

Force Convention

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

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A meeting aboard "The *Luxury*," a liner housing a pacifist group that has come to Cularin to discuss matters with the Jedi, threatens to turn very ugly, very quickly. You have proven your worth to Lanius Qel-Bertuk in the past, and now he needs your help. A LIVING FORCE scenario for Heroes levels 1 to 9. We strongly recommend that this scenario be played after "*Force Concession*" and "*Force Contention*" (Episodes 1 and 2 of the "*Forces of Cularin*" trilogy).

Force Convention 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. If a player brings a higher-level character to your table, explain that he or she must use a lower-level hero to play in this event. If your players do not have heroes, help them create new ones (see your event coordinator for hero creation instructions).

GM Overview

A short time ago, a Dark Jedi named Raik Muun took her first steps towards a scheme intended to humiliate and ultimately destroy the Jedi Knights on Almas.

Her research into Tarasin myths and lore provided her with the knowledge of a terrible creature known as the “t’salak”. The touch of its tendrils caused the victim to become overpowered with a terrible rage, so that it would attack the nearest being. Furthermore, the t’salak was considered to be indestructible. The ancient Tarasin were only able to capture it, lock it in a prison, and bury it beneath Cularin’s surface.

Muun found out that it was kept in a sacred cave, somewhere on Cularin. The exact location of the cave evaded her until a group of construction workers uncovered a cavern on the side of a ravine. Raik Muun investigated the cavern, passing many tests laid down by Tarasin of old. All but the last – because of her allegiance with the dark side she was unable to pass the final gateway.

Using both her Force and mundane powers, she disguised herself as a Human male Jedi Knight and requested the help of a nearby Tarasin mother named Morad-Ka, who she knew would be able to open the doorway. Morad-Ka refused the disguised Raik Muun. In response, the Dark Jedi detonated a number of explosives in Morad-Ka’s irstat, attempting to destroy it. This served to release her anger, as well as to promote a sense of apprehension among the Tarasin towards the Jedi Knights.

Soon, however, a group of heroes opened the doorway, and captured the t’salak in a new urn given to them by Morad-Ka.

When the Jedi Knights heard of this terrible creature, they sent a young Zabrak Jedi Knight named Nek Lawsirk to negotiate with the Tarasin.

Raik Muun learned of this, however, and kidnapped Nek Lawsirk, assuming his identity, spreading havoc and stealing the t’salak. She hoped that he would be blamed for stealing it and, after Nek had been exposed to the t’salak for hours, he would be in no condition to refute the accusations. Her choice was further influenced by the grudge she held from their Academy days, when he denied her advances.

She arranged for him to be released while under the effects of the t’salak’s rage ability. She expected that he would attack anything that came near him, and would eventually be killed by someone in self-defense. The Jedi would believe that he had turned to the dark side, and all others would think less of the Jedi Knights.

No plan ever survives contact with the enemy. A group of self-proclaimed “heroes” showed up at the chemical plant that Raik Muun had made into a

temporary base. She released Nek to deal with the party and escaped with both t'salaks. (*If the heroes managed to not kill Nek*: Rather than kill him, however, they merely incapacitated him. When the rage wore off, he related his story.) or (*If the heroes killed Nek, but brought back the holorecording and evidence to the Jedi Academy*: Though they were forced to kill him, they brought back evidence clearing him.) Now the Jedi on Almas are aware that there is a Dark Jedi in the system.

Raik Muun still had the t'salak, and her scheming continued. Using the notes made by a group of scientists she had held at the chemical plant, Raik was able to arrange for the single t'salak to be divided into five creatures, all as strong as the original. All she needed was the right opportunity.

She learned of a conference, a convention of sorts, sponsored by a pacifist organization known as the Sentient Beings Opposing Violence. SBOV is a well-funded, fledgling organization whose agenda is essentially "Eliminate or resolve aggression and violence whenever possible, throughout the galaxy". They have dozens of mediators and diplomats on their payroll, and their influence has grown greatly since the organization's creation ten years ago. Of particular note, however, is the group's view of the Jedi.

Though widely perceived as symbols of peace and order, the Jedi Knights have never been held in particularly high regard by SBOV. With their lethal lightsabers and mind-altering abilities, not to mention their policy of recruiting – some say enslaving -- members shortly after birth, the Jedi order seems more like a state-sanctioned cult, and a dangerous one at that. Every story has many sides, however, and SBOV decided to allow the Jedi Knights in the Cularin system to speak on the matter. They agreed to hold a conference in the system, and that a representative from the Almas Academy would be allowed to speak for members of the organization.

Lanius Qel-Bertuk, head of the Almas Academy, chose to send Kirlocca, master of lightsabers, to the conference. He believed that the calm and reasonable Wookiee would be able to dispel any misconceptions SBOV has regarding their order.

When Raik Muun learned of this event, she knew it was the opportunity she'd awaited.

The convention is being held on a small cruise ship the *Luxury*, owned and piloted by an enterprising Ithorian named Veer. Heavily disguised and armed with several forged letters of recommendation from noted pilots, Raik arranged to be hired as co-pilot for the duration of the conference.

Through her new position, Raik Muun managed to smuggle the t'salaks onto the ship. She plans to release them in the conference room so that the holonews can broadcast the carnage as the Jedi delegation slaughters

the delegates. Nothing can stop her plan this time... as long as those heroes don't meddle again!

Encounter 1: Dead or Alive

The heroes receive an urgent summons from Lanius Qel-Bertuk, master of the Almas Jedi Academy. While he is not on Cularin at this time, he wishes for the heroes to come to the Jedi enclave in Gadrin as quickly as possible. On their way to the meeting place, bounty hunter Coar Maw ambushes the heroes.

Encounter 2: An Urgent Call

Arriving at the Gadrin enclave, the heroes are ushered into a familiar room and speak with Lanius via holoprojector. He is distressed that he has not been able to communicate with Master Kirlocca aboard the *Luxury*. Lanius has reason to believe that someone is out to sabotage the meeting and cause great harm to its participants. He wants the heroes to investigate and provides them with documentation that they are acting on his behalf. He also loans them a transport ship if needed.

Encounter 3: Problems at the Door

A squadron of Thaereian Navy starfighters has been assigned to escort the *Luxury*. They are under strict orders not to allow anyone to board the vessel, not matter what credentials they have. The heroes must talk their way past the escort, without resorting to methods that could cause an "incident".

Encounter 4: Going Up?

Once aboard the *Luxury*, The heroes encounter a number of obstacles laid out by Muun. She is in control of the ship and seeks to hinder the heroes until her scheme has time to finish developing.

Encounter 5: Droids and Ships

The heroes enter the *Luxury*'s engineering section as a squad of Raik's battle droids are blasting away. As if the Thaereians missiles didn't do enough damage, these droids are programmed to destroy the engineering area, plunging the ship into Cularin's molten moon, Rennok.

Encounter 6: Battle Beneath the Stars

The heroes arrive in the conference room as Kirlocca battles the remaining t'salak. Many of the conference attendees are either unconscious or fighting. Master Kirlocca requests that the heroes to subdue the others while he finishes off the creatures.

Encounter 7: Aggressive Negotiations

The heroes confront Raik Muun on the bridge of the *Luxury* in a dramatic showdown. The Dark Jedi throws her might at the heroes as she is determined to exact her

revenge for their interference.

Important Note to Judges: Ideally, at least one hero present should have played “Force Concession” or “Force Contention” for “Force Convention”. Without the information they gain about the t’salak and the Dark Jedi in those scenarios, they are at a significant disadvantage.

The scenario has a fairly linear beginning (ambush, meeting, head for the conference) that leads into an unstructured middle and end. You need to be sure you’re familiar with everything that’s happening (and where it’s happening) so that you can keep up with the heroes.

Once the heroes arrive aboard the *Luxury*, they can take on the encounters in any order (though it would be most dramatic if they dealt with Raik Muun last). A word to the GM – this woman really needs to die. That is to say, it would be the most dramatically satisfying if Raik dies in her encounter with the heroes. Raik Muun is as irredeemably evil as Darth Maul – if the heroes don’t kill her and she doesn’t escape, try to arrange circumstances so that a droid or panel nearby explodes and kills her, or something else dramatically appropriate. If, despite your (and the heroes’) best efforts, she escapes, be sure to note it on the Critical Event Summary. Any villain that tough deserves to come back later!

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 combats in this scenario challenging.

Opening Crawl

In a time of war, some seek peace. An organization called Sentient Beings Opposing Violence has brought a peace conference to Cularin and invited the Jedi to address them. Now it appears the peace conference has gone horribly wrong. Cularin is faced with a terrible threat, one that requires heroes to face it ...

Encounter One: Dead or Alive

Key ideas of this encounter: The heroes receive an urgent summons from Lanius Qel-Bertuk. On their way to the meeting bounty hunter Coar Maw ambushes them.

Wherever they are in Gadrin or Hedrett – and they are in one of the Cularin sister cities – each hero receives an urgent summons from Lanius Qel-Bertuk, master of the Almas Academy. The Jedi Master did not say what it was about, only it was urgent and they should go to the Jedi enclave in Gadrin. (Jedi heroes are assigned to this mission, not asked. They are out and about in Gadrin or Hedrett when the call comes to return to the enclave.)

The heroes may or may not be walking together, so what happens next may occur in any number of ways. Once again we rely on the legendary flexibility and creativity of LIVING FORCE judges to fit the ambush to the party.

You are making your way as quickly as possible to the Jedi enclave in Gadrin. The summons from Master Lanius Qel-Bertuk sounded urgent. Anything that could shake the usually serene Jedi Master is definitely cause for worry.

Raik Muun has hired a bounty hunter named Coar Maw to delay anyone who might interfere with her plans. She’s had enough difficulties with heroes ruining her plans, so she’s taken out some insurance. Coar is quite good at what he does, and all he has to do is delay them.

Coar’s strategy is to pick one hero and attack him or her first. He sits atop his idling swoop when he attacks, making easier for him to escape after triggering the ambush.

Coar attempts to distract the hero(es) by playing an audio recording of someone being assaulted in an alley, then getting the jump on them. A Listen check (DC 5) allows a hero to hear the noise. At DC 25 the hero can tell that it’s a recording.

The text assumes the heroes are on foot. If they are in vehicles, throw in something along the lines of a crashed speeder blocking the street to get them to slow down enough to get the “bait”.

As you approach towards the enclave, you hear the sounds of combat in a nearby alleyway. Squeals of pain and pleas for mercy can be heard over the loud noise of fists on flesh.

The alleyway turns once, and it sounds like the noise is coming from behind the corner. Adapt Coar Maw’s tactics to the heroes’ responses. If one hero walks into the alleyway, Coar Maw shoots from above. If more than one hero is in the alleyway, he is more likely to use a stun grenade, then switch to his blaster carbine and open fire. If only one is present, he more likely to just use his blaster carbine.

In any case, this should probably count as a surprise round unless the heroes make a Listen check (DC 15/20/25) check to hear him above them. Force

Sensitive heroes may make a Wisdom check (DC 20) to avoid being surprised.

Coar fights through the surprise round (if he gets the drop on the heroes) and the first round of combat, then leaves. He throws his swoop into gear and takes off across the rooftops of Gadrin. Unless the heroes destroy his swoop or have means to follow the bounty hunter, Maw gets away.

While crude, Coar has a code he follows. He does not voluntarily betray his employer (who he does not know by name anyway). Without use of the Force or more intense interrogation techniques, Coar does not volunteer any information. He has accepted an employment contract and won't betray his boss.

A questioning session may go as follows:

Who are you? *Eat pudu.*

Who do you work for? *Eat pudu.*

Why did you attack us? *Eat pudu.*

How much were you paid? *Eat pudu.*

Get the picture? Heroes may use other techniques to try and force information out of him, but the only thing likely to work is Affect Mind. That being said, the heroes are probably not going to give up without at least one attempt. If the heroes do manage to get Coar to talk, he does not know the identity of his client. He was hired via holoprojection, and he is sure the image he saw (a scarred female Ithorian) was not that of his client. The dataries were paid into a washed account, their origin unknown.

Heroes who can make a *Knowledge (Streetwise)* check (DC 15) may have heard of Coar Maw. He's a bounty hunter relatively new to the system and has a terrible skin condition. He's been spending much of his bounties on research towards finding a cure. The condition causes him agonizing pain, which serves to strengthen his resolve towards finding his prey.

OPS officers show up five rounds after the first shot is fired. They pursue Maw if he escaped, or take him into custody if not. The officers question the heroes and other bystanders with what would be encouraging thoroughness if one weren't in a hurry to be somewhere else. Any hero with a Reputation of +4 or higher is recognized by the OPS. Assuming that reputation is positive, that hero (or those heroes) is processed as quickly as possible and allowed to go on their way with no more than half an hour delay. Unless the heroes act suspiciously, OPS does not hold them responsible. The heroes may try to get OPS to let them have a few more minutes with Coar before he is hauled away. Jedi, Militia, Trade Alliance, and other reputable heroes (such as high profile nobles) may be able to persuade OPS. If possible, role-play the resolution rather than rolling dice.

The heroes should be together by now, so this might be a good time for the players to can describe their heroes.

The Jedi enclave is another ten minute walk from this point.

Encounter Two: An Urgent Call

Key ideas of this encounter: The heroes speak with Lanius Qel-Bertuk via holoprojector. The Jedi Master is still on Almas and requests the heroes take a ship immediately to the Luxury, as he has lost contact with the delegation and he fears for the safety of those aboard.

The Jedi enclave is ten minutes away from the ambush site. The heroes are free to get to know each other during this time and compare notes and thoughts on what just happened.

The Jedi enclave looks just as it did when you last visited it -- a large triangular building constructed of white marble. A low fence surrounds the compound, but doesn't serve to keep anyone out.

Trees, flowers and plants of many varieties are found throughout the grounds. Laid out meticulously by the groundskeeper and attentively maintained by Jedi Padawan Learners, they are beautiful and relaxing.

You pass through the front entrance and are guided down the hallway to a familiar meeting room -- the same room where you "met" with Master Kirlocca not too long ago (for those who have played Force Contention).

A blue protocol droid shuffles in behind you, bearing a tray of refreshments. It politely and without conversation places the tray on the table and leaves the room.

As soon as you are seated, the holoprojector crackles to life. Blue static appears, and then forms into the familiar visage of Master Lanius Qel-Bertuk.

Occasional bursts of static break up the image, which reforms moments later. He looks quite distinctly worried.

Master Qel-Bertuk looks around the table, as if noting who is present. "Thank you for coming, my friends. I shall be brief. Forces in the system are conspiring against us. By 'us' I mean the Jedi, the residents of the system and yourselves. I believe that Raik Muun, the Dark Jedi who's been giving us so much trouble, is responsible." Another burst of static.

"I need your help once again. I realize the Academy has asked much of you lately, and I want you to know that we are deeply appreciative. For the current situ-" Static "-est suited for the job. I need

you to immediately get aboard a liner named the Luxury.

“She is in orbit above Rennok. A peace conference is be-“ Static “-ter Kirlocca is representing the Order in these talks. It is meant to be a peaceful discussion, but I fear someone else has other ideas.” Static.

You watch as Master Lanius’ image breaks up for almost a full minute. The Jedi Master attempts several times to speak with you, only to be broken up each time. You can see, during the snatches when his image stabilizes, that he is talking urgently with someone off screen. Finally, the transmission seems to stabilize and his image returns.

“Quickly. I need you to travel to the Luxury. Coordinates and clearance codes are being transmitted now. Find Master Kirlocca and stay with him. Make sure nothing happens to interrupt the conference. Will you help me?”

If the heroes agree, Lanius will answer questions as best he can. Otherwise the heroes are free to leave and the adventure is over. For them at least.

Jedi heroes do not have the option of declining this assignment. They are assigned to assist (and should jump to volunteer).

What kind of conference is this? *A pacifist organization known as the Sentient Beings Opposing Violence is currently holding a conference on a liner, the Luxury. You may have heard about it on the Cularin News Service. They have been making all sorts of noise in the Core since the Clone Wars began.*

The Sentient Beings Opposing Violence has been uncertain what to think of the Jedi Knights. They do not approve of our methods, our lightsabers, our “mind tricks” – as they call them - and our recruitment policies. Thus, when I heard of this conference, I requested that the Jedi be allowed to send a representative to speak on our behalf, and help them understand the Jedi Order.

“I opted to send Master Kirlocca, our lightsaber instructor, and a Wookiee. I thought that my calm, logical friend would be the best representative for the Academy.

What is causing the interference in our transmissions? *We are not sure. It is on our end here on Almas, for certain. I think I can make an educated guess, though – Raik Muun.*

Um, so this means we are being monitored? *Possibly, yes. Never assume otherwise.*

We don’t have a ship. *I have arranged for one at the Hedrett Groundport. Her name is the Balance.*

Thanks. What about a pilot? *Done also. The ship is*

equipped with a droid pilot.

Wait a minute, aren't you coming? *No. There have been a number of disturbances in the Force recently. I intended to travel to the Luxury myself, but another matter has risen here on Almas that requires my immediate attention. Unfortunately, this takes precedence over the Luxury.*

Really. What is this matter? *It is a Jedi matter and does not concern this mission.*

Hey, pal. We’re doing you a favor here. The least you can do is tell us; it may have some bearing on our mission. *(sigh) True enough. You may recall the dark side sect known as the Unbelievers? They have been making trouble here on Almas and I am forced to take direct action to resolve it.*

Wow. Maybe we should help you instead. *I appreciate the offer, but you can help me best by going to the Luxury and assuring the safety of the Jedi and the conferees.*

Um. Are we getting paid? *I don’t have time to haggle – if dataries are all you care for, I can arrange compensation for you.*

What else can you tell us about the liner? *The Luxury is owned by an Ithorian by the name of Veer. He also serves as the ship's pilot. It has dozens of sleeping quarters and many conference rooms. I believe it even has a small aquarium. Veer rents the ship out to well-funded organizations such as Sentient Beings Opposing Violence. Due to an agreement he made with the Sentient Beings Opposing Violence, the ship's weapons are powered down. There are also no armed guards aboard. To help assure their safety in a time of war, a squadron of fighters from the Thaereian Navy are escorting the ship.*

No weapons? What about our weapons? We can’t assure anyone’s safety without our weapons! *Try to keep them out of sight. I’m providing credentials for you that should help smooth things over with any authorities on the ship.*

What does the Dark Jedi hope to gain from attacking the ship? *Chaos. Bad publicity for the Jedi. The death of innocents, and blame that the order did not prevented them.*

Is it possible that the Dark Jedi plans to unleash the t’salakson Kirlocca, thereby enraging him in the company of dozens of pacifists, probably on interplanetary news, no less? *(Eyes narrow) Yes. It is*

possible. That is why I need someone I can trust aboard the liner. (To the heroes that have played “Force Concession” or “Force Contention”, Lanius adds the following.) *You have fought the t’salak. You know it better than even I. Thus, you are the most logical – and capable – group for me to send.*

Once the heroes have no more questions, Lanius thanks them and asks they get started for the **Luxury** as quickly as possible. Time is of the essence and the danger increases with each passing second.

A datacard pops out of the transmission unit. It contains the codes from Lanius stating that the heroes are acting under the orders of the Jedi Academy, and that they are to be allowed to board the **Luxury**.

The heroes can now head for their ship, or to the *Balance* if they have none. A droid pilot is on board if no hero can pilot the freighter.

After a short travel time (since Rennok is one of Cularin’s moons) they approach the **Luxury**.

Encounter Three: Problems at the Door

Key idea of this encounter: The heroes encounter the Thaereian patrol upon arrival at the Luxury. The starfighters have been ordered to not allow anyone to approach the liner, as it is expected someone will attempt to sabotage the conference. The heroes must talk their way past the fighters and land on the Luxury.

The <ship’s name> has been soaring through space for an hour when you see the red-hot moon Rennok in the distance. Shortly thereafter, your sensors pick up a large ship, shaped like a legless beetle. About a kilometer away from the ship, is a squadron of sleek Thaereian fighters.

As you approach the luxury liner, a voice broadcasts over your comm system: “Approaching transport, this is Razor Leader of the Thaereian Navy; you are approaching a restricted access area. Hold your position and identify yourself.”

The voice belongs to one of the fighter pilots. He’s been told (by the **Luxury’s** “co-pilot”, Raik Muun) that a ship would be attempting to board the **Luxury** in an effort to sabotage the conference. The name of the ship is not known, but they possess “credentials” from a ranking individual in Cularin. Thus, when the heroes produce the credentials from Lanius, the Thaereians become very wary.

The heroes can – and should -- attempt to reason with

the fighter pilots, if they like. If asked about the cold reception, the fighter pilot informs them that he had received orders no one else was to be allowed to come aboard the star liner. All attendees to the conference are present.

The Thaereians start get tense and slightly hostile if the heroes start to push things. They do not, however, open fire on the heroes’ ship unless the heroes shoot first. This is extremely important to remember.

Now comes the fun part. The heroes must convince the Thaereians that they are legitimately working for Lanius Qel-Bertuk and they have a valid reason for boarding the **Luxury**. This is a role-playing opportunity for the heroes. Let the diplomats and talkers shine here.

Some guidelines for the exchange:

- The Thaereians may get a little tense and give the heroes a cool tone, but they really don’t want to blow them up. The heroes’ ship might actually be working for Lanius and, while the Thaereians hold no love for the Jedi, they don’t want to get on their bad side either.
- The Thaereians do feel free to be sarcastic with the heroes. (Hey, over a comm unit, anyone can claim to actually be a Jedi. Right?)
- The Thaereians can be broken down, it just takes a little time. If your players start to get irritated with this exchange, move on.
- For purposes of using the Diplomacy skill, the Thaereians attitude begins as Unfriendly (Diplomacy chart, page 83 of the RCRB).
- The Thaereians cannot be bribed into allowing the heroes on board.
- Because of the distance involved, Force skills aren’t going to solve this one.

Now, while all this talking is going on, what can the other heroes be doing other than twiddling their thumbs? Good question. Computer/tech-types have something very nifty they can try. In addition to scanning with sensors (yes, the Thaereians have “hot” weapons on their fighters), they can attempt to monitor communications between the Thaereians and between the Thaereians and the **Luxury**.

To eavesdrop on the Thaereians, the hero needs to roll a DC 20/25/30 Computer Use check to tap into their comm channel. For the most part, the pilots are all professional and not chattering much. The heroes can overhear that the **Luxury’s** co-pilot has given them release to defend the liner with deadly force, etc. Make it good. If the Computer Use check fails by 10 or more, then an electronic glitch occurs and the Thaereians know they are being monitored. This makes them unhappy. They switch channels and their disposition moves back to Unfriendly.

If the heroes wish to listen in on communications between the **Luxury** and the Thaereians, this requires a DC (18/22/26) Computer Use check. Success means they have locked in and can listen without anyone's knowledge. Fail by 10 or more, and everyone else knows the heroes have decided to eavesdrop. The Thaereians get Unfriendly, while Raik triggers her plan. The chatter going on back and forth between Raik (using the name Lernia) and the Thaereians is rather one sided. Raik is insistent that the Thaereians destroy the heroes. Razor Leader doesn't think that is called for, as the heroes are holding off their approach (which they should be doing). Give the heroes some banter back and forth like this so they know someone aboard the **Luxury** is pushing it.

Scanning the **Luxury**, her communications suite is in working order (Computer Use check, DC 12). They are just not transmitting to anyone other than the Thaereians. The weapons, while not "hot", are not completely deactivated (Computer Use check, DC 14). Analyzing the **Luxury**'s flight path, it appears she is slowly drifting closer to Rennok (Computer Use, Pilot, or Astrogate check; DC 30).

If the heroes monitor the communications between Raik and the Thaereians, and scan the **Luxury**, the heroes can use this information to sway the Thaereians position. The appropriate skill check DCs are reduced by 10.

Razor Leader finally gives in to the heroes and allows them to approach the **Luxury**'s portside landing bay. He informs the heroes that two of his pilots are going to land also and visually check the heroes out.

However, Raik Muun has other ideas. She too has been listening to everything going on. As the heroes and Thaereians approach the **Luxury**, she uses Affect Mind on the liner's gunner and orders him to open fire with all the ship's cannons.

Suddenly, lines of red cannon fire erupt from the Luxury. The barrage rips through the ships immediately around her.

As you dive into evasive maneuvers, four of the Thaereian fighters disappear in clouds of white hot shrapnel!

Allow the hero pilot to go defensive. Roll a shot or two at their ship. Only a natural 20 hits it, but give them a description of narrowly dodging the cannon bolts, etc., etc. Make it exciting, dangerous sounding and cinematic.

Any heroes manning weapons stations may fire back at the **Luxury**, but this can be risky. Remind them that one wrong shot could send a whole section of the vessel into vacuum. If they are determined to take some shots, let them take out a couple of the **Luxury**'s cannons (DC 25/30/35). Allow any dramatic shot that hits them to destroy a cannon.

Okay, the pilot(s), talkers, techies and shooters have had some fun. If anyone else at the table is still feeling left out, have a shot knock the ship around a bit. Sparks and panels flying, wires sizzling, etc. You know – something that needs fixing. Make up the DCs. Just get everyone involved.

Do not allow this to turn into a time consuming space battle. The key point is for the heroes to get on board the **Luxury**!

When the Thaereians decided to allow the heroes aboard the **Luxury**, Raik knew she had run out of time to implement her plan. It's a little premature, but most of the pieces are in place. She also knows the Thaereians reaction to being fired upon would be to react likewise, and they don't let her down.

Three of the Thaereian fighters loose a volley of concussion missiles at the **Luxury**. They penetrate her shielding and cause extensive damage to her engineering section.

Raik has already set the **Luxury** to pass close by Rennok. Knowing a first response by the Thaereians to likely be attempting to damage the engineering section, she made sure the **Luxury** was inside the moon's gravity well. In addition, she has loosed her surprise on board the **Luxury**.

There is no need to track rounds or time of any sort, but make sure the heroes know things are BAD and degenerating rapidly. The **Luxury** is in definite danger, especially if the Thaereians keep firing on it.

Allow the heroes the opportunity to convince the Thaereians that continuing to shoot holes in the **Luxury** is more than a bad idea. Roleplay it or dice roll it. The Thaereians quickly get the picture and back off.

Now it is up to the heroes to save the day.

Encounter Four: Going Up?

Key ideas of this encounter: The heroes are now aboard the Luxury. Raik Muun places a number of obstacles in their way to prevent them from disrupting her plan. They must overcome these obstacles and locate Master Kirlocca.

This encounter is going to be somewhat freeform. Please tailor it to the group and the amount of time left in the round.

As you twist your ship around the last bolt from one of the Luxury's cannon, the <ship's name> slides through the landing bay's magnetic field. No enemy fire greets you here. Just an empty, dimly lit landing bay.

Raik is monitoring the heroes' arrival. She attempts to keep track of their location and slow their arrival at the conference (where the party has already started). The t'salaks have been released in the conference room, and Raik has activated a newsvid feed. This is transmitting a live broadcast of the chaos to all news stations in the Cularin system. The Dark Jedi wishes all to see her ultimate victory.

Raik springs her first surprise when the heroes are halfway across the landing bay. The heroes are 10 meters from their ship and 10 meters from the bay's entrance when the blast door shuts and a klaxon starts flashing and wailing. Again, Force Sensitive heroes get a Wisdom check, DC 20, to realize something bad is about to happen.

The blast door ahead of you slides shut with alarming speed, and a klaxon begins to sound. An uninflected mechanical voice announces: "Prepare for landing bay atmosphere evacuation in one minute."

The voice counts down as often as you, the GM, feel would help to make the scene tense and cinematic. The controls for the landing bay (blast door, environmental controls, etc.) are all contained in a panel beside the door. A hero can use a move action to get there and their second action to pop the panel off, exposing the wiring and circuit boards. That is round 1. Next the heroes may attempt to slice the *Luxury's* computer system and prevent the venting, or they can just try to disable it locally.

Slicing the system requires a Computer Use check against a DC (15/20/25) and is a full-round action. Shutting down the atmospheric evacuation requires another Computer Use check, DC 12/16/20, and is a full-round action.

To attempt a local disable of the system, the hero needs to make a DC 15/20/25 Disable Device check and is a full round action.

Once the heroes have prevented the atmospheric evacuation of the landing bay, they can easily open the blast door (Computer Use check against DC 10/14/18; Disable Device check against DC 12/16/20). The area immediately outside the landing bay is a corridor stretching to the right and left. An identical landing bay seems to be directly across from the heroes' bay. There are two sets of turbolifts, one to the left on the heroes' side, and one to the right across from them.

The lighting is dimmer than would be expected and flickers every so often. This is due to the hits taken in engineering and damage done to the liner's power core.

The heroes may attempt to slice into the ship's computer system from any terminal on the liner. There is one in the landing bay, another in the corridor and one in engineering. To gain sufficient access to the system requires a Computer Use check DC 20/25/30. A hero may take 10 but not 20 on this check, and up to 3

heroes may assist. If the check is failed by 10 or more, Raik is alerted to their invasion of the system. Should the hero get in and wish to reset the passcodes, they may do so with a Computer Use check DC 20 (all tiers).

This ensures that Raik cannot make any changes to the systems after the heroes have control of them.

Once in the system, the hero has virtual access to most areas of the ship. Below is each area that can be accessed and what the heroes can get from it:

- Pull up a schematic of the *Luxury*, check ships status, etc.: DC 10 Computer Use check. (See *Player Handout 2 – the Luxury*.)
- Gain control of the turbolifts (2 pair): DC 15 Computer Use check.
- Gain control of blast doors (2 landing bays, engineering, bridge, and boarding hatch): DC 25 Computer Use check.
- Gain control of remaining doors (conference area, reception areas, observation areas, bridge, quarters, galley, ships exterior, etc.): DC 10 Computer Use check.
- Gain control of observation cameras (all areas of the *Luxury*): DC 15 Computer Use check.
- Remove control of the *Luxury* from the bridge and transfer it to engineering (must be done from a terminal in engineering): DC 25 Computer Use check.
- Detect the newsvid feed: DC 10 Computer Use check.
- Cut the newsvid feed: DC 15 Computer Use check.
- Venting air from specific rooms: DC 25 Computer Use check to begin the process of evacuating atmosphere from a single room. Blast doors seal, a klaxon sounds and a one minute countdown begins. Any living creature in the room suffocates per the rules on page 287 of the RCRB. Droids are not affected.
- Lowering the temperature in specific rooms: DC 15 Computer Use check. The temperature range can vary from very hot to almost freezing. A significant temperature change takes 15 minutes.
- Anything else you or the players come up with that seems logical. Assign DCs at your discretion, but don't let them resolve the entire scenario's puzzles and problems from a computer terminal. It's just not the kind of excitement we expect from *Star Wars*.

If the heroes are having too easy or too hard a time with the above DC checks, feel free to modify them a bit to make things more challenging. The idea is to challenge them without putting them in a position where lack of a particular skill dooms them to failure.

Many of the options require no explanation as to what happens. Getting control of the cameras is a big boon, allowing the heroes to look in various areas of the ship and find out just what is going on. Here are the highlights:

- *Conference Room:* General melee. Master Kirlocca and another Jedi (not known personally to the heroes – Jedi heroes would recognize him from the Academy) are fighting back to back against two oozing black creatures. A number of the others in the room are punching, hitting, slamming, etc., each other. More than a few lie motionless on the deckplates. A Rodian is running around the room chopping people and things with a lightsaber, but he is not a Jedi and he is also missing most of the time.
- *Bridge:* An unfamiliar figure (Raik Muun) stands in the middle of the bridge, lightsaber hilt in her hand. Most all of the *Luxury's* crew lies dead around her, except for one. An Ithorian dressed in a pilot's jumpsuit is strapped to the co-pilots chair at the front viewport. If the heroes look closely (zoom in), they can see that his hands are suspended over the arms of his chair and trembling. Silvery packages are bound tightly to his chest with spacer tape. A small series of lights blink on the top, thin wires leading to the arms of the chair. A Demolition check DC 14 or Knowledge (Explosives) check DC 14 (or possibly just a pretty good guess from suspicious minds) correctly identifies the device as a bomb with a "dead man's switch". When the pilot's hands drop, the explosive detonates.
- *Reception Areas and Corridors outside of them:* Three battle droids are positioned in each reception room, shooting at whoever tries to escape the conference room.
- *Quarters, galley:* Empty.
- *Engineering:* A squad of battle droids patrols this area. They occasionally take pot shots at the various important components, causing damage.

The key events going on aboard the *Luxury* right now are: the fight in the conference room, the pilot-bomb on the bridge (and the Dark Jedi), and the droids shooting up the engineering section.

Due to the damage sustained in engineering, the ship's lights flicker every so often and a deep rumble – followed by a tremor – runs through the vessel. As the heroes progress through the ship, insert this as a reminder that their time is not unlimited.

The heroes may choose to separate and take care of the problems as smaller groups, or solve the situations one-by-one. It's their choice, just keep them moving.

Engineering is on the level below the heroes, the conference room is one floor up and the bridge is two

levels up.

Encounters Five, Six and Seven may be run in any order. The heroes decide which area they are going to tackle first. This portion is free flow, so run with it.

The heroes can move around at will if they have someone in the party who has gained control of the turbolifts and blast doors. Otherwise, they are at Raik's mercy and may find doors suddenly closing and splitting the party, temperatures fluctuating wildly and atmosphere seeping out of rooms.

Encounter Five: Droids and Ships

Key idea of this encounter: In the Luxury's engineering section, the heroes encounter a group of battle droids. They are bent on destroying as much of the section as possible (and doing a mighty fine job).

A large blast door separates the primary engineering section from the rest of the ship. If the heroes have sliced into the *Luxury's* computer system, the slicer hero can open and close the doors at will.

If the heroes have not sliced the system, they need to use other methods to get into engineering. The blast door has 720 wound points, damage reduction 15, and a "break" DC of 45 (Strength check needed to open). A DC 30 Move Object check can open the doors using the Force (the weight of the doors plus the pressure being exerted to keep them closed). Heroes could also use Disable Device against a DC of 20 to open the doors. Local slicing into the door controls is possible with a successful DC 25 Computer Use check.

Once they have opened the blast doors:

Before you is what remains of the Luxury's engineering section. The air is cool in here, most likely due to atmosphere lost when the Thareian concussion missiles tore a gash in her side. The air is thin, but breathable.

The distinctive sound of blaster fires rises above the sparking, fizzing and sputtering of the damaged equipment.

The engineering area is a maze. Crawlways, walkways and access areas are everywhere. The battle droids are in the middle and rear portion of the room, firing away with their blasters. Individually, and in an undamaged ship, this wouldn't necessarily be a huge problem, but it is now. Each minute that passes brings the *Luxury* closer to the brink of doom.

If the heroes have control of the observation cameras, then the slicer can direct the heroes to the droids, removing the droids' advantage of surprise. Allow the heroes to sneak up on the droids and get surprise on

them. The disintegrating ship makes enough noise to make this fairly easy.

If the heroes do not control the cameras, things may be a little more difficult. The droids may surprise the heroes, and the heroes do not automatically surprise the droids. To locate the droids' positions, a hero must make a Listen check DC 14/18/22. This check can be re-attempted once the heroes discover the shots did not come from the location they thought.

Vary the number of droids depending upon the tier and number of heroes. The droids fight until destroyed once they know the heroes are there.

Low Tier (average Hero level 1-3): 3-5

Mid Tier (average Hero level 4-6): 5-7

High Tier (average Hero level 7-9): 8-10

So... the droid battle wasn't tough enough? It wasn't supposed to be. The real challenge in the engineering area consists of repairing the *Luxury* enough so she has the power to escape Rennok's gravity. Otherwise, the ship and its occupants have an appointment with an untimely fiery demise.

Any hero can tell a lot of damage has happened here. No skill check needed there. The *Luxury* is going to be spending a lot of time in drydock.

A hero checking out the systems can get this information:

- **Hyperdrives:** DC 10 Repair check to see this system is completely ruined. The *Luxury* is not entering hyperspace anytime soon.
- **Sublights:** DC 25 Repair check to fix enough so she can escape Rennok's gravity. You may allow a hero to jury-rig the sublights, but it only lasts one round (DC 20 Repair check). The *Luxury* is definitely going to need more than six seconds to pull away from Rennok. (Alternatively, the hero(es) can jury-rig each round. As soon as they get one thing repaired, another breaks.)
- **Life Support:** DC 12 Repair check to evaluate. The temperature is going to drop a couple degrees every half hour and the air isn't going to be scrubbed as fast, but there is no danger of a system failure.
- **Shields:** DC 15 Repair check to bring them back online.

Adjust the DCs to match the abilities of your group. Keep it exciting and dramatic.

Encounter Six: Battle Beneath the Stars

Key ideas of this encounter: The heroes enter the Luxury's conference room as the battle within

approaches its climax.

In the conference room, Raik triggered her big surprise the moment the *Luxury* opened fire on the heroes and Thareians. From two different canisters, t'salaks slithered forth. They began attacking the attendees, sending them into blinding rages. Master Kirlocca and two Jedi Consular Padawans stepped forth, lightsabers ignited, to fight the dark creatures. One of the Padawans fell quickly (the one first spotted by the heroes if they gain control of the cameras).

Kirlocca and the remaining Padawan positioned themselves back-to-back to battle the t'salaks, which had encircled the pair. Drawing on the strength of the Force, they meet tendrils with lightsaber and are the sole bastion of sanity in the room.

The battle is taking its toll on the pair. The Padawan tired before Kirlocca and has not been able to keep his guard up as well as the Master, though the mighty Wookiee Jedi is beginning to tire as well. Both Jedi sport numerous wounds.

Read the following as the heroes enter:

Before you is mayhem -- chaos is emperor here. The beings attending the non-violence conference are anything but that right now. Most are battling each other with whatever makeshift weapon they can grab.

High above you, the stars of Cularin and beyond can be seen through a massive dome two stories above the room. The calm outside is in sharp contrast with the chaos inside.

A guttural cry jolts your attention to the left, where a Rodian Cularin System News reporter rushes towards you, blue lightsaber held above his head like a club.

The Rodian reporter picked up the weapon as the first Padawan fell and then was attacked by one of the t'salaks. Enraged, he ignited the weapon and has been running around the room cutting things up. Technically, he does not know what he is doing as he is not in control of himself. The Rodian has a Defense of 10 and 10 Wound Points. His Will save is +1. Encourage the heroes to deal with him – and the other enraged beings – in a non-lethal fashion. They all are essentially innocent.

Once the heroes have dealt with him, continue.

In the middle of the room, two lightsabers flash. Master Kirlocca and another Jedi struggle against the t'salak onslaught. The pair dances around, back-to-back. Their lightsabers swing furiously to keep the t'salaks back.

The Padawan is blocked from view as Kirlocca turns. Momentarily, the Wookiee Jedi sees you. His tired eyes light with a glimmer of hope and relief.

Then, there is a cry of rage and a green lightsaber blade bursts through his chest. Kirlocca looks down in shocked disbelief. As the blade withdraws, the t'salakslunge.

Kirlocca - Jedi Master and lightsaber instructor of the Almas Academy – falls motionless to the deckplates of the Luxury.

Read (or paraphrase) the above text BEFORE allowing the heroes to act. The Wookiee Jedi Master's death is destined, and there is nothing the heroes can do to prevent it.

So, now what do the heroes do? There is a lot going on in this room. Besides the Padawan, there are twenty-five beings still conscious, and a like number lying on the floor. Hardly anyone is uninjured.

No one is coming towards the heroes at the moment. The raging Padawan is locked in combat with one of the t'salaks. The remaining t'salak is moving towards the other beings.

If the heroes attempt to get close to Master Kirlocca (a bad choice with a raging Jedi and two t'salaks so near) they find that the Jedi Master is dead. His fur is matted with blood from numerous wounds. His lightsaber is deactivated and held loosely in his right hand.

Everyone in the room other than the Padawan has only wound points. The heroes may simply deal with them by using their weapons on stun (or kill, but Dark Side Points would be appropriate in that case).

The heroes may attempt to break the t'salak-induced rage infecting the beings. This is difficult, as it is a mindless rage driving the individual to kill. Diplomacy checks start against an initial attitude of Hostile (Page 83, RCRB). Intimidation checks are against a DC of 20. Consider any interesting applications of Bluff and set the skill check appropriately. The Force skills Affect Mind and Friendship may work, but they only target one individual per use.

If the conference attendees remain in the room, the t'salaks are sure to cause even more deaths. The heroes must decide how to deal with the situation. If they are truly stuck and unsure how to proceed, a sudden "vision" (via Farseeing) may provide one or two ideas. Use this method as last resort. Heroes are defined by how they act/react in a situation.

Below are some ideas:

- If the one of the heroes has sliced into the computer system, they can begin lowering the temperature. Everyone in the room is going to suffer some exposure effects, but it is a sure way to stop the t'salaks (momentarily at least). It takes three minutes for the temp to drop to freezing. Each minute, the t'salaks accumulate the following

penalties: -4 to Dex, -2 to attack rolls and -4m of movement. See the description for effects of cold on the heroes and other beings (page 287, RCRB). As the room gets colder, anyone affected by the t'salaks' rage has a chance of snapping out of it. Allow anyone so enraged one Will save each minute (if needed) with a +2 bonus the first minute and +4 the second.

- A hero in charge of the computer system can evacuate the air from the room. This definitely affects everyone. The air can be emptied out of the room in three minutes. The t'salaks become inert at this point, ceasing all activity. The heroes and other beings in the room suffer from suffocation (page 287, RCRB).
- Shoot out the observation dome. Rather radical, this option is. The entire room and its occupants would be suddenly exposed to the cold vacuum of space and explosive decompression, but it would stop the t'salaks. The dome has a Defense of 5, Damage Reduction of 10, and 96 Wound Points. (This isn't a bad option if the heroes could get all the conference attendees out first). And, yes, purposefully sucking all the poor beings into space would be cause for awarding a Dark Side Point ... or two ... or three.
- Shoot/stab/slash/beat the t'salaks into unconsciousness, keep them there, get everyone else out, and blow the dome.
- Get everyone out and persuade the Thaereians to come in and blast the dome with their cannons. Good roleplaying and a couple of Diplomacy checks are appropriate here.
- Things we never imagined in our wildest dreams, but are legal within the rules and would look great on film. We have faith in the ability of LIVING FORCE players to think outside any box we could make.

If the heroes try to get the attendees out before doing anything else, shoving them into the reception areas (#3 on Player Handout #2) or down the sleeping quarters' hallways (#5) are options.

The turbolifts (a total of 2 in diagonally opposite reception areas) are 6 meters in diameter. They can hold about ten or so beings if they are unconscious and basically stacked on each other. For ease, say a hero can move one being per round into a turbolift.

Remember, there are three battle droids in each reception area (#3 on the map). Assuming the heroes didn't take care of them on the way in, they immediately open fire on anyone entering the room. (Use stats for the battle droids in Encounter 5.)

A hero sliced into the computer system can lock the doors once the room is evacuated. No one enters, no one exits, and everyone but the t'salaks is safe.

The heroes may come up with more ideas to try. That's fine. If it sounds reasonable and it would look good on film, run with it.

The t'salaks rapidly get around to attacking the heroes. They are fresh and not enraged, so the creatures are eager to give them a dose. Remember, the t'salaks do not regenerate until they have been reduced to zero Wound Points and are unconscious. This is very important. If the heroes get the creatures to -10 Wound Points, they may keep attacking them to keep them knocked down.

Once the heroes have rescued the conference attendees and removed the t'salak threat, they may continue to another area of the ship.

If they opened the conference room to vacuum, the heroes must hold their breath and rush to the doors. One round of exposure to the cold of space causes no harm, but be descriptive in how it feels.

Encounter Seven: Aggressive Negotiations

Key ideas of this encounter: The heroes engage Riak Muun on the bridge of the Luxury. With the lava moon Rennok in the background, a climactic battle with the villain takes place.

The turbolifts open into a room outside the *Luxury's* bridge. The two rooms are separated by a set of blast doors. If the heroes have not sliced the system, they are going to need to use other methods to get into the bridge. The blast door has 720 wound points, damage reduction 15, and a "break" DC of 45 (Strength check needed to open). A DC 30 Move Object check is needed to open the doors using the Force (the weight of the doors plus the pressure being exerted to keep them closed). Heroes could also use Disable Device against a DC of 20 to open the doors. Local slicing into the door controls is possible. This requires a successful DC 25 Computer Use check.

When the doors are opened, the atmosphere should be similar to the hangar encounter of Darth Maul, Obi-Wan and Qui-Gon in *Star Wars* Episode I: *The Phantom Menace*. There is no surprise on either side.

Before you is a dark figure, limned in red by the glow of Rennok's lava showing through the viewport. Her stark red hair contrasts with her blacker-than-night clothing. Green slitted eyes glare at you, rage boiling in them. She looks Human, yet not. The glow from her crimson-bladed lightsaber casts an eerie light around her.

Beyond her is an Ithorian, wearing a pilot's jumpsuit and bound tightly to a chair next to the main

viewport. Strapped to his chest with spacer tape are silvery packages with several blinking lights along the top. The pilot's hands are suspended above the arms of the chair, and you can see them trembling with the strain of holding them there.

If the heroes look closely, they can see that thin wires lead to the arms of the chair. A Demolition check DC 14 or Knowledge (Explosives) check DC 14 (or possibly just a pretty good guess from suspicious minds) correctly identifies the device as a bomb with a "dead man's switch". The Ithorian is Veer, the *Luxury's* pilot and owner. When the pilot's hands drop, the explosive detonates. If the detonator (the device with the blinking lights on the top) is removed without being disarmed, BOOM! (8d6+6 damage, to be precise) An explosion that powerful, that close to the viewport, is certain to expose the bridge to vacuum. (A DC 12 Demolitions check or Knowledge (explosives) check gives this information).

Someone may disarm the explosive with a successful DC (12/16/20) Disable Device check. Failure results in ... well, you know. BOOM. If no one has the Disable Device ability, the pilot can (shakily) advise them for a tense, cinematic auto-success. As always, reward creative (and exciting) thinking.

Of course, to get to the pilot, you have to get past the Dark Jedi...

Raik Muun has no interest in talking with the heroes. She merely wants them dead. They have foiled her plans yet again, and she is most displeased.

Raik wants to stay in melee range and will close if the heroes do not. While she is angered by the heroes' interference, Raik does not fight recklessly. She is very much in control of herself and believes she can beat the heroes.

Raik Muun is committed to defeating the heroes. They have succeeded in thwarting her plans and she is focused against them right now. The Dark Jedi taunts the heroes, especially Jedi, during the fight. Her tactics vary by tier and are suggested below.

Low Tier (average Hero level 1-3)

Raik uses her Force abilities conservatively until she gauges the party's strength. She activates Battlemind by taking 10 (+3 Force bonus, costs 5 VP) before the fight begins. (Have Raik Take 10 whenever possible; it makes the math easier.)

Fear and Force Grip are next. Fear if a known Force user is attacking her, and Force Grip on soldier-looking types.

If the party does not have many Force users, she gets cocky and begins using a few more Force skills than she normally would to wear the heroes down. Just don't forget to subtract the VP cost.

When things start to look bad for her, Raik makes

for the single remaining escape pod. She jettisoned all of the others just after the heroes boarded the *Luxury*. The only one left is one of the bridge pods. Raik figures living to fight another day is not a bad thing and looks to escape. If successful, the pod takes her to where a getaway ship is waiting.

Mid Tier (average Hero level 4-6)

Raik comes out a little more aggressive. She activates Battlemind as her first action (Take 10, +3 Force bonus, costs 5 VP) and attacks. Raik fights more confidently on this tier.

She could use Affect Mind to force a hero (low Will type) to drop a weapon, run, etc. This effect only lasts one round if the Will save is failed.

Raik starts for the escape pod when things begin to look bad for her.

High Tier (average Hero level 7-9)

A worthy fight here. Raik cuts loose with her powers. Battlemind comes first. Then whatever is needed. Fear, Force Grip, and an untrained Force Lightning should make an appearance. (Force Lightning works well if the heroes are bunched together at some point.) Hatred is a good choice if a number of heroes get close to her.

Again, Raik looks to escape if things start to look bad for her.

The battle with Raik Muun should be a challenge for the heroes, but be sure to gauge your group. If the fight is too hard, lower Raik's abilities some. Too easy, bump her up a bit or have a few battle droids enter the fray from behind the heroes, catching them in crossfire.

If Raik escapes in the pod, the heroes can contact the Thaeirian fighters. They have backed down and are still a distance away, but will gladly zip in if told the cause of all this problem is on her way down to Rennok. Escape pod vs. Z-95. Not good odds for Raik.

A word to the GM – this woman really needs to die. That is to say, it would be the most dramatically satisfying if Raik dies in her encounter with the heroes.

If she survives (say, if they stun her with a stun grenade), then the scenario devolves into moral ambiguity and anticlimax as the various factions bid for the right to punish her. Raik Muun is as irredeemably evil as Darth Maul – if the heroes don't kill her, try to arrange circumstances so that a droid or panel nearby explodes and kills her, or something dramatically appropriate. If, despite your (and the heroes') best efforts, Raik survives, be sure to note it on the Critical Event Summary. Any villain that tough deserves come back later!

Once Raik is defeated or has escaped, the heroes can continue with their mission if they haven't gone to the reception area or engineering yet.

Otherwise, its cleanup time.

Conclusion

The *Luxury* is in terrible shape – it's difficult to tell what could be keeping her together. From the liner's exterior, fires can be seen in various parts of the exposed engineering section, and her sublights are providing varying amounts of propulsion.

Once the heroes have finished their mission, they can wait for reinforcements to arrive, help the wounded, work on the ship, whatever. There is much to be done.

The first rescue party arrives about forty-five minutes after the last encounter. It is a Thaeirian shuttle bearing a squad of soldiers, a dozen medical personnel and a dozen engineers. The Thaeirians are not looking for a fight of any kind. The soldiers are present to help with guard and clean-up duties. The medics begin treating the wounded and the engineers working on the ship. They are willing to take direction from the heroes if it is given.

The Jedi arrive next. Master Lanius, Master Devan and several Knights board the *Luxury* and begin assessing the situation. They do not bother the heroes immediately, but after a few minutes request a complete report on what happened. If the heroes managed to capture Raik, Lanius insists the Thaeirians allow the Jedi to take custody of her. The Thaeirians comply, but only after an argument and threats of diplomatic repercussions. It is obvious Lanius is profoundly shaken about Kirlocca's death. Devan, also pale with distress, assigns a Jedi hero the task of collecting the lightsabers of the fallen.

Yamin Gilla, a young Human male, expresses his thanks to the heroes for their actions. He is the lead representative of the Sentient Beings Opposing Violence at this conference. If any Jedi in the party performed valiantly, Yamin notes this and tells them he has come to reconsider the Jedi's role in the galaxy.

And now for the t'salaks. If these creatures remained aboard the *Luxury*, the Jedi also take possession of them. Two Knights escort Mother Morad-Ka of the Jaraana irstat aboard. She again performs the sealing ceremony, locking both t'salaks in specially prepared containment urns.

If the t'salaks were vented into space, there is no sign of them. Lanius expresses the hope that they must have fallen to the surface of Rennok and burned up.

The various news stations of Cularin hail the heroes as saviors. The heroes enjoy a bit of fame for several weeks. For some heroes this is a boon, for others a torment.

Cularin has been shaken to her very core. The actions of the Dark Jedi Raik Muun are certain to have long lasting effects on the system. The death of Master Kirlocca is felt from one end of Cularin to the

other. The Wookiee Jedi was loved and respected by many -- but not by all. In the shadows, this passing is celebrated. The death of a powerful Jedi Master is bound to send ripples throughout Cularin and beyond, making the task of those who serve the dark side that much easier. For a while, at least, the Jedi on Almas are sure to be distracted. For Cularin to survive, her heroes must be ever vigilant...

Here Ends, “Force Convention”

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 Raik Muun defeated, and were the pacifists aboard the **Luxury** saved? If so, each hero that survived the event receives maximum adventure XP (either 350 or 600).

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 escaped Rennok but did not defeat Raik Muun, 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 One

Coar Maw's equipment (if he is defeated/captured): 2 stun grenades (if not used), 1 N'Gant-Zarvel 911B heavy blaster carbine (*Star Wars Roleplaying game Arms & Equipment Guide*, p 18; see below for cert information), 1 audio recorder.

N'Gant-Zarvel 911B heavy 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. N'Gant-Zarvel 9118 Heavy Carbine Proficiency Group: Blaster rifles; Cost: 990; Damage: 3d8+1 (Critical 19-20); Range increment: 20 m; Fort DC: 13; Hardness: 6; WP: 4; Weight: 2.7 kg; Type: Energy; Size: Medium-size; Break DC: 16. A short-barreled blaster carbine with a heavy stock, the 9118 is an extremely durable weapon suitable for use both in the wild and in urban settings. Of particular note is the deep thumping noise this model produces when fired. Source: *Arms & Equipment*, pg 15.

Encounter Seven: Aggressive Negotiations

+1 Mastercraft Combat Jumpsuit (certed, one set only): The hero named above possesses a suit of jet-black mastercraft armor once owned by the Dark Jedi Raik Muun. This armor was especially crafted for her and may only be worn by another female humanoid. DR: 4, Value: 3000 credits.

Raik Muun's blaster pistols (2), credit chip (1,000 datary balance), armor (detailed above). Her lightsaber and datapad are confiscated by the Jedi.

Conclusion

Hero of Cularin (one per hero): The hero named above has performed acts of extraordinary heroism. This has not gone unnoticed by the populace of Cularin. The hero is widely known and more apt to be recognized now. (This cert provides a +1 to the named hero's Reputation score.)

Future Vision (one per hero): The hero named above accompanied Lanius to his private meditation chamber in the Almas Academy. Here, Lanius considered the hero's future and told the hero of the vision he received. This insight may help the character when the time comes. Essentially, due to the forewarning by Lanius, the hero may be able to avoid a grim fate by “choosing another path”. The player can ask to have one d20 roll that resulted in the hero's death re-rolled. Please void the certificate after this opportunity is used.

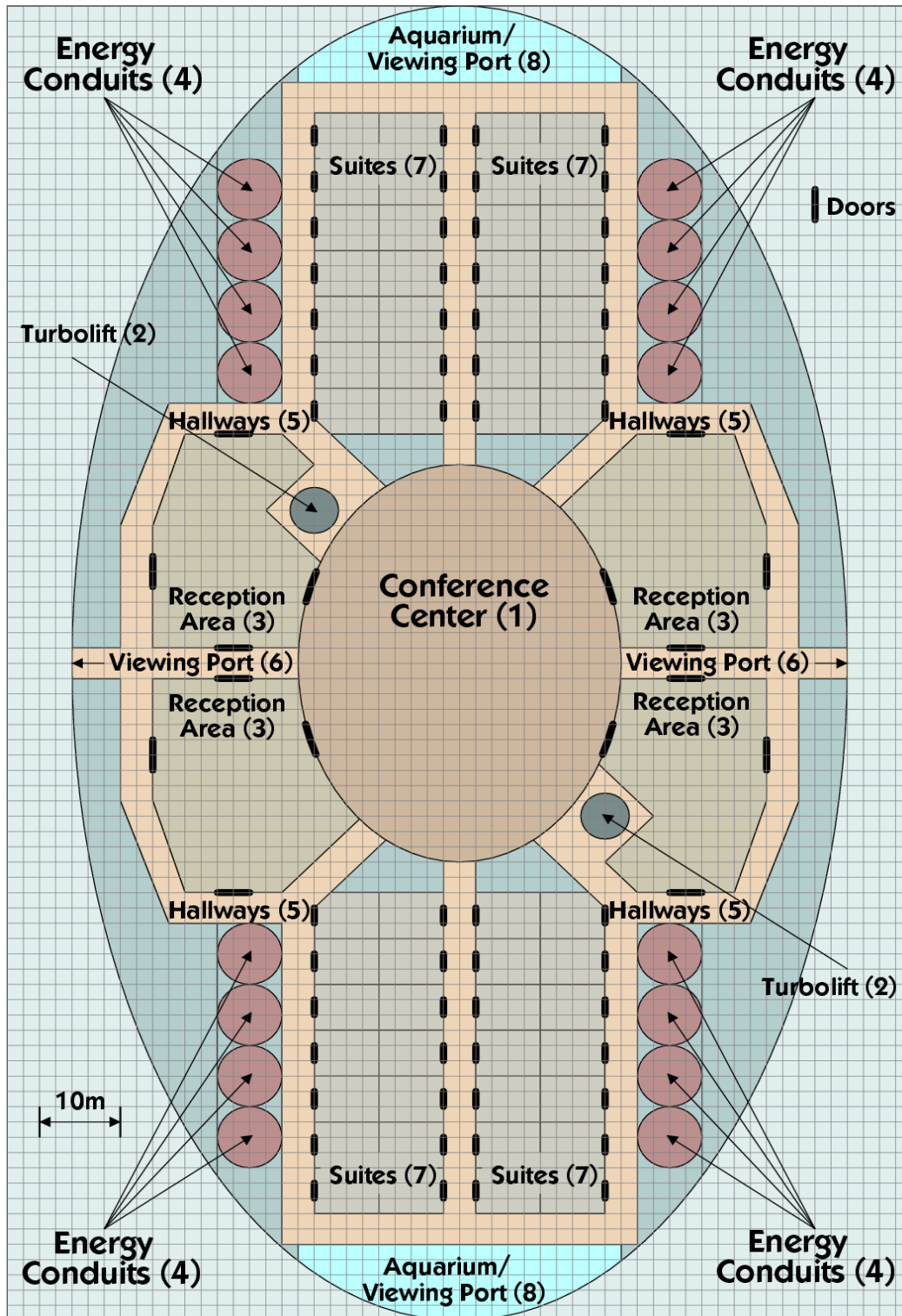
Player Handout #1: *The Balance*

The Balance is the YT-1300 transport provided by the Jedi Academy to the heroes.

Craft: The Balance, modified YT-1300; **Class:** Transport; **Cost:** Not for sale; **Size:** Small (27 m long); **Crew:** One or two; **Passengers:** 6; **Cargo Capacity:** 100 metric tons; **Consumables:** Two months; **Hyperdrive:** x3 (no backup); **Maneuver:** By hero; **Maximum Speed:** Attack (8 squares per action); **Defense:** 21 (+1 size, +10 armor); **Shield Points:** 30; **Hull Points:** 110; **Damage Reduction:** 10

Weapon: Laser Cannon (2); **Fire Arc:** Turret; **Attack Bonus:** +5 (+1 size, +4 fire control)(or by hero bonus); **Damage:** 5d10x2; **Range Modifiers:** PB+0, S+0, M/L n/a

Player Handout #2 – The Luxury, Main Deck



GM Aid #1: NPC Stats

Encounter 1: Dead or Alive

Low Tier (average Hero level 1-3)

Coar Maw, Bounty Hunter: Male Unknown Scoundrel 2/Soldier 2; Init +2 (Dex); Defense 15 (+3 class,+2 Dex); Spd 10m (100m on swoop); VP/WP 35/19; Atk +4 melee (1d4+1, knife) or +6 ranged (3d8+1, crit 19-20, heavy blaster carbine); SQ Illicit Barter, Lucky (1/day), DR 2 (armor); SV Fort +6, Ref +5, Will +2; SZ M; FP 1; Rep +0; Str 13, Dex 14, Con 16, Int 10, Wis 14, Cha 9.

Equipment: Thick, pasty bandages covering much of chest, arms and face; N'Grant-Zarvel 911B heavy blaster carbine (Arms & Equipment, p 18); two stun grenades; blast vest/helmet; stolen swoop (with stats equal to those of the TaggeCo Air-2 swoop in Arms & Equipment, p 75); knife; datapad (containing detailed reports of each of the heroes and all proper documentation of Bounty Hunter's Guild membership).

Skills: Bluff +2, Computer Use +5, Disable Device +3, Hide +6, Knowledge (streetwise) +3, Intimidate +3, Move Silently +4, Profession (Bounty Hunter) +3, Spot +4, Tumble +7; Read/Write Basic, Speak Basic.

Feats: Armor Proficiency (light), Point Blank Shot, Toughness, Weapon Focus (blaster rifle), Weapon Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Mid Tier (average Hero level 4-6)

Coar Maw, Bounty Hunter: Male Species Unknown Scoundrel 3/Soldier 4; Init +2 (Dex); Defense 17 (+5 class, +2 Dex); Spd 10m (100m on swoop); VP/WP 61/19; Atk +7/+2 melee (1d4+1, knife) or +9/+4 ranged (3d8+1, crit 19-20, heavy blaster carbine); SQ Illicit Barter, Lucky (1/day), Precise Attack +1, DR 2 (armor); SV Fort +8, Ref +6, Will +4; SZ M; FP 3; DSP 1; Rep +2; Str 13, Dex 14, Con 16, Int 10, Wis 14, Cha 9.

Equipment: Thick, pasty bandages covering much of chest, arms and face; N'Grant-Zarvel 911B heavy blaster carbine (Arms & Equipment, p 18); two stun grenades; blast vest/helmet; stolen swoop (with stats equal to those of the TaggeCo Air-2 swoop in Arms & Equipment, p 75); knife; datapad (containing detailed reports of each of the heroes and all proper documentation of Bounty Hunter's Guild membership).

Skills: Bluff +2, Computer Use +5, Disable Device +3, Gather Information +4, Hide +6, Knowledge (streetwise) +5, Intimidate +4, Move Silently +7, Profession (Bounty Hunter) +4, Spot +4,

Tumble +7; Read/Write Basic, Speak Basic.

Feats: Armor Proficiency (light), Multishot, Point Blank Shot, Rapid Shot, Toughness, Track, Weapon Focus (blaster rifle), Weapon Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

High Tier (average Hero level 7-9)

Coar Maw, Bounty Hunter: Male Species Unknown Scoundrel 3/Soldier 5/Bounty Hunter 2; Init +2 (Dex); Defense 20 (+8 class,+2 Dex); Spd 10m (100m on swoop); VP/WP 101/23; Atk +10/+5 melee (1d4+1, knife) or +12/+7 ranged (3d8+1, crit 19-20, heavy blaster carbine); SQ Illicit Barter, Lucky (1/day), Precise Attack +1, Sneak Attack +1d6, Target Bonus +1, DR 2 (armor); SV Fort +10, Ref +8, Will +6; SZ M; FP 4; DSP 2; Rep +4; Str 13, Dex 14, Con 17, Int 10, Wis 14, Cha 9.

Equipment: Thick, pasty bandages covering much of chest, arms and face; N'Grant-Zarvel 911B heavy blaster carbine (Arms & Equipment, p 18); two stun grenades; blast vest/helmet; stolen swoop (with stats equal to those of the TaggeCo Air-2 swoop in Arms & Equipment, p 75); knife; datapad (containing detailed reports of each of the heroes and all proper documentation of Bounty Hunter's Guild membership).

Skills: Bluff +4, Computer Use +5, Disable Device +3, Gather Information +5, Hide +6, Knowledge (streetwise) +5, Intimidate +5, Move Silently +8, Profession (Bounty Hunter) +5, Sense Motive +4, Spot +8, Tumble +8; Read/Write Basic, Speak Basic.

Feats: Armor Proficiency (light), Heroic Surge (3/day), Multishot, Point Blank Shot, Rapid Shot, Toughness, Track, Weapon Focus (blaster rifle), Weapon Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Encounter 5: Droids and Ships

Battle Droids (varies by tier): Walking Military Droid, Thug 2; Init -3 (-2 remote processor, -1 Dex); Defense 10 (+1 class, -1 Dex); Spd 10m; VP/WP -/8; Atk +3 melee (1d4+1, hand) or +1 ranged (3d8, crit 19-20, blaster carbine); SQ Droid Immunities, DR 3 (armor); SV Fort +4, Ref -1, Will -1; SZ M; FP 0; Rep +0; Str 12, Dex 8, Con 8, Int 6, Wis 8, Cha 6.

Equipment: Droid armor (light), Remote processor (5,000km range), blaster carbine, integrated comlink, vocabulator.

Skills: Intimidate +0, Speak Basic.

Feats: Armor proficiency (light), Point Blank Shot, Weapon Group Proficiencies (blaster pistol,

blaster rifles, simple weapons).

Encounter 6: Battle Beneath the Stars

Low Tier (average Hero level 1-3)

T'salak (2): Force-using predator 8; Init +8, Defense 19 (+5 natural, +4 Dex); Spd 16m; VP/WP 55/14 (currently 8/14); Atk: +12/+7 melee (1d8+rage, tendrils); SQ Darkvision, raging madness, mind of chaos, indestructible sentry, ooze creature: SV Fort +8, Ref +10, Will +4; SZ M; FP 5; DSP 45; Rep +1 (+5 among Tarasin); Str 10; Dex 18, Con 14, Int 6, Wis 14, Cha 12.

Skills: Climb +16, Escape Artist +10, Hide +12, Listen +4, Move Silently +8, Spot +8. (Note: Does not speak or understand any language, unless you count "violence".)

Force Skills: Fear +8, Battlemind +6, Enhance Ability +8.

Feats: Improved Initiative, Weapon Finesse (Tendril).

Force Feats: Force Sensitive, Hatred, Sense, Control.

Special Qualities: Darkvision, Raging Madness, Indestructible Sentry, Mind of Chaos, Ooze Creature, Cold Vulnerability.

Mid Tier (average Hero level 4-6)

T'salak (2): Force-using predator 8; Init +8, Defense 19 (+5 natural, +4 Dex); Spd 16m; VP/WP 55/14 (currently 20/14); Atk: +12/+7 melee (1d8+rage, tendrils); SQ Darkvision, raging madness, mind of chaos, indestructible sentry, ooze creature: SV Fort +8, Ref +10, Will +4; SZ M; FP 5; DSP 45; Rep +1 (+5 among Tarasin); Str 10; Dex 18, Con 14, Int 6, Wis 14, Cha 12.

Skills: Climb +16, Escape Artist +10, Hide +12, Listen +4, Move Silently +8, Spot +8. (Note: Does not speak or understand any language, unless you count "violence".)

Force Skills: Fear +8, Battlemind +6, Enhance Ability +8.

Feats: Improved Initiative, Weapon Finesse (Tendril).

Force Feats: Force Sensitive, Hatred, Sense, Control.

Special Qualities: Darkvision, Raging Madness, Indestructible Sentry, Mind of Chaos, Ooze Creature, Cold Vulnerability.

High Tier (Average Hero level 7-9)

T'salak (2): Force-using predator 8; Init +8, Defense 19 (+5 natural, +4 Dex); Spd 16m; VP/WP 55/14; Atk: +12/+7 melee (1d8+rage, tendrils); SQ Darkvision, raging madness, mind of chaos, indestructible sentry, ooze creature: SV Fort +8, Ref

+10, Will +4; SZ M; FP 5; DSP 45; Rep +1 (+5 among Tarasin); Str 10; Dex 18, Con 14, Int 6, Wis 14, Cha 12.

Skills: Climb +16, Escape Artist +10, Hide +12, Listen +4, Move Silently +8, Spot +8. (Note: Does not speak or understand any language, unless you count "violence".)

Force Skills: Fear +8, Battlemind +6, Enhance Ability +8.

Feats: Improved Initiative, Weapon Finesse (Tendril).

Force Feats: Force Sensitive, Hatred, Sense, Control.

Special Qualities: Darkvision, Raging Madness, Indestructible Sentry, Mind of Chaos, Ooze Creature, Cold Vulnerability.

Encounter 7: Aggressive Negotiations

All Tiers (Tiering is accomplished by reducing vitality and modifying tactics)

Raik Muun, Dark Jedi: Female Near-Human Scoundrel 1/Jedi Guardian 6/Dark Side Marauder 5; Init +3; Defense 20 (+11 class, -4 MC Penalty, +3 Dex, +2 feat) or 22 with Lightsaber Defense; Spd 10m; VP/WP 79/12; Atk +15/+10 melee (3d8+1, crit 19-20, *lightsaber), +15/+10 (1d3+1, unarmed) or +15/+10 ranged (3d6 or stun DC 12, blaster pistol); SQ Force Training, Deflect (+1 defense, -4 attack, extend defense & attack), +2 species bonus to Listen checks, DR 4 (armor); SV Fort +9, Ref +13, Will +6; SZ M; FP 8; DSP 23; Rep +3; Str 12, Dex 16, Con 12, Int 13, Wis 8, Cha 16.

Equipment: *Lightsaber (crimson blade; constructed by Raik Muun), two blaster pistols, jet-black +1 mastercraft combat jumpsuit, heavy black cloak, credit chip (1,000 dataries), datapad.

Skills: Bluff +7, Demolition +5, Disguise +7, Forgery +5, Intimidate +4, Pilot +6, Repair +4, Search +4, Sense Motive +1, Spot +2, Tumble +7 (+4 with armor); Read/Write Basic, Speak Basic, Speak Huttese.

Force Skills: Affect Mind +9, Battlemind +4, Enhance Ability +7, Fear +4, Force Grip +8, Friendship +7, Illusion +16, Move Object +13.

Feats: Armor Proficiency (light), Combat Expertise, Illicit Barter, Exotic Weapon Proficiency (lightsaber), Force Sensitive, Heroic Surge (3/day), Power Attack, Weapon Finesse (lightsaber), Weapon Focus (Lightsaber), Weapon Group Proficiency (blaster pistols, simple weapons).

Force Feats: Alter, Control, Hatred, Lightsaber Defense, Mind Trick, Rage, Sense.

Low Tier (average Hero level 1-3)

At low tier Raik has been wearing herself out with Force skills, and her vitality is very low (20).

Raik uses her Force abilities conservatively until she gauges the party's strength. She activates Battlemind by taking 10 (+3 Force bonus, costs 5 VP) before the fight begins. (Have Raik Take 10 whenever possible; it makes the math easier.) Fear and Force Grip are next. Fear if a known Force user is attacking her, and Force Grip on soldier-looking types. If the party does not have many Force users, she gets cocky and begins using a few more Force skills than she normally would to wear the heroes down. Just don't forget to subtract the VP cost.

Mid Tier (average Hero level 4-6)

At mid tier Raik has been exerting her Force skills, and her vitality is at about half (38).

Raik comes out a little more aggressive. She activates Battlemind as her first action (Take 10, +3 Force bonus, costs 5 VP) and attacks. Raik fights more confidently on this tier.

She could use Affect Mind to force a hero (low Will type) to drop a weapon, run, etc. This effect only lasts one round if the Will save is failed.

High Tier (Average Hero level 7-9)

A worthy fight here. Raik cuts loose with her powers.

Battlemind comes first. Then whatever is needed. Fear, Force Grip, and an untrained Force Lightning should make an appearance. (Force Lightning works well if the heroes are bunched together at some point.)

Hatred is a good choice if a number of heroes get close to her.

Again, Raik looks to escape if things start to look bad for her.

The battle with Raik Muun should be a challenge for the heroes, but be sure to gauge your group. If the fight is too hard, lower Raik's abilities some. Too easy, bump her up a bit or have a few battle droids enter the fray from behind the heroes, catching them in crossfire.

GM Aid #2: The T'salak

A Tarasin hunting party first discovered the t'salak – no one knows its origin. The chameleon-like warriors spotted an oozing patch of darkness in the grasses and moved in to investigate. When they approached, however, tendrils of darkness whipped out from the ooze, attacking the Tarasin.

A lone warrior, the only surviving member of the party, returned to his irstat that night with tales of a fierce enemy that seemed to blend in with the night. It was incredibly fast and seemed to warp their minds. When his fellow villagers asked him if the enemy had killed all of his allies, he replied “No... We did it ourselves. The creature made us all mad.”

The t'salak appears as an oozing, black mound of darkness. It has no mouth, eyes or nose. It seems to be aware of its environment without the benefit of such sensory organs.

The t'salak is thought to be the only one of its kind. It is genderless and its method of reproduction, if any, is unknown.

When the t'salak attacks, tendrils of ooze whip out from the central mass. They silently jab at opponents with surprising accuracy and power.

T'salak: Force-using predator 8; Init +8, Defense 19 (+5 natural, +4 Dex); Spd 16m; VP/WP 55/14; Atk: +12/+7 melee (1d8+rage, tendrils); SQ Darkvision, raging madness, mind of chaos, indestructible sentry, ooze creature: SV Fort +8, Ref +10, Will +4; SZ M; FP 5; DSP 45; Rep +1 (+5 among Tarasin); Str 10; Dex 18, Con 14, Int 6, Wis 14, Cha 12.

Skills: Climb +16, Escape Artist +10, Hide +12, Listen +4, Move Silently +8, Spot +8. (Note: Does not speak or understand any language, unless you count “violence”.)

Force Skills: Fear +8, Battlemind +6, Enhance Ability +8.

Feats: Improved Initiative, Weapon Finesse (Tendril).

Force Feats: Force Sensitive, Hatred, Sense, Control.

Special Qualities: Darkvision, Raging Madness, Indestructible Sentry, Mind of Chaos, Ooze Creature, Cold Vulnerability.

Raging Madness: The t'salak's mind is filled with images of hatred and destruction. Whenever it hits another creature, the images pass into the mind of its victim, and often take over his actions. Upon a successful tendril hit, the victim must make a Will save. Wookiee victims (or anyone with the “Rage” ability/feat), receive -2 penalty to their save. **Determining the Will save DC:**

Base: 10

Add: 5 for critical hit (Natural 20 only)

Add: total # of Dark Side Points the hero has ever earned

If the victim fails the Will save, he or she immediately attacks the nearest sentient being within range. Since the hero is overcome with rage, attacks are to kill, not to subdue. The hero may make a new Will save (at the determined DC) each round to shake off the influence of the t'salak.

Force Sensitive beings do not receive Dark Side points for actions that are the result of the t'salak's influence unless they voluntarily succumbed to the rage.

Mind of Chaos: The t'salak's mind is a constant, enraged jumble of thoughts and images. Due to this it is immune to any mind-affecting skill (Force-based or not) as there is no coherent thought process to control or deal with.

Indestructible Sentry- When it is reduced to 0 Wound points, the t'salak does not die. Rather, it collapses into a pile of black ooze. Unless prevented from regenerating, it becomes active again, totally healed, in a number of rounds equal to twice its maximum wound total. The t'salak can be prevented from healing if it is placed in an airless environment (or if kept in a special Force item, but few know of the process through which such an item could be made).

Ooze Creature- The t'salak is comprised entirely of a black, sticky, oozing substance. As such, it gains the following adjustments to its skills: Climb +12, Escape Artist +4, Move Silently +2. It is also immune to Critical Hits and Sneak Attacks.

Cold Vulnerability- The t'salak is especially vulnerable to cold and freezing temperatures. As the temperature gets colder, its movement slows significantly. Freezing temperatures effectively place the creature in a state of hibernation, unable to move or attack.

Critical Event Summary

Force Convention

- | | | |
|---|-----|----|
| 1. Did the heroes capture Coar Maw? | Yes | No |
| 2. Did the heroes open fire on the Thaereian fighters? | Yes | No |
| 3. Did the heroes defeat the t'salaks? | Yes | No |
| 4. Did the heroes save the beings attending the conference? | Yes | No |
| 5. Did Raik Muun escape? | Yes | No |

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.