

Twilight Storm

A One-Round Living Force Tournament

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Master Devan of the Almas Jedi Academy needs a group of heroes to travel to the Twi'lek home planet of Ryloth, find a Jedi Master in self-imposed exile, and convince him to return to Almas. Should be easy, right? A LIVING FORCE adventure for Heroes levels 1 to 9. *Warning: Contains spoilers for the Forces of Cularin trilogy, and is best played after those events.*

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

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

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

Approximately a year before the battle of Geonosis, a Twi’lek Jedi Master named Vhiin Thorla and his Padawan received an assignment from the Jedi Council to investigate a band of ruthless pirates operating in the Mid Rim. Two months later, the pirate band was in ruins and Master Thorla’s Padawan was dead.

The exact events were never brought to light. The Council absolved Vhiin Thorla of any negligence in his apprentice’s death, but Vhiin could not forgive himself.

The Twi’lek Jedi Master set out for his home planet of Ryloth. He had not visited for many years, but he knew there were many places on the storm-swept planet where one could be alone, to meditate and reflect.

Once he arrived, Vhiin immediately sought solitude in Ryloth’s badlands. However, the Force seemed to have other plans for the Twi’lek Jedi.

As Vhiin meditated on how he could have saved his Padawan, other images began to appear to him: Twi’leks wandering the badlands, abandoned to die; slavers striking families located in remote areas.

Master Thorla collected himself and, with renewed purpose, ventured out to help save some of his people. For almost a year now, Vhiin has rescued Twi’leks from certain death or enslavement and brought them back to a community he simply calls the Enclave.

Encounter 1: A Friend’s Request

Master Devan requests the heroes meet her at the Almas Jedi Academy. Kirlocca’s death has left the Academy in need of a weapons master. Devan, with Lanius’ permission, wishes to invite an old acquaintance to fill that role. The Twi’lek Jedi is rumored to be on Ryloth, but no one knows exactly where. Devan would like the heroes to travel to Ryloth, find the Jedi and, if possible, convince him to return with them to Cularin.

Encounter 2: Welcome to Ryloth

The heroes arrive at Ryloth, a barren planet that shows one side always to the sun, the other never. A heat storm erupts as the heroes approach the settlement of Bashka (the starting point for their search for Vhiin), proving why they are widely feared. After surviving the storm, the heroes must land at Bashka and deal with its customs officials.

Encounter 3: The Fungus Pit

As the heroes make their way to the cantina known as the Fungus Pit, they get a glimpse of daily life on Ryloth. The seedier side of galactic society is represented here in force. Smugglers, spice dealers, slavers and pirates mingle with the native Twi’lek population.

The Fungus Pit is a popular cantina. The heroes arrive and begin making their plans to find their contact

when a slaver gets rough with one of the waitresses. Choices must be made, and good choices are rewarded with aid toward the goal.

Encounter 4: Into the Barrens

Jacynith leads the heroes out into the twilight badlands of Ryloth. They get an even closer view of a Ryloth heat storm as they are making their way to Vhiin's enclave. Quick thinking and quicker acting are all that can keep them from perishing.

Encounter 5: The Enclave

After making it through the heat storm, the heroes finally arrive at the enclave. Jacynith takes them in and introduces them to the Twi'lek Jedi. Vhiin turns away, expressing no desire to meet with the heroes. Jacynith requests the heroes wander amongst the residents of the enclave and talk with them while she speaks with her brother.

The heroes get to interact with the outcasts and saved slaves that reside here. They learn a lot about the enclave's people and its leader. After a while, Jacynith asks the heroes to come with her; Vhiin has agreed to speak with them over dinner.

Encounter 6: Slavers

A slaver attack interrupts the heroes' dinner with Vhiin. Blaming the heroes for leading them to the enclave, Vhiin leaves to deal with the attack. The heroes must decide whether or not they are going to help fight the slavers and save the residents of the enclave.

Encounter 7: Decisions

With the slaver's threat ended, the heroes face several choices. Clearly, Master Thorla is doing a lot of good on Ryloth. They must decide whether to persuade him to come to Cularin, or allow him to remain here on Ryloth.

Important Note to Judges: This adventure should be played after Force Convention (Episode III of the Forces of Cularin trilogy). This scenario provides information that might spoil the series, so please warn the players ahead of time.

Several of the encounters are run in a free-form style. Be sure to read the adventure so you can be familiar with these parts.

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

A shroud of darkness has once again fallen over Cularin. Kirlocca, the Wookiee Jedi Master, has been struck down by the power of the dark side.

Remembrance ceremonies have been held all over the system. Beings from all walks of life have reflected on how the mighty Wookiee touched their lives. And yet... many of the citizens do not realize the void left by Kirlocca's death. The Almas Academy is now without its primary lightsaber instructor, and one of its two Jedi Masters.

Others, however, do realize and rejoice. In the darkest shadows of Cularin, there is celebration. With a mighty champion of light fallen, the cause of darkness may find its path a little easier ...

Encounter 1: A Friend's Request

Key ideas of this encounter: Agents of Master Devan of the Almas Academy contact the heroes. She needs a group to travel to Ryloth and find Vhiin Thorla, an old friend. Devan wants the Jedi to come and teach at Almas.

There are two ways you can start this adventure. The first is pretty much the standard "you are contacted by ..." method. The second sends Jedi heroes to fetch the others, and is much more personal, but could easily take more time. Option two is preferred if the group composition fits and time allows.

Method One

The heroes start the adventure at their residence, apartment, freighter, or barracks. It doesn't matter. The time is about three am Cularin time.

The chirping is what brings you out of the dark. As consciousness returns, you realize that the sound is from your <door ringer, announcer, etc>. Glancing at the time, you wonder who in the Sith could be calling on you at this time of day ... night ... whatever.

Opening the door reveals two figures. Both dressed in the brown robes of Jedi. One is a Human female; a slim braid and distinctive robes identify her as a Padawan Learner. The other is a female Devaronian, similarly dressed.

The Human smiles at you. Her blue eyes are far too alert for this time of day. "Greetings, <hero's name>. I am Jan-Ira Toru. This is Keelin Zaariq. We are here at the request of Master Devan of the

Almas Academy.”

Jan-Ira and Keelin are looking for any sort of response. They have been told the heroes are important beings in Cularin. (Any hero with a Reputation of +4 or above is known to the Padawans. They quickly mention one of the hero's most recent exploits.) The pair wishes to gauge the heroes' response to Jan-Ira's statement before progressing.

“Master Devan asks that you join her at the Academy for breakfast.”

Yes. It is that early. Assuming the heroes agree, the Padawans take them to a shuttle emblazoned with the Jedi insignia. Jan-Ira and Keelin do not know why Devan wishes to speak with them. They were simply given a list of names and told to ask these individuals come to Almas and have breakfast with Devan.

The trip to Almas takes several hours. The heroes are free to sleep, talk with each other, etc. Jan-Ira and Keelin are in the cockpit, piloting the shuttle.

(NOTE: Jedi heroes are awakened in their quarters. They are told Master Devan wishes them to join her for morning meditation and lightsaber drills. Devan does not discuss anything during this time.)

Method Two

Once you have your players at the table, gather all who are playing Jedi and take them aside. They are called before Master Devan and given a list of names. These are beings who have proven themselves heroes of Cularin. She wants the Jedi heroes to ask these beings to come and have breakfast with her at the Academy. Devan does not explain this any further. Let the players of the Jedi heroes recruit the other players at the table to come with them to Almas. Just don't let it drag on too long.

Meeting with Master Devan

The heroes all arrive on Almas as the kaluthin grass unfolds, bringing the soft light of a new day with it.

You step into the Almas Jedi Academy through its metal and crystal doors. The gleaming white marble walls, lined with thick veins of silver, lead to a larger chamber.

Walking through the entry hall, past plaques bearing the names of Padawans who have attained Knighthood and of Jedi who fell in battle, you make your way towards a large open chamber with a fountain in the center.

Your guides turn down a corridor away from the fountain chamber. Several turns later, you find yourself standing before the Academy's lightsaber

practice room. A number of Jedi are here, from Padawan Learners who can barely toddle to full Knights, but it is the one wielding a teal-bladed lightsaber who catches your attention.

Her red hair, bound tightly in a braid, seems to counterbalance her twirling form. She guides her lightsaber through forms used by the Jedi for generations, her movements fluid, almost dance-like; certainly the form of a Master. In a graceful move that is part bow, part salute, she stops and deactivates her lightsaber.

Devan turns her attention to the heroes. Her lightsaber-blue eyes acknowledge each one as she approaches. Devan greets the heroes by name and thanks them for coming to Almas. She asks one of the Jedi heroes (or Jan-Ira if there are no Jedi heroes at the table) to take the group to the level three garden. Devan excuses herself to get cleaned up, then joins them in the garden for breakfast.

A turbolift takes the heroes travel to the third level of the Academy. A short walk later, they find themselves in an impressive indoor garden. To their left, an Ithorian reverently tends to some plants. The atmosphere in this room is calm, soothing and peaceful.

A blanket lies on the ground in the garden's center, a number of fruits, juices and other breakfast foods laid out on it. Large pillows are positioned around the blanket; one for each hero. After fifteen minutes, Devan joins them.

Heroes who participated in “*Coruscanti Dawn*”, “*Philology*”, and/or “*Force Concession*” have met Devan before. She remembers each one and asks how things have been going for them. Devan questions heroes she does not know, clearly seeking to know more of their character. She continues to make small talk until everyone is finished eating.

“Thank you for coming here today. It is appreciated more than any of you know.

“As you know, the Academy has recently suffered a major loss. What Kirocca meant cannot be measured in words. I mourn him, as do Master Lanius and the rest of the Academy.

“The Clone Wars have depleted this school of most our Masters. Before Kirocca's death, there were only three of us, and I was never meant to be a permanent fixture. Now there are two. When I go, there will be only Master Lanius, and while he's brilliant, he can't do everything alone.

“I would ask a favor. There is a Jedi I would like to request take over for Kirocca. We knew each other as Padawans – and later as Knights – at the Coruscant temple. IT might be a bit challenging to find him, as he was last seen disappearing into the wastelands of Ryloth over a year ago.

"I need you to find him, and, if possible, convince him to come here."

Favors are nice, but dataries are better. *I understand. The Academy is prepared to pay for your services if needed. Master Lanius has authorized the Academy to pay each of you 1,000 dataries.* Jedi are not offered any payment, do not receive any payment and should not expect any. Devan should *not* offer payment and should question any heroes who ask for it to be sure that "credits are all that you care for".

Ryloth. Where and what is that? *Ryloth is located in the Outer Rim. It is the home planet of the Twi'leks, and a harsh place. One side is permanently baked by the system's sun, the other frozen in eternal night.*

Over a year. That's a long time. What makes you think he is still there? *Vhiin'Thorla, the Jedi, has not been seen since he wandered into the wastelands of Ryloth. With the current happenings in the galaxy, we would have known had he returned. I think, as well, we would know if he had become one with the Force.*

So we gotta wander around the planet looking for this one person who may not want to be found. *Um. Yes. It is important you locate him and present him with my offer.*

Maybe this Vhiin-guy wants to stay lost. *Maybe he does. I want the effort made to locate him.*

Why? *He is a good Jedi. His expertise with the lightsaber is such that he could fill Master Kirlocca's place. With the Clone Wars still raging, the Council cannot appoint another Master to Almas right now and Almas cannot afford to be without a lightsaber master.*

Why did he leave? *Vhiin did not leave the Order. He and his Padawan came into conflict with a powerful pirate band. Master Thorla's Padawan was killed and he blames himself. He felt he needed some time to meditate.*

Hey, don't they have slavers on Ryloth? What do we do about that? *Yes. Slavers routinely prey upon the inhabitants of Ryloth. This sounds very harsh, but your mission is not to battle the slavers. I need you to find Vhiin.*

Figures. You Jedi ignore these things when it is convenient and only pay attention when you have something to gain. *No. We do not condone slavery anywhere. But, right now, we are forced to look at events on a larger scale. Do you think this group*

<motions to the heroes> could rid the entire planet of slavers, and then remain to keep new ones from arriving?

Got a ship? I don't. *Yes, the Academy will provide you with transport, and a pilot if needed. You will be provided with documents noting your position as envoys of the Almas Academy. That will get you through any Republic checkpoints. But I wouldn't flash them on Ryloth.*

I have a ship. Mind if we use it? *Not at all. We'll even fuel it for you. You will be provided with documents noting your position as envoys of the Almas Academy. That will get you through any Republic checkpoints. But I wouldn't flash them on Ryloth.*

Say. The Clone Wars are going on, right? Which side does Ryloth support? *Senator Orn Free Taa is a staunch Loyalist and supports Supreme Chancellor Palpatine.*

They have spice on Ryloth don't they? Good stuff, from what I hear. *Yes. If you wish to use chemicals to make the final jump much earlier in your life than it would normally occur, though, do it on your own time. Do not get sidetracked.*

Hm. Looking for one being on a planet. That's gonna be hard. Any leads to maybe help us narrow things down? *Vhiin was last seen in the city-cavern of Bashka. He used to be acquainted with a cantina owner there. Cheib'Kalla is his name. The place is the Fungus Pit. That's probably as good a place as any to start.*

Geez. More dirty work for the Jedi. Why don't you go yourself if this Vhiin guy is so important? *(smiles politely) Master Lanius and I are currently the only two Masters at the Academy. Were that different, I would take care of this matter myself. But I must remain here to assist in the training of the Padawans.*

When the heroes are through questioning Master Devan, she re-states her thanks and prepares to walk them out. She stops momentarily and looks back at the group.

"Oh, I almost forgot. It is a custom amongst the Twi'lek to provide your host with a gift. This has translated into giving the Twi'lek customs officials a gift when they come aboard a ship to inspect it. I would ask you do the same. I will provide a suitable gift for you to give. It should make things a little easier and guarantee the safety of your ship ... for the most part.

"May the Force be with you and guide your search."

The heroes are now free to gather their equipment and whatever they feel they need. If they do not have a ship of their own, a YT-1300 is provided before they depart Almas. They may use it to collect anyone's personal gear they need before starting for Ryloth.

Devan gives the gift to the highest-ranking Jedi hero in the party or, if there is no Jedi, the most respectable hero. It is a small black cube, about 6 cm on each side. There is no apparent lock on it, but it has a seal. If any of the heroes decide to let curiosity get the better of them, the box is easily opened and contains three small, perfect-cut green gems. These are not Adegan crystals and are too small for a lightsaber. They are, however, valuable. A conservative price would be around 5,000 dataries. Any hero stealing the gems deserves a Dark Side point.

Encounter 2: Welcome to Ryloth

Key ideas of this encounter: The heroes arrive at Ryloth. Descending into the planet's atmosphere, they must navigate through one of Ryloth's feared heat storms. After surviving the battering winds and debris, they land in the cavern-city of Bashka and begin their search for Vhiin Thorla.

The trip from Cularin to Ryloth takes from one to two days (depending on hyperdrive quality). It is uneventful and the heroes can sleep, meditate, get acquainted, etc. Allow the players to describe their heroes to each other and interact with one another a bit if they do not know each other. (Allot 10 minutes or so for this, as there is a lot of scenario yet to come.)

When they arrive, read or paraphrase the following:

Before you, like a bleeding wound in the black of space, is the red planet of Ryloth. Half of the planet's surface is constantly baked by the system's sun while other half is frozen in darkness. Far below, in the land that occupies the area between – known as the twilight lands – is your destination, the cavern-city of Bashka.

There is little traffic visible around the planet as you begin your approach. You receive clearance to land, and, punching the coordinates in for Bashka, you dive for the red-brown surface.

As they descend into Ryloth's atmosphere, the heroes can detect other ships in the area. Most are either arriving or departing Ryloth; but a few appear to be "hanging around." These ships probably belong to either slavers or pirates, watching for an easy target. No one picks on the heroes' ship unless the heroes start

something first.

As they near Bashka, an enormous heat storm erupts around them. Before reading below, have any Force Sensitive hero make a DC 20 Wisdom check. Success means they feel a tinge of dread. Something bad is going to happen.

Without warning, your vision from the cockpit is obscured and the ship is tossed about like prey in a rancor's mouth as a heat storm forms around it.

Your sensors scream in overload at the amount of data suddenly pouring into them. Every light on your controls panel is alive, trying to get some panicked message to you.

The controls of your ship fight you as the sheer force of the wind outside threatens to toss the vessel into ground or mountain. Debris ripped from Ryloth's surface pelts your ship mercilessly, adding to the danger from the winds.

The hero flying the ship needs to roll a Pilot check, DC 20/25/30. Failure indicates that the winds are driving the ship to the rocky surface of Ryloth. A second hero may serve as co-pilot and, with a successful DC 10 Pilot check, provide a +2 circumstance bonus to the pilot.

Other heroes in the ship need to make a successful Reflex save, DC 12/18/24. Failure means they have been thrown to the floorplates, and suffer 1d4 vitality damage. If successful, the hero is able to grab onto something before being pitched around. (Any hero who states they are belted into a seat prior to the storm beginning – without prompting from you – does not need to make a save.)

If the first Pilot check fails, then allow a second one after some dramatic description of the ship tossed violently toward the mountains. Feel free to modify the skill check DC to make it possible for the pilot to make the second check, after appropriate edge-of-the-seat tension. With a success, the pilot(s) manages to regain control just before the ship slams into the surface (be dramatic). The point here is to create a very tense, dramatic moment for the heroes, not kill them. This is their first introduction to the savage nature of Ryloth. If the unfortunate pilot rolls a 1, they may be walking to Bashka. No damage is listed for the crash because this is not a place where the heroes should be damaged or killed. Their adventure is just beginning.

Bashka is carved into a mountain. Access into and out of it is limited. Starships enter through a constructed corridor. A large, heavy blast door seals the interior from the ravages outside.

You approach Bashka slowly. The beating your ship took is still apparent in the number of yellow and red

warning lights still blinking.

The city-cavern is inside of a mountain a few kilometers inside the “twilight” lands of Ryloth. The dim, eerie red light makes lends a surreal bent to your travel, as though your ship is swimming through a sea of blood. Approximately three kilometers from the entrance, you notice strobe lights marking the entrance to Bashka.

At one kilometer, your comm panel comes to life. “Approaching vessel,” states the Twi’lek accented voice,” what is your business?”

Any answer will do. The flight control and customs beings are just trying to gauge how much they can take the heroes for. If the heroes are honest, the landing fees fall in the neighborhood of 1,000 dataries. This is negotiable. We do want the “talkers” of the party to have an opportunity to shine. If they lie or are too vague (GM’s call), reduce the starting price to about 500 dataries. Again, negotiations are accepted.

Once they’ve negotiated their landing fee, the massive door splits open for the ship to enter. The corridor is more than wide enough for their small ship, as anything up to a CEC Action-IV can maneuver here.

The door immediately begins to close behind them as soon as the heroes have passed through. Military-minded heroes may note the thickness of the doors should provide protection against the strongest of starship weapons, including proton torpedoes. This is excellent at keeping things out – and in.

There are two more sets of doors to pass through before arriving in the main cavern. The portion closest to the entry corridor is the designated landing area for Bashka. This area is about 80% filled right now. The heroes are instructed to land in the midst of a number of light freighters.

As you pass through the last set of doors, the city-cavern of Bashka comes into view. Checking your sensors, you see that the main portion of the cavern is almost 4 km in length and about 3 km wide. Scans reveal an extensive network of smaller caves and tunnels exiting the cavern. Impressive – very impressive, indeed.

You set your ship down as instructed by landing control and wait for your customs official to come aboard.

Bashka is filled with activity in Bashka. Numerous beings of all manner species wander around the cavern. Most look like they probably belong to the seedier portion of galactic society. Several groups of armed and armored Twi’leks can be spotted on patrol. They are all armed with full-size heavy blaster rifles. A quick scan reveals that most of the beings in sight are packing heavy hardware.

About ten minutes passes before a group of six Twi’leks approaches the heroes’ ship. One, a blue skin, is dressed in well-fashioned robes made of a silk-like cloth. The others (a mixture of green and purple skin) wear more functional clothing and carry short blaster carbines. This is Deellsta Maroojj and his retinue. He is the most prominent of Bashka’s inspectors, and quite wealthy. He smiles a lot, unnerving many beings with his sharpened teeth. Deellsta expects to receive gifts worthy of his status, and gets very irritated if they do not live up to his standards.

A Note About Hero Twi’leks, Jedi and Bashka:

Many of the Twi’leks on Ryloth look down on those who have left their homeworld. Thus, hero Twi’leks may find it difficult to get any cooperation from the inhabitants of Ryloth. These problems could be as simple as glaring looks/stares and not speaking to name calling and denying service to the hero. This translates as a –5 penalty on any Charisma checks and Charisma-based skills used while in Bashka.

Jedi heroes are going to run into much of the same trouble if they can be easily spotted as Jedi (wearing Jedi robes and a lightsaber openly). Jedi Twi’leks are even more likely to suffer. The same penalty applies for Jedi as for Twi’lek heroes, and stacks for Twi’lek Jedi (-10 on those social checks).

An example of the above is the interaction with Deellsta Maroojj. He does not speak with a Twi’lek hero. Deellsta completely ignores them as if they are not there. Any attempt to force an interaction results in a 50% increase in fees.

You, the GM, should use this as a roleplaying opportunity. Please inform any players with Twi’lek heroes that this is a part of Twi’lek society. Feel out any players at your table whose heroes are Twi’leks. Base the degree of the shunning on what you think they can take and not get upset. Remember, above all, this is supposed to be fun!

If the heroes do not have the boarding ramp lowered by the time Deellsta arrives, he is scowling and irritated for the entire inspection. The heroes have to pay a hefty price to ensure their ship is adequately “protected.” If the players do not think of lowering the ramp prior to Deellsta’s arrival, give Twi’lek heroes raised on Ryloth, smugglers, or nobles, an Intelligence check, DC 12, to think of it. If no one thinks of this, or fails the Int check, Deellsta “suggests” that the heroes may want to pay for premium security services (500 dataries). There have been many thefts lately from ships, and the authorities are at a loss as to who the culprits are.

The ideal time for the heroes to present Deellsta with his gift is before he begins his inspection. The gift, along with any accolades the heroes wish to bestow upon him, goes far to endearing the heroes to

the Twi'lek. His disposition improves immediately upon opening the box and his inspection is mostly done at that point.

If the heroes wait until Deellsta has already begun the inspection, or till after he has finished, the Twi'lek is still overjoyed at his gift, but irritated the heroes let it drag out so far. He finds some miscellaneous charge of 200 dataries to hit the heroes with.

Once Deellsta has his gift and has finished the inspection, he answers questions for the heroes, for a price (no more than 100 dataries).

How do you get to the Fungus Pit? *(points) That end of the cavern. First tunnel. Can't miss it.*

What do you know about Cheib'Kalla? *He runs a good bar. Good drink. Good food. Excellent serving girls. Some of the best in Bashka. Very popular place.*

Great. But is he into, well ... you know? *What?*

Spice? *No. He is not a merchant.*

Slaves? *Hah. That one. Never. But they still try to buy his girls.*

Say, do you know of a "merchant"? *Of course. And for a modest fee I could put you in contact with them. (Devan's voice rings in their head at this point, reminding the hero of why they are here!)*

How about some guy named, ah, Vhiin Thorla? *No. Never heard of anyone by that name.*

Are you sure? *I am sure.*

So, other than the Fungus Pit, what else is popular around here? *(smiles) You are funny. This is not a tourist resort. We have many places that cater to many needs, if one knows where to look.*

What is Bashka's weapon policy? *To each his own. There are private guards patrolling and we hate open bloodshed. But you may carry whatever you wish.*

Answer any other questions appropriately. Deellsta really doesn't wish to talk any more. He wants to get back to his office and stare at the gems. As soon as possible, Deellsta leaves the heroes' ship behind.

The heroes are free to wander around the cavern if they wish. Being new meat, they are constantly watched and sized-up by others (mainly pirate-looking off-worlders). If the ship security fee was paid, the heroes have nothing to worry about concerning their ship's safety.

Once away from the landing area, the heroes can explore a bit. The rest of the caverns is occupied by a

large bazaar/market comprised of tents and fixed buildings. Vendors sell all sorts of stuff here. Food, drink, goods, weapons, and a couple even deal in spice and such.

Examples of some merchants:

Food vendors:

Aromas from the food vendors fill this area and many walk around with some sort of food in hand. Typical foods are fungus cooked in various fashions (fried, steamed, etc., and a popular food on Ryloth), nerf kabobs, and cooked tubers. Prices range from 1 to 5 dataries per bowl/plate.

Drinks are whatever doesn't have to be mixed. Ale, whiskey, and nerf milk are some examples. Prices are similar to the prices for food.

Clothing merchants:

Displaying the latest in Twi'lek fashion, these vendors sell off-the-rack merchandise. Various shapes and colors of robes are widely available. The quality of the material varies greatly, from very cheap to good and durable. A couple of vendors even have the skimpy clothing associated with Twi'lek dancers. Prices are anywhere from 2 dataries all the way up to hundreds of dataries.

Also, a number of nerf-hide goods are for sale (boots, gloves, belts, holsters, etc.). These goods run a bit higher, usually 15 to 100 dataries.

Weapon merchants:

Yes, there are a few of these. Ryloth is technically a member of the Republic, but it is so far out in the Outer Rim that the laws are loosely observed. Weapon sales are made out in the open, to whoever has the dataries. Heroes may purchase any legal weapons, per the LIVING FORCE Hero Creation Guidelines.

Some permit-only weapons can also be found for sale: heavy blaster pistols, blaster carbines and blaster rifles. (These are the generic versions found in the RCRB, not specific models from the *Arms and Equipment Guide*.) If any hero desires to purchase one of these weapons, they may do so (a total of one purchase per hero – certs are provided). The cost is double that listed in the RCRB. (The Clone Wars have driven up prices of military-grade hardware all across the galaxy.) Purchase of these items in no way confers a permit to legally carry it in Cularin.

Encounter 3: The Fungus Pit

Key idea of this encounter: The heroes find their way to the cantina known as the Fungus Pit. While chatting

with the owner, Cheib'Kalla, a group of slavers decides to get rowdy. The heroes must calm the situation and save their contact from becoming one of the slavers newest acquisitions.

The Fungus Pit is a bit off the beaten path in Bashka. It is also one of Bashka's more popular hangouts. The drinks are good, the info to be had is better, and the beauty and charm of the waitresses is the best. The owner is an older purple Twi'lek named Cheib'Kalla who tremendously dislikes slavers and the Twi'leks who help them out. He and his staff run a sort of "underground" organization to help Twi'leks escape the slavers' wrath.

Cheib'Kalla's staff consists mainly of Twi'lek females. He has hired what many consider to be the best looking females on the planet in hopes of saving them from ruthless slavers. The color range crosses the spectrum: red, blue, green, purple, orange and pale/white. Their beauty brings many into the cantina and their martial prowess sends many out with bruises. The waitresses are courteous as long as the patrons are, perhaps even a little flirty, as long as the line is not be crossed.

Cheib has a trio of burly Ojom bouncers that help to protect the Pit, himself, and the staff. (Ojom are the same species as Dexter Jettster in *Star Wars* Episode II: *Attack of the Clones*.) Cheib makes sure all three are present whenever a large number of slavers are in his establishment. The presence of their armored and armed figures is enough to deter most.

You push through the curtained entrance and step into the Fungus Pit. The large, cosily dim common room is mostly filled at this hour. Not spying any open seats at the packed bar, your group finds a small booth to one side of the room. Sliding in, you look around while waiting for a waitress to notice your arrival.

Lanitha, a red Twi'lek, approaches the group soon after their arrival. A smile on her lips, she asks each hero what she can get them. She does not offer – or give – her name but flirts innocently with any male hero.

Any drink the heroes can come up with is available here at the Pit (with the exception of the Double Dip Outer Rim Rumdrop, a specialty of Shayne Gerarre, the Cerean bartender at Spirited Spirits on Cularin). If Cheib doesn't know the recipe, he has an extensively programmed protocol droid that does. Also, the current bartender, a Kubaz named Fitre, has a broad knowledge of beverages and can probably come up with a few the heroes have never even dreamed of.

Lanitha is not the heroes' contact. The red Twi'lek reacts with pleasant ignorance to any questions about Vhiin Thorla or anyone who may know him. She

doesn't know the name, but tells the heroes she can ask Cheib if they want.

Cheib is not currently behind the bar. He is conducting a little private business in the back. Lanitha disappears once she delivers the heroes' drinks to them to go speak with Cheib.

Allow the heroes to meander a bit. There is much information and many rumors floating around the Pit right now. Feel free to spread the rumors below, as well as any you come up with.

- There is a group of Jedi that have splintered off from Coruscant. They are seeking a way to quickly end the war with the Separatists. Apparently, this group has found a cache of long lost Sith weapons that they feel can be used to defeat the Separatists armies.
- The Republic has decided Ryloth should be home to a new military facility.
- The Separatists are planning a takeover of Ryloth. The loss of Ryloth to the Republic would be staggering. In fact, Separatist spies are already on Ryloth! (Carefully eyeing any non-Twi'lek in the cantina, especially the newly arrived heroes.)
- Twi'lek senator Orn Free Taa is returning to Ryloth to unify the major cities and form a planetary defense force.
- A number of pirate and slaver bands are supplying the Separatists with free "labor" to help with their war effort.

As the heroes are finishing their drinks, Noric Gestal, a local slaver/pirate, decides that now is the time to settle an old score with Cheib. The Gotal slaver has tried and tried to get Cheib to sell some of his help to him (Knowledge (Alien species) DC 12 check to recognize Noric's species). The cantina owner always refuses.

Gestal's anger at being denied a nice profit from the Twi'leks working for Cheib has grown to where it is now uncontrollable. He and his crew currently in the Pit grab two of the girls and begin making their way out.

On the opposite side of the room, you see a fur-covered being with two horns grab one of the Fungus Pit's serving girls. She screams and tries to slip out of his grasp. A sharp punch silences her screams and ceases her struggles. He grows something to one of the other beings around him.

All noise in the cantina stops as the bouncers begin to make their way to the disruption. Stun batons hum in their hands.

A red blaster bolt strikes one in the back. Turning, you see a second group of beings entering the cantina from the other side.

The horned being shouts: "Grab as many as you

can. Cheib will pay dearly for denying me!"

The Fungus Pit breaks into a whirlwind of fighting. Noric has two-dozen of his slavers in the cantina, six with him and eighteen rushing in. They have no reservations about using deadly force. Their goal is to snatch and grab as many of the female Twi'lek servers as they can and scratch gravel.

The good news is the heroes do not have to fight these slavers alone. (Yes, they should get involved here. If nothing else, helping save Cheib's staff should ingratiate the cantina owner into aiding the heroes. Remind them of this if they decide to take a "wait and see" approach.) Many of the other patrons in the cantina like the place and Cheib's staff, so are inclined to help out. Others just like a good bar brawl.

There is no organization to this fight. It is total chaos in the Fungus Pit. Allow the heroes the chance to save a couple of Cheib's Twi'leks before they are pulled from the fight.

The slavers are working in groups of 3. One pirate snatches the serving girl while the other two provide cover. Their blasters are set kill, and vibrodaggers are used in melee.

Note the melee continues even if the heroes manage to bring Noric down. The fight has gotten too big for anyone to notice. There are simply too many beings here that want a good brawl and won't stop until they are dead or unconscious. (Only the slavers seem to be using deadly weapons, though.)

After the heroes have saved two Twi'leks, the lights blink four times, one long, two short, one long, and one of them gets a light tap on the shoulder. A green Twi'lek female stands there, motioning urgently for the heroes to follow her. She tells them that the bar is about to be gassed. Unless the heroes have a strong desire to be unconscious, they should follow her. Should the heroes decide to stay and find out what variety of stun gas is being used, that is their choice. It is a nasty green color that stinks like a wet bantha and tastes even worse. A successful Fort save DC 20 is required to avoid being knocked unconscious for 1d10 minutes.

The heroes make their way through the cantina to a back room. Have each make a couple of Strength or Dexterity checks to push/weave their way through the crowd.

You stumble into darkness and a door slides shut. A low intensity glowpanel activates, filling this small room with just enough light that you can see its occupants.

In front is the green Twi'lek who led you here. Her dark eyes look you each over. From behind her, a deep voice sounds from the darkness. "Thank you, friends. You have helped me immensely. I take the

safety of my charges seriously. "

A corpulent purple Twi'lek steps into the light. "I am Cheib'Kalla. How may I help you?"

What was all that out there? ***A Gotal slaver known as Noric Gestal and his crew. He constantly tries to buy the women I employ here. I deny him.***

Why? Surely the dataries would be great from such a deal! ***Hmmf. No doubt. But I do not contribute to the enslavement of my people.***

We are looking for someone. A Jedi known as Vhiin'Thorla. ***(Looks at the green female) Why do you seek this one? He has bothered no one.***

We are on a mission from Jedi Master Devan of the Almas Jedi Academy in the Cularin system. She is an old acquaintance and wishes us to deliver a message to him. ***I see. Yes, I do know Vhiin'Thorla. But I do not think he will want to meet with you, my friends. It is my understanding he is happy where he is now.***

Please. All we ask is the chance to speak with him. ***That is not for me to decide. You must understand the trust he has in me.***

Anyone paying attention may notice that Cheib's and the green Twi'lek's lekku are twitching wildly. The pair is "speaking" furiously to each other. A successful Spot check (DC 15/20/25) notices this. Any hero who understands Lekku understands the conversation.

Cheib and the female, Jacynith, are disagreeing about Cheib's reluctance. She feels the heroes are entitled to meet with Vhiin. It should be the Twi'lek Jedi's decision, not Cheib's, she tells him.

The green Twi'lek looks at you. A defiant stare at Cheib silences the cantina owner. "I will take you to Vhiin'Thorla, emissaries of the Jedi."

"Jacyn--," Cheib sputters.

"NO, Cheib'Kalla. This is MY decision. Or will you take away my freedom to make my own decisions, as Noric Gestal would do?"

A hurt look crosses Cheib's face. "Very well, Jacynith. If that is your wish, I will not stop you."

He looks at your group. "It is her decision and clearly the decision is made. Safe journey, my friends. May the Force protect you. Something will need to!"

Cheib and the rescued Twi'leks leave the room through a different door than one the heroes came through when they entered.

Jacynith motions for you to follow her. "Come, friends. We must gather our supplies for the

journey.”

Jacynith leads the heroes through a door and down a short corridor. Inside another room are packs and clothing. She grabs a set of clothing and starts putting it on over her outfit. Any hero scout recognizes them as protective garments. Her attitude towards the heroes is lighthearted and genuinely appreciative.

Um. Where are we going? *To see Vhiin’Thorla, silly. Now get dressed.*

Yeah, but why do we have to wear this stuff? *The badlands can be tough on your skin without protection. A sudden heat storm can clean the skin off your bones.*

Ah, the badlands? *Yes. We must walk to get to Vhiin. It is a short trip -- only two days.*

Why can’t we fly, or use a speeder? *Our departure would be noticed in a vehicle, and we don’t want that. There are many who do not like Vhiin’Thorla.*

Many of the slaver bands use sensors to scan for vessels traveling to remote areas. They ambush such vehicles after they have arrived and take the Twi’leks into slavery. It is very, very difficult to track someone on foot.

(Note: Jacynith refuses lead the heroes to Vhiin if they insist on using a ship. The above reasons should be enough to convince them. If not, they lose their only guide. Affect Mind does not work because she truly believes using a vehicle or ship would put her, the heroes and the enclave in danger.)

Who are you? *I am Jacynith, your guide. I often serve as a go-between for Cheib and Vhiin when there is need.*

How do you know Vhiin? *(Gives the hero a devastating smile) Intimately. Much better than he would like, I think.*

Why are you doing this? We could be slavers, you know. *I do not think so. You came to the aid of my friends. Many out there just fought because they hated Noric, or just because they wanted to fight, but you fought to help. Besides, there is something different about you. Call it a hunch.*

Once the heroes have finished questioning Jacynith, she wraps her head and dons a set of goggles. A short jaunt brings them to a thick blast door. She punches a code into a panel and the door creaks open. Jacynith steps out into the wilds of Ryloth and waits for the heroes to join her.

The clothing supplied to the heroes gives protection equivalent to an all-temperature cloak (page 140, RCRB). There is also a pack containing supplies similar to a field pack (page 141, RCRB).

Encounter 4: Into the Barrens

Key ideas of this encounter: The heroes make their way into the badlands of Ryloth with their guide Jacynith. While no slavers or pirates appear to be following them, the heroes must deal with several natural obstacles.

This encounter is fairly free form. It can be as long or as short as you like (based upon the time you have in the slot). The idea is to allow the heroes to experience a bit of Ryloth’s treacherous environment firsthand.

Several different possible events are presented below. Try to run at least a couple of them. If the heroes have no scout in the party, then you might want to simply describe their journey as vibrantly as you can.

Ryloth is a cruel world. One half of the planet is constantly baked in the heat of Ryloth’s sun, while the other is eternally dark due to lack of exposure to sunlight. The dark side only remains habitable because of the heat storms that sweep across it.

In between the two “sides” are the twilight lands. These zones are a mixture of each side. They have some light and are much cooler than the baked side, but still suffer the ravages of the heat storms.

A number of Twi’lek cities are found in the twilight lands, buried deep in the ground, or inside mountains. Bashka is but one of these cities.

The heroes’ journey takes them to the edge of the badlands (the area of the planet constantly exposed to the sun). Vhiin’Thorla has decided that fewer beings are likely to come looking for him there.

An irregular warm breeze blows through the area. The ground varies from rocky to fine sand. The light here is eerie. It is a spooky red glow that creates just as many shadows as it hides. Establish this very alien environment for the players. Immerse them in it. Their heroes have not experienced any like this in LIVING FORCE so far, and we rely upon you to make it as vivid as possible.

If asked, Jacynith tells the heroes that there are several waypoints to rest in along the journey. They are camouflaged in the terrain and very, very difficult to spot.

Below are several environmental encounters you can run to make things interesting. You do not have to use all of them. Pick a couple and go with them.

Heat Storm: As Jacynith and the heroes are passing through a canyon the air suddenly begins to heat. A heat storm is boiling through the canyon towards the group. They have one round to react.

There is cover available if they don't get lost in the blinding storm approaching. A successful DC 12/18/24 Spot check locates suitable shelter to wait out the storm.

Those who fail are caught in the storm for at least one round. Searing hot air and flying debris mark the heat storm's arrival. Each hero takes 1d6/2d6/3d6 damage (Reflex save versus DC 15/20/25 for half) from the debris. Also, vision is decreased dramatically. The Spot check to locate a sheltered area becomes DC 16/22/28.

If no one locates any shelter, each hero must make another Reflex save (DC as above) plus a Fortitude save DC 11/15/19 to avoid 1d4 damage from the extreme heat. The Spot check remains DC 16/22/28.

The heat storm is fleeting and only lasts for 5 rounds.

Sandtrap: As the heroes are passing over sandy ground, part of it collapses. Randomly determine one hero to get caught by the "quicksand." That hero must make a Reflex save versus DC 14/18/22 to avoid being trapped in a quicksand sink. The hero's companions may pull him out with a Strength check against a DC of 14/20/26.

The entrapped hero has 4 rounds before he is sucked beneath the surface of the sand. If he is not freed before this time, use the standard suffocation rules presented on page 287 of the RCRB.

His friends may continue to attempt a rescue. This is meant to be an adrenaline-inspiring encounter, but not intended to be lethal. Don't allow bad dice rolls to kill a character, and do allow a reasonable plan to succeed.

Weakened Bridge: The heroes are crossing a rock bridge over a deep ravine, with Jacynith in the lead. Time and heat storms have weakened this two-meter wide bridge. When Jacynith reaches the middle, it gives way. She manages to get a meager hold on the edge but quickly begins to lose her grip.

The heroes have one round to react and save their Twi'lek guide. If they fail, she plunges 20 meters to the bottom (5d6 vitality damage – she has enough script immunity that she makes her Reflex save DC 15).

Avalanche: A heat storm passed through this canyon not long ago, loosening a pile of rocks. Coincidentally, they tumble down just as the heroes pass.

Each hero needs to make a Reflex save, DC 15/20/25. Any hero not making their save suffers 3d6 vitality damage. A successful save reduces the damage

by half.

Use this time to get the players into the feel of Ryloth. Describe the scenery: barren, red rock and sand; jutting rock; harsh and angry terrain. The only visible plant life is a dark fungus that grows in areas sheltered by rock. As the heroes climb a trail, let them watch a ravaging heat storm scour the surface and lower atmosphere several kilometers away.

Their camping areas are simple caves that protect from the environment and slaver detection. They are not comfortable but serve the purpose of mere shelter.

Encounter 5: The Enclave

Key idea of this encounter: The heroes arrive at Vhiin Thorla's secluded retreat and find much more than just the reclusive Jedi Master. Vhiin has rescued a number of Twi'leks from various slavers' clutches, and he is none too happy about strangers being brought here.

After walking for two days, Jacynith and the heroes finally arrive at their destination.

The hot winds picked up as you passed into the boundaries of the badlands. The light here is far stronger. So are the storms. This is indeed an ideal place to hide from civilization. No one in their right mind would reside here.

Jacynith leads you into a small cave that dead-ends. She stands before the back wall and speaks softly into a comlink.

Moments later the "wall" rolls open, revealing a much larger room. Facing you is a group of Twi'leks. Their age and coloration vary greatly and they watch your group intently as you step into the room.

A male Twi'lek stands at front of the group. He is just above average height for a Twi'lek and has green-hued skin. His dark eyes look into each of you and his right hand brushes the lightsaber hilt hanging from his belt.

The green Twi'lek is Master Vhiin'Thorla. He is displeased that Jacynith brought anyone here without his approval.

"Jacynith, you should not have brought them here without my permission. You put us all at risk."

"The risk is worthy, Vhiin. They come from Master Devan, and from the way you've spoken of her I know you will want to hear them."

Master Thorla mostly ignores the heroes. Any Padawan or Knight trying to explain is curtly asked to be silent, while others are "politely" told this is not their affair. Jacynith believes that Vhiin has hidden here

long enough; his guilt is his jailer. She feels it has caused him to lose sight of his goals and the Force. While she may not say so in so many words, she does try to persuade him to at least give the heroes a hearing. Be creative, and don't spend *too* long talking to yourself.

Vhiin, unmoved by Jacynith's arguments, simply looks at her, then the heroes, and walks away.

Jacynith turns to you with a look of exasperation.
"Let me speak with my brother privately. He's always been stubborn -- it's not always a virtue. Spend some time circulating around the enclave and meet the residents. I'll find you later."

If the heroes insist on going with her, Jacynith assures them that now is not the time for them to speak with Vhiin and then hurries off after him.

The enclave is a collection of rescued outcasts and former slaves. Vhiin has done what he could over the past year and helped to save many of these beings. They decided remain here and have established a community. It is amazingly crude by most standards, but has facilities to provide for all the inhabitants necessities.

A large part of the enclave is formed of natural caverns and caves. Lighting is provided by a number of fusion lamps and generator-powered glowpanels. Some areas were obviously crafted. Careful examination of these locations reveals scorch marks that only a lightsaber could leave.

The enclave is spread out through the caves so that each of the residents has space to be comfortable. There are a couple of large caverns that seem to be the focal points for gatherings.

While most of the inhabitants keep an eye on the heroes, they are treated with kindness and respect so long as they do nothing to lose that regard. Jedi heroes are treated with near-reverence (again, unless they do something to change the opinion of the residents).

There are just over two score residents in the enclave. A few of the more interesting inhabitants are noted below. The heroes should find their way to meeting several of them. It allows the heroes to learn about the enclave and Master Thorla.

Jebbiz'Foreanda: A pale, elderly Twi'lek, Jebbiz was once a member of Bashka's ruling council. Like his fellow council members, Jebbiz was forced into the badlands when one of them died. (This is a Twi'lek custom.) Vhiin'Thorla found him and brought him to the enclave, where he has remained.

Jebbiz is a charismatic Twi'lek who loves to talk. He soaks up stories of what is going on outside of the enclave and Ryloth. As long as a hero provides an ear, Jebbiz will talk into it.

His opinion of Vhiin is very high. The Jedi did save his life, after all. Jebbiz feels that the members of the enclave need Vhiin and Vhiin needs them. The only thing that confuses the old Twi'lek is that Vhiin seems to have no desire to lead or rule these beings. As a lifelong politician he can't grasp that Vhiin might lack an ambition for power.

Lumia'Silbossa: A purple Twi'lek, Lumia is the resident healer for the enclave. She is a motherly type who dotes on her charges (the entire enclave) as if they were her own children.

Lumia detects as Force sensitive if See Force is used on her (DC 24; she has 1 character level of Force Adept). She has great wisdom in her dark eyes.

Lumia wanders around the enclave, tending to hurts and such. Each individual she treats gets a pat on the head as she leaves. No one questions her remedies or advice.

The Twi'lek healer is more than glad to speak with the heroes. If any are hurt, she tends to their injuries as they speak. Make sure an injured hero understands that Lumia's offer to help them is not open to discussion. She is determined to look after them.

Lumia loves Vhiin if he were her own son. She does not wish to speak of how she came to be here, but – from the look in her eyes – life before was not pleasant. Lumia tells the heroes that all who reside here are free to leave at any time. Vhiin has never demanded anyone stay, but those that do stay are expected to help out.

Jarrti'Klomas: A young blue Twi'lek with a militant bent and a blaster carbine. Jarrti heads the enclave's fledgling defense force. He feels Vhiin should be more aggressive in dealing with the slavers. If more Twi'leks were freed from their grasp, then they could fight the slavers and rid Ryloth of their shadow.

Jarrti thinks that Vhiin is extremely grateful for the Twi'lek Jedi rescuing him from slavers, but more needs to be done. Vhiin is too good-natured to do it, in Jarrti's not even remotely humble opinion. He'd think that they unmanned him at that Jedi Academy, except that Vhiin has proven that he can fight when he needs to. Jarrti ruefully admits that Vhiin has handed him his lekku more than once in sparring. It's fairly clear that Vhiin has been helping to channel the boy's energy into defending the enclave rather than waging a war on the slavers that would only get him (and his supporters) killed.

Jarrti seeks out heroes who look like soldiers or at least like they can hold their own in a fight to try and get their support. He stays away from Jedi heroes.

Fend'Allomin: Fend would have been a slave had Vhiin not saved him. The pale Twi'lek has no set

“duty” or specialty. He helps everyone the best he can, though he prefers to cook. He’s good-natured and friendly, but there is a haunted look in the Twi’lek’s eyes. He knows what horror awaited him and other would-be-slaves.

Dath, Tror, and Meeva: Three Twi’lek children that Vhiin rescued. They are around four standard years old and view the heroes as curiosities. The trio is “bestest” of friends and is always found together. They barrage the heroes with questions about anything and everything.

The above are just a few of the personalities present in the enclave. Feel free to add more if you think it necessary. Below are some nuggets of information that the heroes can learn by talking with the residents. Spread them around the various NPCs.

- Master Thorla has not sought to be the leader. In fact, it seems to pain them whenever he is referred to in that manner.
- Any resident of the enclave is free to leave at any time. Vhiin forces no one to come here or stay here.
- Vhiin is highly regarded by the residents. No one has ever left, or has really considered leaving.
- Jacynith is Vhiin’s sister. She tracked him down when he returned to Ryloth (since, of course, he was taken to the Jedi Temple on Coruscant when he was a baby.) She comes to visit every few weeks, never staying more than a day or so.
- There is a small group of Twi’leks, led by Jarri’Klomas, who want to begin organizing offensive strikes against the slaver bands. Only Vhiin’s opposition to their stance has stopped them this far.
- Vhiin lost his Padawan just before arriving on Ryloth. He seems to blame himself for the young Jedi’s death. It is one reason he is so protective of the enclave’s inhabitants.
- Master Thorla took on a Padawan Learner several months ago. The boy is a young red Twi’lek, Dorv’Tilsta. The Twi’lek has just reached his fifth birthday. Dorv is enthusiastic about becoming a Jedi. (Indeed, the heroes may catch a glimpse of a young, red Twi’lek male watching them shyly. His clothes are fashioned in the Jedi style. Dorv does not speak to any of the heroes and runs away if they approach him.)
- Jebbiz and Lumia are the first Twi’leks Vhiin saved, and the two original inhabitants of the enclave. They have been here just over a year.
- The inhabitants get their necessities by either growing or producing them, or what Jacynith can

sneaks in.

After the heroes have had the chance to speak with some of the residents, Jacynith finds them.

“Hello, my friends. I have managed to convince Vhiin to listen to you. He has had a dinner prepared. If you will please come with me?”

Jacynith leads the heroes through several tunnels and rooms. She stops in a large room with a table in the middle.

The soft glow of fusion lamps illuminates this room. A table carved from rock occupies most of the floorspace. Seated at one end of the table is the same green Twi’lek you encountered upon entering the enclave. Seated at his right is a Twi’lek boy of about 5 years, dressed in the same brown robes as the older Twi’lek.

“Please, have a seat.” Jedi Master Vhiin Thorla motions for you to join him at the table. Eyeing his sister, he adds: “Jacynith thinks we have something important to talk about.”

The table is laid out with typical Twi’lek foods. Fungus prepared in a variety of ways is present in force. The main dish has some sort of meat in it (a local variety of nerf).

After everyone has gotten started, Vhiin asks why the heroes are here. Allow them to make their arguments here. It is a place for the noble, the diplomat, the Jedi and even the scoundrel to shine. Vhiin listens to them all with patience. At the end, though, he shakes his head regretfully.

“I am sorry, but I have no wish to leave this place. I have found purpose here, and these people need my help. I regret that you have come so far for nothing, but I cannot agree to your request. To do so would mean ...”

From some other point in the enclave, a low rumble is both heard and felt. All the heroes immediately recognize it as a large explosion. Vhiin knows what it is as well. He leaps to his feet, lightsaber in hand.

“Slavers. I fear you have led them here. Intentional or not, you have brought them here and put my people in danger. I shall find their leader and deal with him. Please, help protect my friends -- stop the slavers from taking them.”

Looking back at the young red Twi’lek, Vhiin adds, “Dorv, stay here. Do not leave this room.”

With that, Vhiin sprints down the corridor and out of

sight. Proceed to Encounter 6. Heroes being heroes, they may want to go with him – he quite urgently wants them to help protect the residents. He estimates that the main force is going to try to take the refugees while he's occupied, and he needs everyone who can to help stop them.

Encounter 6: Slavers

Key ideas of this encounter: A group of slavers has tracked Jacynith and the heroes to the enclave. Arriving en masse, the slavers launch an attack designed to deal with Vhiin and his little group once and for all. The heroes must help Master Thorla repel the attack.

Someone in the Fungus Pit slapped a small beacon on Jacynith during the brawl. The device's signal was broken up by the heat storm, and then reacquired. The individual trailing them was very good and stayed far enough back to elude discovery (out of visual range). Once he found their destination, the shadow withdrew and sent a comm message to his employer, one of several slaver groups.

The response was to mount an immediate attack. Vhiin has been a thorn in the slavers' side for quite a while now. They all want him dead.

Use Player Handout #1 – the map of the enclave – to help you. This encounter does not need to happen in any certain order. Vhiin has charged the heroes with helping to defend the enclave residents while he seeks their leader. The Twi'lek Jedi does not want, and does not allow, any heroes to accompany him. He feels the heroes are responsible for the slavers being here and just wants his charges saved.

You may run this as various encounters with slaver groups attacking the Twi'leks, or organize them a bit. Everything should happen as running battles. A new bit of trouble pops up as one situation is taken care of. Remember the power of the stun grenade, both for the bad guys and for the heroes.

You decide exactly what is happening between the enclave residents and slavers when the heroes enter the picture. A few ideas are listed below.

- A group of Twi'lek children and their guardian are struggling against some slavers. The children shriek in terror as the slavers beat their keeper.
- A small pocket of Twi'leks attempt to fight off the slavers. The residents are outnumbered and outskilled.
- If the heroes return to the complex entrance, they find the entry door/stone gone. Blackened rock suggests that the explosion they heard destroyed it.

Chunks of debris are everywhere. Slavers enter through here, thirsty for some violence.

- Vhiin ordered Dorv to stay behind where it is safe. Of course, the little Twi'lek Padawan didn't listen. A trio of slavers has found Dorv. The heroes happen upon them as one of the slavers hits the boy with a stun baton.

Feel free to come up with your own situations. Use anywhere between three and five of these encounters. The number of slavers appearing depends on the make-up and strength of the party. An even match is fine, but do not overpower them.

Let the success of the heroes against the slavers determine how the battle is swinging in the rest of the enclave.

The encounter ends with Vhiin striking down the leader, a Duros. The remaining slavers try to escape after that. Try to keep Vhiin and the Duros out of sight for the majority of the encounter – this is about the heroes, not the NPCs, and the spotlight should belong to the heroes. To ensure that the Duros stays out of fights with the heroes, we've declined to do statistics for him. Consider him a reasonably even match for Vhiin.

Encounter 7: Decisions

Key ideas of this encounter: The heroes attempt to convince Master Thorla to come with them to Cularin. But he and his charges are doubtful this is a good idea. The heroes are faced with a difficult decision to make.

As the battle with the slavers ends, the heroes are able to look at the terror and violence that they bring to Ryloth. There are many wounded from the fight. Lumia is overwhelmed with Twi'leks to examine and treat. Any hero who offers to assist her gets a couple of small jars of t'pala paste and instructions on using it. (T'pala is ryll spice and chuba fungus mixed to form a paste. It is effective to help heal wounds, and for treating poisons and disease. The paste is used instead of medpacs, which are virtually nonexistent out here.) Lumia turns them loose to treat the wounded. Have the hero(es) make a few Treat Injury, Heal Another, etc., checks. Vary the DCs based on the hero's ability. They are here to help, not hurt.

Other heroes can help clean up and secure the area. Vhiin has a few of the residents moving dead slavers out of the enclave and into their main ship – a beat-up Corellian space cruiser. He does assign some beings (perhaps even the heroes) to stripping the ship of supplies such as food, medicine, power cells, etc. If any of the heroes are able to program a starship flight

computer, Vhiin asks them to set it to fly towards a distant area of Ryloth and crash. If they inspect the ship's computer, they locate the tracking device planted on Jacynith. If told, she is utterly devastated that she was responsible for the enclave being discovered.

During this time, illustrate to the heroes how much Vhiin cares for the other Twi'leks at the enclave. He moves among them, reassuring them, healing them, soothing them. Calm follows in his wake.

It should be clear to the heroes that Vhiin is doing a lot of good here -- probably more good than he could do on Almas. For the heroes, this may be a moral quandary. Their assignment is to bring him back to Almas, but they should begin to doubt whether that is the best thing to do.

If the heroes have not already begun to talk about this on their own, Lumia approaches the party and mentions it to them. She looks over as the Twi'lek Jedi cares for one of his injured charges to emphasize the point: *"He's better off saving lives here than training soldiers elsewhere."* Once Lumia has planted this thought, she hands each hero a small jar of t'pala paste and moves away to treat other wounded - and to give the heroes privacy.

Sit back and let the heroes/players debate. This should be a moral dilemma for them. Do keep an eye on the time, though, and try not to let the ending become an anti-climax.

Should the heroes decide that they still want to convince Master Thorla to come to Almas, let them attempt it. Unfortunately, after the slaver attack, Vhiin fears that others may know of this location now and he needs to get the residents moved to an alternate location.

Vhiin graciously thanks them for their help, but replies that he cannot leave Ryloth right now. He hopes they understand and asks they pass his this on to Master Devan.

If the heroes were persuasive in their arguments for Vhiin to accompany them back to Almas, but understanding when he declined, the Jedi Master agrees to visit the Almas academy once he has found a new location for the enclave and gotten them settled. Do not feel as if you have to do this, but use it as a reward for good roleplaying.

If the heroes decide not to ask Vhiin to return with them, he smiles and thanks them for understanding. Vhiin knows he has much work to do, and feels this is the right place for him to be.

The heroes are able to get back to Bashka and their ship without anything else happening. The trip back to Cularin is uneventful.

Conclusion

Upon their return to the Almas Academy, the heroes report to Master Devan. She listens intently to their tale, watching each hero with thoughtful lightsaber blue eyes. She is regretful that Vhiin would not return with them, but pleased if the heroes secured Vhiin's promise to visit. Any heroes who requested pay at the beginning receive the promised 1,000 credits. Non-Jedi heroes who did not request pay are given 1,500 credits with a smile and the comment that good work performed without expectation of payment deserves a reward.

Read or paraphrase the following:

"On behalf of Master Lanius and the Academy, I thank you. You performed a difficult task and had a hard decision to make, as did Vhiin. While his choice may be the right one for him, and his people, I worry for Cularin."

She smiles warmly at you. "Knowing there are heroes like yourselves here, though, gives me hope for a brighter future. May the Force Be With You".

Here Ends Twi'light Storm

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:

Did the heroes help save the enclave's residents? If so, each hero who survived receives 350 xp.

Adventure Experience:	350 xp
Roleplaying Experience:	0-300 xp

Total Possible Experience:	650 xp
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If the heroes did not complete the scenario because of time constraints, but were “on the right track,” you may award ½ adventure experience. If the heroes succeeded in getting to the enclave, award them ¾ adventure experience.

Loot Summary

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

Encounter 2

Various restricted weapons from arms merchants (heavy blaster pistol, blaster carbine, or blaster rifle). One per hero (certified). Remember that the cost is 1.5 times the cost in the book.

Encounter 4: Into the Barrens

Desert Survival Aptitude (one per hero): The hero named above has survived a lengthy trek through the harsh desert of the Ryloth Barrens. As a result, the hero gains a +3 aptitude bonus to Survival checks made while in a desert. This bonus does not apply to tracking checks.

Encounter 7: Decisions

Jar of T'Pala Paste (one per hero): The hero named above has been given a small jar of t'pala healing paste. This mixture of ryll spice and chuba fungus results in a very efficient and useful paste for treating injuries of various sorts. Each application provides a +10 equipment bonus to a Treat Injury check for one of the following conditions: treat disease or treat poison. T'pala paste can also be used on a wound instead of a medpac, to help restore lost wound points. With a successful DC 15 Treat Injury check, 4 wound points are restored with each application (no more than one per 24 hour period).

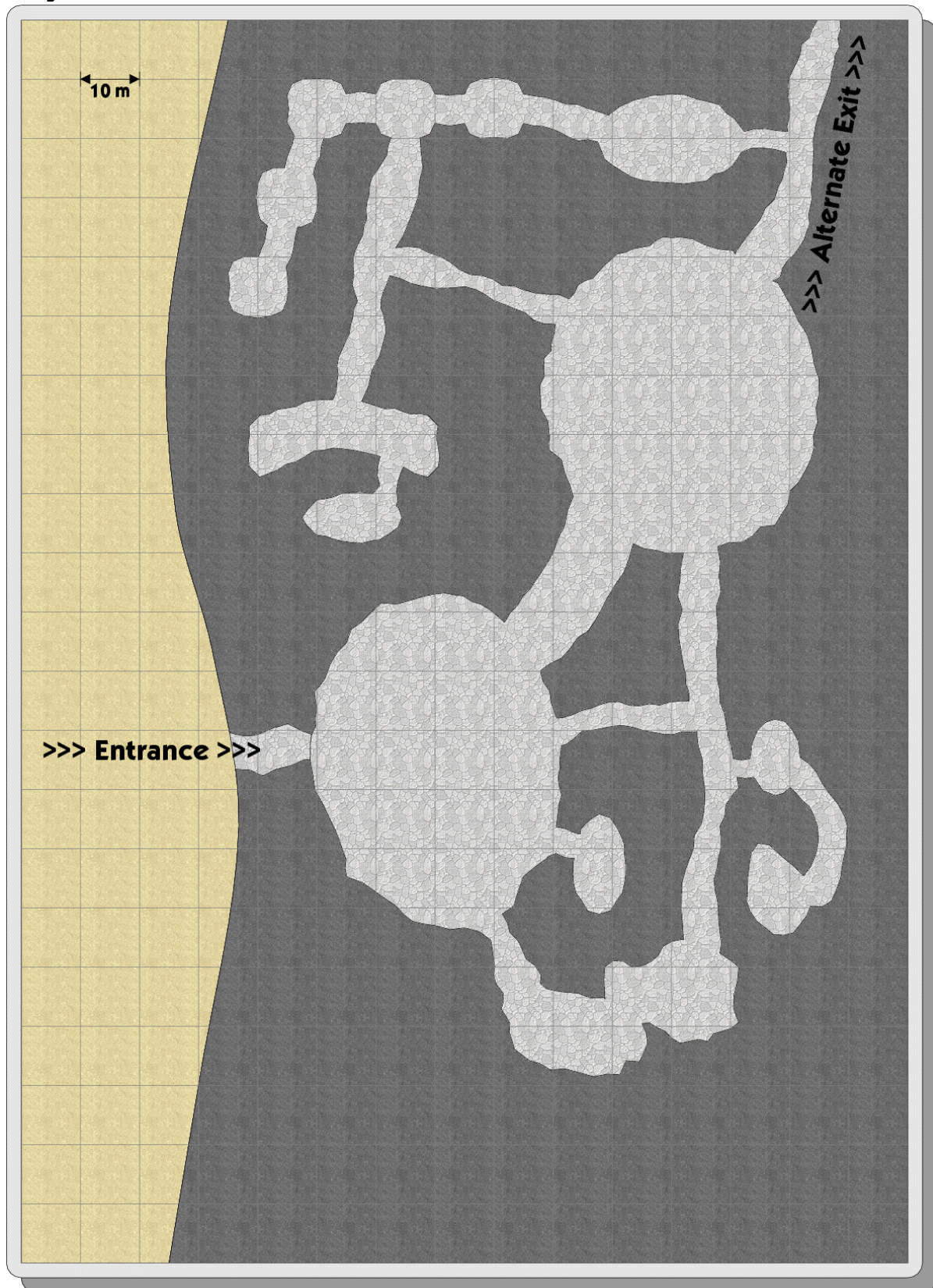
T'pala paste may not be used with a medpac, only in lieu of one.

The jar of t'pala paste has three applications. Mark off one box upon using an application.

Conclusion:

- 1000 credits to each non-Jedi hero who requested payment before agreeing to the request.
- 2000 credits to each non-Jedi hero who took on the assignment without requesting pay.
- Jedi are not offered any payment, do not receive any payment and should not expect any.

Player Handout #1 – The Enclave



GM Aid #1: NPC Stats

Encounter 1: A Friend's Request

Master Devan: Human Female Jedi Consular 14/Jedi Master 2; IM +5; Def 25 (29 with lightsaber ignited); Spd 10m; VP/WP 112/12; Atk +19/+14/+9 melee (5d8-1, lightsaber*), +17/+12/+7 ranged (3d8 or stun DC 15, heavy blaster pistol); SQ Jedi Knight, Healing, Deflect (attack +3, defense +2, extended), Force Secret (Battlemind +1); SV Fort +12, Ref +12, Will +12; SZ M; FP 9; DSP 0; Rep +5; Str 8, Dex 20, Con 12, Int 16, Wis 12, Cha 14.

Equipment: Jedi robes, lightsaber* (teal blade), heavy blaster pistol with Republic military permit.

Skills: Bluff +8, Computer Use +7, Craft (lightsaber) +5, Diplomacy +11, Intimidate +9, Knowledge (Jedi Lore) +9, Sense Motive +16, Treat Injury +9, Tumble +20; Read/Write Basic, Speak Basic, Speak Dosh, Speak Huttese, Speak Ryl, Understand Shyriiwook.

Force Skills: Affect Mind +20, Battlemind +9, Empathy +14, Enhance Ability +22, Force Defense +10, Friendship +7, Heal Another +17, Heal Self +15, Move Object +18, See Force +14,.

Feats: Combat Expertise, Exotic Weapon Proficiency (Lightsaber), Force Sensitive, Heroic Surge (4/day), Skill Emphasis (Affect Mind), Skill Emphasis (Enhance Ability), Skill Emphasis (Sense Motive), Weapon Finesse (Lightsaber), Weapon Focus (Lightsaber), Weapon Group Proficiency (blaster pistols, simple weapons).

Force Feats: Alter, Burst of Speed, Compassion, Control, Dissipate Energy, Knight Defense, Lightsaber Defense, Sense.

Encounter 3: The Fungus Pit

Cheib'Kalla, Owner of the Fungus Pit: Male Twi'lek (Purple) Fringer 2/Scoundrel 4/Noble 2; IM +0; Def 14 (+4 class); Spd 10m; VP/WP 48/12; Atk +6 melee (stun DC 15, stun baton) or +5 ranged (3d4 or stun DC 10, hold-out blaster); SQ Low-light vision, +1 species bonus on Fort saves, Barter, Illicit barter, Lucky (1/day), Precise attack +1, Favor +1, Inspire confidence; SV Fort +6, Ref +8, Will +7; SZ M; FP 3; DSP 1; Rep +5; Str 12, Dex 10, Con 12, Int 16, Wis 12, Cha 16.

Equipment: Hold-out blaster, stun baton, The Fungus Pit.

Skills: Appraise +8, Bluff +15, Computer Use +5, Diplomacy +14, Gamble +9, Gather Information +13, Knowledge (Ryloth) +8, Knowledge (streetwise) +13, Listen +10, Pilot +2, Profession (cantina owner) +9, Sense Motive +9, Spot +11, Survival +5; Read/Write Basic, Read/Write Huttese, Read/Write Ryl, Speak Basic, Speak Duros, Speak

Huttese, Speak Lekku, Speak Ojom, Speak Ryl.

Feats: Alertness, Fame, Iron Will, Skill Emphasis (Bluff), Trustworthy, Weapon Group Proficiency (blaster pistols, primitive weapons, simple weapons).

Dovoul, Jebbis, Gatwer – Fungus Pit Bouncers:

Male Ojom Soldiers 6; IM +0; Def 17 (+5 class, +2 feat); Spd 10m; VP/WP 62/14; Atk +9/+4 melee (2d4+3, crit 19-20, unarmed), +9/+4 melee (stun DC 15, stun baton) or +6 ranged (3d6 or stun DC 12, blaster pistol); SQ +2 species bonus to cold-weather Survival checks, DR 2 (armor); SV Fort +7, Ref +2, Will +2; SZ M; FP 1; DSP 0; Rep +2; Str 16, Dex 10, Con 14, Int 12, Wis 10, Cha 12.

Equipment: Stun baton, padded flight suit.

Skills: Intimidate +10, Knowledge (close-quarters tactics) +8, Profession (Fungus Pit bouncer) +10, Spot +4, Treat Injury +7; Read/Write Basic, Read/Write Ojom, Speak Basic, Speak Huttese, Speak Ojom, Speak Ryl, Understand Lekku.

Feats: Armor Proficiency (light), Cleave, Defensive Martial Arts, Great Cleave, Martial Arts, Heroic Surge (2/day), Improved Martial Arts, Power Attack, Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Fungus Pit Waitresses: Female Twi'lek

Scoundrels 2; IM +2 (Dex); Def 14 (+2 class, +2 Dex); Spd 10m; VP/WP 12/12; Atk +1 melee (1d4, crit 20, unarmed) or +3 ranged (3d4 or stun DC 10, hold-out blaster); SQ Low-light vision, +1 species bonus on Fort saves, Illicit barter, Lucky (1/day); SV Fort +2, Ref +4, Will +1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 14, Con 12, Int 12, Wis 12, Cha 16.

Equipment: Hold-out blaster.

Skills: Bluff +8, Escape Artist +6, Gamble +6, Gather Information +8, Knowledge (Ryloth) +5, Knowledge (streetwise) +5, Listen +6, Search +5, Sleight of Hand +7, Spot +5; Read/Write Basic, Read/Write Ryl, Speak Basic, Speak Lekku, Speak Ojom, Speak Ryl.

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

Low Tier (average Hero level 1-3)

Slavers: Various Thug 1; IM +1 (Dex); Def 12 (+1 class, +1 Dex); Spd 10m; VP/WP -17; Atk +3 melee (stun DC 15, stun baton), +3 melee (2d4+2, vibrodagger) or +2 ranged (3d8 or stun DC 15, crit 19-20, blaster carbine); SQ none; SV Fort +4, Ref +1, Will +1; SZ M; FP 0; DSP 2; Rep +0; Str 14, Dex 12,

Con 14, Int 12, Wis 12, Cha 12.

Equipment: Stun baton, vibrodagger, blaster carbine.

Skills: Intimidate +5, Profession (slaver) +5, Spot +3.

Feats: Toughness, Weapon Group Proficiency (blaster rifles, simple weapons, vibro weapons).

Noric Gestal, Slaver Leader: Male Gotal Soldier 1/Scoundrel 2; IM +1 (Dex); Def 14 (+3 class, +1 Dex); Spd 10m; VP/WP 24/14; Atk +4 melee (stun DC 15, stun baton), +4 melee (1d4+2, crit 20, unarmed) or +3 ranged (3d6 or stun DC 12, blaster pistol); SQ Energy reading, Illicit barter, Lucky (1/day); SV Fort +4, Ref +4, Will +0; SZ M; FP 1; DSP 3; Rep +0; Str 15, Dex 12, Con 14, Int 10, Wis 10, Cha 12.

Equipment: Stun baton, blaster pistol.

Skills: Appraise +5, Gather Information +4, Intimidate +5, Knowledge (Ryloth) +5, Profession (slaver) +4, Spot +4, Treat Injury +2, Tumble +4; Read/Write Basic, Read/Write Gotal, Speak Basic, Speak Gotal.

Feats: Armor Proficiency (light), Heroic Surge (1/day), Martial Arts, Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Special Qualities: *Energy Reading* – Gotal can read the emotions of any being they focus on within a 10-meter radius. They receive a +3 species bonus on Bluff, Diplomacy, Intimidate and Sense Motive checks with 10 meters. Gotal who possess the Track feat can use their cones to locate members of a specific species, or beings whom they have met before, within 30km of their location.

Mid Tier (average Hero level 4-6)

Slavers: Various Thug 3; IM +1 (Dex); Def 12 (+1 class, +1 Dex); Spd 10m; VP/WP -17; Atk +5 melee (stun DC 15, stun baton), +5 melee (2d4+2, vibrodagger) or +4 ranged (3d8 or stun DC 15, crit 19-20, blaster carbine); SQ none; SV Fort +5, Ref +2, Will +2; SZ M; FP 0; DSP 3; Rep +0; Str 14, Dex 12, Con 14, Int 12, Wis 12, Cha 12.

Equipment: Stun baton, vibrodagger, blaster carbine.

Skills: Intimidate +5, Profession (slaver) +5, Spot +3, Treat Injury +4.

Feats: Heroic Surge (1/day), Toughness, Weapon Group Proficiency (blaster rifles, simple weapons, vibro weapons).

Noric Gestal, Slaver Leader: Male Gotal Soldier 1/Scoundrel 3; IM +1 (Dex); Def 15 (+4 class, +1 Dex); Spd 10m; VP/WP 30/14; Atk +6 melee (stun DC 15, stun baton), +6 melee (1d4+3, crit 20,

unarmed) or +4 ranged (3d6 or stun DC 12, blaster pistol); SQ Energy reading, Illicit barter, Lucky (1/day), Precise attack +1; SV Fort +5, Ref +4, Will +1; SZ M; FP 1; DSP 3; Rep +1; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 12.

Equipment: Stun baton, blaster pistol.

Skills: Appraise +6, Gather Information +6, Intimidate +5, Knowledge (Ryloth) +5, Profession (slaver) +6, Spot +5, Treat Injury +2, Tumble +6; Read/Write Basic, Read/Write Gotal, Speak Basic, Speak Gotal.

Feats: Armor Proficiency (light), Heroic Surge (1/day), Martial Arts, Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Special Qualities: *Energy Reading* – Gotal can read the emotions of any being they focus on within a 10-meter radius. They receive a +3 species bonus on Bluff, Diplomacy, Intimidate and Sense Motive checks with 10 meters. Gotal who possess the Track feat can use their cones to locate members of a specific species, or beings whom they have met before, within 30km of their location.

High Tier (average Hero level 7-9)

Slavers: Various Thug 5; IM +1 (Dex); Def 13 (+2 class, +1 Dex); Spd 10m; VP/WP -17; Atk +7 melee (stun DC 15, stun baton), +7 melee (2d4+2, vibrodagger) or +6 ranged (3d8 or stun DC 15, crit 19-20, blaster carbine); SQ none; SV Fort +6, Ref +2, Will +2; SZ M; FP 0; DSP 3; Rep +1; Str 15, Dex 12, Con 14, Int 12, Wis 12, Cha 12.

Equipment: Stun baton, vibrodagger, blaster carbine.

Skills: Intimidate +7, Profession (slaver) +7, Spot +4, Treat Injury +4.

Feats: Heroic Surge (1/day), Toughness, Weapon Group Proficiency (blaster rifles, simple weapons, vibro weapons).

Noric Gestal, Slaver Leader: Male Gotal Soldier 2/Scoundrel 4; IM +1 (Dex); Def 17 (+4 class, +1 Dex, +2 feat); Spd 10m; VP/WP 46/14; Atk +8 melee (stun DC 15, stun baton), +8 melee (1d4+3, crit 20, unarmed) or +6 ranged (3d6 or stun DC 12, blaster pistol); SQ Energy reading, Illicit barter, Lucky (1/day), Precise attack +1; SV Fort +6, Ref +5, Will +1; SZ M; FP 1; DSP 3; Rep +2; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 12.

Equipment: Stun baton, blaster pistol.

Skills: Appraise +10, Gather Information +8, Intimidate +6, Knowledge (Ryloth) +7, Profession (slaver) +7, Spot +6, Treat Injury +5, Tumble +8; Read/Write Basic, Read/Write Gotal, Speak Basic, Speak Gotal.

Feats: Armor Proficiency (light), Defensive

Martial Arts, Heroic Surge (1/day), Martial Arts, Power Attack, Skill Emphasis (Appraise), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Special Qualities: *Energy Reading* – Gotal can read the emotions of any being they focus on within a 10-meter radius. They receive a +3 species bonus on Bluff, Diplomacy, Intimidate and Sense Motive checks with 10 meters. Gotal who possess the Track feat can use their cones to locate members of a specific species, or beings whom they have met before, within 30km of their location.

Encounter 4: Into the Barrens

Jacynith: Female Twi'lek Fringer 2/Scout 3; IM +2 (Dex); Def 17 (+5 class, +2 Dex); Spd 10m; VP/WP 30/12; Atk +2 melee (2d4-1, vibrodagger) or +5 ranged (3d4 or stun DC 10, hold-out blaster); SQ Low-light vision, +1 species bonus on Fort Saves, Barter, Trailblazing, Heart +1; SV Fort +8, Ref +6, Will +3; SZ M; FP 3; DSP 0; Rep +0; Str 8, Dex 14, Con 12, Int 12, Wis 12, Cha 18.

Equipment: Hold-out blaster, vibrodagger, survival clothing and pack.

Skills: Climb +5, Entertain (dancer) +9, Gamble +4, Hide +10, Jump +4, Knowledge (Ryloth) +6, Knowledge (streetwise) +3, Move Silently +8, Spot +9, Survival +14; Read/Write Basic, Read/Write Ryl, Speak Basic, Speak Lekku, Speak Ojom, Speak Ryl.

Feats: Endurance, Force Sensitive, Rugged, Skill Emphasis (Survival), Weapon Group Proficiency (blaster pistols, primitive weapons, simple weapons).

Encounter 5: The Enclave

Vhiin Thorla: Male Twi'lek Jedi Guardian 12/Jedi Master 1; IM +4 (Dex); Def 25 (+9 class, +4 Dex, +2 feat) (29 with lightsaber ignited); Spd 10m; VP/WP 130/14; Atk +18/+13/+8 melee (4d8, crit 19-20, *lightsaber), +13/+8/+3 (1d4, crit 20, unarmed) or +17/+12/+7 ranged; SQ Low-light vision, +1 species bonus on Fort Saves, Deflect (defense +2, attack -2, extend defense & attack, block), Jedi Knight, Force Secret (Battlemind +1); SV Fort +12, Ref +13, Will +8; SZ M; FP 8; DSP 0; Rep +4; Str 10, Dex 18, Con 14, Int 14, Wis 10, Cha 11.

Equipment: *Lightsaber (constructed by Vhiin Thorla; brilliant blue blade), Jedi robes.

Skills: Craft (lightsaber) +7, Diplomacy +4, Intimidate +7, Knowledge (Jedi lore) +4, Tumble +12; Read/Write Basic, Read/Write Ryl, Speak Basic, Speak Cerean, Speak Huttese, Speak Ryl.

Force Skills: Battlemind +16, Empathy +7, Enhance Ability +10, Force Defense +2, Force Push +5, Friendship +3, Heal Another +3, Heal Self +9,

Move Object +14, See Force +6.

Feats: Combat Expertise, Defensive Martial Arts, Exotic Weapon Proficiency (lightsaber), Force Sensitive, Heroic Surge (4/day), Martial Arts, Weapon Finesse (lightsaber), Weapon Group Proficiency (blaster pistols, simple weapons).

Force Feats: Alter, Burst of Speed, Control, Knight Defense, Lightsaber Defense, Mettle, Sense.

Encounter 6: Slavers

Gauge the combat strength of your party – start with a number of slavers equal to the number of party members +2. These represent the slavers the heroes encounter and not the full strength of the slaver party.

The slavers want captives, as dead bodies don't bring much on the slave block. Each has a stun grenade that they use on groups of the enclave's residents, or the heroes if they're thoughtful enough to clump into stun-grenade-worthy groups.

Once their leader falls, the slavers flee (or attempt to flee).

Low Tier (average Hero level 1-3)

Slavers: Various Thug 1; IM +1 (Dex); Def 12 (+1 class, +1 Dex); Spd 10m; VP/WP -/17; Atk +3 melee (stun DC 15, stun baton), +3 melee (2d4+2, vibrodagger) or +2 ranged (3d8 or stun DC 15, crit 19-20, blaster carbine); SQ none; SV Fort +4, Ref +1, Will +1; SZ M; FP 0; DSP 2; Rep +0; Str 14, Dex 12, Con 14, Int 12, Wis 12, Cha 12.

Equipment: Stun baton, vibrodagger, blaster carbine, stun grenade (1)

Skills: Intimidate +5, Profession (slaver) +5, Spot +3.

Feats: Toughness, Weapon Group Proficiency (blaster rifles, simple weapons, vibro weapons).

Mid Tier (average Hero level 4-6)

Slavers: Various Thug 3; IM +1 (Dex); Def 12 (+1 class, +1 Dex); Spd 10m; VP/WP -/17; Atk +5 melee (stun DC 15, stun baton), +5 melee (2d4+2, vibrodagger) or +4 ranged (3d8 or stun DC 15, crit 19-20, blaster carbine); SQ none; SV Fort +5, Ref +2, Will +2; SZ M; FP 0; DSP 3; Rep +0; Str 14, Dex 12, Con 14, Int 12, Wis 12, Cha 12.

Equipment: Stun baton, vibrodagger, blaster carbine, stun grenade (1)

Skills: Intimidate +5, Profession (slaver) +5, Spot +3, Treat Injury +4.

Feats: Heroic Surge (1/day), Toughness, Weapon Group Proficiency (blaster rifles, simple weapons, vibro weapons).

High Tier (average Hero level 7-9)

Slavers: Various Thug 5; IM +1 (Dex); Def 13 (+2 class, +1 Dex); Spd 10m; VP/WP -/17; Atk +7 melee (stun DC 15, stun baton), +7 melee (2d4+2, vibrodagger) or +6 ranged (3d8 or stun DC 15, crit 19-20, blaster carbine); SQ none; SV Fort +6, Ref +2, Will +2; SZ M; FP 0; DSP 3; Rep +1; Str 15, Dex 12, Con 14, Int 12, Wis 12, Cha 12.

Equipment: Stun baton, vibrodagger, blaster carbine, stun grenade (1).

Skills: Intimidate +7, Profession (slaver) +7, Spot +4, Treat Injury +4.

Feats: Heroic Surge (1/day), Toughness, Weapon Group Proficiency (blaster rifles, simple weapons, vibro weapons)

Critical Event Summary

Twilight Storm

1. Did the heroes side against the slavers in the Fungus Pit?

Yes

No

2. Did the heroes voluntarily help Master Thorla fight the slavers?

Yes

No

3. Did Vhiin promise the heroes that he would visit Almas at a later date?

Yes

No

GM Name, RPGA#: _____

GM Email Address: _____

Convention Name/Date _____

Convention Coordinator:

To report these results (for events during the months of February and March 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.