

# From the Trees

**A One-Round LIVING FORCE Tournament**

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A clan of Wookiees has relocated to the jungles of Cularin and run afoul of some rather unpleasant natives. Could this be the rumored Wyrd? And if so, can they be stopped? A stand-alone adventure for LIVING FORCE heroes levels 1-9. Contains a spoiler for heroes who have not played *Force Concession III* – *Force Convention*.

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*From the Trees* 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.

**Reporting the game for RPGA:** The RPGA tracks adventures for the Player Rewards program. The Senior GM should provide a form to the GM for this purpose. Both the GM and the players need to list their name and RPGA number on the form.

GMs of RPGA tournaments are expected to be familiar with the RPGA Rules and Penalty documents. These are available as downloads from the RPGA web site at [www.rpga.com](http://www.rpga.com).

**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 intended for the players is in ***bold italics***. We strongly recommended that you paraphrase the player text, instead of just 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.

### House Rules

There are a large number of players throughout the world playing LIVING FORCE, and it's impossible to supervise them the way one might in a home campaign. As a result, we have a few house rules. These are outlined here for you.

### Atoning for Dark Side Points

Heroes may, at the discretion of the GM, atone for Dark Side Points acquired during play by spending one Force Point to atone for one Dark Side Point. Heroes may only atone for one DSP per scenario played, and only if, in the judgment of the GM, the hero shows proper remorse and understanding of the dangers of the dark side. Force Light (PotJ) may not be used to remove Dark Side points from player characters. Players are required to keep a running total on their log sheets of all Dark Side Points ever acquired, even if the hero has atoned for them.

### Dissipate Energy

Dissipate energy only works against energy damage to Wounds. It has no effect against vitality damage or stun weapon attacks. Also, the DC for the Fortitude saving throw should be "10 + damage dealt," not just "damage dealt".

### Illusion

Use of the Illusion skill allows a save when the hero views or otherwise interacts with the illusion. If the player succeeds at the save, the illusion is seen as an outline only, and anything that might have otherwise been hidden inside or behind the illusion is visible. Illusion cannot be utilized to create "an illusion of nothing"; it cannot make something invisible. Per the official 2<sup>nd</sup> printing errata, "a successful saving throw against a Force illusion reveals it to be false and dispels the illusion."

### Stun

If a hero hit by a stun attack makes his or her Fortitude save, the hero is unaffected by the stun attack and takes no damage. A hero who fails the Fortitude saving throw is unconscious for 1d4+1 rounds. This ruling includes heroes in the area of effect of a stun grenade. This house rule supersedes the rules in the *SWRPG-RCR*.

### Hero Earnings

At the beginning of the round, if the heroes are employed, they receive their pay. No matter how much time has passed since the previous round, they receive pay for one week. Heroes may not have more than one employer. Heroes 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 heroes 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, you may issue a Force Point. Because this is a heroic campaign, we expect heroism and encourage judges to reward it. In the course of a standard LIVING FORCE event, there are many opportunities for heroism. If a LIVING FORCE hero performs in a way that is heroic, dramatic, and cinematic, then a Force Point is definitely in order. Our favorite story involved the hero at the premiere, who leapt from a moving speeder, grabbed a vine, and swung on that vine to attack someone in another moving speeder. THAT is dramatic, cinematic heroism!

Not everything is that extreme, and you don't have to jump from a moving speeder to earn a Force Point, but if a hero does something that makes you, the judge,

say, ‘Wow,’ then they should probably get a FP.

The core rules (pg 178) 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 *Star Wars Roleplaying Game 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 mechanical 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.

LIVING FORCE adventures are not designed purely to kill characters. If you believe a combat is genuinely 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. What we want to avoid are the “dumb” deaths that result from a string of bad dice rolls. That’s not cinematic, and it’s not what *Star Wars*, or LIVING FORCE, are about.

This is an adventure for to low- to upper-level LIVING FORCE heroes, 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

Liriana is the most powerful and respected of the Tarasin dark side followers known on Cularin as the Wyrd. However, she has been off-planet working on her own plots for a while and one of her lieutenants has decided to assert a claim for leadership. Xinishia discovered an ancient dark side artifact while exploring a remote and inaccessible passage in Cloud Mountain.

The dark side artifact allows the controller to enhance her Force abilities by drawing power from occupants of the device (willing or not). This permits effects well beyond the ability of an individual Force user. The artifact is dangerous to the occupants, who must resist its attempts to drain their life force or die and become dark side Spirits. The chance of dying is far greater for those who are not attuned to the Force (i.e. Force sensitive).

A clan of Wookiees has relocated to the jungles of Cularin, with the blessings of the Tarasin. Unfortunately, the location they selected for their settlement is too near the Cloud Mountain home of Liriana’s Wyrd enclave. Xinishia ordered the Wyrd enclave members to drive away the Wookiees. Their initial efforts at sabotage failed to drive the new residents away, so they kidnapped one of the Wookiee youngsters to power their next effort. The Wookiees go to Mother Dariana for assistance and she in turn asks the heroes to help.

In the meantime, Xinishia is using the full power of the artifact to cause Cloud Mountain (an inactive volcano) to erupt and send a flow of lava over the Wookiee village. The heroes arrive as the eruption occurs and are faced with a choice between fighting or negotiating with the

Wyrd members in order to rescue the Wookiee village and a captive Wookiee child.

### **Encounter 1: Naming Day**

The heroes are attending Naming Day ceremonies for Mother Dariana at the Hiironi irstat. Some of the heroes are honored guests, while others are interested visitors. Several Wookiees rush in and interrupt Dariana while she is speaking. The Wookiees quickly explain their problem and Dariana asks the heroes to help out

### **Encounter 2: Getting There is Half the Fun**

The heroes meet with the Wookiees and learn of the problems at the village. Once the heroes agree to investigate the problems, they can ask for more details on the speeder trip to the village. The ground shakes and trees fall as a groundquake wracks Cularin, making the flight to the village difficult.

### **Encounter 3: Dangerous Devastation**

The Wookiee village is in disarray. Trees have crushed several huts and a fissure in the ground has swallowed another. A forest fire is driving a pack of kilassin through the Wookiees as they try to help their companions. The heroes can use a variety of skills to rescue the trapped and injured Wookiees.

### **Encounter 4: Wookiee Welcome, Wookiee Woes**

After rescuing the Wookiees, the heroes learn the Wyrd was involved and that they left in the direction of Cloud Mountain. The heroes follow the trail of the Wyrd to Cloud Mountain, where they spot the small crevasse leading to the Enclave hideout. The heroes face a harrowing climb to their destination while a Tarasin Wyrd member shoots at them. She tries to delay them until the Wyrd completes the awakening of the volcano.

### **Encounter 5: Spirited Assistance**

At the top, the heroes begin to explore the passages looking for the Wyrd. During their exploration they encounter the missing adult Wookiee, who has been turned into a dark side spirit. This isn't intended to be a combat encounter; the spirit is not a threat and provides useful information if the heroes bother to talk.

### **Encounter 6: Spirited Assault**

After the talk with the Wookiee spirit, the final Wyrd guard—a dark side spirit—attacks the heroes. After several rounds of combat, the Wookiee spirit attacks the Wyrd spirit, so that the heroes can confront Xinishia and the other members of the Wyrd enclave.

### **Encounter 7: Deal with the Dark Side**

The Wyrd completes its ritual and a torrent of lava begins to flow from Cloud Mountain toward the Wookiee village. The Wookiee child is being held captive. The heroes must decide whether to fight or negotiate with the Wyrd to free the child and rescue the Wookiee village. The artifact is immobile, so the Wyrd is willing to reach an agreement in order to keep it a secret for future use.

If the Wookiees of Kiirloor are rescued, the town will be built at a different location, since the volcanic eruption has made the current one unsuitable.

**Important Note to Judges:** Be cognizant of the time you have left to play, since the main goals of this scenario are 1) reveal the Wyrd activity on Cularin and 2) force the heroes to choose between confronting evil and rescuing innocents in the final encounter. As such, feel free to streamline encounters that are primarily dice rolling exercises once the key idea of the encounter has been established.

This scenario is playable by heroes of levels 1 to 9. To provide an acceptable challenge, some encounters are tiered for the various levels. Add up the levels of all PC heroes and divide by the number of heroes (round down). An average of 1-3 is low, 4-6 is mid, and 7-9 is high. The level changes may be specifically written out or given as low/mid/high (make a pilot skill check DC 10/15/20 to avoid hitting a tree).

## **Opening Crawl**

*It's far easier to fight a known foe than one who hides in darkness. While the attention of the heroes of Cularin has been focused on the threats presented by the Metatheran Cartel and the Thaeirian Military, the evil within Cularin itself has quietly grown. Now this carefully nurtured malevolence is ready to bear fruit...*

## **Encounter 1: Naming Day**

*Key ideas of this encounter: Recognize deserving PCs as heroes of Cularin and reveal that the Wookiees have a serious problem.*

Determine which heroes have the Tarasin amulet (from "Holes") or the Tarasin tattoo (from "Force Concession"), are friendly with the Tarasin or have a Reputation of 6 or higher. These heroes are recognized as honored guests during the ceremony. Heroes without a connection to the Tarasin are nonetheless welcomed, if not honored, guests.

*The Tarasin Naming Day ceremony is held once every*

*three years. Youths who have reached maturity receive the names they will bear as adults. Adults who have performed great deeds for the tribe may be granted an honorary surname, although these titles are rarely used publicly. Tarasin who have dishonored the tribe may have their adult names stripped away and be exiled into the jungle.*

*The Hiironi irstat is the largest on Cularin and the ceremony has taken all day. The morning consisted of private rites and rituals, while the afternoon is a large celebration that is open to all. A large crowd is gathered, both invited guests and interested visitors.*

*Mother Dariana moves slowly toward a platform, helped along by two young Tarasin. She climbs onto the platform with a carefulness that speaks of age and illness. She gazes out over the crowd. "Thank you all for honoring the Hiironi irstat and myself by your presence this Naming Day. I fear it will be my last, for the time is coming for youth to take charge." The ground suddenly shakes and she nearly falls off the platform.*

Have each hero make a Reflex saving throw (DC 10) to avoid falling as the ground shakes beneath them. Knowledge (Geology or Local) skill check (DC 10) to know that it was a groundquake, but Cularin hasn't had any significant seismic activity in decades.

*Mother Dariana wearily resumes speaking, "Cularin faces great danger, now, and in the future. She needs heroes. You, <names of honored guests> have helped to protect Cularin in the past and I believe you will do so again in the future. But you will need help," her voice trails off as a landspeeder screams into the center of the irstat. The crowd scatters as it slides to a halt before the platform. A large Wookiee jumps out and strides toward Mother Dariana, dragging along a smaller Wookiee, who tugs ineffectually at his arm.*

The lead Wookiee is large, even for a Wookiee, and has dark brown fur. His name is Surracca and he is anxious to talk to Mother Dariana about the troubles the Wookiee colony is having. The smaller Wookiee has caramel colored fur and is his mate Delinna. She is trying to get him to act in a more civilized manner, but isn't having any success.

Mother Dariana doesn't speak Shyriiwook, and asks if a hero can translate for her. If none of the heroes speak Shyriiwook, Jaiteh Yassin (a Twi'lek noble/scoundrel) is attending the ceremony and has an M-TD translator droid (*SWRPG-RCR* page 372), which he is willing to loan to Mother Dariana. Surracca explains that the Wookiees need help at the colony. A mother and her child are missing, and someone has been sabotaging their equipment. He asks Mother Dariana for help. Mother Dariana specifically asks the

honored guests and makes a general plea for additional assistance.

Hopefully, the heroes decide to help the Wookiees. No reward is offered, and demands for payment are met with disbelief. Players may switch to a hero who would help; otherwise the scenario is effectively over for those players whose characters would be unwilling to help out of nobler motives.

Delinna apologizes for her mate, explaining that he is very upset about the recent events and has forgotten his manners. (He growls). A youngster is missing and time is of the essence—they can provide more details on the trip to the village. Surracca is concerned that the groundquake may have caused more problems and is anxious to get back. The irstat has one cargo landspeeder large enough to take the heroes to the village (assuming none of the heroes has their own transportation). If none of the heroes can speak Shyriiwook, (and none have druids that can translate) Jaiteh Yassin loans his M-TD translator droid to the heroes for the mission. He expects to have it returned – his office is in Gadrin.

## Encounter 2: Getting There Is Half the Fun

*Key ideas of this encounter: Provide details of the problem and allow pilots to display their flying skills.*

There are two Wookiees and a small group of heroes to transport. Unless the heroes have a landspeeder, transportation consists of a cargo speeder and the two passenger personal speeder the Wookiees brought. Divide the passengers between the two vehicles, Delinna suggests no more than two speeders be used, because the jungle is very dense around the village and there isn't room for more.

*The Tarasin seem to trust that the heroes have the situation well in hand, and the celebration resumes. You can grab some food and drink before taking off into the jungle with the Wookiees, but only if you're quick.*

*The jungle is dense, but you make good time following Surracca's lead, weaving in and out of the soaring trunks of ancient trees. As you travel the canopy thickens into an interwoven mat of branches and leaves.*

The Wookiees can provide the following information on the village and its problems as they travel.

- The Wookiees had heard Kirlocca (former Jedi instructor at Almas academy) speak of Cularin for

a long time. There had been talk of establishing a community here, but nothing ever came of it.

- After Kirlocca died, plans to create a Wookiee community on Cularin gained momentum and were rapidly put into place to honor his passing.
- The Wookiees spent three months looking for a suitable location before settling (with the approval of the Tarasin) near Cloud Mountain. The village is being built high in the trees like cities on Kashyyyk (the Wookiee home world).
- The name of the new village is Kiirloor.
- They have been in temporary homes for two months while the permanent village is constructed. The temporary housing is raised 10 meters off the floor of the jungle, in the lower canopy, both for security and as a comfortable reminder of Kashyyyk.
- The Wookiees have seen some kilassin (large dinosaur-like creatures native to Cularin), but they haven't bothered the village. Most find the village out of their reach and not worth the trouble.
- There have been thefts of food and supplies from the village. At first, they thought animals were responsible, but more recent sabotage of equipment, tools and vehicles suggest otherwise. (Use of tools and understanding of technology).
- The problems started about a month ago and have been escalating over the past few weeks.
- The village population is 20 Wookiees. A mother (Risstenni) and her child (Chywarra) disappeared this morning, causing them to come for help.
- The Wookiees hoped Mother Dariana might know of someone or something that might be responsible. (She didn't, which is why she asked the heroes to investigate).

At some point during the questioning, another ground tremor occurs and speeder travel through the jungle becomes extremely hazardous.

*As you travel toward the Wookiee village, Surracca and Delinna answer your questions about the recent problems. The jungle becomes denser and your pilots must work harder to avoid the huge trees and hanging vines. Suddenly, the jungle comes to life as trees begin to dance and sway, moving into your path and clawing at your vehicles with their branches.*

Heroes with the Force Sensitive feat who make a Wisdom check (DC 20) are not surprised and may act normally during the initial round.

The individuals piloting the speeders need to make a pilot check (DC 10/15/20) to avoid grazing a tree (they have a circumstance penalty of -5 if they are surprised). During the second round, a falling tree is

likely to land on a speeder, so the pilot needs to get out of the way. (Treat failure the same as grazing a tree.)

If the pilot grazes a tree, the speeder takes 5 points plus one-half the amount the pilot missed his skill check by damage. (Speeders have DR 5 and 16 HP). Any occupants not belted in place must make a Reflex saving throw (DC 10/15/20) or begin to fall out of the craft. Falling passengers can attempt a Strength check (DC 10) to hang on or they can be grabbed by other passengers and held in place (touch attack and Strength check DC 10).

In the meantime, branches and vines whip around at the heroes (one per two heroes in low, one per hero in mid, two per hero in high). A new set of branches and vines "attacks" each round. These are wind-driven attacks and not actual attacks by the branches and vines.

**Branch or vine (one per two heroes in low, one per hero in mid, two per hero in high); Object;** Initiative +0; Defense 10; Speed 0m; VP/WP -/5; Attack +3 melee (d6+2, club); SQ DR 5; SV Fort +0, Ref +0, Will +0.

The tremors last for three rounds (18 seconds), but you can reduce or extend them depending on the time you have and how much fun your players are having.

The purpose of this encounter is not to kill heroes, but to allow the pilots a chance to show off their flying skill. The other heroes can attack and destroy branches before they have a chance to injure their companions. A dramatic rescue of a falling companion at great personal risk may be rewarded with a Force point.

## Encounter 3: Dangerous Devastation

*Key idea of this encounter: Rescue Wookiees following the groundquake; an opportunity for heroism.*

*Eventually the tremors cease and the jungle begins to return to normal, but fallen trees and torn up vegetation show the fury of the groundquake's passage. Surracca and Delinna, concerned about their village, urge even greater speed.*

Allow the heroes to ask any remaining questions from before Encounter Two was interrupted. If the heroes ask the Wookiees about the groundquake, the Wookiees say there have small tremors for a couple of weeks, but nothing like the last one.

*The Wookiees' concern is prophetic. A huge tree has*

*crushed several speeders and knocked two temporary homes to the ground. A wide crevasse splits the area and has nearly swallowed another house. Three Wookiees are frantically tearing at branches covering one of the huts while another shoots his bowcaster at a pack of kilassin crashing through the camp from the far side. Behind them you can barely make out the angry red of flames.*

This is a freeform encounter and there are far too many options for the heroes to use to cover all the possibilities. Some options are listed, but the main goal is to make sure that each player has an equal chance to contribute and be heroic.

Encourage creative thinking and allow the heroes to use their skills to overcome the problems. The Wookiees are preparing to build a city in the treetops, so some equipment (judge discretion) is available.

1. Eight Wookiees are trapped in the two huts that were knocked down by falling trees. They are all injured, two seriously.

Options include:

- Cut away branches using lightsabers or saws (saws can be found in the camp's supplies).
- Lift branches off the huts using the Force, brute strength, a speeder, repulsor sleds, etc.
- Tunnel into the huts and remove the Wookiees from beneath (digging equipment can be found among supplies).
- Cut a hole into the wall of a hut and worm your way inside (DR 5, hit points 50) to cut a one-meter by one-meter hole through the material.
- Use blaster weapons to cut holes or clear branches. This risks injuring the trapped Wookiees. Roll a d20, and on the roll of 1-3, a trapped Wookiee is struck. Don't tell the players what the chance is to hit a trapped Wookiee. Smart heroes warn the Wookiees to move back from where the heroes are cutting. In this case, there is a 50% chance that any roll of 1 didn't actually hit the Wookiee. There are lots of cries of alarm upon any fire into the hut, even if no one is struck. If you rolled a 1, one of the seriously injured Wookiees begins to die (at -1 wounds and bleeding to death, roll stabilization normally). If you rolled a 2 or 3, one of the injured Wookiees becomes seriously injured.
- Medpacs, medical kits, Treat Injury or the Force can be used to help the injured.
- A Spot or Search check (DC 20) discovers that the trees that fell were deliberately weakened (cut partially through) and lined up with the

huts.

2. Four Wookiees are trapped in the hut that collapsed into the crevasse. They are uninjured, but the hut is five meters below ground level and wedged in so tightly that the doors and windows can't be used.

Options include:

- Dig out the side of the crevasse to allow access to the doors or windows.
- Cut a hole through the roof of the hut to let the Wookiees climb out. The roof is DR 8 and cutting out a one meter by one meter hole requires 50 hit points of damage.
- Use a blaster weapon to cut a hole. This risks injuring the trapped Wookiees. Roll a d20, on the roll of 1, a trapped Wookiee is struck. Don't tell the players what the chance is to hit a trapped Wookiee. There are lots of cries of alarm upon any fire into the hut, even if no one is struck. Smart heroes warn the Wookiees to move back from where the heroes are cutting. In this case, there is a 50% chance that any roll of 1 didn't actually hit the Wookiee. Otherwise, an unfortunate ricochet injures a Wookiee. The worst that can happen is a couple of injured Wookiees.
- Wookiees have sharp climbing claws, so throwing a decent size log onto the top of the hut lets them climb to safety.
- A speeder or repulsor sled could be used to recover them safely.
- Medpacs, medical kits, Treat Injury, or the Force can be used to help the injured.
- A Spot or Search skill check (DC 20) reveals that the hut supports have been weakened. A Knowledge (Chemistry or Biology) skill check (DC 15) reveals that a natural acid was used.

3. A raging forest fire threatens to consume the camp.

- There actually isn't a forest fire. A Dark Force Witch is using a Force illusion to drive the kilassin through the camp. She came across them on her way back to Cloud Mountain and decided this would make a nice finishing touch. (She is presently nine kilometers away and drops the effect three rounds after the heroes arrive).
- The Will saving throw DC for the illusion is 10. While the heroes see the flames, see trees burning and falling, see embers and ash drifting through the air, and hear roaring fires, it won't take them long to realize that they don't feel any heat or smell smoke. (The Witch used a couple of blaster bolts to spook the kilassin and get them running before

- chasing them with the fiery illusion).
  - Once someone points out the problems with the illusion, everyone gets a +4 circumstance bonus to the Will saving throw to disbelieve.
4. A pack of kilassin is fleeing the fire, and their path takes them directly through camp.
- The kilassin are trying to flee from what appears to be a forest fire. The kilassin failed their saves versus the illusion. As long as the heroes stay out of the lizards' path (and help keep the Wookiees clear as well) and don't attack, the kilassin just run through the area and continue on.
  - Use of the Empathy Force skill picks up a feeling of complete panic and fear.
  - The fire illusion ceases three rounds after the heroes arrive. The kilassin flee in random directions two rounds later.
  - Kilassin normally flee from modern weaponry, but they are more scared by the fire.
  - If the Force skill Friendship is used and has a result of indifferent or better, the kilassin can make another saving throw (Will DC 10) versus the illusion with a +4 Circumstance bonus. If successful, it flees into the jungle.
  - Any kilassin taking damage from a modern weapon can make another saving throw (Will DC 10) versus the illusion with a +4 Circumstance bonus. If successful, it flees into the woods.

**Kilassin, Predator 5** (*the pack consists of 4 kilassin (low tier), 8 kilassin (mid tier) or 16 kilassin (high tier)*); Initiative +0; Defense 14; Speed 20m; VP/WP 52/18; Attack +8/+8 melee (d6+7, claws); SQ Low Light Vision; SV Fort +8, Ref +3, Will +1. Feats: Cleave, Power Attack.

Once the problems are dealt with and the Wookiees have been rescued, proceed to Encounter Four.

## Encounter 4: Wookiee Welcome, Wookiee Woes

*Key ideas of this encounter: Introduce the Wookiee colonists; head toward Cloud Mountain after the attackers. Build tension as heroes make their way into the Enclave's hideout.*

**Note:** all of the Wookiees, naturally, are speaking Shyriiwook. If the party has no heroes who speak Shyriiwook, they should have been loaned a translator

droid in the first encounter.

***"Welcome to Kiirloor" says a Wookiee with graying fur. "I fear our losses would have been great, if not for your timely arrival. I am Barrarrao, the leader of the colony. To whom do we owe our gratitude?"***

Allow the heroes to introduce themselves. The Wookiees offer food and drink to the heroes. After a short period of discussion, Barrarrao shifts the conversation to the village's problems if the heroes don't do so.

- Barrarrao asks if any of the heroes knew Kirlocca. If any reply positively, he asks them for a story or other insight into Kirlocca's personality. (This can be an excellent roleplaying opportunity, especially for those who attended Kirlocca's funeral at Winter Fantasy 2003.)
- There have been thefts of food and supplies from the village over the past four weeks.
- Some of the equipment, particularly speeders, has been sabotaged, which makes it obvious that animals weren't responsible.
- The only speeder that is functioning was the one that Surracca used. Parts have been ordered for the sabotaged speeders, but at least one of those was totally destroyed by a tree.
- The hut supports were weakened and the trees cut so that they'd fall on the huts. This definitely shows intelligence and malign purpose. The Wookiees point this out if the heroes missed them.
- The illusionary forest fire shows a high degree of intelligence and power.
- One of the Wookiees thought he saw a Tarasin watching the village from the top of a tree just as the earthquake hit.
- The mate of the missing female (father of the missing boy) found his son's toy Rykk blade in the woods toward Cloud Mountain. There were the tracks of a Tarasin and two Wookiees nearby. He returned to the village for assistance and supplies before following the tracks, but the earthquake has slowed their investigation.
- The village is willing to provide food and drink so the heroes can follow the tracks and hunt for the missing Wookiee mother and child.

***The Wookiees lead you to where they found the child's weapon and the Tarasin tracks. It is easy to find, since the spot is directly between the settlement and Cloud Mountain. The trail of the stampeding kilassin passes within three meters of it.***

It is quite easy to follow the kilassin tracks. The heroes should deduce that whoever created the forest fire

illusion did so deliberately to send the kilassin into the Wookiee camp. Therefore, backtracking the kilassin until they are no longer running in panic should be near where the unknown person started using the illusion.

The heroes can trace the route of the kilassin to a point where they were milling around eating grubs from a decaying tree. A Search or Spot check (DC 15) locates two trees with blaster damage. At this point, the heroes are close to the base of Cloud Mountain. (The village is 12 kilometers from Cloud Mountain).

Another Tracking roll (DC 15) or two Spot or Search checks (DC 20) lead to the base of the mountain and a small patch of Wookiee fur.

***You have traveled for several hours through the hot, humid jungle searching for the missing Wookiees. Finally you find yourselves at the base of Cloud Mountain. The peak is thousands of meters above you, disappearing into the clouds. The sheer rock face looks impassable, but a small patch of Wookiee fur is caught in a crack in the rock three meters above ground level.***

Allow the heroes a few minutes to make plans and examine the sheer rock face. Unless one of the heroes brought a personal air speeder, the speeders they have are not capable of going more than 6 meters off the ground. Ascension guns are only good for 20 meters per use (liquid cable is the same).

A hero making a Spot or Search check (DC 20) while examining the rocks notices that there appears to be an opening about 110 meters up. There is an overhang at that point where the mountain juts out and there seems to be a small opening into the mountainside.

Anyone who has 5 or more ranks in the Climb skill immediately notices a small cleft in the rock starting about 20 meters up, which continues to the overhang. The cleft allows you to brace yourself between two walls and reduces the Climb DC by 10.

If no one has at least 5 ranks in Climb, a hero who specifically states he is trying to determine the best route to the overhang can make a Spot check (DC 20/25/30) or Climb check (DC 15/20/25) to spot the cleft.

The Climb DC is (10/15/20). After 20 meters, if they noticed and are following the cleft, the Climb DC is (0/5/10). As long as the heroes are not being threatened or distracted, they can take 10 (RCR 72). The first 20 meters is DC 5 if they use an ascension gun. The net result is that until the shooting starts, success is guaranteed if they are climbing the cleft. (If a couple of heroes fall, have one of them notice the cleft on his way down). Falling damage is 1d6 per 4 meters fallen (max 20d6). See RCR page 289 for rules on falling damage. Allow creative approaches such as

linking heroes together with rope or cable so that the more experienced climbers can aid the less experienced.

Once the first hero climbs to 40 meters off the ground, things get interesting.

Heroes with the Force Sensitive feat who succeed at a Wisdom check (DC 20) get a vague premonition that something is wrong. They may act normally during the initial round, but until the first shot is fired, they don't know the details of the situation. They just "have a bad feeling about this."

The Tarasin takes 10 on her Hide check, for a total of 23/27/27 (including racial bonus). Secretly make a Spot check for each hero to see if anyone notices her. There is a -1 penalty for each 4 meters of distance between her and the hero. In addition, any hero who is in the process of climbing is distracted and has an additional -5 penalty.

***The rock rasps at your clothing and abrades your skin as you climb Cloud Mountain. You're already sore and are less than half way to your destination when a rock above your head shatters, showering you with stone shards and dust. Blaster fire!***

This is an extremely dangerous encounter. Falling from 40 meters has a good chance to kill any hero (due to the DC 20 Reflex saving throw to avoid having the damage go directly to wounds). The heroes cannot take 10 on their climb checks since they are being threatened so there is a real chance of falling.

Luckily for the heroes, the attacker is more interested in her own survival than killing them. She peers over the edge of the opening (giving her 9/10 cover). She is 110 meters up, so there are hefty range penalties. Ranged weapons can't fire more than 10 range increments so heroes on the ground may not have a weapon that can reach her.

The Tarasin has a +2 to hit climbing heroes and they lose their dexterity bonus to defense. However, her blaster pistol has a range increment of 10, so she is -14 to hit heroes who are 40 meters up the mountain. The bottom line is that everyone is likely to need to roll 20s to hit. The heroes' superior numbers are offset by their precarious position. If she manages to hit a hero, he must make a Climb check or fall.

If the Tarasin takes wound damage, she leaves at once (if she is able). If she takes vitality damage, she pulls back (total cover - cannot be hit) and waits for 10 rounds. She then peers over the edge and resumes shooting. If she takes vitality damage a second time, she leaves at once (if she is able). After 30 seconds without shooting, heroes can resume taking 10 on their Climb checks.

Any hero who performs a conspicuous act of heroism on the climb should be considered for a Force point.

*Low Tier:*

**Dark Side Adept – Tarasin Force Adept 4;** Initiative +0; Defense 24 (class and cover); Speed 10m; VP/WP 26/13; Attack +3 ranged (3d6, blaster pistol); SQ Low Light Vision; SV Fort +3, Ref +2, Will +8.

*Mid/High Tier:*

**Dark Side Adept – Tarasin Force Adept 6/ Dark Side Devotee 2;** Initiative +0; Defense 29 (class and cover); Speed 10m; VP/WP 52/14; Attack +5 ranged (3d6, blaster pistol); SV Fort +7, Ref +5, Will +10.

## Encounter 5: Spirited Assistance

*Key idea of this encounter: Heroes learn of the horrible fate of the captured Wookiees and the existence of the Dark Side artifact.*

*You finally struggle to the opening in the side of Cloud Mountain. The hole is less than a meter across and a tight fit as you climb inside. The overhang and rough texture of the rocks make it undetectable from almost all directions. Someone would have to be actively looking for it and standing where you started to have a chance to notice it.*

*The passage is rough and seems to be a natural feature of the stone. The mountain shakes briefly, but you're able to hang on to its rough surface. After about four meters the tunnel opens up and appears to have been worked by hand.*

A Knowledge (Geology or Local) check (DC 10) reveals that Cloud Mountain is an extinct volcano and the passages remain from past lava flows. They have been enlarged by hand.

Take any Force sensitive heroes aside and read or paraphrase the following:

*The dark side is strong here. You can feel it surrounding you, caressing your essence with a cold, wet tongue. It's an incredibly distasteful and unpleasant experience.*

There are a variety of passages branching off, seemingly at random. The heroes can investigate these, but most are collapsed and impassable.

*The passages twist and wind. You have followed several to where they collapsed and were utterly impassable. Many of the passages show signs of recent rock falls. As you continue your exploration, a dark shape emerges from the shadows and gestures.*

If you have a trigger-happy group, go ahead and roll initiative. The heroes are unlikely to hurt it, but give them a chance to try. Pay close attention to Force Sensitive heroes for signs that they are acting out of fear or anger. Until it manifests, it looks like a ghostly humanoid and the heroes can't see details.

This is the Wookiee mother, turned into a dark side spirit by the operation of the dark side artifact. She is trying to warn the heroes. She takes three rounds to figure out how to manifest. Once she does, it is easy to recognize the figure as a Wookiee.

The Wookiee mother's name is Risstenni and the name of her son is Chywarra.

If the heroes don't destroy her immediately, she talks to the heroes after manifesting.

*The Wookiee speaks, "Help me, please. I woke up early this morning and there was no sign of my son. It's not like him to go off by himself, so I started searching for him. It took a while, but I eventually found his toy Rykk blade, which I left for anyone following us. As I neared Cloud Mountain I saw him being carried up the mountainside by a Tarasin. She climbed the wall as deftly as a spider.*

*It took me a while to climb the mountain and then to find my child among the tunnels. I probably should have waited for help, but I was frantic to find my son. I found their headquarters. It was a big chamber with strange carvings on the walls. In the middle of the cavern was a huge statue, carved out of the stone of the mountain. The statue was a hand with five fingers and a thumb with the palm up. The fingers were about three meters tall and a meter in diameter. The palm was five meters across and raised two meters off the ground. A Tarasin stood on the palm and the others seemed to follow her orders.*

*They didn't seem to notice me at first. They were talking about how the Force must have been strong in the child because he had survived a session in the hand. I became furious when I heard this and rushed to attack them in a rage. The leader looked at me and I heard her say that if I attacked them my boy would be the first to die and I should sit down and discuss this like an adult. I wanted nothing more than to tear her limbs off, but I felt myself sitting down.*

*She told me that it wasn't personal, but the Wyrld wasn't going to let the Wookiees steal their land. She offered me the chance to take my son's place for the next ritual. I didn't see any other option to save my son; there were too many to fight and I was afraid of losing control of my body again. I hoped I could hold on long enough for help to arrive.*

*There were five Tarasin inside the fingers. They lifted my son out of the thumb and let me say goodbye before they helped me up and into the thumb. The*

*material was highly polished and too smooth to climb. I tried scratching it with my claws, but it was too hard. There was some strange chanting and it felt like something was trying to tear me apart from the inside. The mountain was shaking. I must have passed out. When I woke up, I found I could move through the side of the statue. I could see that I'd changed. I thought about going home for help, but I didn't want to leave my son. I've been listening to their plans, they seem to ignore me, and there are others like me around the statue."*

- She begs the heroes to rescue her son. She knows he was placed in the thumb after she died during the ritual. She doesn't know if he is strong enough to survive another ritual.
- She warns the heroes that it is very dangerous to proceed and she will understand if the heroes are afraid to go on. The heroes need to warn Kiirloor that the Tarasin females want to destroy it or the loss of her life (and her son's) will be meaningless.
- The Tarasin plan to awaken the fires of Cloud Mountain to purge the jungle of the Wookiees.
- She has seen from 6-12 Tarasin at different times. There are more for the rituals.

Allow the heroes to discuss matters with the dark side spirit, but go to Encounter 6 before they decide what to do about the Wyrd.

**Benign dark side spirit – Wookiee Scout 4;** Initiative +0; Defense Not Applicable; Speed 10m; VP/WP 32/18; Attack Not Applicable; SQ Immune to physical attacks, Immune to powers or skills which require a Fortitude saving throw; SV Fort N/A, Ref +4, Will +4.

The Wookiee mother sacrificed herself for her child, so she isn't filled with the hate and rage of the typical dark side spirit. Destroying the dark side artifact releases the Wookiee. She can also be destroyed by means of the Force Light skill (*Power of the Jedi Sourcebook – see GM Aid 1 for more information*).

## Encounter 6: Spirited Assault

*Key ideas of this encounter: Give heroes an opportunity for combat at a point where their emotional state may lead to the Dark Side.*

One of the dark side spirits created by the artifact notices the heroes and decides to prevent them from interfering with the Wyrd's plans. She starts by attempting to possess the hero who is most agitated about the plight of the Wookiees.

Heroes with the Force Sensitive feat who make a Wisdom check (DC 20) get a vague premonition that something is wrong. They may act normally during the initial round, but until the dark side spirit shows up, they don't know enough about the situation to act effectively.

*As you speak to the unfortunate Wookiee female, another ghostly form moves up the passageway and pauses.*

Pause briefly to allow the heroes to react. If the heroes attack, roll initiative and go to combat. If the heroes don't immediately attack, the dark side spirit manifests and tries to lure the heroes to the Dark Side.

*The ghostly form coalesces into the form of a Tarasin female. "It is horrible what they have done to us. Is there one among you who will right this wrong? Who will seek out and utterly destroy the people responsible? Who among you will avenge our deaths and flood this place with the lifeblood of our slayers?"*

At some point it is likely that either the heroes attack her or she gets tired of waiting. She tries to possess one of the heroes and use his body to attack the others. The hero she tries to possess is determined as follows:

1. Any hero who responded positively to her tirade.
2. Hero with most current Dark Side Points (DSP).
3. Hero with the most DSP over his career.
4. Hero who is most upset about the Wookiee spirit.
5. Lowest level hero.
6. Random/your choice.

Attempting to possess a hero is a full round action. The target must make a Will saving throw (DC 7/9/11) or become a prisoner in her own body. If the hero makes his saving throw, that particular spirit can never possess him. The spirit tries to possess another hero using the same criteria until attacked by the Wookiee dark side spirit.

The dark side spirit retains her Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses and mental abilities. The body retains its Strength, Dexterity, Constitution, vitality points, wound points and natural abilities.

Leaving the body is a move action. If the possessed hero reaches zero or negative wound points, the spirit is forced out, but there are no other effects on the dark side spirit. Once the dark side spirit has left the body the hero can be stabilized and healed as normal.

The dark side spirit wants to delay the heroes so the ritual may be completed. Allow the heroes to fight the dark side spirit for 2-3 rounds (depending on how well they are doing and how much time is left in the slot) then the dark side spirit of the Wookiee mother

attacks the Tarasin dark side spirit. She tells the heroes to rescue her son, she can handle this one. The spirits fight each other and ignore the heroes.

See stats in GM Aid #1

## Encounter 7: Deal with the Dark Side

*Key ideas of this encounter: Force the heroes to choose between confronting the Wyrd and rescuing the Wookiee village from the coming lava flow.*

*The mountain shakes violently as you reach the Wyrd base. A low rumbling and what sounds like muffled explosions accompany your travel.*

*The room is just as described. The huge stone hand cradles two Tarasin, five more perch atop the fingers and one is looking down into the thumb. She turns at your approach.*

*"Stop", the leader cries. "I suggest you hear me out before attacking".*

The heroes may listen to Xinishia's warning about the lava flow that is currently on its way to Kiirloor. Or they can attack her without listening. If the heroes attack, roll initiative and go to combat. The Wookiee child is curled up inside the thumb. He is dying, and is at -2 wounds when the heroes enter the cavern.

*If the heroes elect to listen to her:*

*"The Wyrd has called upon the power of this sacred place to awaken Cloud Mountain. As we stand here, a stream of molten rock approaches the Wookiee village. We sabotaged their vehicles and they cannot out distance the lava on foot. If you don't act very quickly, they all die.*

*"We want two things. First, you leave this place and never divulge its existence to anyone. Second, you convince the Wookiees to choose another location for their village.*

*"If you agree to our terms, you may take the child. He is alive, but he is dying and needs medical assistance immediately. We'll carry you down the wall of the mountain, greatly speeding your trip to the Wookiee village.*

*"If you fight us, then you and they all perish. What do you choose?" She cocks her head and looks at the heroes without expression.*

Use of Sense Motive or similar skills (including knowledge of the Tarasin skin color language) indicates that she is being completely honest and is supremely confident.

**If the heroes agree to her demands,** they need to make haste back to Kiirloor. Xinishia expects each hero to swear by whatever they hold dear to abide by the agreement. She expects obvious Jedi to ensure the others keep their word. The child is lifted out of the artifact and can be stabilized by medical or Force skills. As the heroes run from the chamber they pass where the two dark side spirits are locked in combat. With a great roar the Wookiee spirit dispatches the Tarasin spirit. She thanks the heroes and stays close to her son for the rest of the adventure. Six Tarasin accompany the party back to the exit and assist them in climbing down. (The Tarasin can climb at full speed without problem – 18 seconds to reach the bottom). Any hero who betrays this trust is dealt with ruthlessly, including the coup de grace of fallen foes.

Fortunately, the mountainside has remained intact in their vicinity and the escape route and their speeder is safe. The jungle steams, and they can see the glowing lava spurting out of the mountain and flowing in the direction of the village. Trees erupt into flames as the molten lava envelops them.

The heroes' main goal should be making it back in time. This speeder and the small speeder at the village have sufficient capacity to allow everyone to be evacuated safely. (If the heroes have transportation of their own, so much the better.) If the heroes make good time, they can even rescue essential equipment. If the heroes call ahead, it greatly speeds the evacuation.

The heroes may try to delay the flow of lava through cutting trees in its path or other activity. Unfortunately, even blasting a trench in front of the lava only delays the lava a few seconds. The heroes may have other ideas, but thousands of tons of molten rock flowing across the countryside at 75 kilometers per hour is hard to stop.

The heroes have about 12 minutes before the lava reaches Kiirloor. If they receive assistance in climbing from the Tarasin, they reach the speeder with 11 minutes to go. If they do it by themselves, they have only 9 minutes. (Once the heroes reach the speeder, the clock starts for whether the heroes make it to the village in time.) If the heroes are less than 3 minutes late, they can brave the heat and fire to retrieve 2d6 Wookiees from where they have climbed up into the trees.

**If the heroes choose to fight,** they are likely to lose. A group of dark side witches who can cause an inactive volcano to erupt is not a weak opponent. Keep track of the number of rounds that pass in case the heroes win. This time comes off what they have to rescue the Wookiees. After five rounds, or sooner if the heroes are losing badly, the Wyrd leader repeats her offer. If the heroes continue to fight, they have made their choice. Bleeding and unconscious heroes are stabilized (if necessary), bound, and left at the base of the mountain. The Wyrd leaves their equipment as if to

underscore their disdain.

The Wyrd seals off the known entrance to Cloud Mountain, even if the heroes agreed to keep it a secret. There are other concealed entrances that can be used to access the artifact in the future.

Statistics are provided in GM Aid 1.

## Conclusion

If the heroes rescue the Wookiees of Kiirloor from the volcanic eruption and the resulting lava flow, there is much rejoicing. The heroes each receive a Wookiee remembrance bracelet from the grateful survivors of Kiirloor. This bracelet provides a +2 circumstance bonus to Diplomacy and Gather Information skill checks when dealing with Wookiees.

Read or paraphrase the following:

*It's nearly dawn when you finish ferrying the Wookiees to safety, and ash coats your skin in a gritty film. As the sky begins to lighten, the warm first rain of the day washes away both the soot and, for the moment, the worries of the Wookiees. You can congratulate yourselves on a job well done in rescuing the Wookiees, but even as you do, in the back of your mind you know that the Wyrd remains out in the jungle, waiting for their next opportunity... like the shadows, always waiting*

If the heroes failed to rescue the Wookiees of Kiirloor, the community is almost totally wiped out. One adult female and all three children are able to flee on the one functional speeder, but the others die in the lava flow or the forest fire that follows in its wake. Read or paraphrase the following as needed, depending upon whether the heroes actually defeated the Wyrd:

*It's nearly dawn when you finish, and ash coats your skin in a gritty film. As the sky begins to lighten, clearly revealing the devastation. The Wookiee settlement is swept away with a wide swathe of jungle, along with most of the settlers. Only one adult female and three youngsters survived, by fleeing on the one functional speeder. You challenged/defeated the Wyrd, but at what cost? Sometimes it's darkest after the dawn...*

Regardless, the Wookiees must build Kiirloor in an alternate location, since the lava flow and fire have made the selected site unsuitable.

Note in the critical event summary what the heroes decide to do with the knowledge of the dark side artifact. If they bring it to the attention of the Jedi Academy, it is destroyed if the Jedi are able to locate it (after the Wyrd hides the entrance).

Note what the heroes decide to do with the

Wookiee child. His father is still alive, but the boy's latent Force abilities have been brought to the surface and he would be amenable to study at the Jedi Academy on Almas. The spirit of his deceased mother accompanies him (similar to a Guiding Spirit from the *Power of the Jedi Sourcebook*).

## Here Ends *From the Trees*

## 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 (0-300 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 rescue the Wookiee youngster and evacuate the village before the lava reached it? If so, each hero who survived receives 350 XP.

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

<b>Total Possible Experience:</b>	<b>650 XP</b>
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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 rescuing either the Wookiee youngster or the village 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 encounter in the scenario.

There is no monetary reward for the module (sometimes that is part of being a hero).

**If the heroes save the village:**

**Wookiee Remembrance Bracelet:** The hero named above has rendered an invaluable service to the Wookiees attempting to settle on Cularin. The grateful survivors of Kiirloor offer these humble Wookiee remembrance bracelets as a token of their appreciation. This intricately woven bracelet provides a +2 circumstance bonus to Diplomacy and Gather Information skill checks when dealing with Wookiees.

**If the heroes fight the Wyrd and fail to save the village:**

They can pick up some spears and blaster pistols in the unlikely event they fight and defeat the Wyrd.

## GM Aid 1: Combat Statistics

### Encounter 2: Getting There is Half the Fun

#### *All Tiers*

**Branch or vine, object:** (one per two heroes in low tier, one per hero in mid and two per hero in high. A new set “attacks” each round. These are wind driven and not willful attacks by the branches & vines.); Initiative +0; Defense 10; Speed 0m; VP/WP -/5; Attack +3 melee (d6+2, club); SQ DR 5; SV Fort +0, Ref +0, Will +0.

### Encounter 3: Dangerous Devastation

#### *All Tiers*

**Kilassin, Predator 5** (the pack consists of 4 kilassin (low tier), 8 kilassin (mid tier) or 16 kilassin (high tier)); Initiative +0; Defense 14; Speed 20m; VP/WP 52/18; Attack +8/+8 melee (d6+7, claws); SQ Low Light Vision; SV Fort +8, Ref +3, Will +1. Feats: Cleave, Power Attack.

### Encounter 4: Wookiee Welcome, Wookiee Woes

#### *Low Tier*

**Dark Side Adept – Tarasin Force Adept 4;** Initiative +0; Defense 24 (class and cover); Speed 10m; VP/WP 26/13; Attack +3 ranged (3d6, blaster pistol); SQ Low Light Vision; SV Fort +3, Ref +2, Will +8.

#### *Mid/High Tiers*

**Dark Side Adept – Tarasin Force Adept 6/ Dark Side Devotee 2;** Initiative +0; Defense 29 (class and cover); Speed 10m; VP/WP 52/14; Attack +5 ranged (3d6, blaster pistol); SV Fort +7, Ref +5, Will +10.

### Encounter 5: Spirited Assistance

#### *All Tiers*

**Benign Dark side spirit – Wookiee Scout 4;** Initiative +0; Defense Not Applicable; Speed 10m; VP/WP 32/18; Attack Not Applicable; SQ Immune to physical attacks, Immune to powers or skills which require a Fortitude saving throw; SV Fort N/A, Ref +4, Will +4.

The Wookiee mother sacrificed herself for her child, so she isn't filled with the hate and rage of the typical **Dark side spirit**. Destroying the Dark Side Artifact releases the Wookiee. She can also be destroyed by means of the Force Light skill (*Power of the Jedi Sourcebook*). Entry is summarized as follows:

Force Light (Wis). Light Side; Requires the Force Sensitive and Alter feats. You can channel the Force into withering blasts of light that can destroy dark side

spirits or purge the taint from dark side locations. **Check:** When you use this skill, a wave of light side energy emanates from you 10 meters in all directions. A Force Light check sets the effect of the skill's use on dark side characters, dark side creatures, dark side spirits and dark side sites.

Check Result	Damage	----- Effect On -----	
		Dark Side Spirit	Dark Side Site
15 or lower	5	1d8	No effect
16-25	10	2d8	No effect
26-40	15	3d8	No effect
41 or higher	20	4d8	Reduce site power by 1 step

Force Light may not be used to remove Dark Side Points from player characters. When used against a dark side spirit, Force Light deals damage to the spirit by weakening its connection to the dark side of the Force. When a dark side spirit is reduced to 0 wound points, it is permanently destroyed. **Time:** Using Force Light is an attack action; it draws an attack of opportunity. **Vitality Point Cost: 8**

### Encounter 6: Spirited Assault

#### *Low Tier*

**Dark side spirit – Tarasin Force Adept 4;** Initiative +0; Defense 14; Speed 10m; VP/WP 30/16; Attack +3 Melee, +3 ranged; SQ Immune to physical attacks, Immune to powers or skills which require a Fortitude saving throw; SV Fort N/A, Ref +2, Will +8. Affect Mind +9, Fear +9, Illusion +8.

#### *Mid Tier*

**Dark side spirit – Tarasin Force Adept 6 / Dark Side Devotee 2;** Initiative +0; Defense 19; Speed 10m; VP/WP 54/18; Attack +5 Melee, +5 ranged; SQ Immune to physical attacks, Immune to powers or skills which require a Fortitude saving throw; SV Fort N/A, Ref +5, Will +12. Affect Mind +13, Fear +12, Illusion +12.

#### *High Tier*

**Dark side spirit – Tarasin Force Adept 6 / Dark Side Devotee 6;** Initiative +0; Defense 20; Speed 10m; VP/WP 78/22; Attack +8 Melee, +8 ranged; SQ Immune to physical attacks, Immune to powers or skills which require a Fortitude saving throw; SV Fort N/A, Ref +6, Will +15. Affect Mind +17, Fear +18, Illusion +15.

## Encounter 7: Deal With the Dark Side

### *Low Tier*

**Wyrd Members (7): Tarasin Force Adept 4;** Initiative +0; Defense 14 (Class); Speed 10m; VP/WP 26/13; Attack +3 Melee (1d8,spear), +3 ranged (3d6, blaster pistol); SV Fort +3, Ref +2, Will +8.

**Xinishia: Tarasin Force Adept 6 / Dark Side Devotee 6;** Initiative +0; Defense 20 (Class); Speed 10m; VP/WP 90/16; Attack +8/+3 Melee (3d8, spear), +8/+3 ranged (3d6, blaster pistol); SQ Force Weapon +2d8, Force Talisman +2; SV Fort +8, Ref +6, Will +13. Affect Mind +13, Fear +12, Illusion +12.

### *Mid Tier*

**Junior Wyrd Members (4): Tarasin Force Adept 4;** Initiative +0; Defense 14 (Class); Speed 10m; VP/WP 26/13; Attack +3 Melee (1d8,spear), +3 ranged (3d6, blaster pistol); SV Fort +3, Ref +2, Will +8.

**Senior Wyrd Members (3): Tarasin Force Adept 6 / Dark Side Devotee 2;** Initiative +0; Defense 19 (Class); Speed 10m; VP/WP 54/14; Attack +5 Melee (2d8, spear), +5 ranged (3d6, blaster pistol); SQ Force Weapon +1d8, Force Talisman +2; SV Fort +7, Ref +5, Will +10.

**Xinishia: Tarasin Force Adept 6 / Dark Side Devotee 6;** Initiative +0; Defense 20 (Class); Speed 10m; VP/WP 90/16; Attack +7/+2 Melee (3d8, spear), +8/+3 ranged (3d6, blaster pistol); SQ Force Weapon +2d8, Force Talisman +2; SV Fort +8, Ref +6, Will +13. Affect Mind +13, Fear +12, Illusion +12.

### *High Tier*

**Senior Wyrd Members (7): Tarasin Force Adept 6 / Dark Side Devotee 2;** Initiative +0; Defense 19 (Class); Speed 10m; VP/WP 54/14; Attack +5 Melee (2d8, spear), +5 ranged (3d6, blaster pistol); SQ Force Weapon +1d8, Force Talisman +2; SV Fort +7, Ref +5, Will +10.

**Xinishia: Tarasin Force Adept 6 / Dark Side Devotee 6;** Initiative +0; Defense 20 (Class); Speed 10m; VP/WP 90/16; Attack +7/+2 Melee (3d8, spear), +8/+3 ranged (3d6, blaster pistol); SQ Force Weapon +2d8, Force Talisman +2; SV Fort +8, Ref +6, Will +13. Affect Mind +13, Fear +12, Illusion +12.

## Critical Event Summary

### From the T rees

- |       |                                                                              |       |           |
|-------|------------------------------------------------------------------------------|-------|-----------|
| 1.    | Did the heroes rescue the trapped Wookiees in Encounter Three?               | Yes   | No        |
| 2.    | Did the heroes destroy the Wookiee dark side spirit?                         | Yes   | No        |
| 3.    | Did the heroes fight or negotiate with the Wyrd members?                     | Fight | Negotiate |
| 3. a. | If the heroes chose to fight, did they defeat the Wyrd members?              | Yes   | No        |
| 3. b. | If the heroes chose to negotiate, did they keep their part of the agreement? | Yes   | No        |
| 4.    | Did the heroes rescue the Wookiee youngster from the Wyrd?                   | Yes   | No        |
| 4.a.  | If so, what did they do with the youngster at the end of the module?         |       |           |
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- |    |                                                                            |     |    |
|----|----------------------------------------------------------------------------|-----|----|
| 5. | Did the heroes rescue the Wookiees of Kiirloor from the volcanic eruption? | Yes | No |
| 6. | Did the heroes notify the Jedi Academy of the artifact?                    | Yes | No |

GM Name, RPGA#: \_\_\_\_\_

GM Email Address: \_\_\_\_\_

Convention Name/Date \_\_\_\_\_

#### Convention Coordinator:

To report these results (for events during the months of August and September 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](mailto:LFPlots@living-force.net)

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

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