty (to be split among the heroes) and a messenger droid. Nek pays for a year of holoovid rentals for each hero at Hedrett Holoovid.

At the Academy (or the enclave in Gadrin) Kirlocca is pleased to have his student back (if they return him alive), or (if they killed Lawsirk) saddened by the loss of his former student, but relieved that he can do no more harm. If they either bring Lawsirk back alive or bring back the holomessage, Kirlocca (or Lawsirk) can identify the Dark Jedi as Raik Muun, a former student (from the same class as Lawsirk) at the Academy. Kirlocca was forced to dismiss her when it became clear that she was unsuited to the rigors of the Jedi Order. She blamed Kirlocca and Lawsirk (with whom she'd attempted to have a personal relationship) for her

failure. Kirlocca thought she had left the system several years ago. Kirlocca is deeply troubled that the t'salak is under her control, and by the possibility that she might have figured out how to cause it to reproduce. He promises to involve the heroes again (should they wish it) when the Academy tracks her down.

Important Notes to Judges:

This scenario provides numerous role-playing opportunities, and is constructed in a relatively (for LIVING FORCE) free-form fashion. Keep an eye on the time and move the heroes along as needed. It is also a mystery, so try to make sure that they find at least the critical clues, even if they don't look in exactly the right places. See **GM Aid #2 - GM Notes on Investigation and Clues** for more information.

The text in the scenario assumes that all or most of the players have played "Force Concession" with the heroes they are bringing into the scenario. You may have to modify things on the fly to accommodate variant conditions. We have complete confidence in the ability of LIVING FORCE judges to do so. LIVING FORCE judges are nothing if not adjustable.

This scenario takes place approximately two weeks after the events in "Force Concession".

Clarification regarding tiering notation: when you see something like "DC 15/20/25", use the lowest DC for the lowest tier, the middle for mid-tier and the highest for high tier. In this scenario, tiers are for character levels: 1-3, 4-6 and 7-9. Higher level heroes are unlikely to find the combat challenging, but are still welcome to play the scenario.

Opening Crawl

In the Cularin system and everywhere else, the Jedi Knights have always been regarded as the guardians of peace and order in the galaxy. Now, however, dark rumors are spreading – tales of an order run mad with its own power and arrogance. It is incumbent upon the Jedi - and those who consider themselves their friends – to prove otherwise.

Encounter 1: One of our Jedi is missing

Key ideas of this encounter: Gather heroes; provide them with the information they need to begin to search for Nek Lawsirk, the missing Jedi.

Early in the morning (about dawn), each hero received an audio message on their comlink, requesting they to come to the Jedi enclave in Gadrin as soon as possible. (Jedi heroes are simply told to be there.) Players whose heroes would decline are advised to choose another character to play.

A protocol droid shows the heroes into a modestly furnished meditation room, overlooking a small - but vibrant - garden. The players can describe their heroes and get acquainted if they wish. A tray of beverages (juice, the *Star Wars* equivalent of coffee, tea, etc.) and cups are provided.

After just a few minutes, a protocol droid pushes a holoprojector into the room. The device flickers to life. A translucent blue image wavers and resolves into that of a Wookiee, Master Kirlocca, lightsaber instructor at the Almas Academy. After a moment's pause, he speaks.

Paraphrase the above if any heroes are unlikely to recognize the Wookiee, but Kirlocca addresses them by name. Kirlocca knows whom he requested; he recognizes any Jedi heroes and anyone that has helped him in the past. The protocol droid translates Kirlocca's words for heroes who do not understand Shyriiwook.

"I appreciate your prompt response to my call. One of our Jedi is missing, and I would like you to find him, as discreetly as possible."

The hologram shifts, showing a portrait of a dark-skinned male Zabrak. He is smiling, and there is both serenity and confidence in his expression.

"Nek Lawsirk was a student here at Almas before he passed his trials and became a Jedi Knight. He was one in whom I took much interest. If I were still taking on Padawan Learners, I would have been honored to have him as mine. He was – is – a good Jedi, which makes what I am about to show you even more disturbing."

The portrait is replaced by a shaky, ill-lit image. Clearly taken by a hand-held holorecorder in poor lighting, it is a few moments before you recognize that it's showing the inside of some kind of cantina. It's smoky, crowded and loud, and it looks like someone was just having a good time and taking pictures of his friends. Then, there's a crashing sound from behind the holorecorder's viewpoint. The image shifts wildly as the operator spins around, then apparently dives for cover beneath a table.

When the image refocuses, it shows a figure in the brown, hooded robe of the Jedi, blue lightsaber blade flashing among the scattered patrons at an overturned table. He spins and whirls with consummate grace, taking an arm here, a leg there, and, finally, a head.

Once or twice you can glimpse the distinctive horns of the Zabrak as light falls within the hood.

He tosses a handful of credit chips onto the floor amid the injured and dead, saying "Sorry about the mess. This should cover the cleanup." The voice is muffled and distorted by the harsh sound of the holorecorder operator vomiting and cantina patrons screaming and shouting. The recording ends abruptly, and the holo image is, for the moment, a column of wavering blue.

Kirlocca's image reappears, and the shaggy face shows his concern. "We received this recording a few hours ago from OPS, with a request that we investigate. They also have some scattered reports of Nek demanding pay for protection, and dispensing a rather harsh form of 'justice' in both Gadrin and Hedrett.

"Horrible as this is, it is not the worst of my concern. Yesterday evening, Cularin time, I sent a message to Nek requesting that he complete an arrangement we had made with the Tarasin.

(The following may need modification, based upon whether or how many of the heroes in the party participated in the events in "Force Concession".)

"You will recall that the Jaraana irstat has custody of a creature they call the t'salak, a dark Force-wielding being of incredible power. Given its nature, we at the Academy would like to study it, and possibly find a way to either destroy it or permanently contain it. Nek was our emissary in the initial negotiation with Mother Morad'Ka, and thus, when she communicated that she was at last willing to let us have it, it was he to whom I sent a message requesting he collect it.

"The t'salak is a very dangerous creature, as I'm sure you recall. Those it touches are overcome with murderous rage."

"At this point, I know he received the message, though I did not speak with him. I do not know if he has already gone to the irstat; I do not know if his behavior in the holorecording was a result of contact with the t'salak. There is, in fact, a great deal I do not know, and time is of the essence."

"In terms of compensation, I can offer you the gratitude of the Jedi, as well as all of your expenses."

If the heroes ask for more...

"If credits are all you value, we will provide a monetary reward dependent upon your success."

If the heroes refuse the mission, Kirlocca thanks them, and the scenario is over for those players. We assume, of course, that the heroes will accept the mission! If the heroes need transportation, Kirlocca can arrange for them to use speederbikes and/or landspeeders, property of the Gadrin enclave, so that they can take them out to the irstat.

Jedi heroes are expected to accept this assignment without monetary compensation. Should one or more of the non-Jedi heroes demand payment, Kirlocca agrees, though it brings a look of deep disappointment to his eyes.

Kirlocca can answer any questions the heroes may have. If they don't ask, he should volunteer the information they need.

Can you tell us where Nek Lawsirk lives? *He lives in Hedrett at 113 Kantal Boulevard, Apartment #8.*

Where is the cantina shown in the holorecording? Can we talk to the witnesses? *OPS identified the cantina as a place called "The Chasm", in Gadrin near the waterfront near the old industrial area. It is not considered to be a safe place, so be on your guard.*

If there are traditionally dressed Jedi in the party: *Jedi will undoubtedly be unwelcome there. You may wish to dress so as to not call attention to yourself.*

What should we do with Lawsirk when we find him? *I do not wish believe that Nek has fallen beyond redemption. If he is under the influence of the t'salak, I hope that he can be saved. Do not sacrifice your own lives, but if you can bring him in alive it would be my preference. You may bring him to the Gadrin enclave, or to me at the Academy if you prefer.*

Heroes who didn't play "Force Concession" may want to know more about the t'salak.

What does the t'salak look like? *From what I've been told, the t'salak looks like a dark amorphous mass. When it attacks, tendrils appear and lash out at its victims. It was being contained in an urn much smaller than the t'salak's apparent body mass.*

What is the t'salak vulnerable to? *According to Mother Morad'Ka, it can be driven into a quiescent state by damaging it sufficiently with any weapon. Reportedly extreme cold will also render it helpless, but this has not been demonstrated in practice.*

What are the Jedi going to do with the t'salak? *All those allied with the dark side are our enemies. We had planned to study this creature so that we would be better prepared to deal with the situation if more were to show up. It is likely that it would be destroyed after that, if we can find a way to do so. The t'salak is remarkably capable of staying alive.*

The enclave has up to 6 speederbikes and/or up to 2 landspeeders available for the heroes to use.

When the heroes have concluded their questions, Kirlocca thanks them. *"Thank you – you are performing a great service for the light. May the Force guide and protect you."*

GM Notes on the Investigation and Clues

The heroes have a number of options for their investigation. They may very well pursue these choices in a different order than we have listed in the scenario – make sure you have read over the various possible encounters and the clues contained within them, so that you can be flexible and let the heroes choose their own paths. If they are missing a critical clue and you can find a way to put it in their path, please do so. See **GM Aid #2** for a list of clues and their locations.

Encounter 2: Return to the Irstat

Key ideas of this encounter: Speak to the Tarasin and find out that someone appearing to be Nek Lawsirk took the t'salak last night under odd circumstances.

The trip to the Jaraana irstat is uneventful, if damp. It is, after all, spring, and spring on Cularin means rain, rain and more rain.

For those who were here in Force Concession: *This time, the Jaraana irstat bustles with ordinary daily activity. Though it's only been a couple of weeks, the jungle has already grown over the fire-damaged areas.*

Note to Judges: The text is written as if the heroes played "Force Concession". You may need to adapt the discussions below if none of the heroes played "Force Concession", or if they did not help the irstat during "Force Concession". We trust you to figure it out – judges for LIVING FORCE are nothing if not adaptable! Morad'Ka remembers these heroes fondly if they helped save her irstat from burning. A cold gaze and icy tongue greets those who let it burn.

An elderly female Tarasin – Mother Morad'Ka -- approaches you as you park your vehicle(s). She seems surprised but pleased to see you. "We had not thought to have the pleasure of your company again so soon. Please, come in and have some refreshment and tell me what you've been doing."

If/when the heroes ask her about Nek Lawsirk and the t'salak: *Yes, the Jedi came just after sunset yesterday. He spoke barely, and would not share refreshments with me – not like before. So much in a hurry, and he*

behaved... oddly... It seemed almost as if he was angry about something, though trying hard to conceal it. He was so gentle and gracious before – still, I reasoned that if the Master of the Academy trusts him, so should I. Now I am less comfortable with that decision, though I cannot say why.

What did he look like; how did he get here? **He looks much like your Humans, but with darker skin, and small horns on his skull.** (If she's shown a holo...) **Yes, just like that, though he kept the hood of his cloak up. Of course, it was raining... He arrived on a speeder bike.**

For heroes who did not play "Force Concession" (and they really should, they're missing a lot of continuity): What is this t'salak thing and what does it have to do with you? "The t'salak is a demon from our lore. It is an ever-changing black mass, full of evil and rage. When it touches another being, it transfers this rage to them, making them murderous. My mother's mother's mother built a receptacle, imbued with the Force, in which to contain the beast. It escaped, by accident, when a group preparing to build a bridge broke through its prison. A group like you – heroes -- imprisoned it again. It must be beaten unconscious and then imprisoned in a receptacle imbued with the Force. It may also be that it can be frozen, but such a thing is difficult here in the jungle."

There isn't a great deal more that Morad'Ka (or the other villagers) can tell them, except to confirm that the Jedi was much less friendly than on his previous visit and stayed only a few minutes.

If the heroes visit theirstat last, the evening has grown quite late and they might want to stay the night. Time is ticking away for the Dark Jedi's victims, but they may not realize it yet. If they stay and sleep, choose one of the force sensitive heroes (one of the quieter players is always good). During the night, the hero dreams that s/he wakes to the feel of liquid on his/her face. Sitting up, the hero finds him/herself surrounded by the mutilated bodies of the rest of the party and the entireirstat – and hands covered with blood and gore. The hero wakes with a sense of intense urgency.

When the heroes are ready to leave, Morad'Ka says: **"I have had terrible dreams since the t'salak came to us. In them, darkness spreads like a flood, till even the suns themselves are swallowed by it. Brother and sister take arms against each other until nothing remains but blood and despair. When I look upon you, I see the light that can illuminate that darkness. Be strong, choose well."**

Encounter(s) 3: Show Me the Jedi

Key ideas of this encounter: The heroes investigate the Jedi Nek Lawsirk and find out what kind of person he was, and what he seems to have become. They obtain clues that point them to Tilnes, where it seems Lawsirk has gone. This section is freeform, and the judge should watch the time carefully to be sure the heroes have the opportunity to find critical clues and still have time for the climactic battle at the end.

Hedrett is a city built to exacting specifications, even if those specifications have changed over the years. Tall iron spires mark industrial facilities that used to vent dark smoke into Cularin's sky. Now long dormant due to the Cularin Compact with the Tarasin, these old foundries symbolize the city's past. Much of the area has been reclaimed by the rich emerald green of the planet's forests, a reminder that growth and renewal represent the future.

Encounter 3A: People Will Talk

Key ideas of this encounter: Provide clues and background.

Use of Gather Information and related skills around town provides a strangely discordant picture of Nek Lawsirk, as well as some other interesting tidbits (some of which are seeds for later events). Heroes may Take 10. Any result over 12 garners a piece of information. As always, spread the wealth and make sure that every hero who wishes to can have the opportunity to find out something interesting (though some of it isn't true).

- Nek Lawsirk is a Jedi who protects many of the people of Hedrett. He always has time to listen, and the kids love him.
- Nek Lawsirk is a thug with a lightsaber. I heard this week that he shook down two or three places in the neighborhood for credits so that "nothing bad would happen to them".
- Nek Lawsirk is a holovid addict. He watches them during much of his freetime. The clerk at Hedrett Holovid has sometimes lets him rent stuff for free.
- Nek has gotten really standoffish lately – like he thinks he's too good for the neighborhood.
- Yesterday, a Jedi Knight, onea them "hornheads" went into a cantina in Gadrin called "The Chasm" and killed some patrons who were just having a drink. Somebody's gotta do something about those spoonbenders – they're out of control!
- Culpharm just put out an interesting bounty -- three

of their top biologists went missing overnight. Dunno if they were kidnapped or what...

- Word is that some kind of big job is going to be pulled next month. A Really Big Job. It's going to be all over the news. Word is that somebody is hiring anybody with the right skills. You didn't hear it from me.
- ✓ If the heroes want to search Nek's Apartment, continue to Encounter 3B.
- ✓ If the heroes wish to visit Hedrett Hologrid, continue to Encounter 3C.
- ✓ If the heroes decide to check out "The Chasm", continue to Encounter 3D.
- ✓ When the heroes are ready to go to Hedrett Groundport continue to Encounter 3E.
- ✓ If the heroes wish to look into the "missing biologists" rumor, they can discover that three biologists were working at their lab at Culpharm when they disappeared. They were working on a project related to parasites and reproduction through division. No clues of note can be found in the lab. There are no signs of a struggle – it looks as though the scientists simply walked away from their work in mid-task.

Encounter 3B: Home is Where the Hologrids Are

Key idea of this encounter: Search Lawsirk's apartment and gain clues (his notes and a hologrid without a case).

Nek Lawsirk's apartment is in a perfectly ordinary building in a middle-class area of Hedrett. Number 8 is on the second floor. There is no response to the door buzzer, which sounds hollowly from inside.

The door can be opened with a DC 10 Disable Device check or a DC 15 repair check. Heroes concerned with the level of law enforcement in Hedrett (which is quite conscientious) can arrange with OPS to be let in, since OPS asked for the Jedi Academy to investigate. Such arrangements can be stipulated "off screen" to save time, or may be role-played at your discretion, depending on the time available.

Nek Lawsirk's home is a sparsely decorated one-bedroom apartment. The main room contains a desk, a simple couch and a holoprojector/recorder. There are inexpensive posters on the wall from such deathless hologrid classics as "Jedi Battle Beyond the Stars" and "Gar-Jen vs. Gargantua". It would

appear that Nek Lawsirk is indeed a fan of Jedi Action hologrids.

The bedroom contains a bed and a wardrobe. It looks like there are usually 3 sets of Jedi robes stored in the wardrobe (from hangers and such), but none are in evidence.

Heroes being what they are, the next thing they're likely to do is search the place.

DC	Result
5/10/15	There is a message (only one) stored in Lawsirk's holorecorder. It is time/date stamped 6 pm yesterday evening. In it, Kirlocca asks that Nek return to the Jaraana irstat, for Mother Morad'Ka has contacted the Academy to let them know that she is ready to let them have the urn. The message is in Shriiwook, and it was read about 8 pm.
10/13/18	The holo-projector contains a week-overdue hologrid, "Juo Deltar Faces Gambler the Terrible". It was due back almost a week ago, but there doesn't seem to be a case for it anywhere. If the heroes wish to watch the hologrid, it is a story of a young scoundrel-type adventurer/Jedi Knight who confronts the forces of darkness, in the form of a Hutt Sith Acolyte named Gambler. Entertaining, but cheesy. A label on the card shows the vid as being the property of Hedrett Hologrid.
13/18/21	Jammed between couch cushions is a datapad. It contains a journal. In it, Nek writes about his belief that someone is deliberately setting out to make the Jedi look bad. The entries chronicle his frustrating investigation. It ends with: "A strange communication from an old acquaintance promises more information. I am headed to the Groundport now to get a ticket on the shuttle for the meeting at TX-38. Given our past relationship, I am not sure how far I should trust this source. A little insurance would be good to leave behind; something to point in the right direction. I need to remember to return my rental hologrid – I would hate for it to be the first one returned late.
20/25/30	There is a smear of thick paste along the edge of the bedroom doorframe. Disguise or Knowledge (Chemistry) DC 10/15/20 identifies it as theatrical makeup.

There is nothing else of importance to find here.

Encounter 3C: New Releases

Key ideas of this encounter: Gain more insight into Nek's personality prior to one week past; get a copy of the holomessage to find out where he might have gone.

Hedrett Holovid is a typical small business. Like any of thousands across the Republic it is a testament to the power of enthusiasm and hard work. The store is filled with display racks, featuring titles and short descriptions of the holovids available for rent. Small holoprojectors feature clips of holo-vid stars in dramatic or exciting scenes, and there are even flat paper posters on the walls. A Gungan slouches behind the main counter, sorting through returned holovids. He wears a cap, backwards, and has a holographic pin on his shirt, advertising "Passion Taboo", a romance just released this week. A hovering droid drifts through the aisles, moving holovids, cleaning off counters, and generally making itself useful. The Gungan looks up as you enter and waves a languid hand. "Hidey hi! Yousa lookin' for anyt'ing special, yousa just ask!"

The Gungan is the owner, Gar Bettle. He moved to Cularin looking for peace and quiet. He knows Nek Lawsirk well – the Jedi is a frequent customer. Gar Bettle passionately loves holovids – all holovids – and can converse encyclopedically and energetically on the topic for hours on end. He and the Jedi frequently debated the merit of the entire Jedi Action genre. They both agree that they're completely over the top and unrealistic, but the Gungan thinks they're a waste of electrons, whereas Nek found them endlessly entertaining.

We'd like to return a holovid (producing "Juo Deltar Faces Gambler the Terrible")... *Gar Bettle takes the holovid, looking surprised. "Meesa thought disaone back already! Deysa coupla days late, but meesa found it in da return bin. Silly Jedi – musta put da wrongo one ina da case." He waves down the droid, who fetches the case from the shelf. "Yousa lucky – dat Jedi, hesa only one checks dem out."*

The holovid in the case is unmarked, the kind used for home recordings. Gar is happy to let them borrow one of the demonstration players to view the holovideo if they wish, or let them take it away. See the end of this encounter for the contents of the holovideo.

We'd like to know more about Nek Lawsirk. *"Himsa bombad Jedi – always a goin' on wit da helpin dis one, helpin' dat one. Hesa helped meesa once or*

twicet. Gotsa no taste ina da holovids, though. Allsa hesa wanna see is dem Jedi Action holovids." The Gungan wrinkles his snout in distaste. "Meesa tried to getsa him watchin' sumpin' good, but hesa wanna watch Jedi holovids."

Is it true that you give him free rentals? *"Naw... meesa go outa bizniss I do dat. Heesa rentin' coupla timesa week most times. Meesa givin' himsa some posters after deysa old, though. Dunno where dat rumorsa comin' from."*

The heroes can browse through the aisles if they wish. The droid, RNDL (Run D'El) can point out which holovideos Nek has rented over the past couple of years -- about two hundred holovids, in all.

Before the heroes depart, Gar Bettle stops them. *"Lissen, if yousa see Nek before meesa, tell him hesa missed. Heesa watched out for us since he started' comin' in. Heesa good people – meesa gotta bad feelin' he may be in trouble."*

The contents of the recording:

The image is murky and filled with static; you can barely make out a dark-robed figure, face mostly concealed by a dark hood. The background can't be determined. The voice, however, is unmistakably feminine. "Hello, Nek. It's been a while, hasn't it? Longer for me than for you, of course. I heard you were looking into some... incidents... and I can lend a hand. For old times sake, and all... It's not something I can share over the holonet – too dangerous. If you hurry, you can catch the next shuttle to Tilnes. I'll meet you at the abandoned chemical plant at TX-38 and tell you what I've found. I guarantee you that you'll be amazed." There is an undercurrent of shared experience in her tone that suggests they were much more than casual acquaintances. It is time and date stamped in the evening, about a week ago.

Encounter 3D: Scum and Villainy

Key ideas of this encounter: The heroes gain more information about the attack, including that it sounds suspiciously like it was staged.

The cantina known as "The Chasm" makes its home in a former warehouse in the rougher part of Gadrin. Those on the streets keep a cautionary hand on the butts of their blaster pistols. Seedy-looking thugs visibly appraise passers-by for the ease with which they might be separated from their goods.

The Chasm's inspiration isn't evident until you enter. The inside walls of the warehouse have been built up to resemble a striated limestone chasm. Platforms resembling ledges at various heights contain performers. Energetic patrons can scale the Chasm's walls to approach them while less agile customers can use the repulsor lifts scattered throughout the cantina. Twin streams of holographic waterfall frame a bar along the far side. The holo equipment must need maintenance, though, because periodically waves of static shudder through the streams like schools of misshapen fish.

If there are no obvious Jedi in the party:

The patrons look you over, categorize you and, for the most part, disregard you.

If there are obvious Jedi in the party:

The patrons look up as you enter. Alarm sweeps through in a wave and people start getting to their feet, edging toward the exits. They regard the Jedi with raw fear. The bartender's hand goes under the bar. "We don't serve your kind here, Jedi. We don't want any more trouble – just move along."

It is up to the heroes to defuse the situation, and they may find it more difficult to coax information out of the patrons even if they succeed.

LIVING FORCE players are even more inventive than their judges (which is saying something!), so we'll continue on the assumption that they can figure out how to defuse the situation. The cantina is full of role-playing potential – this is another section of the scenario where time can run away from you. Keep an eye on the clock and move them along if time starts to run short. They don't have to talk to everyone; information is repeated, and different NPCs have different bits of it.

The Performers

Dara Gunto: Female Near-Human

Dara is a singer on one of the platforms. She wears bright clothing and has pupil-less eyes. She sings softly about sad things. She's not particularly happy to be here. She spilled her drink on the bardroid (which ruined it), so she's paying off the damages by singing at the cantina. At this rate, she'll have the 500 credits paid off in about four or five months.

"I saw the whole thing – it was awful! The Jedi looked around when he came in. When he saw Forg (she points at a kubaz huddled at the end of the bar) with the holorecorder, taking pictures of his pals, that's when he went to town. It was horrible – they tried to get out their weapons, but the Jedi just cut them to pieces. I didn't see his face well enough to

recognize him, but Forg recorded the whole thing. Y'know, Forg's always broke – I wonder where he got the credits for that fancy holorecorder?"

If the heroes pay her tab for her, she's overjoyed. She thanks them profusely, offers a warm kiss and hug to her benefactor(s), and skips out of the cantina.

Deam Schween: Male Rodian

Deam is an insult comic. If he notices that any of the heroes are unusual in any way, he mocks them as the rest of the cantina patrons laugh. His jokes are tired and old, but his delivery is still sharp.

Deam is careful to keep himself out of reach. If anyone threatens violence, he yelps for help and a pair of Gamorrean bouncers appears. They snort menacingly. (Any hero who understands Gamorrean understands they are telling them not to threaten the employees.) He's not inclined to talk about last night's incident, although if the heroes manage to out-insult him he changes his mind enough to answer a few questions. If there is a female Rodian in the party, he comes on to her (though his style seems to be pretty much crude and vulgar). If, in addition, the female Rodian insults him, he becomes smitten with her. He follows her around with obvious romantic interest until the heroes leave. He still has to work until 10 pm and cannot follow them out of the cantina, but he would be more than willing to pursue a long-term relationship with the hero in question (which opens up some wonderful roleplaying opportunities). If this happens, please note player name, hero name, rpga number and email address for the affected player on the critical event summary.

Deam's story: *"Saw the stick-monkey come in, look around for a couple of minutes. The he just lays into this table of lowlifes. I mean, they were scum – lousy tippers with no sense of humor – but they hadn't done anything to him! Body parts everywhere. Made me glad I'm safely up here, that's for sure. Forg F'lopo can tell you more – he recorded the whole thing. He's the Kubaz down at the bar, soaking his snout in his drink."*

The Masked Wookiee: Male Wookiee

(You'll need to watch the time – this encounter could run quite long. It's full of role-playing potential, and if/when it comes to the wrestling match, things are going to slow to a crawl for everyone who's not wrestling the Wookiee.)

On the largest of the false ledges is a big iron cage, occupied by a scruffy looking Wookiee in a red mask. He rattles the bars of the cage, stomps back and forth and "talks smack" to any to anyone who comes close enough.

(For a contemporary example, think of any pro

wrestler on television working himself up before a big fight.) If one of the heroes succumbs to temptation, he or she is brought up to the cage on a small repulsorlift pad and the cage door is opened. The Wookiee pounds his chest and roars impressively.

Some betting takes place before the match. The heroes can each bet up to one hundred credits – no one will cover any bets higher than that amount. The odds are 3:1, in favor of the Wookiee. The rules are: no weapons, no armor and no mind tricks. Combat gloves are allowed at the high tier.

The Masked Wookiee (and he answers to no other name) is a showman first and a fighter second. He isn't really interested in hurting his opponents, and if they're willing to play along and help put on a good show, he'll be cooperative and tell them what he saw the previous evening. A friendly and persuasive female Wookiee might even convince him to let *her* win.

On the other hand, if what the hero wants is a fight, far be it for the Masked Wookiee to be the one to deny it. Still, his goal isn't to hurt his opponent – just to make him or her look foolish.

At Tier 1, the Masked Wookiee voluntarily takes second initiative and does not use his Rage ability.

At Tier Two and Three, the Masked Wookiee decides to use his Wookiee Rage ability, and at Tier Three he has combat gloves.

If the Wookiee is knocked unconscious, the hero wins. In either case, quite a bit of money exchanges hands below.

What the Wookiee saw (in Shyriiwook): ***“I saw the Jedi come into the place, and he looked like he was spoiling for a fight. I know the look – I use it enough myself! He didn't say anything, but he picked out a table of toughs near the door and gave ‘em the ‘c'mon, bring it’ gesture. They laughed at him and ignored him. He looked around for a minute or two more, and then he seemed to make a decision based on something he saw. He flipped their table over, whipped out his lightsaber and just started hacking on them. They didn't stand a chance. Y'know, the strangest thing was, it seemed to me like he was playing to an audience. Grandstanding, you know, like to a camera. Like I said – I know the look ‘cause it's something I do myself.”***

If the heroes want to know more, he directs them to the kubaz at the bar, Forg F'Lopo, who holorecorded the whole thing.

The Patrons

There are 20 or so patrons in the cantina, most of who either were not there the previous evening, or who dove under their tables and really didn't see much. Regardless, they all agree that the Jedi are out of control and need to be pulled up short before they take

over the system. If they haven't already. Feel free to improvise patrons, but don't let it take up too much of the slot, because you still have the whole confrontation on Tilnes to run. Yougga is a “sample patron”, and Forg is the guy who took the holorecording last night.

Yougga: Female Zabrak

Yougga is speaking with a group of her “employees”. Together, they form a very small and largely inexperienced smuggling operation. So far, they haven't even decided what they want to smuggle. Or where they'll get a ship. If the heroes wish to talk to Yougga, she shares her ambitions of becoming Cularin's most notorious smuggler, although it's fairly clear that she doesn't know what she's talking about. Her employees are merely hangers-on with nothing better to do with their time. Yougga and her friends weren't here last night – they came today because they heard about the “excitement” and wanted to be here in case something else daring and interesting happened. They think the Jedi are very cool, and that they should take charge of things – they have those neat lightsabers, after all, and that Force thingy.

Forg F'Lopo:

Forg is one of a legion of petty criminals who never seem to quite make the big score that they know is out there. The kubaz huddles at one end of the bar, snoot dipped into his drink. He wouldn't be here except that Bolt, the bartender, said he could have a couple of free drinks today, after all the furor last night. (The kubaz have light-sensitive eyes and a short prehensile trunk. The character with the goggles and the long snoot (Garinda), who pointed the Storm Troopers after Luke, Han and Obi-wan in *Star Wars: Episode IV - A New Hope* was a kubaz.)

Forg is used to being picked on, put upon and arrested. His automatic response to any conversational sally is usually to the effect of “I didn't do it and you can't prove I did.”

If an obvious Jedi approaches him, he bolts. He is convinced that all of the Jedi are out to kill him after last night.

This is a place for the Nobles, the Scoundrels and other socially-oriented heroes to shine. Offers of credits, free drinks, diplomacy and application of good interpersonal skills go a long way here. If at all possible, role-play through this encounter rather than going straight for the dice. Presuming the heroes can coax him to speak to them, here is his story. Paraphrase as needed.

“So, it's like this, y'see. I find this holorecorder in the ‘fresher, you see. Just sitting there, like it was begging for somebody to take it. So, like, I picked it up, uh, to try to find the owner. Yeah, that's it. To find the owner. Only nobody seemed to know where it

came from. So, y'see, I was taking holos of my pals, and I hear this crash, and then that lightsaber sound. There's no other sound like it. So, I ducked under the table and pointed the holorecorder at him. I figure, y'know, Cularin Now pays for first-hand news footage, and I figured I'd make a bundle." He sighs and dips his snoot in his drink again. "Not like that's gonna happen now. OPS confiscated the holorecorder, and even if I get that back I don't expect I'll get the recording."

Was there anything unusual about him? *He didn't seem quite right, I don't know... I guess he seemed kinda short for a Zabrak.*

What did you do next? *I waited until I was sure that the Jedi was far away, and then I went home.*

The Survivors

If the heroes decide they want to talk to the survivors, they're in a hospital in Hedrett. None of them want to talk to any "authorities". Each maintains he'd never seen that spoon bender before, and he doesn't know why he attacked them. The dead Bothan was their leader. All of their activities are perfectly decent and legal, and no one can prove otherwise. Probably.

Encounter 3E: Fly me to the Moon

Key ideas of this encounter: Follow the clues to Tilnes. Possibly obtain clues not found elsewhere that Nek Lawsirk took a shuttle to Tilnes a week ago and hasn't come back.

Note to the GM: Heroes may have their own ships and may certainly use them if they wish. Heroes who need transportation can get tickets on the regular Tilnes shuttle for 50 credits each. Shuttles leave every hour (if there are passengers). And... it's called Hedrett Groundport (as opposed to spaceport) because it's on the ground – an artifact of the fussiness of one of the founders.

As you approach the Hedrett's Groundport, you see a bulk freighter rise from a landing pad and head for space. It is a sight repeated hundreds of times a day at this busy spaceport.

Armed heroes should be reminded that Hedrett Groundport has a fairly strict weapons policy. Anyone passing through on the way to somewhere else is expected to unload their weapons and pack them in cases. Restricted weapons must have permits, and are confiscated if such permits are not forthcoming. Heroes wishing to conceal weapons need to make a

Hide check better than the inspector's check of (12/16/20) to do so successfully. Lightsabers, belt knives and staves are exempt from the restriction. Heroes wishing to Bluff their way through must beat DC (14/19/24). The inspector's Will save vs. Affect Mind is (12/17/21). There's no reason for the scenario to bog down at this point, and this is an area where it's perfectly acceptable to speed things along by just rolling the dice.

Charming, crafty or authoritative heroes can persuade one of the busy shuttle service clerks to track down the last time Nek Lawsirk bought a ticket. It was a week ago, and, the clerk notes with surprise, the return ticket wasn't used. If the heroes haven't already obtained the information elsewhere, the clerk mentions that Lawsirk asked where he could get a map of Tilnes, that he had to meet someone at TX-38.

There isn't much else to be found here – the spaceport is too busy for any one person to keep track of the comings and goings of individual ships.

Encounter 4: What's a Guy Got To Do to Get a Little Peace and Quiet?

Key idea of this encounter: Provide the heroes with some advance information about the chemical plant so they can plan their approach.

You have a little time to rest and consider the clues as your ship makes its way up through Cularin's atmosphere to Tilnes. You can see it now, a brown, nearly lifeless globe. You land and make your way toward the spot designated TX-38 on your map. The brown grass that seems to be the only thing on Tilnes is everywhere under foot. As is always the case on Tilnes, the air is still and unpleasant, but breathable.

Your map leads you to a cave sealed with a welded plate of metal. A sign is posted nearby announcing "Chemical Plant Closed – No Trespassing – Hazardous Materials."

Examination of the metal slab shows that an entrance has been cut into one side, with either a very hot plasma torch – or a lightsaber.

The heroes follow a tall, wide tunnel deep into Tilnes. Luminescent fungi growing on the walls in patches, providing dim light.

Eventually the tunnel, like all things, ends. Ahead is a huge cavern, filled with dozens of small buildings. It appears to be a subterranean ghost town. The ceiling, dozens of meters up, is thickly covered with glowing moss which provides a perpetual twilight

barely bright enough to read by. The tunnel you've been following broadens into a walkway passes through the center of town and then onward.

There are about thirty homes here, if the heroes wish to investigate. It looks like everyone packed up and left some time ago.

When the heroes hit the middle of the town, have them make Spot checks (DC 10/15/20). On a success, the hero notices someone hiding in the shadows, watching them.

If the heroes move towards the hiding creature, it fires its blaster wildly at them. It's not trying to hit them, and doesn't.

If they don't notice, they're surprised when suddenly blaster bolts fill the air above them.

The shots are coming from a Sullustan named Su'ock Ytam. Su'ock used to work at the chemical plant and live in the community, and when everyone else moved on he stayed. He's spent too much time around chemicals. As a result he's a paranoid and more than a tad loopy. His attention span is very short and he speaks in stuttering starts and stops, as if he's been running and is short of breath.

Who are you? *I'm Su'ock Ytam... I'm a chemist... Or I was... until the chemicals spilled. Now there's no more chemicals and I'm not a chemist anymore.*

What are you doing here? *Everyone left. I stayed. Then more beings came. Bad ones.*

What kind of beings? *Ones in black. Ones in Jedi robes. Machines. Droids. Men in binders. We're not safe. There's some kind of evil assassin Jedi out there. He wants to take over the world!*

Which world? *All of em, I bet.*

How do you know? *Didn't you hear what I was saying! There's a Jedi in black... Very sinister. Up to no good, no good. They don't know I'm here, though. Quiet as a mouse. Never see me.*

If there are any visible Jedi in the party, Su'ock rushes up to him/her/them and begs: *"You'll save me, right? Save us from the Dark Jedi... There's probably more than one of them... Dark Jedi, Dark Jedi, Dark Jedi..."* In the absence of a Jedi, anyone with an air of confidence or authority will do.

Where are they? *They took over the chemical plant where I used to work. Meph—Pita—somethingPharma.*

Do you know the best way in? *The front doors.*

There's always the front doors, but they'll be looking for you there. Yes, they will, and they'll be ready. I suppose you could go through the ventilation shafts. Lots of shafts... Can't keep the fumes stationary in a chemical plant, you know. I always told them they shouldn't build chemical plants underground. Then the spill! They should have listened, should have listened... Yes... No one ever listens to Su'ock.

Can you tell us how to get to the ventilation shafts from the inside? **OK.** Su'ock roots around in his ragged briefcase and produces a datapad with a diagram of the plant. (See **Player Handout #1** for a map of the plant.)

The ventilation shafts are not on the map, but you can assume they are parallel to the catwalks.

If the heroes head for the chemical plant, then proceed to Encounter Five. Encourage them to do so, as there isn't much else for them to do.

Encounter 5: Chemical Reaction

Key ideas of this encounter: The heroes make a plan and enter and investigate the chemical plant.

Notes to the GM:

There are innumerable approaches the heroes can take when exploring the chemical plant, and a couple simply to enter it (the front door or through a ventilation grate set up into the wall). Rather than trying to script it at all, we are describing the setup and resources and relying on you, the GM, to present it to the heroes based on the approach they take. Player Handout #1 is a map of the main floor of the facility – study it, and prepare for the players to do the unexpected. Eventually they should reach section 5, where the confrontation with Nek Lawsirk and the survey crew takes place.

Even without the Sullustan's directions the chemical plant would have been easy to find. It is a large, rectangular building nestled into the rock face.

The front doorway is clearly visible, beneath a faded sign that reads "MephitaPharma, Inc." The double doors have corroded with time, and are slightly ajar.

Map Descriptions

Not shown: Ventilation Shafts

The entrance to the ventilation system is located about 2 meters up on the side of the building. The heroes have to reach them first, and then open them somehow (DC 15 Strength check). Up to 3 heroes at a

time can work on the grate. There are plenty of discarded materials that they can stack, use as pry bars (+2 equipment bonus). Once inside, the heroes can crawl through the tight shafts until they find an exit, which leads to Room 4. The shafts aren't shown on the map, but you can assume that they run parallel to the catwalks when they pass over section 5 (the main chemical floor). If the heroes decide to use the ventilation shafts to traverse the plant, they can find openings periodically that they might be able to punch through. It is, after all, for ventilation. The system is also old and likely to conveniently drop a section just at the point you'd like the heroes to enter the action.

1) The Entrance

This large room contains coat racks, as well as a digital swipe-in station (long disabled). The walls hold pictures of former MephitaPharma managers, as well as the last employee of the month, Su'ock Ytam. Two doors lead from this area.

2) Spray Stations

As soon as anyone enters either of these rooms, air begins blowing all over their bodies from various directions. The process was used to reduce employee contamination. Pressing the button to open the door ends the cycle.

3) Offices

These rooms are filled with trash and metal desks. Most of them are empty, save for the occasional ruler and the like. A single combat droid sits at a desk in one of the rooms. It is badly damaged, and tools nearby indicate that someone was recently attempting to work on it. The heroes can attempt to repair it, but inept prior attempts have pretty much ruined it (DC 40 to repair). There are heroes who can't resist a challenge, though, and they may repair it. Unfortunately, upon repair it returns to its original programming and attempts to kill anyone it sees. Although it currently has no weapons, the droid can still punch (+3 to hit, damage 1d6, Crit 20). A single hit on the newly repaired droid disables it again. The droid has no designation and it is not clear which company produced it. Based upon the sheer number of components from different manufactureres, it looks to have been created from scratch.

4) Entryway to the Chemical Floor

This room has sensors in the floor. Stepping on them sets off a piercing siren. To notice the sensors, a hero needs to make a Search check (DC 30) from the doorway (before entering the room) allows the hero to notice them.

5) Main Chemical Floor. See Encounter 6

6) Labs

It's probable that the heroes arrive here after they've dealt with Nek Lawsirk. You may need to make adjustments depending on what they've seen and done. The labs are long white rooms, filled with beakers, dishes and tubes, as well as half-functioning computer terminals. The Culpharm biologists are tied up with spacer tape in the west room. They are very frightened, and cringe away from anyone with a lightsaber. If they can be calmed (good role playing or applicable skills such as Diplomacy check DC 10/15/20, Friendship, etc.), they explain that they were forced to work for someone wearing an enveloping dark cloak. They believe it may have been a Human woman, but since she was a Zabrak male when they met her, they're not sure.

"We were working at the lab in Hedrett when a Zabrak man wearing Jedi robes interrupted us. None of us are quite sure why, but at his suggestion we left the lab and came here with him. He had us study a black, oozing creature from Cularin to see if more could be made from it. We didn't have any choice! It all seemed to make sense at the time. We completed the sequences a few hours ago. At a certain power level, the lasers could be used to separate the creature, and each half formed a new individual. We thought we'd be freed... but... then she said we'd served our purpose and now it was time to die. Then we heard these alarms going off. She ran off then, so if you set them off, we appreciate it!"

If the heroes didn't set off the sirens, the Dark Jedi stopped suddenly, cursed angrily and ran out of the room, leaving them bound and helpless.

The biologists saw Nek tied up to a table in the main room. The creature was kept in one of the tanks, and it would reach through the tube and touch the Zabrak. The Zabrak would struggle and scream with anger after being touched by the ooze creature, and then would calm down after a few minutes.

There were others, too, that were just shoved into one of the tanks together with one of the creatures. They don't know what happened to them.

7) Drums

These rooms contain many empty drums, once intended to contain the chemicals that this company refines and processed. There are also smaller containers, scattered around the rooms. A large stack off the drums has been knocked over in each of the rooms so that it blocks the doorway. Lightsaber marks can be seen on one of the drums near the bottom in each room. A successful Strength check (DC 5/10/15) allows the heroes to move the drums. They weigh

between 6 and 10 kg each.

8) Exit

This cavern leads to a small landing platform, deep within the earth. The platform was built into a "cavity" along the side of a very deep crack in the moon. The dirt is very warm, as if something took off within the last hour or so. If you didn't know it was here, you probably wouldn't ever be able to find it.

Encounter 6: Anger Leads to Hatred, Hatred Leads to Suffering

Key ideas of this encounter: The heroes face a t'salak-enraged Nek Lawsirk and the missing survey crew. In the aftermath they discover that the t'salak has reproduced and is in the hands of a Dark Jedi.

The door opens up into a large, poorly lit room. Catwalks overhead confuse the eye and keep you from seeing the ceiling or guessing its height. Two rows of huge tanks, three in each row, occupy much of the room. Next to one of the tanks is a table, fitted with binders. A wide tube runs from one of the tanks to near the table. A video screen occupies much of the back; it is cracked and fizzling. Above, you think you can hear something moving on the catwalks.

The rasp of ragged breathing draws your eyes to the shadows ahead. A dark-skinned Zabrak in tattered clothing steps out into the light, a metal cylinder in his hand. His eyes are feral and wild. The blue blade springs to life. With a howl of rage he charges as blaster fire rains down from the catwalks.

The Zabrak is, of course, Nek Lawsirk, lost to the t'salak's rage after repeated exposures. He attacks until unconscious or dead. The blaster fire comes from members of the survey team, also mad from exposure to the t'salak – or rather, its offspring. The Dark Jedi used them to test the abilities of the new t'salak.

Tier One:

Nek has spent his last week bound to the table without the luxury of food or water. He has lost 36 points of Vitality to this treatment, and is temporarily down 8 points of Strength. His exhaustion, in addition to the rage, means he isn't making use of the training which allows him to add 1d8 to his lightsaber damage. He suffers a -4 penalty to his Defense. These penalties are already figured into his stats, along with the modifiers for the rage. (see GM Aid #1).

Tier Two:

Nek has been held prisoner for a week, but the Dark

Jedi has given him limited food and water. He is down 18 points of Vitality and 4 points of Strength. These penalties are already figured into his stats, along with the modifiers for the rage. (see GM Aid #1).

Tier Three

Nek has been held prisoner for a week, but has been given food and water. The t'salak-fueled rage adds +4 to his Strength and 20 bonus Vitality points (for ten rounds). These bonuses are already figured into his stats. (see GM Aid #1).

With his Force Mastery, Nek can attempt to use Enhance Ability or Force Strike as a free action. He attempts one of these, and then attacks with his lightsaber. He snarls and rolls his eyes as he fights, a man overcome with alien rage.

The Survey Crew:

The survey crewmembers are up on the catwalks, marked on the map. The catwalks are about six meters from the ground, so it's likely that there will be range penalties involved. Two of them have blaster carbines (which the heroes may confiscate) and the rest have blaster pistols, so remember to take range penalties into account.

The two ladders leading to the catwalks are located in each the back corners of the room. The survey crewmembers gain +2 on their attack rolls when attacking a climbing defender.

Note: If time is running short in this scenario, do not include the survey crewmembers in this combat, instead having them stashed in the lab, unconscious and bound with spacer tape. The battle with Nek is a climactic one and needs to be run, but the survey crewmembers (and the need to take them prisoner without killing them) only complicate matters if you are nearing the end of the scenario's allotted time slot.

All of the combatants are victims of the t'salak, and ideally the heroes should take them prisoner without killing them.

Aftermath:

After the combat, the heroes may wish to look around. The tanks are all empty, but the one next to the table has some kind of oily residue in it. The binders show signs of stress.

A computer terminal on the wall reads "Program Shut Down". A successful Computer Use check (DC 15/20/25) gets the program running again.

If this is done:

The large monitor on the wall fills with light, showing a three-dimensional image of the t'salak, then a close up to its genetic make-up. The words

"PROCEDURE SUCCESSFUL" blaze across the screen as a piece of the t'salak separates from the creature and begins to grow on its own.

The heroes can continue looking through the chemical plant, if they wish. If they haven't already found the Culpharm scientists, make sure they hear muffled noises and have a chance to rescue them.

Conclusion

Ideally, the heroes make it out of the chemical plant with Nek Lawsirk, the survey crew and the Culpharm scientists alive and in tow. You may need to modify the results depending upon how successful the heroes were.

Master Kirlocca:

At the enclave, as before a metallic blue protocol droid arrives with a holoprojector and turns it on. As before, Kirlocca's image appears. He stands, nodding at your group. *"Tell me of your mission..."*

Kirlocca expects a full report. If Nek Lawsirk is alive, the Wookiee Jedi Master is pleased. If the heroes had to kill him, the Jedi Master is saddened.

When told of the missing t'salak, as well as the presence of yet another Dark Jedi in the system, he becomes deeply concerned. The news that the t'salak has multiplied is cause for even greater concern.

He is glad that the biologists and the survey team have been rescued, however (assuming the heroes were able to do so).

The Wookiee Jedi's expression is most grave as he speaks. "You found Nek, rescued a number of innocents, and have uncovered the identity of the Dark Jedi. From what you tell me, I believe she is Raik Muun, a former student at the Academy. She had a great gift for manipulating the Force, but her control of her emotions and desires wasn't equal to the challenge of being a Jedi. She was obsessed with Nek, and determined to persuade him to have a deeper personal relationship with her. He denied her, and she did not take it well. I was forced to dismiss her from the Academy, and I would not be surprised to find she holds a grudge. I had believed that she left the system. Regardless, it seems she has returned, and with the purpose of destroying the reputation of the Jedi.

"That she has the t'salak, and has managed to cause it to reproduce is most distressing and it must be resolved. I'm sure that this matter is not at an end. May I ask that I be permitted to call on you when we track her down?"

If the heroes required money from the Jedi Academy,

the droid has their credit chips.

Within the next week, the heroes receive 1000 credits each from Thaedi Creed, who is overjoyed that his crew was recovered. Culpharm provides a 3000 credit bounty to be split among the heroes, and a messenger droid.

About a week later Nek Lawsirk contacts the heroes. He apologizes for attacking the party, and expresses his profound appreciation for them keeping him from doing something he would regret for the rest of his life. Though he was under the influence of the t'salak, he still feels responsible. He's actually a really nice, charismatic guy when he's not insane with rage. He doesn't have a lot to give (most Jedi don't), he asks that they accept a token of his appreciation: certificates for each of them for 1 year of weekly rentals from Hedrett Holovid. He is happy to provide a list of recommended viewing in the Jedi Action genre.

Here Ends "Force Concession"

Experience Point Summary

Experience is calculated as follows for LIVING FORCE events.

- 1) Experience awards in the SWRPG are not made for achieving objectives, but instead for successfully completing an adventure of a given length. Thus, if the heroes survived and accomplished the primary goal of the adventure, they receive full Adventure Experience (600 xp for core LF plot scenarios, 350 for non-core LF scenarios).
- 2) Assign discretionary role-playing experience (0-400 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:

Was Nek Lawsirk defeated but not killed? If so, each hero who survived receives 600 xp.

If the heroes could not complete the adventure due to time constraints, but were on the right track, award ½ of the total adventure experience.

If the heroes followed all of the clues, but were unable to defeat Nek Lawsirk (or had to kill him), award ¾ of the total adventure experience.

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

Total Possible Experience:

1,000 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 encounter in the scenario.

Encounter 6: Showdown

2 blaster carbines (certified)

- **Blaster carbine (certed - 2)**

Restricted weapon – Blaster Carbine

This restricted item does not come with a permit. Possession of a restricted weapon without a permit is punishable by confiscation of the weapon, and the levying of a fine equivalent to the weapon's market value.

Baktoid Armor Workshop E-5 Droid Blaster

Weapon Type: Blaster carbine; Proficiency Group: Blaster rifles; Cost: 900; Damage: 3d8 (Critical 19-20); Range increment: 20 m; Fort DC: 15; Hardness: 4; WP: 4; Weight: 2.2 kg; Type: Energy; Size: Medium-size; Break DC: 15.

Lightweight, simply constructed and cheap, the E-5 was originally a BlasTech design that was reverse-engineered by Baktoid Armor Workshop for use by its droid troopers. *Source: Arms & Equipment, pg 15.*

Conclusion

- If the survey team was returned alive, CreedCon provides a bonus of 1000 credits per hero.
- If the Culpharm scientists were returned alive, Culpharm provides a bounty of 3000, to be divided among the heroes, and a messenger droid (certed)
- **Messenger Droid AS-B07**
Tiny hovering third-degree messenger droid, Scout 5; Init +3 (Dex); Defense 19 (+4 class, +3 Dex, +2 size); Spd 10m; VP/WP 26/10; Atk +1 melee (1d2-2, claw) or +6 ranged; SQ Trailblazing, heart +1, skill mastery (Spot), uncanny dodge, extreme effort; SV Fort +3, Ref +6, Will +4; SZ T; Face/Reach 1m by 1m/2m; Rep +1; Str 6, Dex 16, Con 10, Int 12, Wis 12, Cha 8.
Equipment: Locked access, repulsorlift unit, sensors (improved sensor package), telescoping appendage.
Skills: Computer Use 8 ranks (+12), Hide 8 ranks (+19), Listen 8 ranks (+13), Move Silently 8 ranks (+11), Read/Write Basic, Search 8 ranks (+11), Speak Basic, Spot 8 ranks (+13), Survival 8 ranks (+9).
Unspent Skill points: 0 (1 unused language)

Feats: Alertness, Ambidexterity, Skill Emphasis (Computer Use), Track.

Messenger droids are a (relatively) quick and (relatively) secure method of communicating information that an individual might be leery of committing to a holonet transceiver. Loyal and dedicated to its task, a messenger droid will risk its existence in order to carry its message through. The messenger droid is a small black sphere with a single large sensor unit and numerous hidden tools (including a telescoping arm for opening doors and a set of computer links that allow it to plug into nearly any computer system). (Source Arms & Equipment Guide, p. 61)

- **One year of weekly rentals – Hedrett Holovid (one per hero, certified)** Jedi Nek Lawsirk is grateful to the hero named above, and has paid in advance for a year's worth of rentals at Hedrett Holovid for that hero. Nek is happy to provide a list of suggested viewing from the Jedi Action genre.

GM Aid 1: NPC Stats

Encounter 2: Return to the Irstat

Morad’Ka, Irstat Mother: Female Tarasin Force Adept 7; Init +1 (Dex); Defense 17 (+6 class, +1 Dex); Spd 10m; VP/WP 46/12; Atk +4 melee (fists, 1d3 damage) or +6 ranged (sling, 1d4 damage, Crit 20); SV Fort +5 (+9 vs heat), Ref +5, Will +10; SZ M; SQ Silent Communication, Force Weapon +1d8, Comprehend Speech, Bonus feat, Skill Emphasis; FP 8; Rep +1; Str 8, Dex 12, Con 12, Int 14, Wis 16, Cha 12.

Equipment: Sling (with twenty bullets), traditional Tarasin vestments

Skills: Bluff -1, Craft (pottery) +12, Handle Animal (kilassin) +6, Hide +10, Knowledge (Tarasin lore) +12, Knowledge (Cularin geography) +6, Treat Injury +6, Spot +16; Speak Basic, Speak Tarasinese.

Force Skills: Affect Mind +4, Empathy +8, Farseeing +13, Friendship +5, Heal Another +10, See Force +12.

Feats: Weapon Group Proficiency (simple weapons, primitive weapons and blaster pistols), Skill Emphasis (Farseeing), Skill Emphasis (Spot), Iron Will, Animal Affinity.

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

Encounter 3C: Scum and Villany

The Masked Wookiee: Male Wookiee Fringer 3/Soldier 1; Init +0 (Dex); Defense 17 (15) (class, +2 Def MA); Spd 10m; VP/WP 40 (+8)/16; Atk +10 (+12) melee (fists, 2d4+5(+7) damage, Crit 19-20); SV Fort +7 (+9), Ref +2, Will +1 (+3); SZ M; SQ: Wookiee Rage, Regains Vitality and Wounds at Twice Normal Rate; FP 0; Rep +0; Str 20, Dex 10, Con 16, Int 8, Wis 10, Cha 8. (Raged stats in parentheses)

Equipment: Mask. (Combat gloves in tier 3)

Skills: Bluff +2, Climb +8 (+10), Entertain, +0, Intimidate +9, Jump +5 (+7), Listen +2, Profession (Wrestler) +2, Search +2, Sense Motive +1, Spot +2, Tumble +1.

Feats: Martial Artist, Defensive Martial Arts, Improved Martial Arts, Weapon Group Proficiency (simple weapons, blaster pistols).

Tiering:

Low Tier: he goes second, does not rage, and is still recovering from his last match (and is at 20 VP).

Mid & High Tier: He’s fresh at these tiers, takes normal initiative, may use Rage if he feels he needs to, adding 8 VP.

High Tier: Add combat gloves to his equipment, increasing damage by +2.

Encounter 4: What’s a Guy Got To Do To Get a Little Peace and Quiet

Su’ock Ytam: Male Sullustan Tech Specialist 3; Init +3 (Dex); Defense 16 (+3 Dex, +3 class); Spd 10m; VP/WP 22/12; Atk +2 melee (fists, 1d3 damage) or +3 ranged (blaster pistol, 1d6 damage, Fort save DC 15); SV Fort +0, Ref +4, Will +0; SZ M; SQ Skill Emphasis, Research, Instant Mastery; FP 3; Rep +1; Str 10, Dex 13, Con 12, Int 14, Wis 6, Cha 11.

Equipment: Scruffy lab coat, blaster pistol, trinkets.

Skills: Computer Use +6, Knowledge (Chemistry) +11, Profession (Chemist) +4, Craft (electronics) +6, Disable Device +8, Repair +8, Pilot +6, Speak Sullustan, Speak Basic, Read/Write Basic, Read/Write Sullustan

Feats: Weapon Group Proficiency (simple weapons, blaster pistols), Skill Emphasis (Knowledge: Chemistry), Dodge

Encounter 6: Showdown

All Tiers

For convenience, all of the survey crew are 8th level technicians, and no species modifiers have been applied. Rage modifiers are in parentheses. Their names and species are: Mant Buume, male Human; Tedney Sorrent, male Human; Fara Telon, female Bothan; Bur’n Ikle, female Twi’lek; Walda Ceen, female Near-Human; Yope Kogote, male Human

Expert 8; Init +1 (Dex); Defense 13(11) (+2 class, +1 Dex, (-2 Rage)); Spd 10 m; VP/WP (16)/9; Atk +6 (+8)/+1(+3) melee (1d3(+2) unarmed) or +7/+2 ranged (3d6 or DC 15 stun, blaster pistol) or +7(+3)/+2(-2) ranged (3d8 or DC 15 stun, blaster carbine – range incr 20 m). SV Fort +1 (+3), Ref +3, Will +6 (+8); FP 0; DSP 0; Rep +2; Str 11, Dex 12, Con 9, Int 15, Wis 10, Cha 8.

Skills: (not needed here – no ranks in Hide, Listen or Spot)

Feats: (not applicable, other than that they all have Weapon group Proficiency (blaster pistol) but not blaster carbine.

Low Tier (average Hero levels 1-3)

Nek Lawsirk: Male Zabrak Jedi Consular 7; Init +7 (Dex, Improved Initiative); Defense 15 (+6 class, +3 Dex, +2 lightsaber defense, -4 hunger penalty (-2 Rage)); Spd 10m; VP/WP 10/14; Atk +8 melee (lightsaber, 2d8-2 damage, Crit 19-20) or +4 ranged (thrown lightsaber, 3d8-2 damage, Crit 19-20 ...he's not likely to do this); SV Fort +7, Ref +7, Will +7; SZ M; SQ Force Training, Deflect (defense +1, attack -4, extend damage and attack), Bonus feat, Increase lightsaber damage, Jedi Knight; FP 8; Rep 4; Str 6,

Dex 16, Con 14, Int 14, Wis 15, Cha 16.

Equipment: Ragged clothing, lightsaber

Skills: Bluff +10, Diplomacy +13, Gather Information +6, Knowledge (Cularin system) +6, Knowledge (Jedi lore) +8, Read Write Basic, Sense Motive+3, Treat Injury +12

Force Skills: Battlemind +5, Enhance Ability +8, Force Defense +6, Force Strike +8, Friendship +4, Heal Another +6, Telepathy +10, See Force +5.

Feats: Weapon Group Proficiency (simple weapons, blaster pistols), Exotic Weapon Proficiency: Lightsaber, Weapon Finesse: Lightsaber, Improved Initiative.

Force Feats: Force Sensitive, Sense, Alter, Control, Dissipate Energy, Lightsaber Defense, Force Mastery.

Mid-Tier (average Hero levels 4-6)

Nek Lawsirk: Male Zabrak Jedi Consular 7; Init +7 (Dex, Improved Initiative); Defense 17 (+6 class, +3 Dex, +2 lightsaber defense, -4 hunger penalty); Spd 10m; VP/WP 30/14; Atk +10 melee (lightsaber, 3d8 damage, Crit 19-20) or +4 ranged (thrown lightsaber, 3d8 damage, Crit 19-20 ...he's not likely to do this); SV Fort +7, Ref +7, Will +7; SZ M; SQ Force Training, Deflect (defense+1, attack-4, extend damage and attack), Bonus feat, Increase lightsaber damage, Jedi Knight; FP 8; Rep 4; Str 10, Dex 16, Con 14, Int 14, Wis 15, Cha 16.

Equipment: Ragged clothing, lightsaber

Skills: Bluff +10, Diplomacy +13, Gather Information +6, Knowledge (Cularin system) +6, Knowledge (Jedi lore) +8, Read Write Basic, Sense Motive+3, Treat Injury +12

Force Skills: Battlemind +5, Enhance Ability +8, Force Defense +6, Force Strike +8, Friendship +4, Heal Another +6, Telepathy +10, See Force +5.

Feats: Weapon Group Proficiency (simple weapons, blaster pistols), Exotic Weapon Proficiency: Lightsaber, Weapon Finesse: Lightsaber, Improved Initiative.

Force Feats: Force Sensitive, Sense, Alter, Control, Dissipate Energy, Lightsaber Defense, Force Mastery.

High-Tier (average Hero levels 7-9)

Nek Lawsirk: Male Zabrak Jedi Knight (jedi consular 7); Init +7(Dex, Improved Initiative); Defense 21(+6 class, +3 Dex, +2 Lightsaber defense); Spd 10m; VP/WP 68/14; Atk +12 melee (lightsaber, 3d8+4 damage, Crit 19-20) or +4 ranged (thrown lightsaber, 3d8 damage, Crit 19-20 ...he's not likely to do this); SV Fort +7, Ref +7, Will +7; SZ M; SQ Force Training x3, Deflect (defense+1, attack-4, extend damage and attack), Bonus feat, Increase lightsaber

damage, Jedi Knight; FP 8; Rep +2; Str 18, Dex 16, Con 14, Int 14, Wis 15, Cha 16.

Equipment: Ragged clothing, lightsaber

Skills: Bluff +10, Diplomacy +13, Gather Information +6, Knowledge (Cularin system) +6, Knowledge (Jedi lore) +8, Read Write Basic, Sense Motive+3, Treat Injury +12

Force Skills: Battlemind +5, Enhance Ability +8, Force Defense +6, Force Strike +8, Friendship +4, Heal Another +6, Telepathy +10, See Force +5.

Feats: Weapon Group Proficiency (simple weapons, blaster pistols), Exotic Weapon Proficiency: Lightsaber, Weapon Finesse: Lightsaber, Improved Initiative.

Force Feats: Force Sensitive, Sense, Alter, Control, Dissipate Energy, Lightsaber Defense, Force Mastery.

GM Handout #2 - GM Notes on the Investigation and Clues

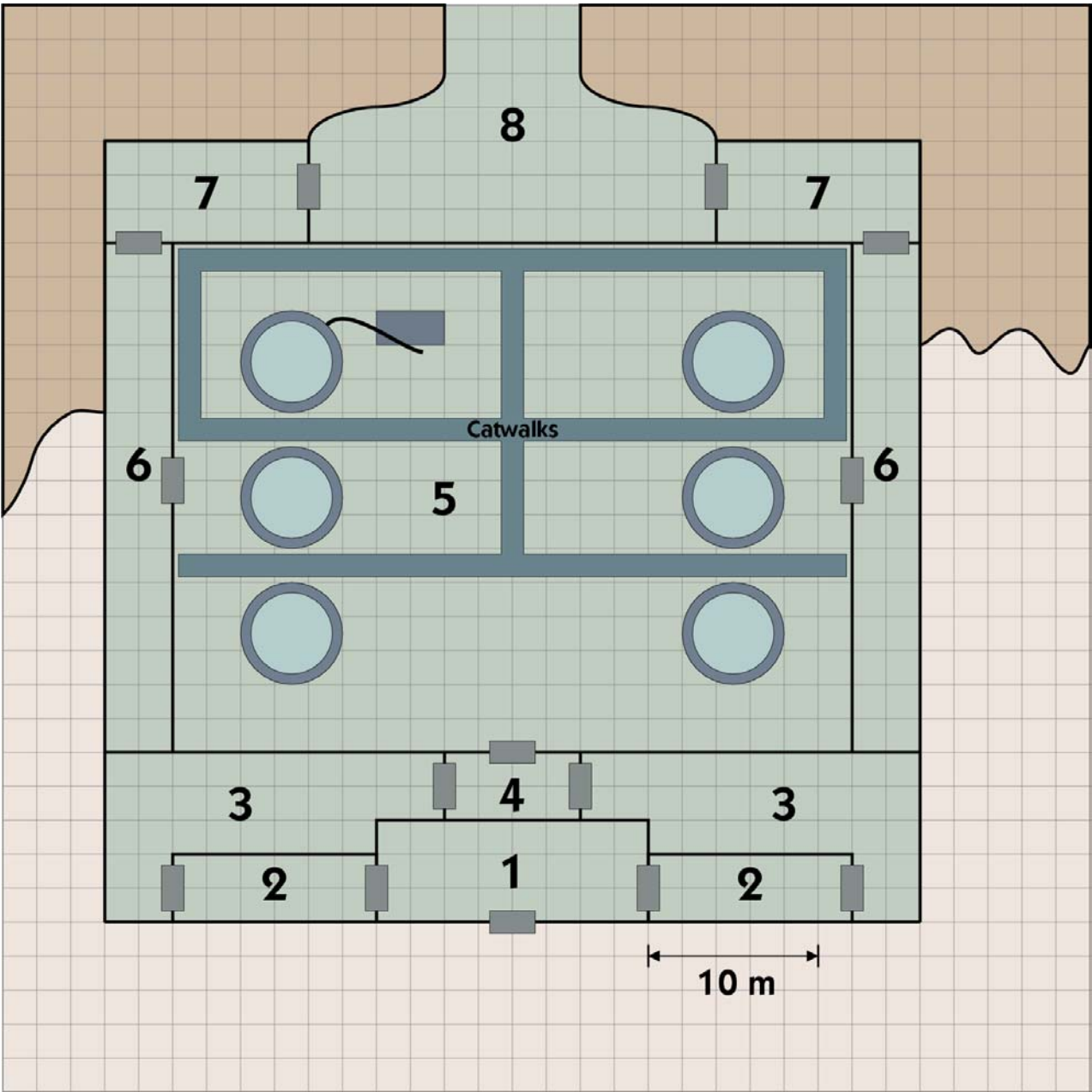
The heroes have a number of options for their investigation. They may very well pursue these choices in a different order than we have listed in the scenario – make sure you have read over the various possible encounters and the clues contained within them, so that you can be flexible and let the heroes choose their own paths. If they are missing a critical clue and you can find a way to put it in their path, please do so.

They need to find out that Nek went to Tilnes a week ago, and that someone received and read Kirlocca's message yesterday. It isn't as critical that they know that the t'salak was taken last night, but the information would be useful (and can only be obtained at the Jaraana Irstat). It also isn't critical that they find the holomessage that sent Nek to Tilnes, though it would also be useful. In the end, though, their investigation should take them to Tilnes.

Items the heroes can find out through the encounters:

Item	Encounter(s)
Nek went to Tilnes a week ago.	3C – New Releases; 3E – Fly me to the moon
Nek has been seen since, behaving with uncharacteristic brutality.	1 – One of our Jedi is Missing; 3A – People Will Talk; 3B – Home is Where the Holovids Are; 3D – Scum and Villainy
Nek received a message from someone known to him, telling him that his answers could be found on Tilnes (and giving a specific location)	3B – Home is Where the Holovids Are; 3C – New Releases
Three biologists are missing from Culpharm; they disappeared last night, as if they'd just walked away from their work. Culpharm has offered a reward.	3A – People will talk
Nek has the t'salak and is behaving oddly	2 – Return to the Irstat
Nek attacked cantina patrons and killed one of them last night.	1 – One of our Jedi is Missing; 3D – Scum and Villainy
The patron who took the holorecording (Forg F'Lopo) found the holorecorder in the restroom at the cantina.	3D – Scum and Villainy
The Jedi seemed to wait until the camera was on him before he began attacking; he seemed to be playing to the camera.	3D – Scum and Villainy
The Dark Jedi has managed to cause the t'salak to reproduce	5 – Chemical Reaction 6 – Anger Leads to Hate, Hate Leads to Suffering
The t'salak can be immobilized by cold	1 – One of our Jedi is Missing; 2 – Return to the Irstat

Player Handout 1: The Chemical Plant



Critical Event Summary

Force Contention

1. Were the heroes able to stop Nek without killing him?

Yes

No

2. Did the heroes discover (and report) that the t'salak had been divided?

Yes

No

3. Did the heroes manage to return both the survey team and the biologists relatively unharmed?

Yes

No

4. Did Deam Schween fall for a female Rodian hero?

Yes

No

If yes, please provide the hero name, player name, RPGA # and player email address below or ask the player to email LFPlots@living-force.net with the information.

GM Name, RPGA#: _____ GM Email Address: _____

Convention Name/Date _____

Convention Coordinator:

To report these results (for events during the months of January and February 2003 only, you may US mail them

to: RPGA - LIVING FORCE, PO Box 838, East Lansing, MI 48826

Or email to: LFPlots@living-force.net

Or fax to: (517) 351-0288 Attention LIVING FORCE Critical Events

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