

Destruction

Episode Two of the Heart of Evil Trilogy A One-Round LIVING FORCE Tournament

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An adventure for LIVING FORCE heroes of levels 4+. This scenario should be played soon after "*A Plague of Darkness*" (Episode I of the "*Heart of Evil*" trilogy) and before "*A Hero Seeks Not Vengeance*" (Episode III of the "*Heart of Evil*" trilogy). It is suggested that participating heroes are played in the third scenario, "*A Hero Seeks Not Vengeance*", *immediately* after this one and *before any others*. This scenario is appropriate for all types of LIVING FORCE heroes.

Cularin is doing its part, as the Clone Wars come to a conclusion. The heroes are part of the task force sent on a strike against a base believed manned by a coalition of Believers and some remaining Separatist forces. Once there, victory or defeat pale to insignificance, as the heroes discover a horrendous plot.

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Destruction 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 or Event Coordinator 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.

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**. 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.

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. 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.

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 to intentionally 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

Well, Judge, this is it: the Fall of Almas and the beginning of the end for the Jedi of Cularin. Despite the ray of hope offered at the end of Plague of Darkness, this scenario and the next will be very dark. Many well-known NPCs will die. It is possible that some heroes may, as well. And although this scenario occurs before the events of *Star Wars Episode 3: The Revenge of the Sith*, those events are only a short amount of game time away.

However, even in dark times, there are always those who will fight despair and be light-bearers for the rest...

Encounter 1: Sic: The heroes are briefed regarding a Cularin Armed Forces assault on a Believer hideaway which is reported to be sponsored by the Separatists. Rumor has it that some sort of plot is being hatched there.

Encounter 2: Transit Enemy forces attempt to waylay the expeditionary force en route to the target. Afterwards, it also becomes apparent that the Vigilance was pulled away from its orbit around Almas to lead this mission.

Encounter 3: Gloria Once they arrive at the target system, the heroes discover that the base is long abandoned and simply a trap. However, the evidence of the plot is still available, for reasons that are terrifying to contemplate.

Encounter 4: Mundi An incoming transmission, from a Jedi Master known to many of the heroes, speeds them back towards Almas.

Encounter 5: Almas Burning To the horror of the returning heroes, the Almas Academy has been utterly destroyed. It lies in flaming ruins, a scene of destruction and death. If the heroes made good time, they may have a chance to see one of the beings responsible. If they made *excellent* time, they may be unlucky enough to meet him...

Conclusion: A Hero Seeks Not Vengeance

Amidst the shattered remains of the Almas Academy, the heroes must decide what their next course of action will be. This encounter leads into the final scenario of the trilogy.

Important Note to Judges: Please note that, at this point in the timeline of this LIVING FORCE campaign, the events of *Star Wars Episode 3: The Revenge of the Sith* have not yet happened. Also note that there is a nemesis introduced in this scenario, Garth Ezzar, who is to be the main focus of the final scenario in this trilogy. Please read the notes regarding him carefully, as it would be an error to permit your heroes to get into a knock-down-drag-out fight with him in this one.

Clarification regarding tiering notation: when

you see something like “DC 15/20/25”, use the lowest DC for the middle tier, the middle for Tier 2 and the third for Tier 3. In this scenario, tiers are for character levels: 4-6, 7-9 and 10+. In some cases the DC do not follow the usual progression from tier to tier to reflect that higher level character stop being challenged by some things or that they actually find something easier than they did when they were lower level.

Opening Crawl

Darkness is falling on the Republic and on Cularin. Master Lanius Qel’Bertok has fallen and the Clone Wars are raging towards their final outcome. Against this backdrop, the heroes of Cularin must decide what part they will play in the events that will shape the destiny of a galaxy...

Encounter 1: Sic

Key ideas of this encounter: General Osten Dal’Nay and General Xirossk now command the Cularin Armed Forces. Nonetheless, they still have a great concern for the affairs of Cularin proper, and respect for the indigenous Tarasin, who have been allies in the past and some of whom serve in the Armed Forces. When Dariana indicated that the Wyrd had received recent instruction and support from the Believers, who are thought to be allies of the Separatists, Osten was quick to agree that a “specialist team” should investigate. He considers the Believers to be terrorists. While they, and specifically their leader, Len Markus, are much more than that, this will likely attract the attention of the heroes.

GM NOTE (aside): “Sic” (pronounced “seek”) is one of the Latin words for “yes”, and can also mean “thus” or “so”. “*Sic transit gloria mundi*” loosely translates as “Thus passes the glory of the world” and is an allusion to the nearing end of the Jedi Order and also is a play on words, regarding the themes of the various encounters. In this encounter, the heroes are recruited, say “yes”, and thus begin the end.

First off, you get to have some fun. Ask the players if any of them have the “Attention of Supreme Chancellor Palpatine” cert from *Decisions: Coruscant*. Honor system is fine if the

person doesn't have it there. Then tell him or her that this entitles them to a free cert—if they want it.

Give each qualifying player a copy of the cert "Targeted By The Sith" and watch the expressions. The player does not have to take the cert. If he or she wants it, then the hero name should be filled in at the top, as usual. Otherwise, the player simply returns it to you.

This cert will only have an effect if the heroes actually manage to come into physical contact with Garth Ezzar. The effect is described in Encounter 5 and in the next scenario, as it is not intended that the heroes fight the climactic battle here.

Osten intends to send a small task group of ships and soldiers to investigate a supposedly abandoned Separatist base, into which the Believers may have moved. It is thought that there may still be a few beings loyal to one or the other cause, there, and possibly some intelligence that may prove useful as the Clone Wars come to their inevitable, conclusion: victory for the Republic.

The heroes are probably going to be very interested in continuing anyway, if they have experienced the events of Plague of Darkness. Any information that could help track down the people indirectly responsible for the passing of Master Lanius Qel'Bertok would be satisfying. The Wyrd have been smashed; now it is the turn of the Believers.

If only they knew...

Judge, by now, most heroes will be very familiar with Osten and Xirossk. Note that the former Cularin Militia is now the Cularin Armed Forces (CAF), a branch of the republic military. Also, Clone Trooper companies have been assigned to help defend Cularin proper and the city of Forard on Almas, near the Jedi Academy. Evidence, of the Supreme Chancellor's interest in protecting the Republic, is everywhere.

The briefing will occur in private, and somewhat less formally than if it were an open, military briefing. Members of the CAF will have been ordered on this mission, but are being detached to the hero "specialist team". You can ad lib the conversation; Osten will have been shaken by the passage of Lanius and Xirossk, in his own gruff way, mourns the passing of the *"hidden warrior inside the calm shell"*. This conversation can be as long or short as you wish; some groups like to roleplay more than others. Some may even want to reminisce for a few minutes. Do keep an eye on the clock.

A couple of points that should be made:

- ∞ Even if Dariana had not asked that the heroes represent Cularin in this, it was suggested by a high-placed military official on Coruscant that these supremely successful specialists should be involved. Someone obviously highly respects the heroes' abilities.
- ∞ The Cularin Armed Forces has a limited amount of ships and personnel and have been heavily engaged with the defense of Cularin, the liberation of Thaere, and the Clone Wars for the past year. Fortunately, since the CAF is now a part of the Republic Armed Forces, the Republic will detach one of the vessels that they have posted in the system to act as the core vessel, along with some Clone Trooper marines. It is a light cruiser, the *Vigilance*.
- ∞ The CAF intends take the base and drain it of intelligence. To hide this fact, the code name for the mission is "Destruction". Most of the rank and file aboard will think they just intend to drive off any defenders and destroy the base. That is intentional, because people do have a habit of talking. All in the task group will be informed of the true nature of the mission once they arrive.

The mission parameters are as follows: the small group of ships will travel to the outpost, which is located in a system so featureless as to be numbered instead of named. There is no large asteroid field around it; it pretty much floats in empty space. So, it was hard to find, but at least one can get close without dancing with asteroids. There, they will either capture or destroy any hostiles, take the base and obtain any data of use to the Republic. Advance scouts indicated low enemy activity and only a couple of armed transport class vessels, plus a few fighters, in the area two weeks ago. Long-ranged telemetry has not shown any additional buildup whatsoever. The base itself could have housed perhaps 200 persons and seems to have been mostly a storage and support facility for ships in transit. It is located in the bottom of a crater, on the surface of an asteroid, with storage facilities likely below the surface.

What needs to be accomplished is any preliminary outfitting, and assignment of vehicles. While the heroes could travel on the light cruiser being sent, or on one of the two smaller support and supply vessels, any pilots among them may take their own vessels or fighters, or be assigned a CAF fighter. (No Jedi fighters are currently available, though CAF fighters can be assigned to

Jedi pilots.) Up to two of the assigned CAF vessels can be Cularin Fighters, sometimes called Delta Wings. If the heroes prefer an armed transport can also be made available: the *Wayfarer*. This ship may be familiar to many heroes.

See **Player Handout #1** and **GM Aid #1** for details of available ships. See **GM Aid #2** for character sketches of Osten and Xirossk.

Regarding preliminary outfitting, any reasonable supplies, such as a couple of mastercraft medpacs per hero, glowrods, ascension guns and so forth, will be made available. Members of the CAF may request additional weaponry up to and including repeating blaster rifles, but not thermal detonators or heavy weapons or armed vehicles. No personal vehicles will be transported to the asteroid; a lengthy ground battle is not anticipated.

When preparations are done, move to Encounter 2.

Encounter 2: Transit

Key ideas of this encounter: Once the task group drops out of hyperspace near the system, they see a small force of the droid fighters often used by the Separatists. This gives the heroes a bit of space combat on the way in. It is also intended to lull the players into thinking that this may be a standard 'shoot-'em-up', after all.

Again, Judge, you can pretty much improvise this one. In the Encounter 2 section of **GM Aid #2** you will find the stats for the opposing vessels. Task Group Destruction will pick up the small fighter screen around the asteroid and move in to engage, launching fighters.

The intent is that the heroes can have fun shooting up droids without regret for a few minutes. There are also suggestions for the skilled noncombatants. You should probably not let the battle go much over 5 to 7 rounds. There is still a lot to do.

The heroes have several possible roles:

- ∞ Hero pilots can man fighters, either the hero's own or a "loaner". One "competent" adversary and two "extras", from the **GM Aid**, should challenge each hero.
- ∞ Heroes can act as pilot and crew on an armed transport or other owned hero vessel, if one was brought. You'll have to tune the fight to the heroes and their ship's capabilities. Perhaps start them

with one fighter element as above and, if they are defeating the opponents too easily, have another add to it. If the heroes get in trouble, they can fall back towards the *Vigilance* and the ship's weapons will quickly even the odds, or simply destroy the enemies if necessary.

- ∞ It is not intended that the *Vigilance* get involved in more than a descriptive battle.

However, if there are heroes unsuited to being out in space fighting, they can perform a number of useful functions at stations on the bridge. A hero could man a computer and, with a DC15 check, give one fighter either a +2 to attack bonus (by relaying telemetry about the enemy) or a +2 to defense (by warning of incoming attacks), each round. Alternatively, you could send several groups of fighters against the *Vigilance* and the hero could perform the same function for the ship, using a Computer check, DC15. As well, if a hero aboard has good Repair skill, it would be fine to have a few fighters score some telling hits on *Vigilance* and the hero can help the small staff of engineers patch an atmosphere leak, stabilize a power supply to a gun, or something similar. Again, DC15 checks should be appropriate for most of these, though if you have some Tech Specialists or Repair junkies in your group, you may ad lib a more serious problem.

Once the last fighters have been destroyed and the heroes regroup aboard, have some of the *Vigilance* pilots remark that this was a lot more exciting than their previous station. When the obvious question gets asked, one will reply, **"Ah, we were just in a posting orbit around Almas. Talk about boredom. Nothing but supply transports and the occasional Jedi ship. Now they stuck one of the old Thaereian customs ships that Cularin captured, there. Heh, better them than me. Who the void would attack Almas, anyway? Half the Jedi in the galaxy would serve you up 'en lightsaber'."**

If anyone inquires, the posting vessel is a much smaller one, with a 12-man crew, but still armed. Even in these more peaceful times, and in a Core-ward system, it seems that no one is taking chances.

No, indeed...

Encounter 3: Gloria

Key ideas of this encounter: While the task group deals with another sighting in space, the heroes try to divest the base of its secrets. They succeed only too well, and find that it is a double trap: one intended to keep them on this asteroid, or perhaps to destroy them.

As you set down on the large asteroid, the briefing given by Captain Suubrin of the Vigilance comes to mind.

“Scans have indicated minimal power: no life forms, and there doesn’t seem to be even much in the way of powered-up droids. The base is deserted.

“That probably means that the mission is a wash, as far as intelligence is concerned, but we still have to check. The ships will be kept in high, posting orbit. You specialists, some engineers and some marines will be shuttled down to the surface. Half the marines will go with the engineers to power the place up and determine its status. The other half will proceed to the command center with the specialists, to secure any available data.

“Watch out for mined areas or other traps. The Separatists have been known to do that kind of thing—although the lack of power suggests not, in this case.”

The mission is not really debatable. Heroes may requisition any standard or master-quality, skill-related kits that are available from the RCR or Equipment Guide, appropriate to the era. These would be returned at the end of the mission. Note that the mass of the base itself, and its walls, etc will impede certain scanning devices. You, as Judge, need not feel obligated to let someone obtain or make efficient use of any device that you would consider game breaking.

Flow of the encounter: consult the encounter map, in **GM Aid #3**. It is reproduced, in **Player Handout #2**, as a series of jigsaw-maps, which can be revealed to the heroes as they explore the small base. The player handout does not have the key.

This mission is a ruse and a trap, but it is not designed to kill the heroes. A dark and shadowy manipulator wants them alive to see the ruin of that for which they have fought. Out of that despair, anger, and thirst for revenge, it is hoped that they may be turned to the Dark Side and become minions of the New Order. If not, it would

be easy enough to destroy them later, or so their opponent thinks.

While some of the droids that will activate in the events detailed below could harm the heroes, the evil perpetrator of this plan has every confidence that they will survive— or that, if any of them die, they would not have been worth recruiting in any event.

Once the heroes enter and the team splits for its respective duties, they will head out of the access chamber (1) and towards the command center (3). Once no one is left in (1) or any connecting corridors, the outer doors will close and lock, silently. After the heroes reach the command center and attempt to access the main computer, the command center doors lock and a countdown starts. If the countdown lapses, nothing happens, except that a recording mocks them and indicates that they were to be kept very safe, as detailed below. If the heroes stop the countdown, then they can also find the recording, to know what would have been their fate. If they get out of the installation before the end of the countdown, they will see that nothing happens, although an engineer’s sensors will indicate a power-up of some low-energy device in the command center (the holoprojector). That may get the heroes back in to find out what was going on.

If the heroes succeed in freeing themselves, they will get back to Almas in time to possibly see and encounter Garth Ezzar. If not, they will be freed after some time, by the engineers, but will only arrive back at Almas in time to take out a few minions.

Here follow some descriptive passages that you may use and/or modify. Note that the heroes are unlikely to end up in the engineering section (4); that is the goal of the other half of the team. If they end up there, make up some details of vault-like rooms and the power systems of the base.

When they land, by shuttle or other vehicles: An unprepossessing rock, if ever you saw one. Although the thin atmosphere might be breathable for a few minutes, no one is taking chances and breath masks have been issued to anyone without sealed armor. Shadows are sharply delineated and very black: the atmosphere is too thin to moderate the light much. Things are either brightly illuminated or dark.

The closed blast doors of the installation are just ahead of you. As far as the engineers’ scanners can tell, the place is pretty much dead. The same minimal power that let the

former residents leave should serve to get doors to move, but the engineers will need to get main power on to make it operational.

The doors are locked, but it will require only a pathetic DC 15 success with Disable Device to get in. The secondary, hidden, tough locks are not engaged at the moment.

In the access chamber, (1): **The deserted room is only dimly lit by glow-panels in the ceiling. There are signs of hasty departure: empty shipping crate pieces, knocked about on the floor. The odd droid part or tool lies abandoned.**

A transmission comes in from Vigilance: "We've sighted a fighter at long range. We'll leave a support ship in orbit in case you want a rapid ride off-planet, but we had better make sure that this is nothing that will interfere with your mission. Vigilance out."

Two corridors branch off and the signs on the walls are clear: "Control" and "Barracks" show on one corridor and "Engineering" and "Stores" on the other.

Time to split up.

Note that there are 6 marines available to go with the heroes. They are "extras", detailed in **GM Aid #2**. The 6 others go with the 4 techs, who are not detailed. If the heroes do not want their marines, there will be some argument, but the marines can be ordered to go with the engineers.

Once they reach point (2) on the map (or, if they have someone scouting, whenever that person becomes visible to the alarm box above the droids inside): **There are several battle droids standing here, apparently abandoned, inert—what's that? A little metal cylinder, with a red glowing dot, is attached to the ceiling. Suddenly, the dot gives a flash and the room echoes to the sound of droids powering up!**

Adapt the combat to the situation. The droid stats are in **GM Aid #2**. There are (number of heroes times two) plus six of them. So, for example, a table of five heroes and their six accompanying marines would face 16 droids. They should provide a reasonable shoot-'em-up without posing too much of a threat. If the heroes contact the other team, they will find that it has not been attacked and is beginning to work in the Engineering room. If they want the other set of Marines, they'll come, but it will take about 5 rounds for them to arrive—by which time the battle

is likely to be over.

The 6 marines with the heroes are "extras". You can use them to soak up shots or they can help speed up the battle, as desired.

Once they reach the control room (3): **The room looks like a battle took place in it, except that there are no blaster burns on the walls: someone has been shooting up control panels in here.**

Initially, there is only minimal power and the heroes cannot slice into computers. Within a few minutes, the engineers will be able to restore power and they can then try to raid the computers. Note that the base sensors have been shot with blaster rifles, as have many other sensitive controls, including the computer access surfaces.

It requires a Repair success vs. DC 15/20/23 to be able to interface with the computer system. That then allows a simple Computer (12/17/20) to start up the computers—at which point the main doors to the command center and the engineering section slam shut and lock, and a voice rasps metallically from speakers in the control room. (It is the voice of "Darth Sidious/Emperor-to-be Palpatine", masked and recorded, but no hero would recognize it. Still, here's your chance to do your Emperor voice.)

"You have meddled in my affairs for the last time, 'heroes'. Be so kind as to die. Sixty. Fifty-nine. Fifty-eight..."

They get the idea. A jamming field will prevent contacting the engineering team. Options are:

Option	Skill(s)	DC
Try to stop the countdown and whatever will result by slicing the computer.	Computer. Up to two heroes may try to assist. Base time for one attempt is 20 full seconds. Therefore, the heroes not going to get more than two tries.	30/35/38
Try to get the doors unlocked and open.	Disable Device. Base time for one attempt is 10 full seconds, both for this door, and, if	27/32/35

	they get there, the main doors.	
Try to open the doors by bypassing the mechanism.	Repair. Base time for one attempt is 15 full seconds, both for this door, and, if they get there, the main doors.	31/36/39

If the heroes get the door to the control center open, they will need 20 seconds to get to the main doors at a dead run. They will then have to repeat this process at the main doors. They will not meet the other team there, because only the control room had the countdown; the others are oblivious to any problem except the jamming field, which they were trying to damp down.

Note that the heroes may try *both* methods to open the doors, simultaneously if they have enough skilled people. For that matter, someone could be working on the computer as well.

If the heroes fail *two* attempts to open any set of doors (with either skill or a combination of the two), that door becomes jammed shut and will take at least a half hour to open or burn through. E.g. if two Disable attempts fail, or one Disable and one Repair fail, the door is jammed.

If the heroes are in the control room or the corridor just outside when the countdown lapses, read or paraphrase the descriptive text, below. If they return to the command center for some other reason at a later time (see "Flow of the encounter", above), it will replay upon their entering. After playing once in the presence of the heroes, the recording irrevocably wipes.

If the heroes succeed in the computer slicing, the countdown will stop and the main slicer will note the presence of a planted recording. Playing it will result in the same demonstration.

A dry, cackling laugh fills the chamber as a hologram manifests in its center. It is a humanoid male, robed and cowed in such a way that its face is invisible.

"Eh-heh-heh. I hope that you will forgive my little jest. As you can see, nothing happened. I present this base to you as a free gift. Oh, unfortunately, you will find that it is quite devoid of information of any use.

"However, it will serve its purpose, now that you are trapped inside. Do not worry. If you have no friends to get you out, the doors

will open in three hours. You see, the whole point of this was to keep you safe."

The maniacal laughter cracks out again.

"Oh, yes, nothing must happen to you."

From out of the recorder's perspective, you hear a different voice, a deeper and equally menacing one.

"May I proceed, my Master?"

The shrouded figure turns to look to one side, at someone you cannot see.

"Yes. Go there and kill them. Kill them all."

Use your best Darth Vader voice for the second speaker. No. It's not him. But the players will forgive you for not getting the deep voice of Garth Ezzar quite right. This conversation was, of course, recorded some time back, and the attack on Almas is already underway, but the heroes have no way of knowing that right now. The heroes may even misinterpret this message to mean that the heavy is on their way here to kill them, but that's all right. The next encounter will set them straight.

Either the engineering team, or a second team sent from the *Vigilance*, will free trapped heroes after 30 to 40 minutes, if they do not get away.

The heroes then rejoin the *Vigilance* post-haste, as it is back in orbit.

Encounter 4: Mundi

Key ideas of this encounter: The heroes meet Ki-Adi-Mundi, the Council member with the most connection to the Almas Academy, for the last time. His information sends the heroes speeding back towards Almas.

Judge: this is simply a bridge to the next scene, meant to heighten tension. It also reintroduces the Jedi Councilmember who has the most connection and empathy for Almas, Ki-Adi-Mundi. Some of the heroes may have met him. It is unlikely that they will get to do so again, and so, this farewell.

Your report of your findings on the planetoid has resulted in quite a few raised eyebrows, of the "Why the void would you be so special" sort.

However, you are not the only ones with surprises to offer.

"We caught up with that fighter," Captain Suubrin informs you, "it was just the one, not an advance scout, as it turns out. I think that you may know the pilot; he's just been

released from the Med Bay.”

From the Captain’s conference room, of the main bridge, Ki-Adi-Mundi walks in. For once, his characteristic calm seems somewhat shaken.

“My friends. We have no time. Since the Force has arranged for you to be here, this may work out.

“I have been torn between two paths, and you may know that some Cereans can be almost immobilized by such paradoxes. I was not, but I came perilously close to having to put personal insight against that of the Council.

“I have been on the trail of a being who is very strong with the Dark Side of the Force. I have discovered much that I must report back to the Council. But, as I made my way towards Coruscant, I had a premonition of such intensity, and of such—horror—that I felt the need to deviate towards the Cularin system. On the way, I was attacked, perhaps by that very being that I thought was the object of my hunt. I now begin to think that the hunter was not I.

“He fled when your flotilla approached. Now, it is imperative that I return to Coruscant. But you—you must return to the Cularin system, to Almas. Please. Hurry.”

If the heroes press for details, Ki-Adi-Mundi will say, ***“It is too dark, too uncertain— and I do not wish to discourage you.”***

If they insist, he will say, with a distraught look on his face, ***“I saw Almas— burning.”*** That should really get them on their way.

All he can tell them of his target, if asked, is that he is Human or a near Humanoid, large, heavy-set, and very likely as powerful with the Force as a Jedi Councilmember. Ki-Adi-Mundi does not have a name. He will also describe a small, black starship of sleek and deadly appearance.

Then, he leaves to go to the rest of the Coruscant Jedi, and to his destiny...

There are two possible timeframes, as the heroes set out for Almas at top speed, wither in their own vessels or with the flotilla. Note that it is best that the heroes, who doubtless have a decent pilot or two, gain time on the flotilla, even if it is only a few minutes, so that they can have center stage in Encounter 5. Perhaps you can have them make a few open-ended Pilot rolls, whistle and comment that the flotilla cannot compete, and ask if they’d

like to hang back safely or make all speed?

If they have been delayed by being locked away, then the Almas attack will begin when they are an hour out. This would be after they come out of hyperspace, but on the wrong end of the Comet Cloud. Any Force-sensitives will have an “Obi-Wan and Alderaan moment”. They feel a terrible stab of darkness and destruction, and they know that people on Almas are dying. When you move to Encounter 5, they will arrive as Garth Ezzar is leaving, and will get no more than a glimpse of him.

If the heroes defused the countdown and/or managed the locks, they will likely be able to get there shortly after the attack begins. In that case, after they have come out of hyperspace, they will have that premonition when they are about 15 minutes away.

If there are no Force Sensitive heroes, no “premonition” will occur.

Attempting to contact Almas directly will fail—communications to Almas are jammed.

Any attempt to contact the Cularin Armed Forces will succeed by the time that the Vigilance (or heroes) are about one hour out. The CAF will contact the ship in posting orbit, but are informed that all is well. A second ship will be sent, nonetheless, but they have nothing closer to Almas than about an hour and fifteen minutes sublight travel time.

If the heroes manage to convince the CAF to persist in having the orbital ship investigate, a worried voice will inform them that it has gone silent, about 5 minutes after first contact. The heroes are still on the closest vessel (s), due to Almas’ proximity to the Comet Cloud.

Judge, feel free to paraphrase the following if any of your heroes is a Jedi Master, and add him or her to the tally.

Hurtling towards Almas, you recall how the Jedi Academy has gone more and more over to a Clone War footing over the last few months: no more Padawans, almost all of the Masters gone to join the Coruscant Jedi in the Army, only Masters Devan and Sturm and a few Knights left of the senior students. Yet, it has been a feature of the Cularin system, since before the Gadrin and Hedrett colonies grew to the twin cities they now are.

As you finally approach Almas, the first ominous sign is that something is missing: the small ship left on guard is nowhere to be seen. Now, sensors blare an alarm as you hit the upper atmosphere. There is a very large

energy signature, centered on the Almas Jedi Academy.

Almas is burning.

Encounter 5: Almas Burning

Key ideas of this encounter: Almas is destroyed, burning. 95% of the remaining students and Knights are dead. The heroes can arrive in time to do mop-up on some of the mercenaries, pirates, Believers and assorted minion scum who yet remain, and will possibly get a glimpse of the main perpetrator. They will then be free to decide whether or not they wish to track him down and bring him to justice.

However, as they land, all is in chaos. The two remaining Masters, Devan and Sturm, are about to go down defending their beliefs and the wounded.

Judge overview: Here is what happened. (Times will be listed in the format 1 hour/15 minutes. The first time presumes that the trapped base delayed the heroes, or if they unexpectedly decided to hang back safely with the flotilla, rather than get in first. The second presumes that they got free quickly and made good time.)

It may seem amazing to the heroes that Almas could be destroyed so thoroughly and so quickly. If so, you could have them consider that this was an unforeseen, surprise assault from space, using a ship that they would have had every reason to trust. The Academy was bombarded with several turbolasers and a dozen concussion missiles within the space of seconds, and then a ground assault team of about 60, moved in from nearby Forard, immediately followed.

Even so, the Academy Jedi destroyed the larger attacking vessel ship within 5 minutes, and only about a dozen of the mercenaries and other minions are left alive.

This was nothing like a fair fight.

Note that the Academy is in the center of a clear space in the middle of the large town/small city of Forard, population 24 000. Per the LFCG, Forard has a small civil police force and a bunch of patrolling droids. The population's reaction to the assault from space was simple: the sirens and alarms that people had been dreading since the Clone Wars began went off, and everyone headed for shelters. Some few of the civilian police and a group of droids headed for the scene of the devastation, but when the Academy essentially

disappeared in a flurry of explosions, as Jedi starships launched and battle joined in the air, the police wisely retired, taking their wounded with them. This was beyond the scope of a civil peacekeeping force, and after all, the Jedi were always the main protection for Almas.

The invaders took out all of the long-range communications centers on the way in. Someone had very detailed knowledge of the Republic communications equipment in the planet's only populated center.

75 minutes ago/25 minutes ago.	Garth Ezzar approaches Almas and is ordered to dock with the orbiting ship. Smiling evilly, he complies.
66 minutes ago/16 minutes ago.	Ezzar has slaughtered the small crew and brought two assassin droids and two astromech droids aboard, to run it as a skeleton crew. He reports that all is well when queried by the CAF, having pulled from his victims' minds the appropriate information. An armed pirate vessel, containing mercenaries, joins him. Ezzar returns to his personal ship.
65 minutes ago/15 minutes ago.	The CAF ship, the pirate, and Ezzar's starship drop into atmosphere and bombard Almas without warning. They also fire concussion missiles precisely aimed at communications towers. Simultaneously, a force of pirates, mercenaries and assorted criminals launches a ground attack. The Academy and its Masters are not without defenses, but they cannot affect the minds of droids and Ezzar is too strong.

	Academy ships take off and, before being destroyed, down the CAF ship, which crashes right onto Academy grounds, making the disaster even worse.
59 minutes ago/9 minutes ago.	Garth Ezzar disembarks. The pirates land and add to the attackers. Ezzar's ship is hidden in a ravine, a few minutes away by speeder. The pirate vessel is fairly obvious, on the Academy grounds. The remaining few mercenaries and others join with him and they go on a killing spree. Although the Academy has no new or very young members any more, some of the last few to be admitted are ordered away by Master Devan, who goes to meet Ezzar and his minions, along with the pitifully few remaining staff and Knights.
53 minutes ago/3 minutes ago.	Ezzar kills Devan, though Devan wounds him. <u>One of his minions runs off with Devan's lightsaber</u> (tied to a different scenario; it is not recoverable now).
51 minutes ago/1 minute ago.	Ezzar meets Zelice Sturm, the former Black Queen, in battle. Zelice's Padawan, Meera Lisso, is elsewhere amidst the destruction, hunting mercenaries and helping out.

The heroes land at the end of the above sequence of events. Now, Judge, two sequences of possible events will be laid out, depending upon whether the heroes arrived at the normal time (about 50 minutes after the attack began) or early (about 15

minutes after it began).

If the heroes were delayed, that means that it's effectively all over at the Academy. If the heroes correctly decide that the vessel on the ground near the Academy is an enemy, it is a sitting duck and they can blast it as they come in. If they (reasonably) call upon it to identify itself, it will power weapons and try to lift, giving them all the reason they need. This is the mercenaries' ship, not Ezzar's hidden one.

There is a general area map that you may wish to use, indicating where things used to be. "Used to be" is the operative phrase. The Academy literally has almost not one block or piece of material still connected to another. Blackened, crumbled walls, broken pillars, cindered trees and gardens, pools boiled away, frying electrical conduits, palls of black smoke, escaping vapor, the stench of burning: it is a Dante-esque picture of the Pits.

After they land and disembark, they will see a black starfighter leap into the sky. It will roar past their ship in the first couple of seconds, and send a pair of blaster cannon bolts towards them. The bolts will cause almost negligible damage to the heroes' ship, but a power coupling will blow out and in the minimum of two minutes needed to replace it, the fighter will have enough of a lead that it can get away. Also, just at that time, any hero with macrobinoculars, helmet enhancements, or who is simply able to make a Spot DC 18/21/24 will see that there are still people here who are shooting. They will also see the flash of a brilliant green lightsaber: Meera Lisso's. She is beset by a group of six enemies and is valiantly deflecting bolts left and right, but could certainly use some help. Anyone who is Force Sensitive will also note that she is filled with grief and anger and may even have a slight taste of the Dark Side about her (she has acquired two Dark Side Points in the last 45 minutes).

Run a couple of fights. The heroes will most likely want to aid Meera, and her joy at seeing them will moderate her almost insane grief at finding Zelice's body earlier. For combatants, use the 6-man mercenary team from the Encounter 5 notes in **GM Aid#3**. If the heroes go through them like wheat, then feel free to add in a couple of extras or have the heroes mop up a couple of stragglers, or bad guys who don't realize that they have been abandoned and therefore do not flee fast enough. None of the remaining attackers are Force Sensitive and if any live to be captured, they do not know the identity of the person that hired them: ***"a big guy, in some kind of strange black***

armor and with a hooded cape”. Money and a chance to strike out at the Jedi was all that was needed to recruit them.

Once the remaining bad guys have been killed or captured, proceed to the conclusion.

If the heroes arrived quickly: Judge, the following scene of high drama and high tragedy is intended as a “reward” to heroes who were very efficient earlier. It is also intended to heighten the dramatic and literary tension by introducing a nemesis who gets away, and whom they can bring to a satisfying end in the last scenario. What it is NOT intended to do is let them duke it out with Garth Ezzar here and now. Some players, regrettably, do not understand literary necessity. They feel that any villain is a number to be crunched, and that if they can find a way to get into combat, then by Munchkin the Mighty, they must be allowed combat!

The players will be seriously disadvantaging themselves if they are allowed to disregard all storyline and Judge warnings and do that. Guidelines are given below. Please make sure that you understand them. Only truly stubborn and intransigent players should manage to make their heroes ineligible for the last scenario— which is one possibility.

Again, they may wish to destroy the pirate vessel on the way down. If not, and if any pirates an get to it once they see that reinforcements have arrived, the ship will boost for space when you think it appropriate— and they will run into the flotilla and get blown to atoms.

The first encounter that the heroes have will differ, if they got here quickly. **Judge**, you need to balance this one carefully so that it is not a plot hammer, but also so that it does not require you to kill all of the heroes for the nemesis to get away to the last scenario. Ezzar is a combat monster and it is intended that a unified team who may outthink him, as well as outfight him, hunt him down— next scenario.

Any hero with macrobinoculars, helmet enhancements, or who is simply able to make a Spot DC 18/21/24 will see that there is a lightsaber battle going on amidst the wreckage Almas, about 125 meters away. One red lightsaber (single-bladed), one lambent blue, one brilliant green.

If the heroes hoof it towards the battle, throw a group of 6 mercenaries at them. Once they get past these, they can continue. Note that they may decide to split, but that is up to them. Be careful, the mercenaries are not pushovers.

As soon as any hero gets within 60 meters (at

normal speed), or uses a Force-enhanced speed mode (at the original 125 meters), or if someone tries to get a vehicle out to go there, the battle between Ezzar, Zelice and Meera ends. Read, or paraphrase:

Red, green and blue lightsabers flicker and dance ahead of you, their wielders moving impossibly quickly and gracefully in the dance of death. Suddenly, the balefully gleaming red lightsaber darts forward in a spiraling thrust, and a female scream rings out: “NOOOOOOO!”

But it is a different, silent Jedi that falls, her blue lightsaber dropping from her hands.

As you get nearer and nearer, you see Meera Lisso launch herself towards a tall, heavily built, black-robed and armored figure—which effortlessly unleashes a stream of Force Lightning that knocks her to the ground beside the still figure of Zelice Sturm. He raises his lightsaber--

Allow the hero(es) to do something to distract Garth Ezzar, if they think to, or to fire an ineffectual blaster bolt (he can reflect it with a lightsaber, if needed). Use your Darth Vader voice for the voice in the next section.

--and turns towards you. Suddenly, a whirlwind of dust, gravel and building debris flashes into being, obscuring everything. You hear the whine of a speeder bike and, projected mechanically, a deep, evil voice that says, “Not yet. Come to me in Coruscant’s Undercity.”

“Help me!” a voice screams through the diminishing whirlwind, “help me! Help her!”

Another group of 5 or 6 mercenaries is arriving, to menace Meera. What she is screaming about, however, is Zelice Sturm, dead at her feet. If the first mercenary group chewed the heroes up, then make this just two or three more, and feel free to have them wounded and unaware that they don’t just have one, weakened target.

Once the heroes have laid waste to the bad guys, go to the conclusion. Hunting for stragglers after this would be anticlimactic, but if they are really aching for combat, you may have them find a few more of the mercenaries. Then, have some authorities arrive from the town, or have the CAF arrive, or both.

GM NOTE: What if the heroes manage to come up with a foolproof way of closing and insist on fighting Garth Ezzar right now? Well, you don’t want to use a plot hammer.

Note that it is also possible that this is the scene that some player will pick to have his or her hero “go out in a blaze of glory”. That would be his or her choice.

The players should have a bit more literary sensitivity, to the concept of getting him in the finale, if you have played this correctly, Judge. However, if you simply *cannot* get Ezzar away without a confrontation, then use the following guidelines.

First, if they are determined to close, feel free to have Lanius’ voice echo in their minds, “***The time is not right***”. That’s as close to Judge instruction as you want to get. “***Run, Luke, run!***” wouldn’t quite work here. “***Fly, you fools!***” is right out, sorry.

Meera is stunned and of no use for this battle.

As the heroes close, they will see 6 mercenaries nearby (50 meters away) who are finishing off a couple of Padawans. It will take them two rounds, unless some heroes intervene, in which case the Padawans will fall, wounded but alive. If the heroes do nothing, the mercenaries will thereafter join Ezzar, once the two rounds are up. They will come in shooting to kill. If this distracts the heroes or makes them retreat, Ezzar will beat it and leave the mercenaries in the lurch.

Ezzar himself will reflect blaster bolts and seek to take down heroes but not kill them. He will deal with the heroes in the following order: Jedi with the “Targeted” cert, non-Jedi with that cert, other Jedi, other heroes. His thugs just divide their fire among all heroes. If Ezzar or his minions take anyone down, they will immediately leave that person and concentrate on others—they never try to “finish” anyone.

Ezzar will call upon the Dark Side freely to save his life and get away. Feel free to use up his entire store of Force Points if necessary. Do *not* use them simply to be more effective at hurting the heroes.

If all the heroes go down, Garth Ezzar will order them stabilized, or do it himself, and the villains will leave. Of course, it is possible that some heroes may have died before stabilization becomes available.

If at any time during the battle, Ezzar has a free round, he will use his Force Speed to get to his speeder bike (110 meters away) and get away to his ship. It will not bother him in the slightest to sacrifice his minions; that’s what they are *for*.

Judge, the *intent* is that the heroes survive but that Ezzar gets away. However, if the heroes forced the issue, figured out how to close and demanded combat with him, then if a hero or two dies during this encounter, it cannot be helped.

Again, though, this battle *should not happen*. As Judge, you control all the parameters. Do your utmost to get Garth Ezzar away for the next scenario.

There is one final problem. Make sure that your heroes fully understood that they were *not* to come to grips with Garth Ezzar now. If the heroes somehow manage to kill Garth Ezzar, then these heroes have no third scenario to play. You must mark “Ineligible” on their log sheets, in the spot for the scenario “A Hero Seeks Not Vengeance”, and sign it off. However, as they defeated Ezzar, they get an additional 750 Adventure XP in this scenario, over and above any other XP they earn for this one. Those 750 XP are logged in the spot for the third scenario. This shouldn’t even be a remote possibility for any Tier 1 or 2 heroes; it will be more a case of trying not to kill them all.

Conclusion: A Hero Seeks Not Vengeance

Oh, yes, they do. However, this bridge to the next scenario is designed to let them go gunning for the monster responsible for this outrage, without necessarily having to pile up Dark Side Points.

If the heroes were delayed: ***A distraught Meera Lisso stumbles through the terrible wreckage of the Almas Academy, leading you in silence. Crumpled, huddled forms attest to the tragic destruction of life that has occurred here. There is the occasional cry of pain or distress. The Clone Wars have finally come to the Cularin System, and to the Academy itself, against all imagining. Over at some distance, you can see Master Devan on the ground, and you do not need to be a Jedi or a doctor to know that she is beyond help. But Meera stops and crumples on her knees beside the still form of Zelice Sturm, her master, friend and, possibly like some of you, her savior.***

Zelice’s features show no fierceness or anger, composed in death. There is a peacefulness that seems completely out of place with the circumstance of her death, and with her surroundings.

Finally, Meera breaks her silence and begins first to wail, then to sob uncontrollably.

As she does so, the sound of aircraft can be heard and you see emergency relief vehicles and CAF vehicles arriving on the scene— far, far too late.

Give the heroes a chance to comfort Meera or react as they wish. The next section paraphrases the above, if the heroes got here quickly. After it, you will find the final scene to bridge this scenario to the next.

If the heroes arrived quickly: ***A distraught Meera Lisso stands amidst the terrible wreckage of the Almas Academy, staring at you in silence. Scattered, crumpled, huddled forms attest to the tragic destruction of life that has occurred here. There is the occasional cry of pain or distress, from a few surviving students. The Clone Wars have finally come to the Cularin System, and to the Academy itself, against all imagining. Over at some distance, you can see Master Devan on the ground, and you do not need to be a Jedi or a doctor to know that she is beyond help. But Meera looks down and crumples on her knees beside the still form of Zelice Sturm, her master, friend and, possibly like some of you, her savior.***

Zelice's features show no fierceness or anger, composed in death. There is a peacefulness that seems completely out of place with the circumstance of her death, and with her surroundings.

Finally, Meera breaks her silence and begins first to wail, then to sob uncontrollably.

As she does so, the sound of aircraft can be heard and you see emergency relief vehicles and CAF vehicles arriving on the scene— far, far too late.

Give the heroes a chance to comfort Meera or react as they wish. The next section concludes the scenario.

On her feet, Meera looks straight at you, her eyes narrowing.

"You! Now you're here? You pompous, preaching slimo, where were YOU when we needed you?"

You suddenly realize that she's not talking to you at all, but to whomever is behind you.

Pause a beat. Then:

Turning, you see an eerie apparition. It is Master Lanius Qel'Bertok, a life-sized sculpture of blue, gold-flecked light, standing there and looking sadly at both yourselves and the devastation around. He answers Meera's unasked question.

"Could I have prevented this? I do not know. Maybe. The future was, and is, clouded by the Dark Side, in these times. One thing is certain: if I had deserted Ch'hala in its time of need, Almas might be safe, or not— but Cularin would be dying. And the Tarasin's sanctuary would not exist."

At those words, a memory begins to stir in your minds. Lanius continues.

"That sanctuary will become very necessary, very soon. I am not able to be more specific. Master Devan sent away all of the youngest, most inexperienced Padawans at the beginning of the attack, and wisely forbade them to go to the town. They need to be gathered, as well as any other survivors. By the time you do so, you—"

He looks directly at you. (GM: the heroes.)

"— will remember something, and will know where to take them, off-planet.

"Then you will have to decide whether or not to pursue the one who led this attack."

"Are you crazy?" screams Meera. "If no one else will, I'll hunt him down and kill this Barth, or Garth, or Darth whatever, with my bare hands."

You do not have to be Force Sensitive to feel the darkness gathering.

Let the heroes remonstrate with Meera if they wish to. They cannot convince her not to go after the murderer, but they can calm her down. Just in case they might wonder about that name, she heard one of the now-dead minions use it, but could not hear it clearly. No survivors know his name. You know it was "Garth", but there's no need to clarify that just yet.

Lanius' ghost-- for want of a better word-- sighs.

"I cannot make decisions for any, and even my counsel must be limited. The decision to pursue or not must be yours. If you do, then I will counsel you, Meera, at least this much. Take as many of these good people as can go, with you. Listen to them. They were of great help to Zelice. They can be of great help to you.

"Remember, it is always allowed to defend the weak, or yourselves, and to stop evil. But a hero seeks not vengeance. That way lies a double victory for the Dark Side.

"Now, the decision is yours. May the Force be with you."

And Master Lanius fades from view.

And that's it, Judge. No "mission" given out. No "reward" implied. The heroes can see to the gathering of Jedi survivors— about twenty-- and can get them to The Great Plan on Cularin, in secret. If they arrived too late to hear Ezzar's challenge to trail him, then he left it with a stunned Meera, just after he killed Zelice. She will definitely be going after the murderer. The heroes can choose to or not, though to play in the third scenario, they would obviously have to decide to pursue. Impress upon them that this villain is at least as powerful as Devan, a Jedi Master that succeeded Kirlocca as combat instructor, or Master Jeht, *her* superior in lightsaber combat. It *will* be dangerous. Any planning or interviewing of Meera can wait until then. If they wish to continue to the third scenario, it awaits. May the Force be with them.

Here Ends, "Destruction"

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.
- 2) Assign discretionary role-playing experience. 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 discover the recording at the base (in any manner, even if it simply played while they were imprisoned) and return in time to save Meera Lisso? If so, each hero who survived receives 1,500 xp.

Adventure Experience:	1,500 xp
Roleplaying Experience:	0-750 xp

Total Possible Experience:	2.250 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 them $\frac{3}{4}$ adventure experience. The only real requirement for "completion of the adventure goals" is that the heroes learn of the trail to follow the monster who destroyed the Almas Academy.

Loot Summary

There is none. It comes at the end of the final scenario of this trilogy, "*A Hero Seeks Not Vengeance*". There is only the "Targeted By The Sith" voluntary souvenir cert, below. Any hero that wants to try to steal a lightsaber from the carnage can have an uncerted one (not Devan's; it's gone), and a Dark Side Point, if the others let him or her get away with it. If a Jedi hero allows anyone to do this and does not have an Oscar-winning reason, *please* dock them at least 50% of the roleplaying award. It's very unlikely that the above will happen, but just on the tiny chance that anyone asked. Make sure that they know it would be theft, looting a disaster site.

Certificate: Targeted By The Sith.

Somebody doesn't like you...

The hero named above has consistently proven a thorn in the side of the powers of darkness of the LIVING FORCE universe. This certificate entitles the hero to a potential galaxy of hurt. This certainly does **not** guarantee the hero's death, but does guarantee that when facing the biggest, "baddest" minions of the Dark Side, this hero will be at the top of their interest list.

Note: should there be a second LIVING FORCE campaign, it is possible that this certificate could have far-reaching effects. Otherwise, it is simply a souvenir.

Player Handout #1: Ships and Gear Available

Kuat Systems Engineering *Wayfarer*-class Medium Transport

Class: Space Transport; **Cost:** 202,500 (new), 130,000 (used); **Size:** Medium (82 meters); **Crew:** 10; **Passengers:** 6; **Cargo Capacity:** 220 metric tons; **Hyperdrive:** x2, x14 backup; **Consumables:** 3 months; **Initiative:** +0; **Maneuver:** +0; **Defense:** 20 (+10 armor); **Shield Points:** 60 (DR 15); **Hull Points:** 160 (DR 15); **Atmospheric Speed:** 830 m (14 squares/action); **Max Speed in Space:** Attack (6 squares/action).

Weapon: Laser cannon; **Fire Arc:** Front; **Attack Bonus:** +4 (+2 fire control, +2 crew); **Damage:** 4d10x2; **Range Modifiers:** PB +4, S +2, M/L n/a.

Weapon: Quad laser cannon; **Fire Arc:** Left; **Attack Bonus:** +4 (+2 fire control, +2 crew); **Damage:** 6d10x2; **Range Modifiers:** PB +4, S +2, M/L n/a.

Heroes that have the Starship Operations (Starfighter) feat can be loaned **Headhunter starfighters** by the Militia. Up to two **Delta Wings** could be loaned as part of the outfitting. If there are more pilots than fighters, any hero militia members of course get precedence for the Delta Wings.

Incom/Subpro Z-95 Headhunter Starfighter

Class: Starfighter, **Crew:** 1 (skilled +2), **Size:** Tiny, **Initiative:** + 2*(+2 size, + hero crew), **Hyperdrive:** x1, **Maneuver:** +2 (+2 size, *+ hero crew), **Passengers:** None, **Defense:** 22 (+2 size, +10 armor), **Cargo Capacity:** 85 kg; **Shield Points:** 30 (DR 10); **Consumables:** 1 day, **Hull Points:** 120 (DR 10), **Maximum Speed in Space:** Ramming (9 squares/action), **Atmosphere Speed:** 1, 150 km/h (19 squares/action).

Weapon: Triple blasters (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** + 2*(+2 size, *+ hero crew); **Damage:** 3d10x2; **Range Modifiers:** PB +0, S -2, M/L n/a.

Weapon: Concussion missile launcher (6 missiles); **Fire Arc:** Front; **Damage:** 7d6x2; **Missile Quality:** Ordinary (+10)

Kuat Systems Engineering Delta-7 *Aethersprite*-class Starfighter

Class: Starfighter, **Crew:** 1 (normal +2), **Size:** Diminutive (8 meters long), **Initiative:** + 4*(+4 size, + hero crew), **Hyperdrive:** x1, **Maneuver:** +4* (+4 size, + hero crew), **Passengers:** None, **Defense:** 24 (+4 size, +10 armor), **Cargo Capacity:** 60 kg; **Shield Points:** 30 (DR 5); **Consumables:** 1 week, **Hull Points:** 65 (DR 5), **Maximum Speed in Space:** Ramming (10 squares/action), **Atmosphere Speed:** 1, 150 km/h (19 squares/action).

Weapon: Laser cannons (4 fire-linked); **Fire Arc:** Front; **Attack Bonus:** + 8*(+4 size, +hero crew, +4 fire control); **Damage:** 6d10x2; **Range Modifiers:** PB +0, S +0, M/L n/a

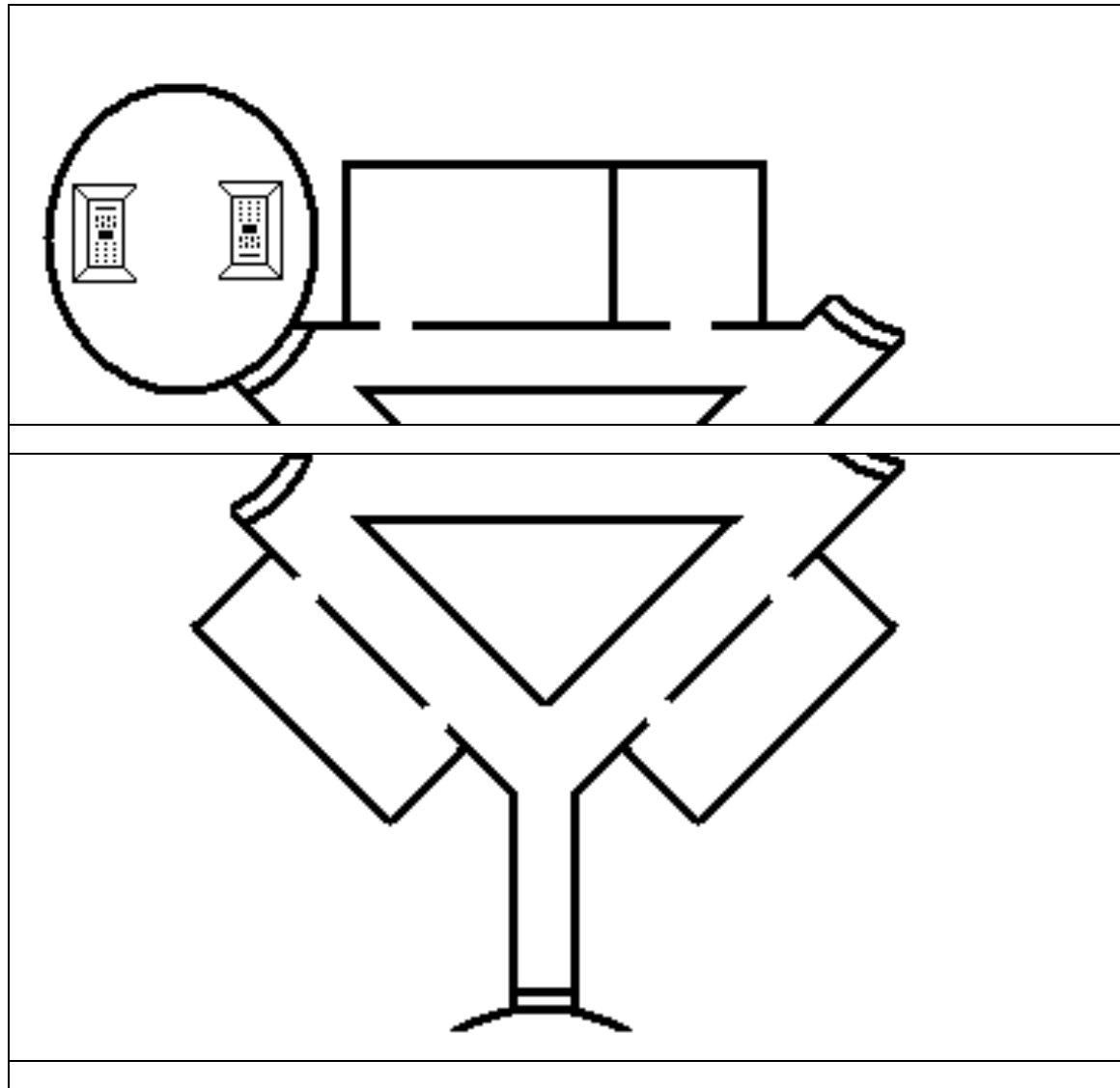
Gear (skill kits):

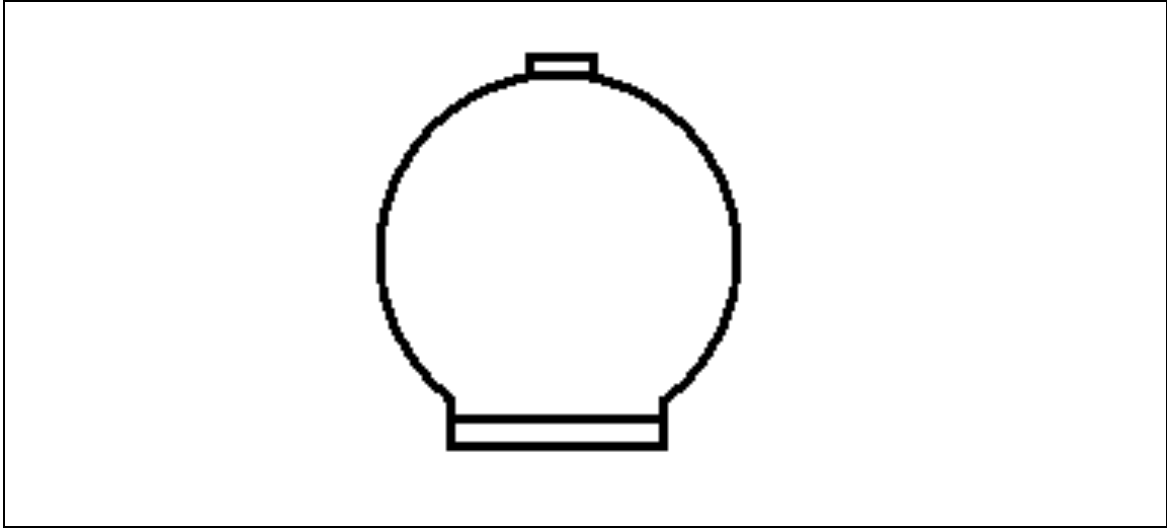
You are offered the *loan* of a Mastercraft +2 skill kit for any skill that is deemed appropriate to the mission (including Security, but not Forgery, for example). The kit conveys a +4 bonus to a skill check, rather than the usual +2.

Gear (Weapons and Armor):

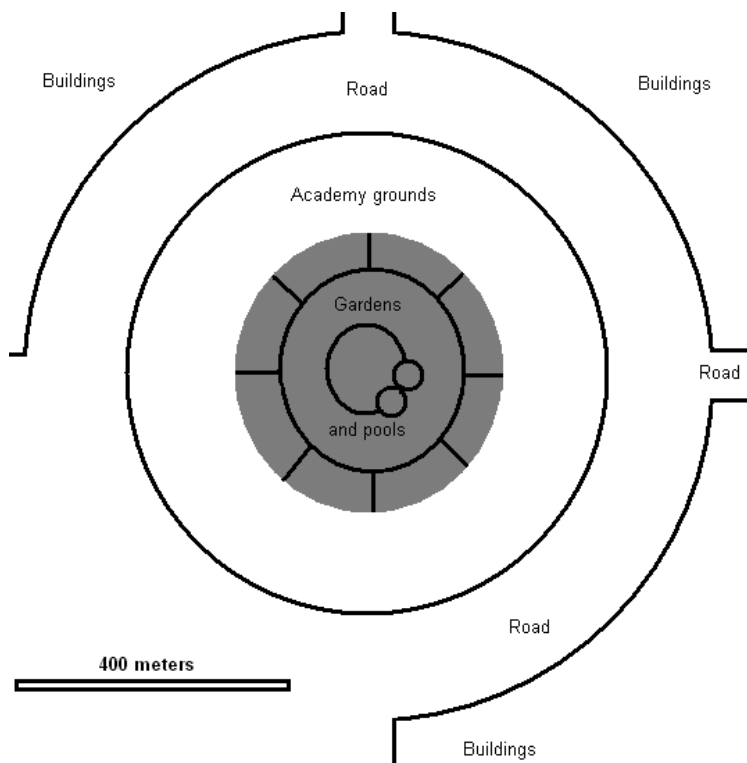
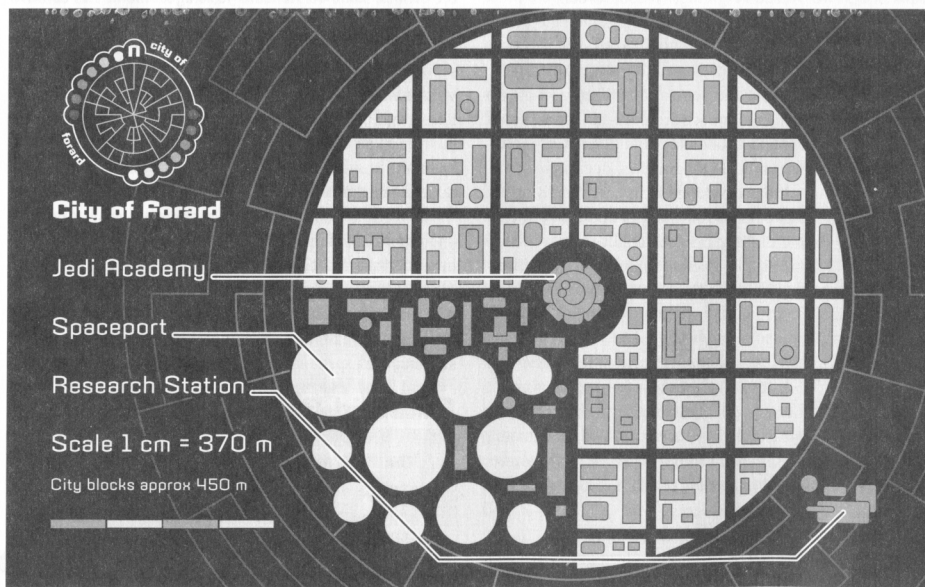
You are offered the *loan* of heavy blaster pistols, blaster rifles, light repeating blaster rifles and, if you have the appropriate feat, a heavy repeating blaster (note increased penalties when used as a hand-held rifle) or a blaster cannon (note only 6 shots per power pack). Power packs (up to 4 each) and energy cells are provided. You can also be *loaned* any RCR p. 138 armor that you can wear, except for powered armor.

Player Handout 2: Map of the Abandoned Separatist/Believer Base





Player Handout 3: Map of the Forard and the Almas Jedi Academy Area



GM Aid #1: Ships and Gear Available

Kuat Systems Engineering Wayfarer-class Medium Transport

Class: Space Transport; **Cost:** 202,500 (new), 130,000 (used); **Size:** Medium (82 meters); **Crew:** 10; **Passengers:** 6; **Cargo Capacity:** 220 metric tons; **Hyperdrive:** x2, x14 backup; **Consumables:** 3 months; **Initiative:** +0; **Maneuver:** +0; **Defense:** 20 (+10 armor); **Shield Points:** 60 (DR 15); **Hull Points:** 160 (DR 15); **Atmospheric Speed:** 830 m (14 squares/action); **Max Speed in Space:** Attack (6 squares/action).

Weapon: Laser cannon; **Fire Arc:** Front; **Attack Bonus:** +4 (+2 fire control, +2 crew); **Damage:** 4d10x2; **Range Modifiers:** PB +4, S +2, M/L n/a.

Weapon: Quad laser cannon; **Fire Arc:** Left; **Attack Bonus:** +4 (+2 fire control, +2 crew); **Damage:** 6d10x2; **Range Modifiers:** PB +4, S +2, M/L n/a.

Heroes that have the Starship Operations (Starfighter) feat can be loaned **Headhunter starfighters** by the Militia. Up to two **Delta Wings** could be loaned as part of the outfitting. If there are more pilots than fighters, any hero militia members of course get precedence for the Delta Wings.

Incom/Subpro Z-95 Headhunter Starfighter

Class: Starfighter, **Crew:** 1 (skilled +2), **Size:** Tiny, **Initiative:** + 2*(+2 size, + hero crew), **Hyperdrive:** x1, **Maneuver:** +2 (+2 size, + hero crew), **Passengers:** None, **Defense:** 22 (+2 size, +10 armor), **Cargo Capacity:** 85 kg; **Shield Points:** 30 (DR 10); **Consumables:** 1 day, **Hull Points:** 120 (DR 10), **Maximum Speed in Space:** Ramming (9 squares/action), **Atmosphere Speed:** 1, 150 km/h (19 squares/action).

Weapon: Triple blasters (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** + 2*(+2 size, + hero crew); **Damage:** 3d10x2; **Range Modifiers:** PB +0, S -2, M/L n/a.

Weapon: Concussion missile launcher (6 missiles); **Fire Arc:** Front; **Damage:** 7d6x2; **Missile Quality:** Ordinary (+10)

Kuat Systems Engineering Delta-7 Aethersprite-class Starfighter

Class: Starfighter, **Crew:** 1 (normal +2), **Size:** Diminutive (8 meters long), **Initiative:** + 4*(+4 size, + hero crew), **Hyperdrive:** x1, **Maneuver:** +4* (+4 size, + hero crew), **Passengers:** None, **Defense:** 24 (+4 size, +10 armor), **Cargo Capacity:** 60 kg; **Shield Points:** 30 (DR 5); **Consumables:** 1 week, **Hull Points:** 65 (DR 5), **Maximum Speed in Space:** Ramming (10 squares/action), **Atmosphere Speed:** 1, 150 km/h (19 squares/action).

Weapon: Laser cannons (4 fire-linked); **Fire Arc:** Front; **Attack Bonus:** + 8*(+4 size, +hero crew, +4 fire control); **Damage:** 6d10x2; **Range Modifiers:** PB +0, S +0, M/L n/a

Gear (skill kits):

You are offered the *loan* of a Mastercraft +2 skill kit for any skill that is deemed appropriate to the mission (including Security, but not Forgery, for example). The kit conveys a +4 bonus to a skill check, rather than the usual +2.

Gear (Weapons and Armor):

You are offered the *loan* of heavy blaster pistols, blaster rifles, light repeating blaster rifles and, if you have the appropriate feat, a heavy repeating blaster (note increased penalties when used as a hand-held rifle) or a blaster cannon (note only 6 shots per power pack). Power packs (up to 4 each) and energy cells are provided. You can also be *loaned* any RCR p. 138 armor that you can wear, except for powered armor.

GM Aid #2: NPCs by Encounter

Encounter #1: Sic

Osten Dal'Nay

Osten is a Human in his late twenties. Although born on Cularin, Osten joined the Thaereian military to fulfill his dream of becoming a soldier. His loyalties were tested when he discovered Thae's plans to annex the Cularin system and he deserted to create the Cularin Militia (Season 1, *Broken Orbits III: Tilnes Rising*). Having spent most of his adult life in the military, he tends to be blunt and outspoken, but his loyalty to Cularin is evident. He is the de facto leader of the Cularin Militia, although technically Broof Yurdel and others also share leadership responsibilities.

Major Xirossk

Xirossk is a male Trandoshan. He is a trained intelligence officer who defected from the Thaereian military to join Osten Dal'Nay.

Encounter #2: Transit

Tier 1 (levels 4-6)

Believer Starfighter: Incom/Subpro Z-95 Headhunter Starfighter

Class: Starfighter, **Crew:** 1 (skilled +4), **Size:** Tiny, **Initiative:** + 6 (+2 size, +4 crew), **Hyperdrive:** x1, **Maneuver:** +4 (+2 size, +4 crew), **Passengers:** None, **Defense:** 22 (+2 size, +10 armor), **Cargo Capacity:** 85 kg; **Shield Points:** 30 (DR 10); **Consumables:** 1 day, **Hull Points:** 120 (DR 10), **Maximum Speed in Space:** Ramming (9 squares/action), **Atmosphere Speed:** 1, 150 km/h (19 squares/action).

Weapon: Triple blasters (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +4 (+2 size, +2 crew); **Damage:** 3d10x2; **Range Modifiers:** PB +0, S -2, M/L n/a.

Weapon: Concussion missile launcher (2 missiles); **Fire Arc:** Front; **Damage:** 7d6x2; Missile Quality: Ordinary (+10) (Number of missiles reduced from 6. The Believers are low on ordnance.)

Tier 2 (levels 7-9)

Believer Starfighter: Incom/Subpro Z-95 Headhunter Starfighter

Class: Starfighter, **Crew:** 1 (expert +8), **Size:** Tiny, **Initiative:** +10 (+2 size, +8 crew), **Hyperdrive:** x1, **Maneuver:** +10 (+2 size, +8 crew), **Passengers:** None, **Defense:** 22 (+2 size, +10 armor), **Cargo Capacity:** 85 kg; **Shield Points:** 30 (DR 10); **Consumables:** 1 day, **Hull Points:** 120 (DR 10), **Maximum Speed in Space:** Ramming (9 squares/action), **Atmosphere Speed:** 1, 150 km/h (19 squares/action).

Weapon: Triple blasters (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +4 (+2 size, +4 crew); **Damage:** 3d10x2; **Range Modifiers:** PB +0, S -2, M/L n/a.

Weapon: Concussion missile launcher (2 missiles); **Fire Arc:** Front; **Damage:** 7d6x2; Missile Quality: Ordinary (+10) (Number of missiles reduced from 6. The Believers are low on ordnance.)

Tier 3 (levels 10-12)

Believer "Extra" Starfighter: Incom/Subpro Z-95 Headhunter Starfighter

Class: Starfighter, **Crew:** 1 (veteran +10), **Size:** Tiny, **Initiative:** +12 (+2 size, +10 crew), **Hyperdrive:** x1, **Maneuver:** +12 (+2 size, +10 crew), **Passengers:** None, **Defense:** 22 (+2 size, +10 armor), **Cargo Capacity:** 85 kg; **Shield Points:** 30 (DR 10); **Consumables:** 1 day, **Hull Points:** 120 (DR 10), **Maximum Speed in Space:** Ramming (9 squares/action), **Atmosphere Speed:** 1, 150 km/h (19 squares/action).

Weapon: Triple blasters (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +9/+3.

(+2 size, +6/+1 crew); **Damage:** 3d10x2; **Range Modifiers:** PB +0, S -2, M/L n/a.

Weapon: Concussion missile launcher (2 missiles); **Fire Arc:** Front; **Damage:** 7d6x2; Missile Quality: Ordinary (+10) (Number of missiles reduced from 6. The Believers are low on ordnance.)

Encounter #3: Gloria

Tier 1 (levels 4-6)

Cularin Armed Forces Marine, male Human Scoundrel 4/Soldier 2 (6, + another possible 6 if the heroes call for help); IM +7; Def 17/DR2; Spd 10m; VP/WP 34/13; Atk +6 melee (2d4, vibrodagger); +9 ranged (3d8/19-20 or stun Fort SVDC15, blaster carbine); SV Fort +5, Ref +7, Will +2; SQ Illicit barter, Lucky 1/day, Precise Attack +1, Skill Emphasis: Tumble; SZ med; FP 2; DSP: 2; Rep +1; Str 12, Dex 17, Con 13, Int 10, Wis 12, Cha 12.

Skills: Bluff +8, Demolitions +7, Disguise +6, Escape Artist +7, Hide +7, Knowledge: streetwise +5, Move Silently +9, Pilot +4, Profession (Spy) +7, Listen +7, Spot +7, Tumble +10.

Feats: Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot. Weapon Group Proficiencies: simple, blaster pistol, blaster rifle, heavy weapons, vibro. Armor Proficiency (light).

Equipment: Padded flight suit (DR2), vibrodagger, blaster carbine.

Description and Tactics: see below

Opponent Droids: stats similar to Baktoid Combat Automata B1 Series ([2 X # of heroes]+6): Thug 4; Init -1 (-2 clunky processor, +1 Dex.); Defense 12 (+1 class, +1 Dex); DR 3; Spd 10 m; VP/WP 0/9; Atk +3 melee (1d4+1, hand) or +1 ranged (2d8/19-20, blaster rifle); SV Fort +5, Ref +1, Will +0; FP 0; DSP 0; Rep +0; Str 12, Dex 12, Con 9, Int 6, Wis 8, Cha 6.

Equipment: Armor (light), blaster rifle, integrated comlink, remote receiver (500 km range), vocabulator.

Skills: Irrelevant.

Feats: Ambidexterity, Armor Proficiency (light), Improved Initiative, Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Description and Tactics: see below

Tier 2 (levels 7-9)

Cularin Armed Forces Marine, male Human Scoundrel 6/Soldier 3 (6, + another possible 6 if the heroes call for help); IM +7; Def 20/DR2; Spd 10m; VP/WP 48/13; Atk +8/+3melee (2d4, vibrodagger); +10/+5 ranged (3d8/19-20 or stun Fort SVDC15, blaster carbine); SV Fort +6, Ref +10, Will +4; SQ Illicit barter, Lucky 2/day, Precise Attack +1, Skill Emphasis: Tumble; SZ med; FP 2; DSP: 3; Rep +1; Str 12, Dex 17, Con 13, Int 10, Wis 12, Cha 12.

Skills: Bluff +8, Demolitions +7, Disguise +6, Escape Artist +7, Hide +8, Knowledge: streetwise +7, Move Silently +10, Pilot +6, Profession (Spy) +8, Listen +8, Spot +8, Tumble +12.

Feats: Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Multishot. Weapon Group Proficiencies: simple, blaster pistol, blaster rifle, heavy weapons, vibro. Armor Proficiency (light).

Equipment: Padded flight suit (DR2), vibrodagger, blaster carbine.

Description and Tactics: see below

Opponent Droids: stats similar to Baktoid Combat Automata B2 Series ([2 X # of heroes]+6): Walking Battle Droid: Soldier 1; Init -1 (-2 clunky processor, +1 Dex); Defense 13 (+2 class, +1 Dex); DR 3; Spd 10 m; VP/WP 10/10; Atk +2 melee (1d4+1, hand) or +2 ranged (3d8/19-20, blaster rifle); SV Fort +2, Ref +1, Will -1; FP 0; DSP 0; Rep +0; Str 12, Dex 12, Con 10, Int 8, Wis 8, Cha 6.

Equipment: Armor (light), blaster rifle, integrated comlink, remote receiver (500 km range), vocabulator.

Skills: Irrelevant.

Feats: Ambidexterity, Armor Proficiency (light), Weapon Focus (blaster rifle), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Description and Tactics: see below

Tier 3 (levels 10-12)

Cularin Armed Forces Marine, male Human Scoundrel 6/Soldier 6 (6, + another possible 6 if the heroes call for help); IM +7; Def 21 (+potential Dodge plus)/DR2; Spd 10m; VP/WP 67/13; Atk +11/+6melee (2d4, vibrodagger); +13/+8 ranged (3d8/19-20 or stun Fort SVDC15, blaster carbine); SV

Fort +8, Ref +11, Will +5; SQ Illicit barter, Lucky 2/day, Precise Attack +1, Skill Emphasis: Tumble; SZ med; FP 2; DSP: 3; Rep +3; Str 12, Dex 17, Con 13, Int 10, Wis 12, Cha 12.

Skills: Bluff +8, Demolitions +10, Disguise +6, Escape Artist +7, Hide +8, Intimidate +6, Knowledge: streetwise +10, Move Silently +10, Pilot +9, Profession (Spy) +10, Listen +8, Spot +8, Tumble +12.

Feats: Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Multishot, Dodge, Mobility, Shot on the Run. Weapon Group Proficiencies: simple, blaster pistol, blaster rifle, heavy weapons, vibro. Armor Proficiency (light).

Equipment: Padded flight suit (DR2), vibrodagger, blaster carbine.

Description and Tactics: see below

Opponent Droids: stats similar to Droideka-Series Battle Droid ([2 X # of heroes]+6): Thug 12; Init -1 (-2 clunky processor, +1 Dex); Defense 15 (+4 class, +1 Dex); DR 6 (shields); Spd 10 m; VP/WP 0/18; Atk +13/+8/+3 melee (1d4+1, hand) or +13/+8/+3 ranged (3d8/20, repeating blaster); SV Fort +12, Ref +5, Will +3; FP 0; DSP 0; Rep +3; Str 13, Dex 13, Con 18, Int 6, Wis 8, Cha 6.

Equipment: Armor (light), two repeating blasters (integral, cannot be removed), remote receiver (500 km range), shields (DR 6).

Skills: Irrelevant.

Feats: Ambidexterity, Armor Proficiency (light), Multishot, Point Blank Shot, Rapid Shot, Two-Weapon Fighting, Weapon Group Proficiencies (blaster pistols, heavy weapons, simple weapons).

Description and Tactics: see below

Description and Tactics: Cularin Armed Forces Marine, male Human (all tiers). *“Move it, move it! We have a job to do, grunt! If you’re lucky, maybe one day you’ll grow up to be like one of these heroes leading us.”* They will fire at droids and try to help protect the heroes. You may use them as blaster bolt shields if it looks like any of your heroes are in real trouble: have the droids identify them as a significant threat and switch to them. They do have Lucky once or twice per day. Up to you whether you wish to use it. If the heroes had to call for the second team, then they should cut the droids down very competently when they arrive.

Description and Tactics: Opponent Droids: (all tiers). All of these droids are humanoid in appearance, and walk on legs. Their blaster weapons derive power from the droid and are otherwise useless. They blaze away at anything that moves and are not very good at distinguishing the most powerful opponents. However, any Jedi in the hero group will be targeted by at least two droids per Jedi. Note that the droids have no ability to see through a bluff: if a hero in trouble simply drops and fakes being out of combat, the droid would immediately turn to another target—who plays “possum” in *Star Wars*? This does come under the heading of “fool me once”, though: trying the same trick against the very same droid won’t work, though it would against a *different* droid. Similar tricks are also possible for people with more cleverness than combat skills.

Encounter #4: Mundi

No adversaries. Ki-Aid-Mundi’s stats are irrelevant, but you may look them up in the Power of the Jedi Sourcebook, page 119, if desired.

Encounter #5: Almas Burning

Tier 1 (levels 4-6)

Almas Attacker, male Human Scoundrel 4/Soldier 2 (6): IM +7; Def 17/DR2; Spd 10m; VP/WP 34/13; Atk +6 melee (2d4, vibrodagger); +9 ranged (3d8/19-20 or stun Fort SVDC18, blaster rifle); SV Fort +5, Ref +7, Will +2; SQ Illicit barter, Lucky 1/day, Precise Attack +1, Skill Emphasis: Tumble; SZ med; FP 2; DSP: 6; Rep +1; Str 12, Dex 17, Con 13, Int 10, Wis 12, Cha 12.

Skills: Bluff +8, Demolitions +7, Disguise +6, Escape Artist +7, Hide +7, Knowledge: streetwise +5, Move Silently +9, Pilot +4, Profession (Spy) +7, Listen +7, Spot +7, Tumble +10.

Feats: Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot. Weapon Group Proficiencies: simple, blaster pistol, blaster rifle, heavy weapons, vibro. Armor Proficiency (light).

Equipment: Padded flight suit (DR2), vibrodagger, blaster rifle.

Description and Tactics: see below

Tier 2 (levels 7-9)

Almas Attacker, male Human Scoundrel 6/Soldier 3 (6); IM +7; Def 20/DR2; Spd 10m; VP/WP 48/13; Atk +8/+3melee (2d4, vibrodagger); +10/+5 ranged (3d8/19-20 or stun Fort SVDC18, blaster rifle); SV Fort +6, Ref +10, Will +4; SQ Illicit barter, Lucky 2/day, Precise Attack +1, Skill Emphasis: Tumble; SZ med; FP 2; DSP: 8; Rep +1; Str 12, Dex 17, Con 13, Int 10, Wis 12, Cha 12.

Skills: Bluff +8, Demolitions +7, Disguise +6, Escape Artist +7, Hide +8, Knowledge: streetwise +7, Move Silently +10, Pilot +6, Profession (Spy) +8, Listen +8, Spot +8, Tumble +12.

Feats: Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Multishot. Weapon Group Proficiencies: simple, blaster pistol, blaster rifle, heavy weapons, vibro. Armor Proficiency (light).

Equipment: Padded flight suit (DR2), vibrodagger, blaster rifle.

Description and Tactics: see below

Tier 3 (levels 10-12)

Almas Attacker, male Human Scoundrel 6/Soldier 6 (6); IM +7; Def 21 (+potential Dodge plus)/DR2; Spd 10m; VP/WP 67/13; Atk +11/+6melee (2d4, vibrodagger); +13/+8 ranged (3d8/19-20 or stun Fort SVDC18, blaster rifle); SV Fort +8, Ref +11, Will +5; SQ Illicit barter, Lucky 2/day, Precise Attack +1, Skill Emphasis: Tumble; SZ med; FP 2; DSP: 8; Rep +3; Str 12, Dex 17, Con 13, Int 10, Wis 12, Cha 12.

Skills: Bluff +8, Demolitions +10, Disguise +6, Escape Artist +7, Hide +8, Intimidate +6, Knowledge: streetwise +10, Move Silently +10, Pilot +9, Profession (Spy) +10, Listen +8, Spot +8, Tumble +12.

Feats: Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Multishot, Dodge, Mobility, Shot on the Run. Weapon Group Proficiencies: simple, blaster pistol, blaster rifle, heavy weapons, vibro. Armor Proficiency (light).

Equipment: Padded flight suit (DR2), vibrodagger, blaster rifle.

Description and Tactics: **Almas Attacker, male Human (all tiers).** These are pirates, thugs, smugglers of illegal substances and various other scum whom the Jedi of Almas have hurt badly over the years. They got paid a fair bit of credit to bombard the place by surprise and then descend into the burning wreckage and try to murder as many of the injured survivors as possible. They are all wanted, desperate criminals. Nonetheless, they are very dangerous (same stats as the Marines) and have Force Points, Precise Attack and Lucky. One group may be all that you want to use. If the heroes go through them like tissue, then feel free to have a few more—not necessarily in a team of 6—available for mop-up. They'd be hunting survivors. See the encounter, also; they may try to break for their ship. Their primary function is to give the heroes something upon which to take out their grief. They will only try to flee if they are down to less than 10% vitality or have taken wounds.

Note that Meera Lisso will also be helping the heroes fight these mercenaries, in two out of the three cases discussed in the encounter. Here are her stats:

Meera Lisso: Human female Thug 3/Jedi Guardian 4; Init +2 (Dex); Defense 15/16 (+3 classes, +2 Dex, possible Deflect [Defense+1]); DR 2; Spd 10 m; VP/WP 39/12; Atk +7 melee (2d8+2 lightsaber used 2-handed, or 1d4, Martial Arts,) or +6 ranged (no ranged weapon usually carried); SQ none; SV Fort +5, Ref +7, Will +6; FP 5; DSP 1; Rep +0; Str 12, Dex 14, Con 12, Int 12, Wis 12, Cha 15.

Equipment: Jedi Padawan garb, Jedi utility belt, lightsaber (bright blue blade), medpac.

Skills (including Feats and attribute mods): Climb +2, *Battlemind* +7, *Empathy* +5, *Enhance Ability* +7, *Force Defense* +8, *Friendship* +6, Intimidate +4, Jump +3, Knowledge (Local) +2, Knowledge (Jedi Lore) +4, and Pilot-3 (cross-class, with Dex bonus).

Feats: Alter, Armor Proficiency (light), Control, Force Sensitive, Heroic Surge, Martial Arts, Mettle (+2 to Battlemind and Force Defense, factored in above), Quickness (+3 Vitality, included), Sense, Exotic

Weapon Proficiency (Lightsaber), Weapon Group Proficiencies (blaster weapons, simple weapons).

Jedi Specials: Deflect (defense +1), Deflect (attack -4).

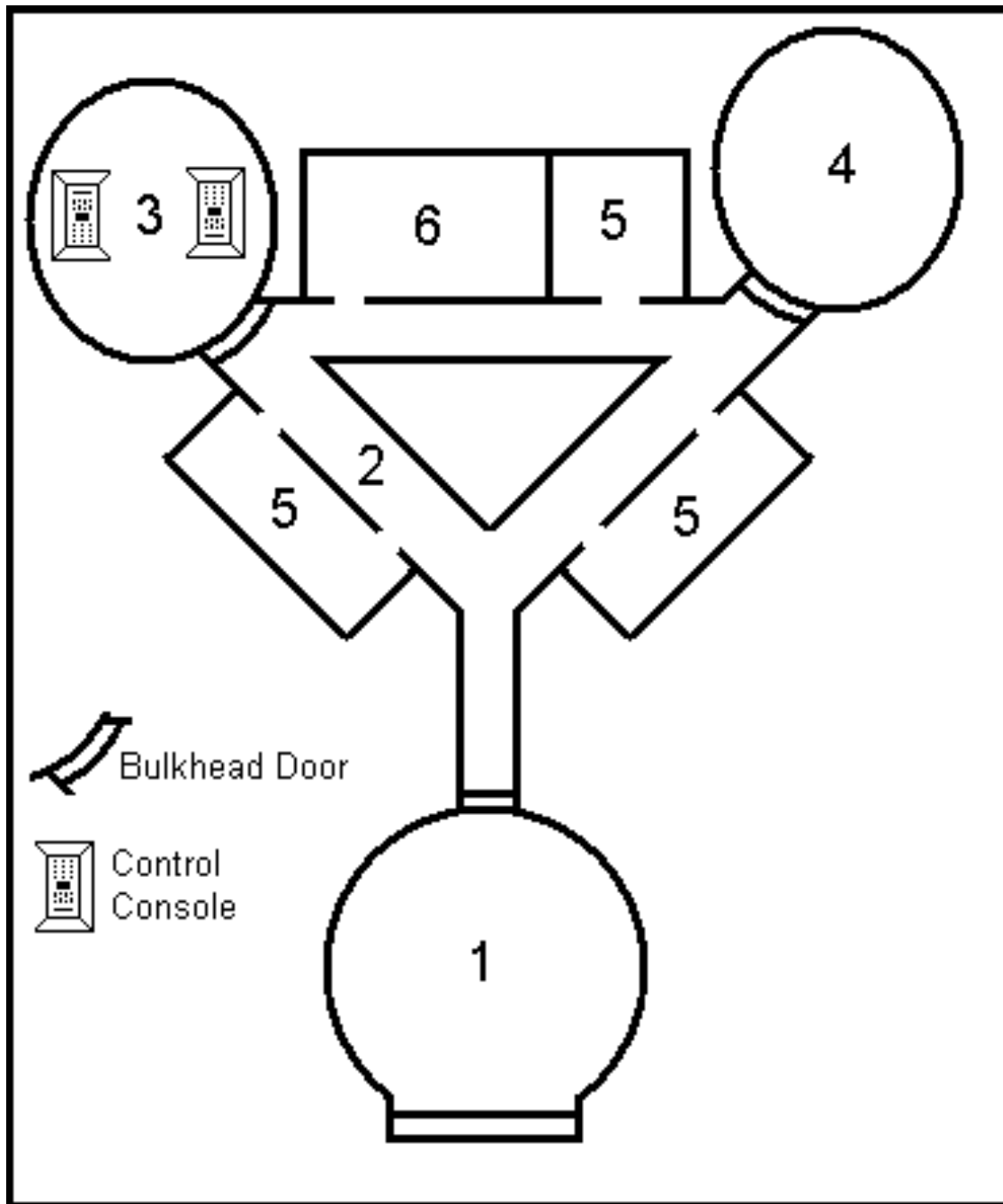
Description: Meera is a beautiful young Human woman with very dark skin and long hair dyed golden. She is athletic, but not a dedicated athlete. She has had martial arts lessons. Meera is 21. She spent many years searching for something that she could not visualize or explain, something that would give meaning to her life. After the events of "*Padawannabes*", Master Lanius tested her and determined that she had the ability to learn the way of the Force. He also introduced her to the Tarasin, so that she might decide whose way would suit her better. She was not sure if she was "worthy" to become a Jedi. Three months after the events of "*The Dark Side Beckons*", she joined the Almas Academy and was introduced to Zelice Sturm, who completed her own return to the Light by taking Meera as her Padawan Learner. If Meera recognizes any of the heroes from the events of *Padawannabes*, or the *Decisions* trilogy, she'll be overjoyed to see them, despite her grief at the circumstances.

However, Meera's own future is now in grave jeopardy. She wants revenge, and wants it badly. She is vulnerable, and could easily fall to the Dark Side without proper guidance— and all her guides are dead. Aren't they?

Tactics: see Encounters 2 and 5. Note: Meera is not tiered; she has seven levels at this time. Keep her Battlemind and Enhance Ability in mind, as well as her Force Points. She has enough brains not to fight over her head and, in Tier 3, may just provide support, aid wounded, and get in a smart shot now and then. It is necessary that Meera survive to the next scenario, as she provides a moral foil for the heroes, and the impetus for them to act justly so as not to allow her to fall into, or drag her into, darkness.

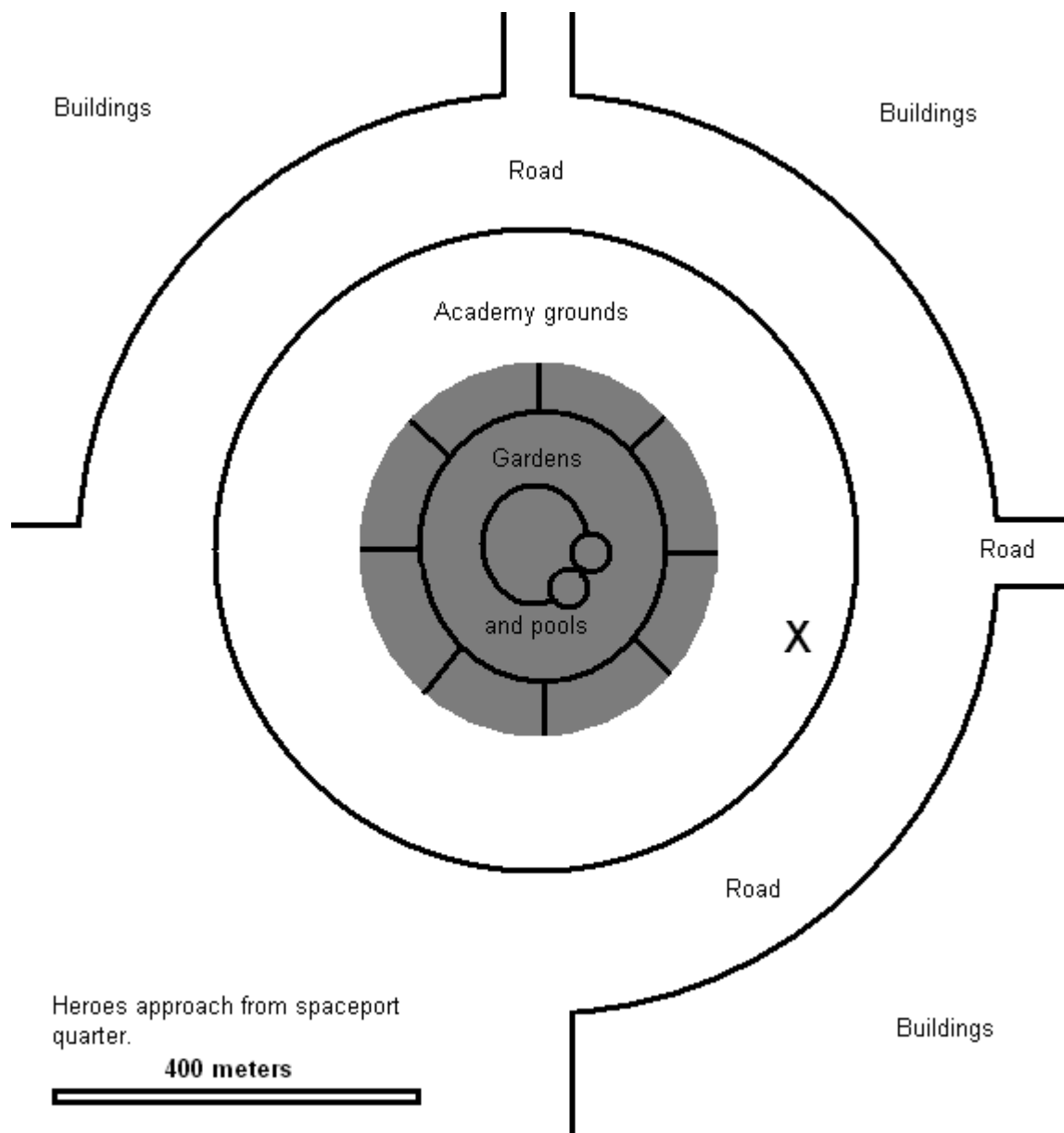
JUDGE NOTE: See separate **GM Aid# 5** for a description of Garth Ezzar.

GM Aid #3: Map of the Abandoned Separatist/Believer Base



- 1 – Access Chamber
- 2 – Point at which bulkheads close and droids activate
- 3 – Control Room
- 4 – Engineering Room
- 5 – Storage Rooms
- 6 – Barracks

GM Aid #4: Map of the Destroyed Almas Jedi Academy Area



X = Zelice and Meera's battle against Garth Ezzar.

Note that the gray area now indicates the original positions of the central building, towers and eight outer ring buildings. They have all been destroyed and are smoking, burning rubble.

GM Aid #5: Garth Ezzar

Background: Garth Ezzar is the ultimate "wannabe". He is a big-time loser, on whom the Dark Side played a nasty trick: it made him powerful with the Force.

Garth could easily have turned out differently. On his Rim World colony, he started to manifest his Force Sensitivity very early, but no one recognized it for what it was. By turns, he was admired, then taunted, then ostracized. He blossomed into his full growth and bulk as a teen and commenced "payback" for all his childhood torments. After payback resulted in one maiming and one costly fire, Garth was a criminal. He escaped jail and lived as an outcast for a few years, becoming what some Jedi call a Dark Side Marauder.

One day a woman came to his countryside from off-planet. She was about five years older than Garth, and seemed immensely wise and powerful in the magical, destructive ways that Garth had only begun to explore. She taught Garth and he was an apt pupil. The two went on a rampage of destruction and theft and then, when they were to boost into space together, she turned on Garth, attacking him. She meant to leave him dead to take the blame for their joint crimes, for there were Jedi coming to investigate the reports.

She was only slightly more surprised than Garth when her student, enraged by yet another betrayal, drew on unimaginable power from the Dark Side and killed her. So, in fact, it was she who took the blame for their crimes, while Garth escaped on her ship.

After three more years of crime and travel, Garth Ezzar found his way to Coruscant, hoping either to connect with a major criminal organization, or to found one.

Instead, someone found him.

"The Master", always hooded and hidden, demonstrated and promised to Ezzar power beyond his darkest dreams, more power than that possessed by "any mere Jedi". And so, Garth trained and even came to learn the use of the Jedi's trademarked weapon, albeit with a very different style.

Garth carried out many plans for the Master, but time and again was thwarted by Cularin's heroes, although they did not know it. A typical example was the affair of the Comet Broom Service. The murder of the Wookies cut that trail however.

By now Garth has grown powerful in the Dark Side of the force and is responsible for the deaths of three Jedi, an apprentice and two knights. He has become a megalomaniac convinced that he is indestructible and that he will one day he will learn the last of his Master's knowledge and then dispose of him.

What Garth does not realize is that his Master has never intended Garth to become his "right hand man". Garth is too old to learn the special philosophies of his Master, but he is an excellent tool and distraction. The Master has been following another's career with great interest, unknown to Garth, and now that that one is ready to be turned Ezzar will be discarded. He will even know who his Master really was.

So, he has been sent to destroy Almas, while those who will pursue him have been preserved apart, to feel agony and despair at the news of the crime.

Then, one of two things will happen: either the heroes will kill Ezzar and feel that the danger is past, or he will kill them and then be disposed of by the new, true Sith Lord. All is proceeding according to The Master's plan.

Note to GM regarding Garth Ezzar's stats.

You will note that Garth Ezzar is level 14 and is not tiered. This is not a license to wipe out your player heroes. As should be obvious from the encounter descriptions, the heroes are **not** intended to get into hand-to-hand combat with Ezzar in this scenario. In the next, final scenario of this trilogy, Tier 1 and 2 groups will have a chance to whittle Garth down a bit before coming to grips with him. A Tier 3 will have the choice of either doing the same or of simply trying to take him on as a group. Your job, judge, is to use the stats below if the heroes somehow get into contact with Garth. The intent is for him to use his vastly superior powers to scare the heck out of them and to get away for the next scenario. As always, it is possible for heroes to die, but that is not the intent.

Garth Ezzar, male Human Soldier 1 / Scoundrel 3 / Dark Side Maurader 4 / Sith Warrior 6; IM +5; Def 27 (+12 class, +5 DEX); Spd 10m; VP/WP 150/16; Atk +20/+15/+10 melee* (5d8+3/19-20 plus 5d8+3/19-20, double-bladed lightsaber); +19/+14/+9 ranged (3d8-1/20 or stun Fort save DC 20, custom heavy blaster pistol); SV Fort +15, Ref +16, Will +7; SQ Enemy Bonus (Jedi) +2 (+2 attack bonus versus one chosen Jedi opponent once per battle. Even if there is more than one Jedi opponent and the chosen one is removed from battle the Sith Warrior cannot nominate a new target enemy for that battle.); Uncanny Dodge (retain Dex bonus), Preferred weapon (double-bladed lightsaber), Illicit barter; Lucky (1/day); Precise attack +1 (factored into attack bonus); Lightsaber Damage +2d8 (factored into stats); SZ med; FP 14; DSP: 16; Rep n/a; Str 16, Dex 20, Con 16, Int 14, Wis 12, Cha 12.

Skills: Computer Use +7, Craft (Lightsaber) +7, Intimidate +10, Jump +5, Knowledge (Sith Lore) +8, Pilot +6, Read/Write Basic, Read/Write Sith, Repair +5, Speak Basic, Speak Huttese, Speak Sith, Survival +4, Tumble +15.

Force Skills: Affect Mind +13, Battlemind +15, Force Defense +13, Force Grip +13, Force Push +8, Force Lightning +12, Force Stealth +5, Move Object +12, See Force +8.

Feats: Armor Proficiency (Light), Exotic Weapon Proficiency (Lightsaber), Exotic Weapon Proficiency (Double-bladed Lightsaber), Force-Sensitive, Two-Weapon Fighting, Weapon Finesse (double-bladed lightsaber), Weapon Group Proficiencies: simple, blaster pistol, blaster rifle, heavy weapons, vibro.

Force Feats: Alter, Control, Burst of Speed, Dissipate Energy, Force Speed, Force Whirlwind, Lightsaber Defense, Lightsaber Form Five Mastery (+1 bonus to deflect/attack and may use deflect/attack on attack rolls that miss by 10 or less), Rage, Sense.

Equipment: Double-bladed lightsaber* (blood-red blades), electrobinoculars, commlink, glowrod, 2 mastercrafted +3 medpacks, Sith speeder (see below), Sith Infiltrator starship (see below), customized BlasTech DY225 heavy blaster pistol (2 customizations: +1 damage and +50% range increment, taking it to 3d8-1 damage and 15 m increment). He also has a black, custom-made body suit that acts as a spacesuit and which gives him a +2 to FORT saves versus heat, cold and stun effects. It comes with an integral helmet, armored gauntlets, boots and air supply. No, it does not look like Darth Vader's suit at all. It has a piece of metallic armor on the chest, but no controls or readouts, and the helmet is more rounded and has a featureless faceplate that includes macrobinocular properties. From any distance, his black cape and hood obscure the exact details. If the suit is slashed or punctured, it has limited self-repair capability. It also has mounts for a rocket pack on the back, but Ezzar has not brought that with him, as he has to ditch the snazzy cape if he uses it. He loves his cape.

(* Garth Ezzar has constructed and attuned his own lightsaber. The "attunement plus" is included in his combat stats.)

The following tactics listing is reproduced from the next, final scenario of the trilogy, "*A Hero Seeks Not Vengeance*". **Note the special point mentioned at the end, for this scenario, Destruction.**

Tactics: Garth Ezzar's stats do not include his potential +2 against one named Jedi per battle, nor the effects of the Rage Feat (+4 STR, +2 CON, -2 Defense, and, in Ezzar's case, +28 Vitality, for 8 rounds). Also, they do not include the effects of Battlemind. Note that, if he chooses to Rage, it costs no Vitality until he drops it, and that he may choose to maintain Rage for as long as he wishes, by renewing it as it is about to drop (unlike Wookiee Rage). The drawback is that once he drops Rage he loses the additional 28 Vitality it provided, plus 1d4 Vitality per round it was active: in other words, his Vitality is likely to drop to zero if he kept it up for a very long battle in which he took any Vitality damage. However, since this Vitality loss cannot cause wounds, if he is in a death battle, he will not think twice about keeping it up.

When fighting, he will target, in order: any Jedi with the "Targeted" cert (and would likely pick that one as his "Enemy +2" target as well), and hero with the "Targeted" cert, any Jedi without the cert, and any other target.

Look over his stats, feats and skills. You'll see that he is equipped with Lightsaber Form V Mastery, which gives him a great chance to reflect blasters. He has a monstrous Attack Bonus and very good Defense. He has Force Defense to aid his saves, a lot of Vitality, and Dissipate Energy to try and soak lightsaber strikes, or any energy crits, to his Wounds. Rage can give him a Vitality buffer and make him even nastier, in extremity. Frankly, it would be very hard for Ezzar to *miss* in combat.

He also has a number of "flashy" Force skills: lightning, move object and so forth. If he can use those to torment the heroes, without leaving himself open to instant death, do so: remember, he is a

megalomaniac and thinks that he cannot die.

You'll also see that he has absolutely nothing that increases his critical chance or his "to hit" and damage output, other than those things built into SWd20 classes. This is intentional. When a single adversary faces multiple heroes, a very good way to make the battle exciting is to make it last without having to kill a hero every two rounds. To do that, the adversary needs to be tough and long lasting, able to absorb a huge amount of damage but not able to inflict killing damage with every blow. Remember that strikes to vitality are not tissue damage; they may not even be hits, but rather the target twists away at the cost of tiring, and so forth. They even represent a certain amount of "battle savvy" and just plain luck—which eventually runs out.

If you do roll a ridiculous number of Threats, remember that if you then confirm and roll his maximum damage straight to wounds and score 43, you do not necessarily have to simply call out "43 wounds, Bub, you're dead". How much more dramatic to say, "the deadly blade slices straight at you and, as your slip into unconsciousness in a red wash of pain, you see your left arm on the ground two meters away"? A bit gruesome, and the hero is out of combat—but not dead. If you have to do this, and the hero elects to pursue Ezzar into the next scenario, a grateful populace will give the hero a cyber arm (or leg or whatever). No cert, but you may initial it on the log sheet. It is no better than a normal arm, and some would say worse, but it works.

Likewise, if the heroes score miraculous hits on him in the first two rounds, there's about 20 vitality less than maximum for his stats and level, which he was not given. You could prolong his life for a round or two for drama, but then to be fair he should not inflict any major, lasting damage on the heroes in that round.

Note that he will only use his lightsaber single-bladed, in this scenario. He is going to dramatically reveal it to be double-bladed in the next scenario, at the climactic battle, just as Darth Maul did in *Star Wars* Episode One: *The Phantom Menace*.

Final tactical notes for Destruction: Scare them, hurt them and get away. No disintegrations.

The following are Garth Ezzar's Vehicles. If the heroes somehow capture them, they will be impounded as evidence by the authorities—in *this* scenario. His blaster would also be confiscated.

Scratch built custom speeder bike ("Sith Speeder")

Class: Ground (Speeder), **Crew:** 1, **Passengers:** None, **Cargo Capacity:** 2 kg, **Size:** Medium (2.15 meters long), **Speed:** 210 m (max. speed 650 km/h); **Altitude:** up to 15 meters; **Defense:** 13 (+3 armor); **Hull Points:** 18 (DR 5).

Weapon: None

Heavily Modified Republic Sienar Systems Star Courier ("Sith Infiltrator")

Class: Space transport, **Crew:** 1, **Size:** Small (26.5 meters long), **Initiative:** + 1 (+1 size), **Hyperdrive:** x1.5, **Passengers:** 6, **Defense:** 21 (+1 size, +10 armor), **Cargo Capacity:** 2.5 metric tons; **Shield Points:** 60 (DR 5); **Consumables:** 30 days, **Hull Points:** 90 (DR 5), **Maximum Speed in Space:** Ramming,

Weapon: 6 Light Laser cannons (fire-linked); **Fire Arc:** Front; **Attack Bonus:** + 7(+1 size, +6 fire control); **Damage:** 3d10x5; **Range Modifiers:** PB +0, S -2, M/L n/a