

A Hero Seeks Not Vengeance

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

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Still reeling from recent events, the heroes must determine what course to take as chaos threatens to envelop the Cularin system. Now on the trail of the destroyer of Almas Academy, they must determine how to defeat a foe far more powerful than themselves. An adventure for LIVING FORCE heroes of levels 4+. This scenario should be played after "*A Plague of Darkness*" and "*Destruction*" (Episodes I and II of the "*Heart of Evil*" trilogy). This scenario is appropriate for all types of LIVING FORCE heroes.

A Hero Seeks Not Vengeance 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 mid- to high-level LIVING FORCE heroes, and therefore characters levels 4 through 12 are appropriate. If your players do not have heroes, help them create new ones (see your event coordinator for hero creation instructions).

GM Overview

In *A Hero Seeks Not Vengeance*, the heroes are on a mission of vengeance— or justice. An unknown Master of the Dark Side of the Force has spearheaded the destruction of the Almas Jedi Academy, and the heroes are out to bring him in— or make him pay? The mission

therefore has a twofold theme. The dark menace of Garth Ezzar must be stopped, but at the same time, the heroes must avoid falling prey to hate, fear and aggression, and must help Jedi Padawan Meera Lisso to do so, also.

The pursuit leads to Coruscant, specifically to the lower reaches of the capitol, Republic City. There in a gloomy and downtrodden district known as Darkside, the heroes first explore the environment and then prepare for their final confrontation with the evil being they are hunting.

Encounter 1: Pursuit. We begin with heroes in transit to Coruscant, as they track down the Dark Side Force user who is responsible for destroying the Almas academy and who has kidnapped (or stolen, from a certain point of view) Master Lanius' assistant droid, E1-6RA.

Flashback allows the heroes to determine what they know and what would be their best course of action.

Encounter 2: Undercity. In this encounter the heroes make their approach to Coruscant and can attempt to track down their quarry. The trail eventually leads to a sector of the Coruscant undercity known as Darkside.

Encounter 3: Hunting Grounds. This is a modular encounter. In it, the heroes are introduced to four different sectors of Darkside: Residential, Recycling (also known as The Junkyard), Industrial and Services (also known as Vice Central). Each of the sectors is detailed under three headings, detailing what the environment is like, what possible advantages the heroes can scrounge, buy or otherwise obtain for their eventual confrontation, and what immediate hazards are found in each sector.

The sectors and events can be used in any order. Once the heroes have prepared as best they can and have dealt with any problems encountered, the confrontation with Garth Ezzar occurs in the next section.

Encounter 4: A Hero Seeks Not Vengeance. Technically, Encounters 4 and 5 are really one long encounter. This one suggests formats for the battle between the heroes and Garth Ezzar. Encounter 5 then suggests the possible ways to wrap up the scenario, depending upon the various degrees of success that the heroes could have.

Encounter 5: The End of the Matter. One way or another, Garth Ezzar is dealt his just desserts. The best outcome occurs if the heroes either defeat or destroy him. If the heroes are defeated, help will arrive from an unforeseen quarter.

The end of this encounter will establish these events as happening near the beginning of *Star Wars Episode 3: Revenge of the Sith*.

Encounter 6: Epilogue. The scenario concludes back on Cularin. Meera and E1-6RA intend to take refuge in the Great Plan of the Tarasin, the sanctuary that will hide them from any who may seek them. There, they will try to maintain at least a partial archive of the lore of the Almas Jedi. The heroes will have to decide whether they will do the same or continue to try and fight for justice in the dark times ahead.

Important Note to Judges: The main villain of this piece is Garth Ezzar: a non-tiered, 14th Level, multi-classed Sith Warrior. He is a combat monster. There are numerous suggestions regarding ways to make this a fair task for Tiers 1 to 3. As well, the main part of the scenario, Encounter 3, is a non-linear, modular section designed to let the heroes roleplay, fight a little, solve problems, and get prepared for what is likely to be the toughest battle of their lives, if not their last one. Please read the entire scenario carefully, to get a sense of how all the pieces flow together. There are many sections where a great deal of the description and the options for play are left up to you, within stated guidelines. Therefore, the greater the familiarity that you have with this scenario, the easier it will be for you to script your "movie".

Clarification regarding tiering notation: when you see something like "DC 18/23/26", use the lowest DC for the Tier 1, 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

The Republic broadcast went out far and

wide, blanketing the Core Worlds: the evil and cowardly Separatists had struck one of the fledgling, loyal systems of the Republic, little Cularin. Even more terrifying, they had perpetrated an act of terrorism against the Jedi of Almas, many of whose Masters have already paid the supreme sacrifice over the months of the Clone War.

A Separatist strike force descended on the Academy, and, though they took heavy losses and were forced to retreat, rather than continue into the system, destroyed the Academy utterly. Few, if any, Jedi survived.

So said the report. The heroes of Cularin know differently.

Encounter 1: Pursuit.

Key ideas of this encounter: The heroes of Cularin are in transit to Coruscant, there to track down and bring to Justice the destroyer of the Almas Academy.

So said the report. You know differently. Perhaps the monster you are trailing works for the Separatists, perhaps not. One thing is sure: the Dark Side of the Force is his ally, and a hideously strong ally it is.

You cast your mind back a few hours...

Judge, this is the set-up and bridge encounter from the last scenario, *Destruction*. Likely, it left the heroes with a lot of questions. They can now be dealt with, in this “flashback”. The primary source of information will be Meera Lisso, the young Jedi who is accompanying the heroes as they track down the unknown leader of the assault on the Almas Academy.

Here follows some information, regarding possible topics of interest. If you ran *Destruction*, you may also ad lib some information from there. However, the actual name of the assault leader, and what went on in orbit just before the attack, is not known.

So—what happened? *First we knew of any danger was concussion missiles taking out our comm towers and shield generators, and turbolasers bombarding. I don't know how the ship got that close, unless it was disguised as a Republic military vessel and had the right codes. Our early warning people are all dead, so I can't ask.* (GM NOTE: The heroes themselves may realize that the first ship

to attack was, in fact the orbiting Republic customs ship.)

What did Master Devan and the Jedi do? *Those who could fly, took to the air. I got the impression that there were at least three ships: a small corvette, some sort of converted freighter—likely a pirate ship—and I caught a glimpse of a small ship that looked like a cross between a fast transport and a big fighter. Never seen one of them before. I think that was Barth or Darth or whoever's.* (GM NOTE: The knowledge that many Sith Lords were styled “Darth <name> requires at least a rank of 2 in Jedi Lore. Meera has this requirement, but is not jumping to conclusions.) *Master Devan and a few knights also tried to use the Force to affect the raiders' minds. The corvette didn't have any minds that could be affected. I'm not sure what happened with the others, because by that time there were ground attackers streaming in from Forard—there must have been about a hundred.*

Only a hundred against the Almas Academy? *No, only a hundred against what was left of it. Without any defenses and with our shields knocked out by the corvette, you wouldn't believe how fast a bombardment could level the place. And then, when the corvette was knocked out of the sky—it fell into the Academy grounds and that was about it. The troops were just a momentary distraction and then clean-up. Even so, we took out almost all of the ground troops—until he came.*

What can you tell us about him? *I think he was human or very humanoid. Technically, the voice could have been masked, but I'm sure it was male—lots of subtle signs in motion and he felt male. Tall, strong, deep voice, but that could have been the helmet. He felt bad. And very powerful. You could just feel the hate and the rage and the, the joy at killing, like a furnace heat all around him. He killed anyone that came near, Padawans, Knights. No one even touched him. Then Master Devan arrived. Zelice— Master Sturm and I— were taking out a group of mercenaries. When we saw Master Devan arrive, I figured it was all over.*

I was right.

I think that maybe she could have taken him, but I'm not sure. She may have been knocked around by the bombardment. Even so, she managed to wound him before, before

he...

Anyway. As far as we could tell, that left it to Master Sturm and me. And that's about where you came in.

As well, reports, during the disaster relief efforts that followed, provide a few more facts, which you can tender if anyone asks. Forard suffered some minimal damage from falling shrapnel. There were a few injuries but no deaths. When the bombardment started, raid sirens and alarms went off and most people went for shelters— this is wartime, after all.

As well, after sifting the wreckage, it became clear that E1-6RA, Master Lanius Qel'Bertok's droid aide, was taken.

Why would they want the droid? **He's a walking archive and history of the Almas Academy, and of the Jedi in general. Maybe someone wants to see if he has secrets.**

Does he? **I have no idea. But I want to get him back. And I want this maniac murderer dead. Or, um, in custody, I guess...**

Any Jedi of Knight rank or greater will know that there was some sort of security protocol associated with E1-6RA. A Jedi Lore (20/23/26) success will recall that the droid had a built-in emergency transmitter. If no hero is a Jedi, or all fail the roll, Meera will “make hers”. While Meera, or any hero Jedi below the rank of Master, did not know the frequency, the actual pulse sequence of the broadcast was known, so heroes can scan for it. Any Master rank Jedi would know the frequency and the code, once they remember its existence.

Any possible survivors of the assault force have no useful information.

GM NOTE: Check the listing for Meera in the GM Aid. She has been terribly shaken by this traumatic event. She is made of stern stuff, but her whole new, hopeful world has been torn down around her and her new “family” has been almost completely massacred. If there are any Jedi among the heroes, she will be almost pathetically determined that they must be kept safe and at the same time that they must avenge Master Devan, Master Sturm, and Almas. She is very fragile at the moment, full of fear and anger, and could very, very easily give in to the Dark Side. One of the hero goals of this scenario is to prevent her from slipping into darkness. Do not tell them that.

It should be obvious.

There is no “outfitting”. As far as the Military is concerned, the attack on Almas was a wartime, Separatist assault. CAF members can be detached to form part of a special missions team, to go after the leader. Since the entire attacking force was either captured or destroyed, except for the leader, the military and civilian forces consider this pretty much over. Also, the leader sounds like a matter for the Jedi.

Since the heroes have a lot of clout and respect in Cularin, any reasonable request for consumable resources (medpacs, etc) can be met.

Some might be clever enough to consider that if they capture this monster, they will need ways of keeping him restrained and probably unconscious, until they can take him to the Coruscant Temple. Reasonable suggestions can be granted.

They cannot be given licenses to wreak havoc on Coruscant, however, if any ask. The law level there will prevent the carrying of any powered weapons that are not licensed. Effectively, in this time of war, CAF members may carry one openly holstered sidearm and Jedi, of course, may carry lightsabers. If a Noble uses a Favor, he or she may arrange for other heroes to be able to bear one openly holstered sidearm. No grenades, no rifles, nothing of that sort.

Of course, the heroes can have such things on their ship(s). Smuggling them into Coruscant, by taking them off their ships into the city, would be a crime.

In addition to the fairly obvious legal reasons for this, there is a scenario reason also, Judge: in Encounter 4, the heroes are to learn to make use of their environment and whatever gadgets or jury-rigs or other clever ideas that they can come up with. They will need more than simply a gun to defeat Garth Ezzar. It is the intent that any sort of hero team can triumph over him, but not necessarily in close combat. Even those that do wish to get into close combat with him may want other options, or a path of retreat.

Once you and your heroes are ready, send them off to Coruscant.

Encounter 2: Undercity.

Key ideas of this encounter: The heroes arrive on Coruscant and make inquiry. Whether they contact the Temple, or civilian authorities,

or just do some legwork, inevitably they end up in the Undercity, in a zone called Darkside.

Your voyage to Coruscant was uneventful, aside from quite a number of security checks, once you entered the system. Although the evil droid Separatist leader, General Grievous, is suffering defeats at every turn, he has still managed to elude the valiant Republic Clone Army and its Jedi allies.

Still, your business is legitimate and you have proper credentials. Moreover, some of you are even known to some members of the Senate and the Jedi Council. While both of those bodies are very busy right now, a little judicious name-dropping can go a long way.

As you make your final approach to the welter of aerial traffic that is Coruscant, the world-city, it is time to decide how you will track down your quarry.

Judge, the heroes have many avenues open to them, depending upon their “class specials” and skills. The following are only a small sampling of possibilities. Please feel free to allow your heroes to use skills, class specials, and pure roleplaying to get themselves into Encounter 3. If die rolling is needed for a method not suggested below, either use similar DCs, or use DC 18/21/24 for Tiers 1 through 3.

- ∞ Traffic Control: Coruscant has a very sophisticated traffic monitoring system, although it is mainly geared to commercial and normal civilian traffic, not to maniacs and Jedi in high-speed chases, seasoned with blaster fire. If they think to use this method, the heroes can get a lead on the ship through traffic control, once they schmooze the people. This could be done with a Noble Favor, diplomacy (DR 15/18/21), a Scoundrel using his Illicit Barter special to know that a 200-datary bribe would grease channels, or similar skills or specials. This will produce the response (pick your favorite alien type for the being responding): **“Not many ships of that configuration, in fact—none. No, wait, one. Must be a custom job. Let’s see, it’s registered to one-- Lanius Qel’Bertok of Almas, Cularin. Don’t have a local address, but the last flight path in took the ship to the Undercity. Section called**

‘Darkside’.” GM NOTE: Using Qel’Bertok’s name was Ezzar’s rather pathetic attempt at ironic and subtle humor. He expects to be traced, but then they’ll all be dead or turned, and his powerful Master can take care of any inquiries. In fact, there is one other Sith Infiltrator still in existence, but it has a cloak. Thus, any trail left by *its* user will end with Ezzar— all according to plan.

- ∞ Tracing by physical description of the suspect: the “custom armored space suit” that he wore everywhere can result in a fainter trail. **“Wearing armor may be the latest style on the Rimworlds, but here in civilization we usually take off our spacesuits, planetside. Heavy armor usually means trouble.”** There are one or two notes in Coruscant Security Force files of sightings of a person wearing such armor, who eluded the authorities by “fleeing” into the Undercity, to the section called Darkside.
- ∞ E1-6RA’s emergency signal: it is also possible that a very skilled engineer or tech or Fringer might be able to sift E1-6RA’s emergency signal out of the huge maelstrom of energy signatures on Coruscant. This is very, very hard: DC 30/35/38, with two successes needed, one with Computer (essentially sensor operation) and one with Repair (some fine tuning of the sensors, to pick out the signal). The Jury-Rig special subtracts 5 from the DC, and up to two additional heroes may assist the rolling hero. A different hero may make the Computer or Repair roll. In fact, that it turns out to be possible may make the heroes suspicious, as the signal would have to have been boosted to be detectable at all. In fact, Ezzar knows very well about the signal and lets it be tracked, or jams it, as he wishes. Judge, you may use the signal to pull the heroes back on track if you ever need to precipitate the final battle.
- ∞ Jedi Ex Machina: If the heroes have no idea how to proceed or fail all their rolls miserably, inquiry with the Jedi Temple can provide a lead. Note that this would pretty much have to be by

communicator, though hero Jedi could go to the Temple proper. No, they will not meet anyone “notable”. However, perusal of the archives will note that there have been a few inconclusive investigations into potential Dark Side activity in one of the sections of Republic City’s vast “Undercity”— one rather ironically named “Darkside”. The investigations dead-ended before the start of the war and have lapsed since; the Jedi are too busy elsewhere. There was one Jedi Knight recently assigned to trace rumors of a big, armor-clad criminal who had been seen down there and who was rumored to use the Force. Jodoo Kreen (a Quermian, p. 124, *Ultimate Alien Anthology*) has been out for about two weeks since his last check-in. A full description will be given if the heroes indicate that they will pursue this lead. Alas, it will prove useless, as Garth Ezzar killed Kreen just before setting out on his mission of destruction. **GM NOTE:** the timing might not fit if your heroes are not played through this scenario immediately after “*Destruction*”. In that case, change the times to suit.

The heroes can travel to Darkside on foot, reaching its upper levels by turbolift. They can also get there using small landspeeders or speeder bikes, if they have them. Those, and small airspeeders may also be rented for 50 dataries per day, with the understanding that heroes must pay for any damages. Heroes may not *buy* vehicles without going through a nonresident registration process for which they do not have the time.

Once the heroes get to the Undercity, they can do some legwork there to pick up the suspect’s trail. In fact, most of the leads will be directing the heroes to explore more of their environment and to accumulate advantages: the confrontation with Ezzar is inevitable. Wise heroes may realize that he wouldn’t have taunted them to follow him to Coruscant if he did not mean for them to find him. Therefore, it is entirely reasonable for them to take a “get ready for him to find us”, rather than a “find him” strategy, although they may have trouble convincing Meera.

Encounter 3: Hunting Grounds.

Key ideas of this encounter: This encounter comprises a series of events that make the heroes acquainted with their environment, the zones in which Garth Ezzar intends to stalk them and either turn them to the Dark Side, or kill them. It will also provide them with a number of possibilities for defeating the Sith Warrior.

Judge, familiarize yourself with the “Darkside Overview” map and the four section maps in **GM Aid #2 to #5 (Player Handout 2-5)**. This is a modular, nonlinear encounter. In it, the heroes are introduced to four different sectors of Darkside: Residential, Recycling (also known as The Junkyard), Industrial and Services (also known as Vice Central). Each of the sectors is detailed under three headings, detailing what the environment is like, what possible advantages the heroes can scrounge, buy or otherwise obtain for their eventual confrontation, and what immediate hazards are found in each sector.

All NPCs are detailed in **GM Aid #1**.

The heroes may explore the sectors in any order and may revisit them. Events may also be used in any order. Keep an eye on the clock and feel free to speed exploration by abstracting travel: ***“That’s fine; you climb on your speeders and zoom off. Welcome to...”***

Once the heroes have prepared as best they can and have dealt with any problems encountered, the confrontation with Garth Ezzar occurs in the next section.

Keep an eye on the clock. By the end of this encounter, you want the players to have an effect on their environment, and also to accumulate some advantages for their inevitable battle. The actual values of modifiers that they might be able to achieve are suggested in Encounter 4.

Encounters 4 and 5 may be very brief or could take longer. You will need to gauge this depending upon your heroes’ decisions as to how to go after, and prepare for, their quarry. If they are simply picking terrain for a slugfest, then one way or the other, the final battle will likely be fast and furious. In that case, you can linger with the events of this encounter and leave no more than about 30 to 45 minutes to conclude the scenarios.

If the heroes are more into exploring and squeezing every possible advantage from the

situation, then their final confrontation will quite possibly take longer: a running battle, luring Ezzar into traps or into just the right situation to stack the odds in the heroes' favor. In this case, you will need to balance the roleplaying and problem-solving possibilities of Encounter 3 with the necessity of leaving a good hour or more to finish the scenario.

Below, the intent is to provide you with a "menu" or selection of events and environments, in which you may involve your heroes for the central portion of your time slot. The guidelines have intentionally been kept "loose". Feel free to adapt, foreshorten or even omit certain sections. You are the Director of your "movie"; the following are your sets, props and extras. Use them to give the best *Star Wars* experience that you can.

General Notes about Darkside: This slum is located at the bottom of a kilometer of old levels in the capitol, Republic City. Note that this is not the bottom of the *city*— that would be another 3 to 4 kilometers down and is not suitable for humanoid life. As shown in **GM Aid #2**, this portion of the city, with which the heroes are concerned, is composed of four rectangular sections, hereafter called "sectors".

GM NOTE: Once the heroes begin exploring, if they should happen to try to make a comm call out of the sector, they will find that, while local, short-distance comm works, there is massive jamming preventing communication to Coruscant as a whole. This is not Ezzar's doing and he is as much in the dark as they: General Grievous' forces have just launched a raid to kidnap the Supreme Chancellor, and battle is being joined in low orbit. (No, you cannot involve your heroes in this, in any manner, sorry.)

Checking for E1-6RA's transmission: This is a plot device that may be used *sparingly* to herd the heroes in the direction that you wish them to go. The primary intent is that you use it so that they do not miss a good opportunity or an event that you particularly wish to run. The signal is faint and intermittent, but occasionally can be picked up.

The signal can also be used to set up the final confrontation, though you should either have it in the area that the heroes have chosen for their stand, or near it, so that they can lead Ezzar into their trap(s). When found, E1-6RA will be inert, with a nonstandard restraining bolt

fitted. A Repair (16/19/22) success will remove the bolt. He is not a combatant and will keep out of the way during the battle. His information is detailed in Encounter 5. If you decide to let the heroes find him earlier, then paraphrase it to suit.

If the heroes simply wish to find Garth Ezzar and ambush him, you can also have E1-6RA lead them to a big, vault-like room at the top of a building on the corner of Industrial, where Ezzar has his ship hidden (see the Industrial Sector section, below). It is then up to the heroes and yourself whether they wish to set up their ambush there.

Residential Sector:

Area Overview: This can be read to the heroes, or abbreviated as desired.

As Republic City rose and rose over the centuries, those areas that were covered and blotted out from the sky gradually became abandoned foundations. Some were filled in to increase structural strength. Others were converted to manufactories for low-end goods or for mass-production of building materials. (Judge: as in the droid-run Industrial sector [see below]).

Some, however, became the refuge for the living jetsam of the galaxy, beings who made it to the world of promise, Coruscant, only to find that they couldn't make a living there and couldn't afford to leave even as refugees. Others made their way below for darker reasons: fleeing from the Jedi or police forces or bounty hunters, or fleeing debts. Some were drawn to Darkside to prey upon its other residents.

The apartments of Residential are now towers filled with squatters and scavengers. Scaffolding and stairways, reminiscent of old-fashioned external fire escapes, connect what once were balconies and what now serve as a combination of vertical "street landings" and kiosks for goods and some services, those that are too pathetic to be worth a shop in Vice Central. (Judge: see below).

The internal, powered access to the apartments broke down long ago and the hallways that once connected them inside are jammed with refuse and vermin. So, traffic climbs, jumps, swings and flies up the outer face of the building. Effectively, the residents have become cliff-dwelling troglodytes.

There are four main vertical access paths, with branches interconnecting them, and “side-roads” between the various surviving balconies. Illumination on the paths and in the residential units is by an eerie combination of glow rods and globes from all around the galaxy, in a limitless combination of hues and degrees of brightness.

This section is likely to have some people in it who have heard of, or seen, your quarry, if indeed he haunts Darkside.

Judge, there is no specific map provided for this area. It is a vertical canyon with troglodyte dwellers on the outside apartments and balconies. The inside is like a tunneled mountain, an almost uninhabitable jumble of destroyed rooms, garbage, tumbled-in masonry and plastic and steel, with the occasional predator or hazard. People do not go inside, they live on the outer surfaces, which are interconnected by a web of catwalks and narrow, elevated “roadways” barely wide enough for a speeder bike.

NPCs, Hazards, Obstacles, Events:

It is impossible to detail the hundreds of NPCs that the heroes could encounter in this sector. Use the ones mentioned in the events below as a gauge. They need not occur in sequence.

(1) Rescue of child trapped under collapsed ceiling. As the heroes explore, they hear an extended crashing sound, followed by screams from adults. One of the shabby housing units has had its ceiling collapse. The ceiling is actually the floor of the unit above, and there is now a jumble of construction plastic and shattered furniture in a big heap. A couple of Gungans are unconscious in the wreckage: they fell down when the floor collapsed and are at zero vitality and 5 out of 10 wounds (we'll give them a vitality score so they won't be auto-killed). At the edge of the wreckage are two Chagrians; their daughter was inside when the place collapsed and they are frantic. (For those who do not have the Ultimate Alien Anthology, the Chagrian description is reproduced here, from pp. 32-33. “Chagrians have blue skin. Males and females both have a pair of horns, known as 'lethorns', protruding from fleshy growths on the side of their heads. Lethorns can become quite large and can be draped over the shoulders. Males have a second pair of

horns sprouting from the tops of their heads...”. This is the species of the male Bureaucrat assistant to Supreme Chancellor Valorum, in *Star Wars* Episode 1. The females do not have the upper set of horns, making them look a bit like Iktochi.)

The problem: the collapse shattered what little power feed there was, plus destroyed the cooking fire “stove” inside. Fires are springing up and there are sparks, as well as clouds of water vapor from ruptured supply pipes. Describe the potential dangers of fire and electrocution. It looks as though disaster will strike within five minutes, tops. No, there are no “fire fighters” or the like, here.

Several things need to be accomplished, either in order or all at once: (i) Cutting the power. First, the feed must be found: Search DC 20, due to the wreckage, with a base time of two minutes. To cut the feed, Repair or Disable Device would work, with a DC of 15/18/18. (ii) Extinguishing the fire. Here, the heroes can be creative. Jury-Rigging might be a help. They might also remember that the water supply is gushing around. Once the power is cut, water is an asset rather than a threat. After putting out the fire, they can close off the water (Repair DC 12/15/15, mainly to improvise a cap-off). (iii) Rescuing the child. At the first sign of the collapse, Muuta jumped under a closet doorframe and so has mainly scrapes and bruises, but is buried under about 200 kilograms of broken junk. She is in a pocket with breathable air, but if left there until a fire spread, would have been in big trouble. As it is, she could last for hours, easily.

If the heroes have stopped the fire and the power problem, then about 20 people will be glad to move wreckage. The heroes may also have flashier ways of doing so. There are two large pieces that need to be shifted, which would require a combined STR of 25 acting, or Move Object, or some lever or block-and-tackle work devised by a techie.

The parents and Muuta will be effusively grateful, and the people watching, whether they pitched in or not, will be glad to see someone helping someone else down here.

(2) Apparent thief running with stolen bag. The heroes see a young Human or alien (pick your favorite species; make up a name) steal it. They should have no trouble stopping him. In actuality, he was trying to steal back some goods that a gang had stolen—the only safe way was not to be seen, and now the gang

members are headed this way (use any “extra” or low-level scum from the **GM AID** for these—there are “generic” opponents there). Heroes must either get him and his family out (at a cost of about 5000 dataries), or somehow ensure that the gang will not exact reprisals. Meera will realize that this is one example of why the Jedi cannot involve themselves with every dispute. Could they relocate *every* family here?

(3) Possible detection of Ezzar’s spies. **“So what? You want to find him; maybe he wants to find you.”** The spies were to report to a contact in Vice Central. He is simply “the Jedi in black” to them— yes, he has represented himself as a Jedi, sort of a “Jedi thug”, completely unlike hero Jedi. This event is primarily intended to get the heroes to explore Vice Central if they have not already done so. It can also be used to precipitate the meeting between the heroes and Ezzar for the final battle, as the contact is Ezzar himself. The heroes could either go to Vice Central or let the spies go with information as to where to find them— their chosen spot for the battle, of course. (Do not use this one here if you are going to use spies as an event in Services/“Vice Central”, unless it makes sense, in your storytelling, to have two groups of spies.) See below.

If the heroes go to Vice Central without intending/wanting to fight Ezzar there, have him spot them and leave the area, perhaps luring them elsewhere with E1-6RA’s signal, or with some other sign of his earlier presence.

(4) Run-in with some hirelings of Ezzar’s. They are a tough group of thugs who were promised 5000 dataries for each hero that they could kill or capture. Ezzar is quite confident that the heroes will have no trouble dealing with these thugs; in fact, he hopes that they’ll kill them. If they captured any heroes, they were to be brought to a spot in Vice Central. Ezzar is simply “the Jedi in black” to them— yes, he has represented himself as a Jedi, sort of a “Jedi thug”, completely unlike hero Jedi. (Use this one *or* 3, not both. Also, do not use this one here if you are going to use thugs as an event in Services/“Vice Central”. Again, this can be used to precipitate Encounter 4, or not, as you wish.) See below.

Potential Advantages or Resources: Any people that the heroes help will be very grateful, and

could potentially turn up at the end, trying to help from a distance, by throwing things at Ezzar or dropping things on him. The “thief”, if the heroes do relocate his family, or otherwise guarantee their safety, will tell them Garth Ezzar’s actual name— he overheard some criminals use it once. It is generally held to be death to mention it out loud.

The thugs will also provide a lead to Ezzar’s hideout in Vice Central.

Finally, it now should be abundantly clear to the heroes that a major battle with Ezzar, in the residential section, should be avoided if at all possible. The potential for loss of life is horrendous, and there are too many “hostages” available.

Recycling Sector (GM Aid #3):

Area Overview: Recycling has the greatest remaining amount of clear airspace up into the more “civilized”, upscale parts of the city. This is very dangerous. It is the location of the Refuse Rain, which is hazardous to move through. Bits of junk, falling ‘speeder parts from collisions, garbage illegally tossed from airspeeders, droid bits and, occasionally, less mentionable jetsam, hurtle down into this vast junkyard. There are hills and towers of plastic and metal garbage here, ranging in consistency from soft and squishy to rock-hard. Most of the scrap is useless and finds its way into the Industrial sector, where it is processed into whatever might bring some dataries. Occasionally, however, a few gems of usable gear or machinery survive the descent, or are part of a jettisoned or lost crate or piece of luggage. Those brave or desperate enough to scavenge the huge mounds of detritus may be able to eke out a meager living— or find things of use in an upcoming battle.

NPCs, Hazards, Obstacles, Events:

(1) The Refuse Rain is a constant hazard to anyone rummaging around in this sector. There is a one in six chance, every five minutes, of a piece of refuse dropping into the area in which the heroes are moving. Since the heroes may be scrounging around here for hours, it may be easier to abstract this as a fairly constant fall of junk elsewhere, with one piece almost certain to be heading towards them every half hour. The item can be anything from a bit of shiny ‘speeder fender, to a bit of plastic sheeting or a solar

blanket, to an old holoprojector. Since the item will have fallen from 200 to 1000 meters, impact could be anything from a terrifying near miss, to a near-lethal graze. Occasionally, objects explode into shrapnel when they hit, if they have not first bounced off other surfaces, columns or piles.

If you decide that the heroes could be underneath a falling object (use the 1 in 6 or whatever suits the storyline), then allocate a Spot DC to notice the incoming, based upon size and how much the hero is concentrating on other things. As a rule of thumb, a reasonably cautious hero should be able to note the approach of an object the size of a basketball in plenty of time, with a Spot roll of 15 or better. To make it more difficult, assign penalties (or a higher DC) if the object is smaller or if the hero is really intent on sifting through junk (or, for example, fighting a Scavenger—see below). A successful Spot simply means that the hero needs to move aside. If the Spot is failed by 5 or less, then the hero may still make either a Reflex save or Tumbling check against DC 12/17/20 to leap out of the way. Failing that, a second save, REF (only) DC 15/20/23 is made: success means a grazing hit for half damage. It might also be possible for some heroes to use Move Object, or reduce damage from a large object by smashing it with a lightsaber. Otherwise, the hero takes full damage. Damage for objects varies greatly; pick an appropriate amount or use the table below. You can also use zero-damage objects (e.g. a piece of plastic sheet), or low-damage ones (e.g. a discarded plastic box or casing, 2d6) to startle the heroes, or as their first indication that this is a dangerous area.

2d6 roll	Typical item	Typical full damage
7	Hard, but light, plastic deathstick container	3d6 or lower...
6, 8	Bag of rotten <i>oomsh</i> -fruit, not pitted	4d6
5, 9	A dead power cell	5d6
4, 10	A droid arm, or leg, or...	6d6
3, 11	"No, the pod's power transmission conduits <i>really</i> dropped out!"	7d6
2, 12	That crumby old sofa— or a brand new designer one, that fell off the truck. Won't matter now...	8d6 or higher...

All damage is to vitality. Don't drop a truck on a Tier 1 team, please.

GM NOTE: At some point, when the heroes are in this sector, have some of the debris falling be bits of vehicular metal, such as those from fighters. Other possible bits would include bits of hull metal, small ship parts, or a battered and ripped-up R4 droid head. Many of these would be hot, due to friction. Unknown to the heroes, the battle between General Grievous' raiding force and the Republic forces, which include a rather well-known Jedi Master and Knight, are taking place in the upper atmosphere. Communications in this hemisphere are jammed, at the moment, and even if they were not, news takes time to get down here.

(2) Scavengers: The heroes are not the only ones looking around. Rogue droids, humanoid and alien gangs and even some animals occasionally venture into Recycling, looking for useful or edible gifts from the sky. Use the NPCs in the Recycling section of **GM AID #1**, if you wish a combative or negotiating encounter for your heroes. Negotiations could arise if the heroes might have seen something of use to those they meet, or if they are willing to bribe the scavenger from a position of strength. Animals, of course, if starving, are unlikely to be bribed. A droid or sentient scavenger might trade information regarding what is in the various Darkside sectors, or about the Refuse rain, or the location of something that the heroes could use (that the scavenger could not, perhaps due to lack of skill or desire. See below, regarding gadgets.

Potential Advantages or Resources: This place is a veritable spice mine of useful parts for gadgeteering, jury-rigging, and so forth. If you have technically-minded heroes who come up with plans to cobble together explosives, tripwires, disguised pressure plates, shifting stair treads, trapdoors or any manner of similar items, this is the spot to find the fixings.

As a rule of thumb, nothing they make can do more than 2d6 or 3d6 vitality damage and, if powered, will not have more than one or two uses. They can't build a vest-pocket Death Star, but they can come up with annoyances, distracters, and possibly even low-grade functional weaponry.

Assume that devices will require scavenging from 2 to 5 parts, depending on complexity and usefulness (a sonic distracter, 2 parts, a sonic

3d6 bomb, for example, 4 parts) and that each part will take 60 minutes to find. From this time may be subtracted a number of minutes equal to a Search roll. The group nominates one person to roll; all other heroes make a DC10 to add +2 by assisting, as usual.

The more they wish to accomplish, the longer they must look around and the more stuff you get to drop on them. Remember, something heading their way is almost certain every 30 minutes, if you choose to use the abstract system. It is also possible to have encounters with two groups of scavengers of different types, if they stay long enough.

Another potential benefit is that the heroes can determine, if they stay here long enough (at least a couple of hours), that there is a pattern to the refuse dropping near one edge of this place.

Someone above must actually be dumping scrap here, instead of disposing of it properly. If the heroes deduce the pattern (DC 18/21/24) with skills like Knowledge (Mathematics or Physics), Gambling (seeing and calculating patterns), or Computer (program to predict the pattern), they could use it to tactical advantage if they choose this as their ground for meeting Ezzar. Moreover, there is no population, here, so there would not be innocents to harm. On the other hand, there is lots of stuff for someone with Move Object or Force Whirlwind to toss around.

Industrial Sector (GM Aid #4):

Area Overview: Industrial is a *Dante's Inferno* of conveyor belts, smelters, cutters, welders, formers, plasma torches and other industrial machinery. It takes the raw materials from Recycling, and form the occasional shipment of refuse or scrap from above, and reforms it into building materials for the upper world. In a mechanistic parody of continental formation, the erosion from above becomes the up-thrust of new, mountainous buildings, with time. It is similar to the Geonosian factory in Star Wars Episode 2: *Attack of the Clones*, though not as large. A schematic of points of interest can be found in **GM Aid #5**. The factory is automated and also has a large number of droids rolling and flying around performing tasks.

In addition to the factory floor, there are catwalks all over the place, hanging chains and conduits, and one or two broad ramps and paths that crisscross the upper part.

Garth Ezzar's starship is hidden in a room

atop one of the four big corner towers in this sector. There is a large turbolift to each tower, but the door will not open into his vehicle bay without the proper security code (Disable Device 22/28/31 to bypass the security on the door).

Ezzar's ship is also locked. This lock requires Disable Device 25/30/33 to foil. If the heroes fail, a signal will be broadcast to Ezzar. Heroes scanning for such things would notice it, and E1-6RA, if he were with them, would detect the alarm. Also, if the Disable roll is missed by less than 5, the hero will know an alarm was sent. It will take Ezzar five minutes to get there by speeder bike.

E1-6RA, when Ezzar doesn't trot him out to let the signal be heard, is powered down and locked inside a closet in the droid repair and power center, shown on the map.

NPCs, Hazards, Obstacles, Events:

(1) There are plenty of environmental hazards in this area. The machinery at the various spots on the map will be detailed in the table below. Anyone exercising reasonable caution (and not trying to use conveyor belts as a roadway) is not harmed. On the other hand, anyone fighting a running battle in here, leaping over belts or running down them while shooting or engaging in a lightsaber duel, would have continuous rolls to make, to avoid damage, as detailed in the table. As mentioned below in the Advantages section, this is an ideal and dramatic place for the final confrontation with Ezzar, and the heroes could come up with many ways to use the timing of the machinery, or gadgets and skills, to turn this place to their advantage.

Key	Machine/Event	Effect
A	Conveyor belt	The conveyor belt moves at a constant speed of 5m per round carrying salvaged plasteel to be melted and the finished sheets from the molds to be stored. There are droids along each section to break large pieces of junk into smaller pieces (2d6 damage, cutting laser) and test the finished product (3d4 damage, drilling laser, any DR halved).
B	Blast Furnace	Salvaged plasteel is melted. Anyone so unfortunate to fall inside takes 3d6 every round they remain inside and 1d6 for five rounds afterwards, from the melted plasteel coating them.
C	Trough	Melted plasteel travels from the blast furnace to the molds. 2d6 every round they remain inside and 1d6 for three rounds afterwards, from the melted plasteel coating them.
D	Pressure Molds	Molten plasteel is poured into molds and then immense pressure and cooling is used to form sheets. While an entire person cannot fit into a mold any devices, or limbs, would take 6d6 damage, REF DC 16/19/22 for half.
F	Incinerator Pit	The incinerator pit is used to melt slag and clippings. It automatically turns on for five rounds when

Key	Machine/Event	Effect
		the pit is half full. It can be operated manually using a Computer Use 17/20/23. Anyone caught in the pit takes 2d6 every round they remain inside and 1d6 for three rounds afterwards, from the melted plasteel coating them. There is a ladder in the pit wall for maintenance, or escape.
	Winch	The winches are usually used to manipulate heavy pieces of salvage and finished plasteel. They are capable of lifting 2000kg to a height of 30m and are equipped with a quick release. Use table 12-22 from page 289, RCRB to determine damage; items up to and including "large" can be used on the winch. Anything, or one, tangled in the line can be hoisted taking 4d6 when they strike the top of the winch and regular falling damage when they, well, fall.
	Barrels of goo	The barrels contain corrosive goo that is used in the manufacturing process and have a 50% chance of being empty. They weigh 500kg full (Move Object 20) and 50kg empty (Move Object 15). Use the "potent" acid of table 12-26 from p. 291, RCRB.

(2) While the heroes are here, you could also choose to have Ezzar do a quick "flyby", because this environment lets it be reasonable

for him to zoom in, take a cheap shot, and zoom out, without necessarily being accessible. This works best if the heroes arrived here due to a lead from Residential or Recycling, or due to detecting E1-6RA's signal (allowed by Ezzar).

In this case, while they are looking around, have him flash in on one of the upper paths, using his speeder bike. Put him a good distance away. They do not need to see him arrive. He could then use Move Object to either topple a column, or have a large container spill molten plastic goo. Alternatively, he could try to toss something (a Droid or block of building material from a conveyor) into a hero, to knock them onto a different conveyor, or towards a molten plastic container, or something of that sort. He will not stay to fight, but would instantly speed off on his bike, laughing and taunting them. DCs to avoid being harmed by all this should have values of about 20/23/26 and the associated damages should not be more than 6d6/3d6 vitality.

This particular event is *not* intended to turn into the main battle. On the other hand, if timing suits and your heroes are ready, that is an option. If so, go to Encounter 4.

Likewise, it would be best not to do a hit-and-run by Ezzar in two sequential Sectors. There is another proposed for Vice Central (Services).

Potential Advantages or Resources: Droids and Droid parts can be found here, as well as raw building construction materials. This area may be the best battleground for dealing with Ezzar: due to the environment, it is very hard to detect any booby-traps or ambushes that the heroes may have devised (-4 to any Spot or Search rolls, or contested rolls, that Ezzar may have to make). As well, the heroes can determine patterns and timing for the dangerous hazards and, if they do so, they will have a circumstantial +5 to avoid any hazards through which they might lead Ezzar. They can also find his ship and E1-6RA. (Note that his ship is potentially "certed loot". For the final confrontation, the heroes might even wish to try to slice the computer controls to the manufactory. There are computer access ports here and there. It would require a success against DC 22/25/28 to seize control of a particular machine or conveyor belt. Success against DC 32/35/38 would give control of the entire manufactory floor to the hero, although he or she could still only set up one action per combat round. It is not possible to actually program the factory to make other things; there are not proper raw materials and

the program would take hours to write.

Note that clever use even of skills like Computer, at the proper time and with the proper build-up, could be dramatic enough to earn a Force Point. It's not all blasters and lightsabers.

Judge, be careful not to let this turn into too much of a "Roadrunner-Coyote cartoon". The intent is to let clever heroes, who would otherwise be outclassed, develop a number of advantages to either knock Ezzar around before a fight, or make an actual toe-to-toe fight unnecessary (essential for Tier 1 heroes). There shouldn't be too many "dunk-rinse-repeat" elements to this. On the other hand, if your heroes can legitimately contrive the situation and then use various non-combat skills, or a series of luring maneuvers (that could be very dangerous in themselves), having Ezzar fall to the factory environment is entirely allowable. Still, it seems likely that the heroes will want to get at least a *few* personal shots in.

Services Sector/"Vice Central" (GM Aid #5):

Area Overview: This sector contains all of the shops and services of Darkside, as well as the dubious entertainment that it offers. Since most of the goods offered are the cast-offs of the upper world, sometimes recycled, remanufactured, or just plain stolen, the inhabitants know this place as "Vice Central".

The criminals and down-and-outers of Darkside deal more in barter than in dataries. Still, dataries— the physical, credit-chip form, that is-- can be used to buy goods and services from Uptown (them Darksiders' name for the world above), and so they are eagerly sought. Pathetically, almost anything that the locals have to offer can be bought here, including them. As well, though Darksiders can least afford vice, the desire to get away from the depression and despair of their daily existence sends many of them into the bottle, or into use of whatever lousy-quality spices or drugs they can afford.

"Services" is a wretched hive of scum and villainy in the shadowy underbelly of Coruscant's gleaming capitol. As one might expect, Services has the shabby cantinas, pleasure dens and low-rate gambling hells typical of a place like Darkside. It also has kiosks that provide "roasted scurry-on-a-stick", "starship juice— one mug and you'll be spacing" and other, um, delicacies. Feel free to tastefully ad lib almost any sort of entertainment or service.

One of the most successful “vice” centers is very unorthodox: “*Lucky You*”. ***You see a big, burly humanoid exiting a double-doorway. He has tears in his eyes. Above the doors is the rather plain-looking sign “Lucky You”.*** It is a business that has taken several rooms and done its best to outfit them as an upscale residential unit, an office and a fancy restaurant.

It has heavy “bouncer” security, but few of the Darksider criminals would try to loot the place—the inhabitants of the community would rise and tear the offenders to pieces. For a large stash of barter, or 50 dataries, one can buy an hour of make-believe. The amateur, but accomplished actors of “Lucky You” will do their best to be your family and relatives, or your business underlings and approving co-workers, or the subservient staff of the restaurant (where you have just finished dinner and are watching the show). For an hour, you get to live like an Uptowner, a successful person. Many cry when their hour is up. The heroes’ own lifestyles are so much better than the shabby but earnest portrayals in the business, that they may not be able to understand why this place is the Mecca of so many Darksiders’ hopes.

If the heroes enter, there is a foyer/anteroom with a booking secretary (Twi’lek) and the other rooms and the one office for the owners lie behind it. There are no droids.

The owner-operators are a young married Human couple (Jeela and Geo Cthon). They are the only ones in Darksider who have ever seen Garth Ezzar without his helmet and armor on. He has used the service twice, arriving dressed as a regular resident. He did not cry, though he laughed a few times, in a way that made the actors shudder. However, Jeela saw him from a window, boarding his speeder bike and putting on the helmet, when he thought no one could see him. She has not revealed this knowledge to anyone else as yet, not even her husband. She knows that it would mean her death if Ezzar heard. Under the right circumstances, it is possible that she might reveal it to the heroes, who would then have a description of Ezzar. All that would do is confirm that he is Human, since he will not be found outside his armor in this scenario. Still, even knowing his species is an advantage.

Paraphrasing his physical description in **GM Aid # 7**: ***“He’s massive, a Human, tall. Black, shoulder-length hair, grey eyes. Deep voice, always sounds mocking and nasty. He might have been handsome, once. He looks like he spends too much of his time hating everyone***

and everything around him. He has a—haunted, hungry look in his eyes. He gave the name Lanius, said he was a Jedi. I didn’t believe that; he wanted things that we-- don’t offer. I suggested other establishments. He only came here twice, and the last time was months ago.”

If the heroes try to follow up on the “other establishments, they are vice dens. It is possible that they could learn his real name; see below.

NPCs, Hazards, Obstacles, Events:

(1) Possible flyby by Ezzar. While the heroes are here, you could also choose to have Ezzar do a quick “flyby”, because this environment lets it be reasonable for him to zoom in, take a cheap shot, and zoom out, without necessarily being accessible. This works best if the heroes arrived here due to a lead from Residential or Recycling, or due to detecting E1-6RA’s signal (allowed by Ezzar).

In this case, while they are at a kiosk or just exiting some establishment, have him flash in on one of the roadways, using his speeder bike. Put him a good distance away. They do not need to see him arrive. He could then use Move Object to topple a column or storefront. Alternatively, he could try to toss something (a garbage container or block of building material from a conveyor) at a hero. He will not stay to fight, but would instantly speed off on his bike, laughing and taunting them. DCs to avoid being harmed by all this should have values of about 20/23/26 and the associated damages should not be more than 6d6/3d6 vitality.

This is *not* intended to turn into the main battle. On the other hand, if timing suits and your heroes are ready, that is an option. If so, go to Encounter 4.

Likewise, it would be best not to do a hit-and-run by Ezzar in two sequential Sectors. There is another proposed for Industrial.

(2) Possible detection of Ezzar’s spies. ***“So what? You want to find him; maybe he wants to find you.”*** The spies were to report to a contact in Residential. He is simply “the Jedi in black” to them— yes, he has represented himself as a Jedi, sort of a “Jedi thug”, completely unlike hero Jedi. This duplicate event is primarily intended to get the heroes to explore Residential, if they have not already done so. It can also be used to precipitate the

meeting between the heroes and Ezzar for the final battle, as the contact is Ezzar himself. The heroes could either go to Residential (a bad choice for the confrontation, but it's their call), or let the spies go with information as to where to find them—their chosen spot for the battle, of course. (Use this one or 3, not both. Also, do not use this one here if you are going to use spies as an event in Residential, unless it makes sense, in your storytelling, to have two groups of spies.) See Residential, above.

If the heroes go to Residential without intending/wanting to fight Ezzar there, have him spot them and leave the area, perhaps luring them elsewhere with E1-6RA's signal, or with some other sign of his earlier presence.

(3) Run-in with some hirelings of Ezzar's. They are a tough group of thugs who were promised 5000 dataries for each hero that they could kill or capture. Ezzar is quite confident that the heroes will have no trouble dealing with these thugs; in fact, he hopes that they'll kill them. If they captured any heroes, they were to be brought to a spot in Vice Central. Ezzar is simply "the Jedi in black" to them—yes, he has represented himself as a Jedi, sort of a "Jedi thug", completely unlike hero Jedi. (This is a duplicate of an event in Residential. Use this one or 2, not both. Also, do not use this one here if you are going to use thugs as an event in Residential. Again, this can be used to precipitate Encounter 4, or not, as you wish.) See below.

Potential Advantages or Resources: Kiosk vendors or vice den workers can confirm that "the man in black" frequents Darkside. A combination of at least 100 dataries in bribe money, plus a success against DC 20/23/26, will get his name: Garth Ezzar. This will require two inquiries: one will have heard his last name, on his first, used by some criminal or other (no leads to them, there are so many here...). Note that criminals and vice den vendors will shy away from Jedi and be uncooperative, though Affect Mind could easily be used here. (Assume WIL save mods of about +0 to +3 for most civilians.)

Heroes will be able to determine that this would also be a bad place to get into a fight with Ezzar: too many bystanders. However, it may be a good place to find him, and then lead him or drive him (!) away. Judge, when you get to Encounter 4, you could use this as the contact

point for Ezzar, if you wish. Perhaps he's coming back to "Lucky You" in his "real" persona (an armored Sith Warrior) intending not to take "no" for an answer, this time. As well, spies of his own might alert him that the heroes are poking around. If this is to be Ezzar's final entrance point, though, then the "flyby" detailed above should not be used. The exception might be to have the original "hit-and-run" occur as the heroes exit "Lucky You"; he then comes back to destroy the place and its inhabitants and the heroes can try to stop him.

Encounter 4: A Hero Seeks Not Vengeance.

Key ideas of this encounter: In the climactic confrontation, the heroes have a twofold task. They must survive and defeat Garth Ezzar, and they must prevent Meera Lisso from being claimed by the Dark Side as she seeks vengeance for her fallen Master.

Judge, if you have run *The Dark Side Beckons*, this encounter answers the unasked question from that trilogy: "What if you cannot simply beat down your opponent and you *cannot* 'redeem' him or her?"

The answer, of course, is that you use your head and hedge your bets.

If things have gone well to this point, the heroes should have been able to come up with a number of plans and ways to whittle Garth Ezzar down to size. They may have allies in the Residential section, jury-rigged toys from Recycling, booby-traps and obstacles planned in Industrial, diversions and allies in Services.

Some of the individual Sector descriptions (e.g. Industrial) also suggest possible advantages for the heroes, in the appropriate text sections.

Now, d20 rules do not reduce a person's combat effectiveness as a result of any damage that does not totally drain fatigue. Even wounds do not subtract from things like BAB, and Garth is not likely to fail a FORT save. However, you are at liberty to apply circumstantial modifiers, equipment modifiers and other potentially stacking modifiers based upon what the heroes have managed to do. These could range from +/-1 to 4 apiece, depending upon how clever the idea and how well executed the plan. Garth's gear can also be damaged and even his

lightsaber could be, reducing its power output (and damage dice) or its accuracy (to hit penalty). If the heroes have been the least bit clever, and you are inventive, you can come up with a host of ways to even the playing field.

While Ezzar is not a complete fool, he is a megalomaniac and is convinced of his own superiority to the heroes (with some justification, insofar as plain power is concerned). Therefore, he can be duped into traps and other disadvantageous situations fairly easily, at first. He will, of course, get more wary as things go against him. At that point, the heroes could resort to taunting and enraging him. As a Sith Warrior, he has been trained to ride his emotions and to focus inwardly, to be selfish and self-aggrandizing. The heroes can capitalize on that. Reduce his WIL save by 4 versus cleverly phrased taunts, designed to get him to rush into things bull-headedly. If the tactic fails, it can be tried again if the hero can rephrase it or attack from a different point of view. This is not just a matter of “trash talk”, though— the hero needs to put some thought and roleplaying into the goading. “Your dress sense bites” isn’t likely to do much. “You’re a bit of a nerf without a hundred mercenaries to back you” is likely to have him foaming at the faceplate. Knowledge (Psychology), and similar skills, could definitely provide a bonus or make his WIL save more difficult.

It is also possible to for the heroes to do things that will give themselves circumstantial bonuses at the same time as Garth’s penalties. A total of +4 to the heroes and –6 to Garth would be a 10-point spread, enough to give even a Tier 1 group a very good chance in an out-and-out battle!

Finally, Ezzar’s WIL save is already his worst, and various mind skills might give the heroes an edge. Not “Friendship”, though— come on.

If they have put all their eggs into too few baskets, feel free to assess very high damage or very large penalties to Garth, from whatever they do manage. Fueled by hatred and the Dark Side, he will give little impression of how badly he is hurt until the very end; that will make him more imposing and terrifying.

Relative Power levels: A hero team of 4 to 6, with levels 10+ (Tier 3), could very likely take on Garth even if he were unscathed, though one or two of them would almost certainly die or sustain grievous injury (lost arms or legs get a hero out of combat rather effectively, without actually

killing them). If they soften him up, you should be able to stage a dramatic battle that they are almost certain to win. If the hero team is Tier 2, levels 7 to 9, then the heroes will have to have significant bonuses from Encounter 3, and/or Garth will need penalties, for them to be able to come to grips with him in combat.

For a Tier 1 group, Garth could be deadly even if he had no vitality and 1 wound remaining. If they have come up with a very impressive trap for him, perhaps involving a lure and/or a variety of gizmos, gadgets and flaming vats of molten metal, then if they pull it off well you can either make his end a dramatic immolation or have him stagger out of the holocaust all-but-dead, so that the next attack by the heroes finishes him.

Can they capture him? Certainly, if they can get him to blow a FORT save or otherwise incapacitate him, and keep him unconscious. He will be delivered to the Jedi Temple and will never be heard of again, after the events of *Star Wars: The Revenge of the Sith* have transpired.

(The Emperor only wants one apprentice, and it’s not Garth—he was just a potential backup and fall guy. Ezzar will vanish during the Jedi pogrom, due to his failures— apology accepted.)

Note that killing Ezzar once he is helpless is still murder and would result in a DSP.

Can the heroes lose? Certainly. If the heroes do not bother to make any plans, do not build up advantages for themselves and penalties for Garth, or simply, pig-headedly, require this to be a flat-out combat, they can lose. Garth will not go out of his way to make any “finishing blows”, however, and heroes that are incapacitated will be left until he has defeated all of the heroes. Encounter 5 then details how you can avoid a total party kill. The heroes’ “loss” then largely becomes that *they* were not the ones to stop him, and they receive less experience points. Moreover, combat-crazy heroes also may contribute to Meera Lissos’s progress toward the Dark Side.

Can heroes die? Certainly. Use judgment. Some will want this to be the climactic battle of their Star Wars career for literary reasons. They’ve seen Episode 3 by now; maybe it is not fitting in their minds that they should outlive so many heroes. Even so, never ever kill a hero gratuitously, but if that’s the way it goes and it would be a fine, heroic death (perhaps one that ends up defeating Garth and saving others, or

one that illustrates to Meera what the Jedi Way is), so be it.

Again, lost limbs (and being out of the battle) are an alternative to reporting deathblows, if your last damage roll would have meant that a hero's wounds go to zero. Be sensitive to heroes who are willing to accept a "grand death", but never *force* one on a hero, especially a Tier 1 hero in this scenario. On the other hand, if the dice legitimately say that a hero dies, the hero dies— just don't make it the result of a few lousy or "cheesy" die rolls. This is one of the climactic battles of the entire campaign, and any hero going after Ezzar should realize that death is a real possibility.

As well, the pigheadedness mentioned above can result in hero death. Sometimes you just don't butt heads with the bull.

Can the heroes get reinforcements from outside of the sector, for example the Jedi Temple? Certainly, but it's not a desirable outcome and it ends the scenario. If they come to the conclusion that their opponent is simply too powerful, they can retreat and report what they know to the Jedi Temple. They cannot simply call out, as the jamming from Grievous; raid is still on; the raid is beaten off just as Encounter 5 comes to an end. Make sure that the heroes understand that the scenario will effectively end, for them, if they decide not to go after their target personally. It is not designed to accommodate the gathering of a "posse", and the heroes have no idea how long that would take, in any event.

If they do call off their hunt, the Coruscant Jedi will assure them that the matter will be pursued. Unknown to the heroes, Ezzar will meet an offstage death as per Encounter 5. Two downsides, aside from lower experience points: first, the heroes will never hear what happened to their quarry. Second, Meera Lisso will not go with them unless incapacitated and forcibly taken away (in which case she will want nothing to do with them thereafter). She will simply say, ***"All right then, if you think it's necessary, go for backup. I'll keep an eye on matters here."*** That will be the last they ever see or hear of her. If they come back with a couple of Temple Knights, Ezzar will have left the area and the scenario concludes. You can paraphrase the information from the end of Encounter 5. You will have to skip Encounter 6, as neither Meera nor E1-6RA will be seen again.

Bottom line: the intent is that they have an

awesome foe, an "awesome" fight, and, it is hoped, an "awesome" victory. However, the heroes' actions must have consequences, for good or ill.

Setting up Garth's entrance: When you decide that the time is right, Judge, bring him in. There is some dialog, below, to illustrate his mindset. Feel free to use none, some, or all of it, or to paraphrase to suit. He taunts the heroes, belittles their skill, emphasizes their hopelessness, and assures them that only by joining him can they survive. He is not even worried if their offer to join him is genuine: if they surrender, they will be deprived of all weapons and placed in manacles, to be taken to his "learning center". In case any bright light thinks that surrendering would be clever, Meera will absolutely not countenance it, even as a trick, and she's quite right on this one. She'll take him on by herself if necessary.

As for picking the site, the heroes should by now have had plenty of input into this. Some of the sector information sections in Encounter 3 also propose places that are good or bad to encounter him. You need not oblige the heroes by having him land on the spot marked "Stand Here", but if they have planned at all well, allow them to either choose the point of meeting or maneuver him into going/following there. He is quite happy to chase "fleeing, terrified" heroes.

When the battle is joined, consult **GM AID#7** for a *lot* of tactical information. Note that it is the intent that Meera survive this battle, though she may be terribly wounded. However, it is not absolutely *required* that she survives. She could go down fighting if necessary to save a hero, and she also becomes fair game if, in your opinion, the heroes did nothing to stop her from surrendering to the Dark Side.

And now, you finally get to do it: when battle is about to be joined, or at the most dramatic moment, you may have Garth extend the second blade of his double-bladed lightsaber. (He did not do so on Almas.)

Dialog for Garth Ezzar:

"At last, you have me right where I want you."

We're the law and you had better turn yourself in. ***"Sad. If I am dealing with such idiots, then this will be far too short."***

"You sought to hunt me down. You have no

idea of your peril. I used a fraction of my power on Almas, to destroy the pathetic Jedi.” A lie, but he has almost convinced himself that it's true, so Sense Motive will not call it a lie. It would reveal that he is supremely confident.

“You have one chance of survival. Drop all weapons and surrender. I don’t even require you to be sincere. Once you arrive at my ‘learning center’, we can take care of sincerity.”

No. (If there are Jedi among them.) **“Then perhaps one of you righteous and powerful Jedi wishes to challenge me to single combat? It wouldn’t be fair for you to gang up on me, would it? Is the Jedi Code the way of cowardice?”**

A Jedi accepts. **“Come then. Your group will have its average intelligence raised in a moment.”** If a Jedi deliberately selects single combat, so be it. Roll the dice and see what they say. However, if this is simply part of a plan, well and good. If it turns out to be a ruse, Garth will unmercifully taunt them about **“so-called Jedi honor”**.

No, we’ll just all take you down together. **“Excellent. It will not alter the outcome in the least, but it’s good to know that you are not complete morons.”**

I can feel the good in you. **“Good, I like a (man/woman) who can lie with a straight face.”**

To Meera. **“I see that you learned nothing on Almas. If you want to join your dead, stupid Mistress, I’ll be happy to oblige.”**

“Muh-ha-ha-ha.” No, better strike that one.

And, just before battle is joined: **“Fools. You face a fully trained Sith Warrior. This is your last battle.”** He then ignites both blades of his lightsaber, the second after a tiny pause.

This encounter and DSPs: If the heroes are honestly trying to get Ezzar to surrender (he won’t) and to bring him to justice, and if they try to minimize the chance that innocents will get hurt as a result of their actions, then all is well. They can certainly use lethal force. If the heroes wish to fight no matter what and *goad* Ezzar into

a fight (entirely unnecessarily) then they are eligible for DSPs: the Light Side never *hopes* for battle. If they endanger innocents or have a complete disregard for anything but their revenge, they should get DSPs. Remember, intent is as important as actions and the end never justifies the means, where the Force is concerned. Jedi have to walk a much finer line; you can take it a bit easier on non-Jedi, although Force Adepts may also be vulnerable to DSPs, especially if they do not have well-defined traditions.

Actions by heroes that are worthy of DSPs may also provide the wrong example for Meera Lisso, and may cause her to gain them also: see below.

Note that some of the inhabitants of the sector, inspired by the heroes’ actions to date, may voluntarily decide to interfere or to fight Ezzar. This could include the thief and/or Muuta’s parents, from Residential. This is an entirely different matter and the heroes certainly should not receive DSPs if one of the civilians was injured or killed: it was the NPCs’ own, heroic choice. This can add considerable drama to the encounter, and feel free to weave that concept in, but be sensitive. It may be that a civilian or two can contribute and not end up injured at all, of course! Ezzar would not waste time on civilians while he has heroes to kill.

Meera Lisso: As indicated in **GM AID #8**, Meera is walking the edge between justice and vigilantism, between the Jedi Code and the Dark Side. She is not stupid and Zelice Sturm was the best possible role model for talking about the lures of the Dark Side, but Meera *hurts*, and is not thinking clearly. During the confrontation, Ezzar will constantly taunt her with her Master’s death and her own uselessness and lack of power. **“The Dark Side could make you strong, maybe strong enough to actually hit me once.”** If the heroes counter this by reminding her that they are here to serve justice, not vengeance, and that Zelice would have been the *last* one to advocate rage and revenge, Meera can keep it together for this encounter, but play her as always on the edge.

If the heroes go off on a testosterone high and glory in the prospect of combat, then Meera will echo whatever actions they take, and could very well earn DSPs. In fact, if several different heroes earn one DSP, it is quite possible that, by following their lead, Meera could earn multiples and actually become Tainted. This does not mean anything as simplistic as that she

would join Ezzar. It does mean that, if Tainted, she would throw herself against him in hate and anger, and could easily be killed in the fight.

Essentially, try to keep Meera alive with the heroes to the end, unless the heroes have really messed up their roleplaying regarding keeping her to the Light Side.

Flow of the Encounter: Judge, you will need to keep an eye on the clock. This battle should neither be too fast, nor anticlimactic. Presuming that they are winning, if the heroes luck out with a few crits and you would fail some key rolls for Garth in the first round or two, fudge it but note that they have, effectively, “won” at that point. It would be unfair to do more than give them passing injuries and a lot of drama and vitality damage, after that. Have him go berserk and start throwing around Force Lightning and flashy moves. If the heroes have “already beaten him”, you would then have to make sure that, when they are getting worn down, they have a chance to dramatically and appropriately finish or capture him. Also: share the kill/capture. In Garth’s final round, if you are going around the table and the first hero takes him out, let everyone make their attack and then weave the whole into a satisfying finish. Have an eye to drama, and to the story.

Now, of course it may be that the heroes will not be doing so well. There have been plenty of suggestions about that, above.

Encounter 5 occurs as the heroes defeat Garth, or if Garth looks as though he has defeated all of the heroes. As well, if you have run out of time, you can use one of the resolutions from that encounter. This encounter flows fluidly into the next; they are effectively one encounter. They have just been separated for ease of organization.

Encounter 5: The End of the Matter.

Key ideas of this encounter: This encounter covers the multiple possibilities of Garth Ezzar’s much-deserved end. Essentially, it is the “end” of the last encounter, but since there are several divergent possibilities, they are summarized here. Encounter 4 should flow seamlessly into this one.

Judge, the possible outcomes are, essentially, that the heroes defeat Ezzar or that he is defeating them. It is also possible that the heroes are winning but have suffered so much attrition that they cannot stop him from trying to escape. The endings are covered below.

(1) The heroes kill or incapacitate Ezzar: The description of Ezzar’s actual fall is up to you, since there could have been several dozen ways for him to go. Presuming that the heroes did not incinerate him totally, or something of the sort, read or paraphrase:

Your enemy lies before you, defeated, silent. The brooding aura of the Dark Side is still around him.

(Presuming that she survived, else skip this paragraph.) ***Meera Lisso looks down at him, just as silently, as if in communion with herself, or perhaps with another. Tears slowly flow down her cheeks.***

If he is unconscious, it would be anticlimactic to have any sort of escape attempt. You can simply rule that he’s been so badly beaten up that he’ll remain unconscious for a couple of hours, or let the heroes cobble together restraints and such, if they do not have any gear of that sort.

Right on cue, the heroes will also notice that the interference is clearing up, which means that if they have not yet found E1-6RA, they will soon be able to, since they are in the same district. Unknown to the heroes, the battle against General Grievous is just about to end, in the upper atmosphere, as a starship makes a rather unorthodox landing. There will be some interesting bits of refuse raining down very shortly.

Once they have E1-6RA, he will be able to relate a bit of information. You may also use this earlier, if the heroes managed to find him. For him to speak, the restraining bolt will have to be removed, as it contained some special inhibitor circuits. It will burn out when taken off.

The somewhat dented and dirty protocol droid looks at all of you.

“Thank you for rescuing me. During the attack on the Academy, after the main devastation—”

E1-6RA hesitates. Oddly, he gives the impression of an organic being with a lump in his throat.

“A group of pirates or mercenaries or something assaulted me. They had some odd, canister-shaped gun, I think of Tatooine Jawa manufacture. It wasn’t an ordinary ion gun.

“I restarted here on Coruscant. The vile murderer didn’t even ask me any questions. Instead, I had to listen to him reviling the Jedi and just about everyone else in the Universe, including some shadowy ‘Master’. I don’t know quite why he brought me out from time to time, but whenever he did, I tired to send the emergency signal.”

No details about the Master. Although E1-6RA tried to draw him out on that point, Ezzar wasn’t quite that foolish.

If it is not obvious when he meets the heroes, E1-6RA will want to know if they have captured Ezzar. If that is yet to be, then he will help however he can, but he is not a combat droid. Meera would strongly suggest that he be hidden somewhere safe until it is all over, so that he will not again fall into Ezzar’s hands. Also, he can report what they have learned to date, should things go badly.

If Ezzar has been defeated when he is released, or later, when the heroes meet with him again, he will say:

“I am glad. Master Lanius always advocated peace, but that was not a man; that was a monster. It had to be stopped.

“Now, I would very much like to go to Cularin. Almas is no longer my home, and a directive in my programming has been unlocked. it is time for me to retire.”

(2) Ezzar is losing, but is able to retreat. If Ezzar flees, doubtless the heroes will want to pursue as quickly as possible. Perhaps some do, leaving the others. If it looks as though the heroes can catch him and handle him, then of course let them do so and finish as above. If Ezzar can outdistance them, then they will be able to catch up to him after about two minutes of pursuit, although they will have lost sight of him. If they look to be giving up pursuit once they lose sight of him, let them see some odd flashes of light from behind a building, after about a minute.

When they get there:

Your opponent is dead. His body lies on the ground, something like smoke rising from his suit. It also has a neat, round hole

burned through the heart area. His lightsaber is nowhere to be seen, although the hands that held it are— about two meters away from his body.

Anyone sensitive to the Force can determine that a Force user was definitely involved. The stench of the Dark Side around Ezzar is so strong that little else can be determined, however. When you get to Loot, his suit can be repaired if you give out that cert, by adding 200 credits to the customizing cost. You may not give out the lightsaber cert; his weapon is gone, sorry.

You can now let them find E1-6RA, as above, if they have not done so, and then proceed to the final encounter and the Conclusion.

Note that if the heroes have beaten Ezzar badly enough to make him retreat to an “offstage death”, they are considered to have “won”, for the purposes of scenario XP.

(3) Ezzar is defeating the heroes. Per the suggestions in the scenario and Ezzar’s tactics notes, defeating the heroes does not mean killing all of them. Some may have elected to make this their final stand, but it is unlikely that all wish it so. Ezzar may have grievously wounded several, perhaps taken a limb off one. As mentioned in his tactics, he is quite willing to reduce them all to incapacitation and then capture them for other uses or indoctrination.

How Ezzar will meet his necessarily “off-stage” death, if he is winning, depends upon whether any heroes are conscious. Certainly, any hero that has lost a limb in place of being killed should be presumed to automatically fail a FORT save versus shock. It is also possible that some heroes may have stun weapons: if it looks as though Ezzar would end up killing them all, perhaps he grabs one of these with the Force and puts them down. With all the weapons in his repertoire, there are many ways to take them out of the action, if there is no way of rendering them unconscious— pulling a wall of crates onto them or other ways of entangling them.

As long as they are incapable of interfering, you can then stage Ezzar’s death. Once they recover and find him, you can use the description as above in section (2). The same comments apply, regarding loot certs.

For the purposes of scenario XP, if Ezzar had them beaten, the heroes receive ¾ of the

adventure XP, as per the Experience section, below.

Encounter 6: Epilogue.

Key ideas of this encounter: Back on Cularin, Meera (if she survived) decides to retreat from the world and enter the Great Plan, along with E1-6RA. The others will have to decide their place in the times to come. There are many tasks yet undone.

While the jungles of Cularin are often steamy hot, the vast, bowl-shaped glade at the foot of the World Tree Ch'hala is cool and dimly lit. An aura of peace and safety pervades the evening air.

If Meera survived and was not “Tainted”: ***Meera Lisso has abandoned her Jedi robes for garb reminiscent of her days as a “Padawannabe”, though her lightsaber still hangs from her belt. She is no longer the stripling that some of you knew, but a young woman who has lived through dark and perilous times.***

She looks at you, and smiles.

“I can’t thank you enough for helping me stay true to Zelice’s teachings, and to the Jedi Code. I’ve come to realize, though, that I need a lot more training— and now does not look like a good time.

“When the war is over, I ‘m going to send a message to the Coruscant Temple and ask them if they could use another Padawan. For now, I’m going to retreat and meditate. Maybe I’ll help E1-6RA archive some of his memories of Almas Academy.

“So, I guess that this is good-bye— until we meet again, in paths beyond adventure.”

If Meera did not survive, or had to remain on Coruscant because she became “Tainted” during the scenario: ***E1-6RA’s faceplate cannot assume expressions, but his posture and tones have always made him seem very organic.***

His metallic voice manages quite easily to convey a sense of both appreciation and regret.

“So many changes, so quickly. As a droid, one gets used to the ephemeral quality of the organic world, but—“

His voice seems to catch.

“Even I can wish that some things would not chance, and that some— people— could have remained longer.

“Thank you so much for all that you have done, and tried to do. I am going into the Tarasin’s Great Plan, now. The Hironi Mother has allowed it. She thinks that Master Lanius would have wanted me down there, archiving all that I know about the Almas Academy and its Jedi—and its friends.

“And so, this is good-bye— until we meet again, in paths beyond adventure.”

If you wish, you may include some conversation with E1-6RA even if Meera is there, too. That simply depends upon how much time you have and how much your group wishes to roleplay.

Conclusion

The threat of Garth Ezzar is ended. In a way, this terrible menace seems almost to have been a postscript to the ending of something much larger: a way of life in the Cularin system and, who knows, perhaps in the whole galaxy.

There are dark, dark powers at work, and they seem to have a great deal of support. Support from where? Could these all be the workings of some shadowy, powerful mastermind? Could Len Markus of the Believers have been Garth Ezzar’s “Master”? If so, then he is an even bigger monster, and must somehow be stopped.

As the Clone Wars draw to their inevitable conclusion, perhaps you and the sundered Jedi of Almas can hope for a little peace in which to gather up the threads of your lives, and, if you wish, continue this investigation.

GM NOTE: Fat chance. Still, the adventure continues, and the fate of Len Markus and the Darkstaff will be determined— but that is another story.

Here Ends, “A Hero Seeks Not Vengeance”

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 (0-750 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially. Do NOT automatically award max roleplaying XP, consider carefully how well the players stayed in-character. This is your opportunity to reward appropriately cinematic behavior, so use it!

Adventure Experience Award:

Did the heroes defeat or capture Garth Ezzar? (Forcing him to flee, and suffer a “mysterious offstage death”, counts.) 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 ½ adventure experience. If the heroes were unable to defeat Garth Ezzar by themselves, but were valiantly striving to do so and were defeated, just before he was mysteriously slain by an outside agent, then award them ¾ adventure experience.

Loot Summary

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

Note that there are five single certificates, and two generally available ones, so the players may be complaining about too much loot (heh). Realistically, since most of the singles are “uniques”, they are intended to be potentially useful souvenirs, rather than simply making up a few “generic, six-per-table” certs. Finally, the

last scenario specified that this one would have loot for both. So, here it is.

Garth Ezzar's Lightsaber (cert)(one per table): The above-named hero has Garth Ezzar's double-bladed lightsaber, obtained after the murderous Sith Warrior was defeated in Coruscant's Undercity.

Game effects: if the lightsaber was destroyed (Sundered or similar), it is irreparable: the Judge should check off the box marked “Broken, irreparable”.

Otherwise, the lightsaber is functional and usable. It has a terrible taint of the Dark Side associated with it, however, and cannot be attuned to a hero unless successfully cleansed. To cleanse it requires three successful applications of Force Light, DC 20. Once all three “Cleansing” boxes are checked, it may be attuned.

See the cert for other details.

Garth Ezzar's Custom-built Starship (cert)(one per table): This is a Sith Infiltrator although no hero would know this. A picture can be found on page 62 of the Dark Side Sourcebook. Garth Ezzar's starship should be treated as a unique item; no more than one can be in-play at any Living Force table. If more than one person at a table has Garth Ezzar's starship, at the beginning of the round, all players with this cert must roll a D20 to determine who has this starship for the duration of the event. Despite the ship class, this one does not have a cloak.

Garth Ezzar's Custom-built Speeder Bike (cert)(one per table): This is a Sith Speeder similar in appearance to the one used by Darth Maul. Garth Ezzar's speeder bike should be treated as a unique item; no more than one can be in-play at any Living Force table. If more than one person at a table has Garth Ezzar's speeder bike, at the beginning of the round, all players with this cert must roll a D20 to determine who has this bike for the duration of the event. Heroes that did not win the roll have access to a speeder bike with identical stats, just not the bragging rights, for this scenario.

Garth Ezzar's Custom-built Spacesuit (cert)(one per table): A black, custom-made body suit that acts as a spacesuit. It gives the wearer a +2 to FORT saves versus heat, cold and stun effects. It comes with an integral

helmet with comlink, armored gauntlets, boots and air supply. 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. If the suit is slashed or punctured, it has limited self-repair capability: in vacuum, the wearer loses 10% of air before the sealant closes the tear. It also has mounts for a rocket pack on the back, not provided. This suit was customized for Ezzar's exact form and build. For anyone else to use it, the being must be humanoid or very close (e.g. Zabrak yes, Wookiee no) a Tech Specialist has to make a repair roll. Judge's decision as to level: Human or very near (e.g. Zabrak): DC18, 150 credits materials cost. Humanoid but with some major structural differences (Twi'lek, Cerean, Gungan): DC 23, 300 credits materials cost. A failure requires a retry with an additional 50% of the materials cost. Humanoid Hero species that are much larger or smaller than humans cannot use it. An NPC Tech Specialist can be hired to do the job for 500 credits plus materials.

Garth Ezzar's Custom-built Blaster (cert)(one per table): Customized BlasTech DY225 heavy blaster pistol (2 customizations: +1 damage and +50% range increment, taking it to 3d8-1 damage and 15 m increment).

Garth Ezzar's blaster should be treated as a unique item; no more than one can be in-play at any Living Force table. If more than one person at a table has Garth Ezzar's blaster, at the beginning of the round, all players with this cert must roll a D20 to determine who has this weapon for the duration of the event. Heroes that did not win the roll have access to a blaster with identical stats and modifications, just not the bragging rights, for this scenario.

Defender of the Light (cert)(one per hero): The above-named hero has scored a significant victory for the Light Side, by defeating Garth Ezzar, the Sith Warrior who destroyed the Almas Jedi Academy.

In three times of peril and adversity, the hero may draw on the memory of this victory against seemingly insurmountable odds. Doing so provides ONE (1) of the following bonuses, specified at the time by the hero: a stackable +4 to any WIL save against Dark Side Force abilities that allow WIL saves; OR, a regular WIL save, DC 20, against the Dark Side skill "Fear" (success gives immunity for the full round); OR,

an automatic success when attempting to stabilize, when at a negative wound score. If the save is made against Fear, the hero is immune to Fear from the same source for that encounter.

The hero may specify a different bonus at each time of use, or may choose the same bonus.

School of Hard Knocks (cert)(one per hero): Some people just live *faster* than others. They are called "heroes".

Game effect: The hero may learn one free Feat of his or her choosing, to reflect the frenetic rate at which they have been learning from events over the last year. The hero must meet any prerequisites required. The feat must be selected now and written in the blank, below, and the Judge must sign the cert. This feat may *NOT* be the feat "Force Sensitive" and may *NOT* be the feat "Exotic Weapon Proficiency: Lightsaber" or "Exotic Weapon Proficiency: Double-Bladed Lightsaber".

Player Handout 1:

As well as having any hero owned vehicles that they may have brought along, the heroes have access to the following as rentals at 50 dataries a day, plus the understanding that the hero will cover any repairs. Should the vehicle be completely destroyed the hero will be expected to pay the "used" cost. Insurance, for those forethoughtful heroes, can be bought at a cost of an additional 25 dataries per day. Speeder rental agents don't offer the insurance; they make more money from the tourists if they charge for the repairs directly.

Ground speeders and speeder bikes must take either large cargolifts or ramps to travel from level to level due to their low altitude. Air speeders are more versatile.

Heroes cannot, under any circumstances, rent armed vehicles.

SoroSuub V-19 Gian Speeder

Class: Groundspeeder; **Cost:** 20,000 (new), 10,000 (used); **Size:** Large (5.7 meters); **Crew:** 2 (Normal +2); **Passengers:** 2; **Cargo Capacity:** 50 kilograms; **Speed:** 100m; **Max Velocity:** 240 km/h (4 square/action); **Defense:** 13* (-1 size, +4 armor); **Hull Points:** 27 (DR 10); **Altitude:** 2m.

Weapon: None.

**Provides one-half cover to the pilot and passengers.*

Go-Corp Utilitech Commuter

Class: Airspeeder; **Cost:** 20,000 (new), 7,000 (used); **Size:** Huge (6 meters); **Crew:** 1; **Passengers:** 3; **Initiative:** -4 (-4 size); **Maneuver:** 4 (-4 size); **Cargo Capacity:** 100 kilograms; **Speed:** 100m; **Max Velocity:** 240 km/h (4 square/action); **Defense:** 16* (-4 size, +10 armor); **Hull Points:** 40 (DR 10); **Altitude:** Low.

Weapon: None.

**Provides full cover to the pilot and passengers.*

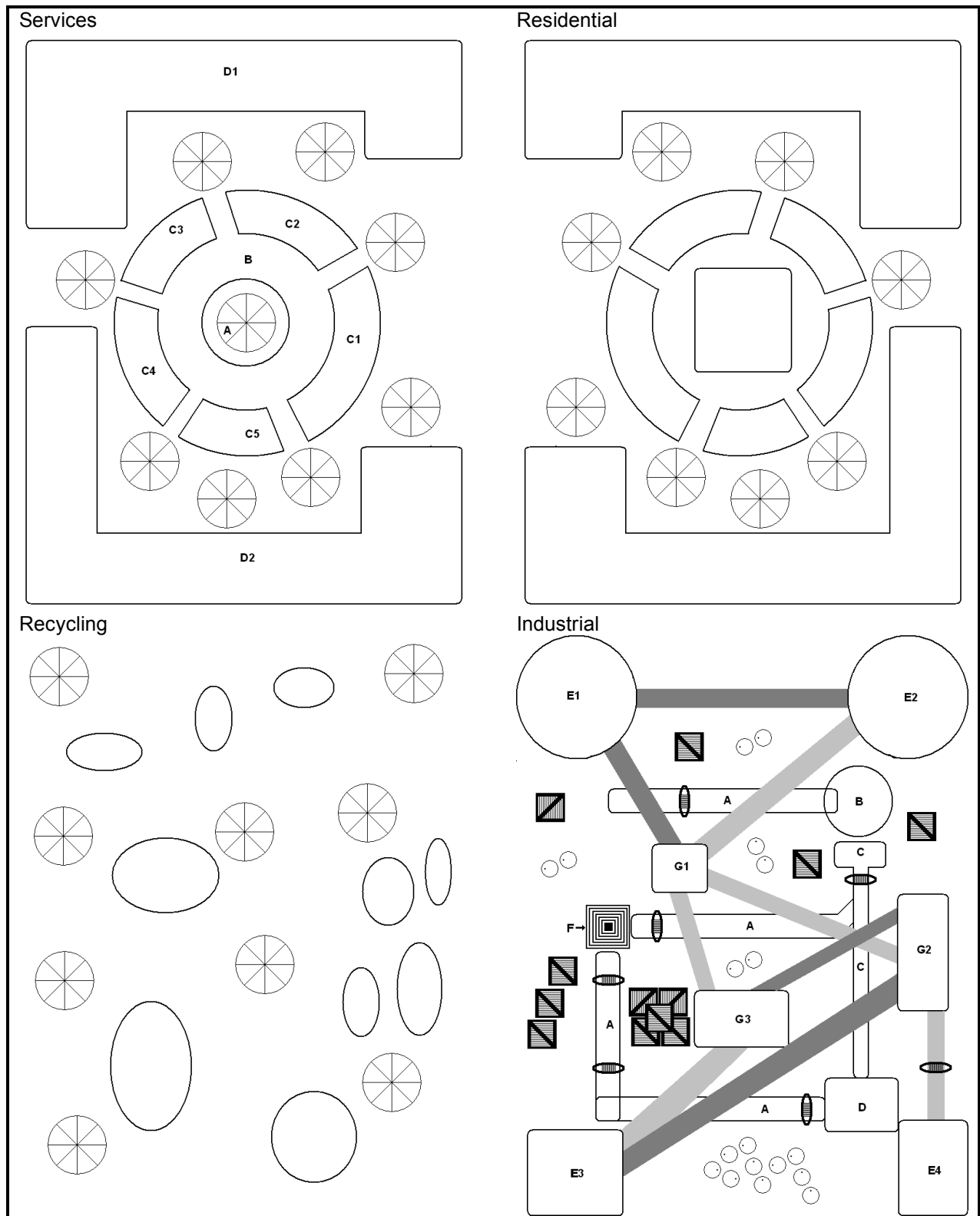
Ikass-Adno 22-B Nightfalcon

Class: Speederbike; **Cost:** 6,000 (new), 2,000 (used); **Size:** Large (4.87 meters); **Crew:** 1; **Passengers:** 1; **Initiative:** -1 (-1 size); **Maneuver:** -1 (-1 size); **Cargo Capacity:** 4 kilograms; **Speed:** 100m; **Max Velocity:** 300 km/h (4 square/action); **Defense:** 9* (-1 size); **Hull Points:** 16 (DR 5); **Altitude:** 10m.

Weapon: None.

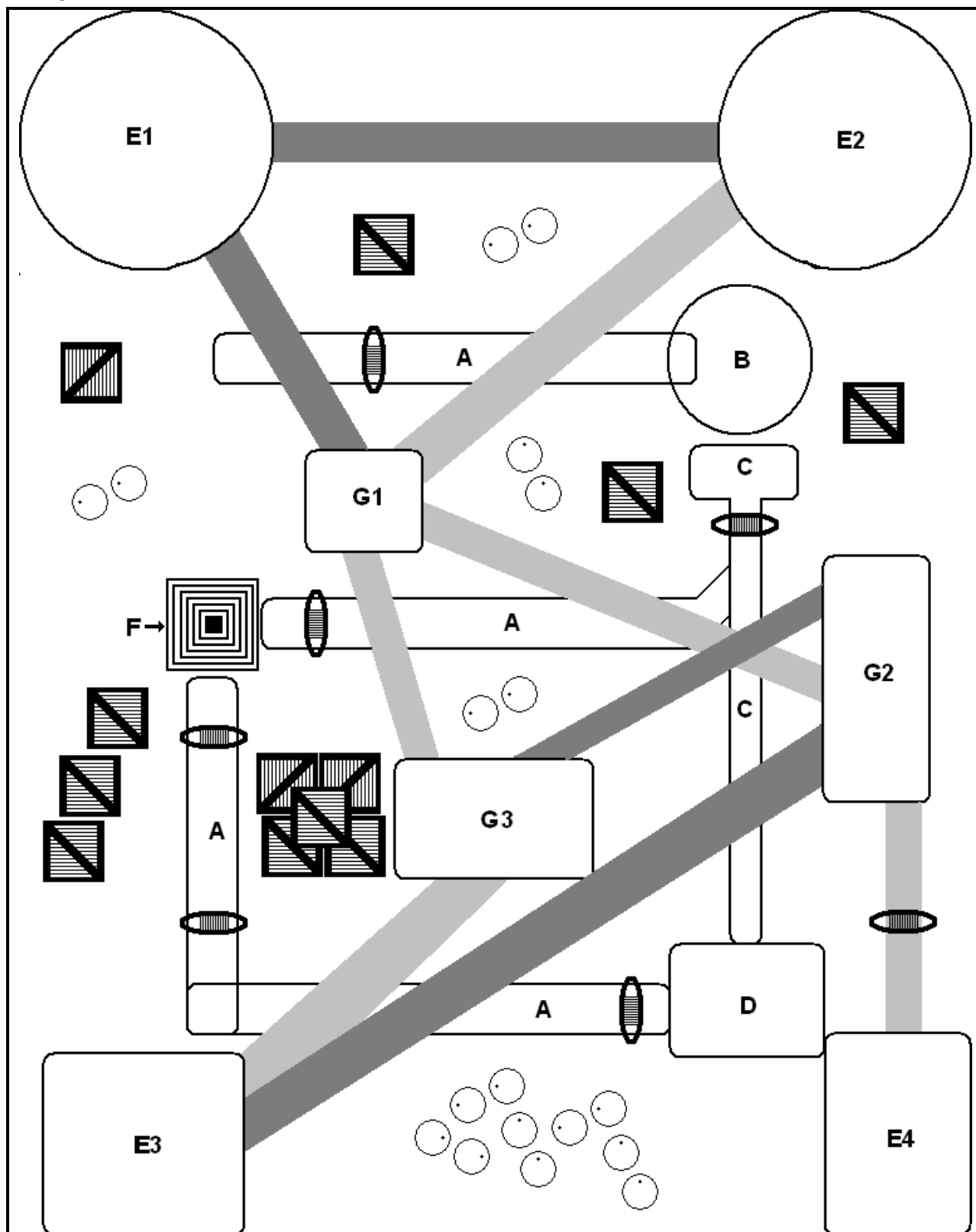
**Provides no cover to the pilot and passengers.*

Player Handout 2: Darkside Overview Map

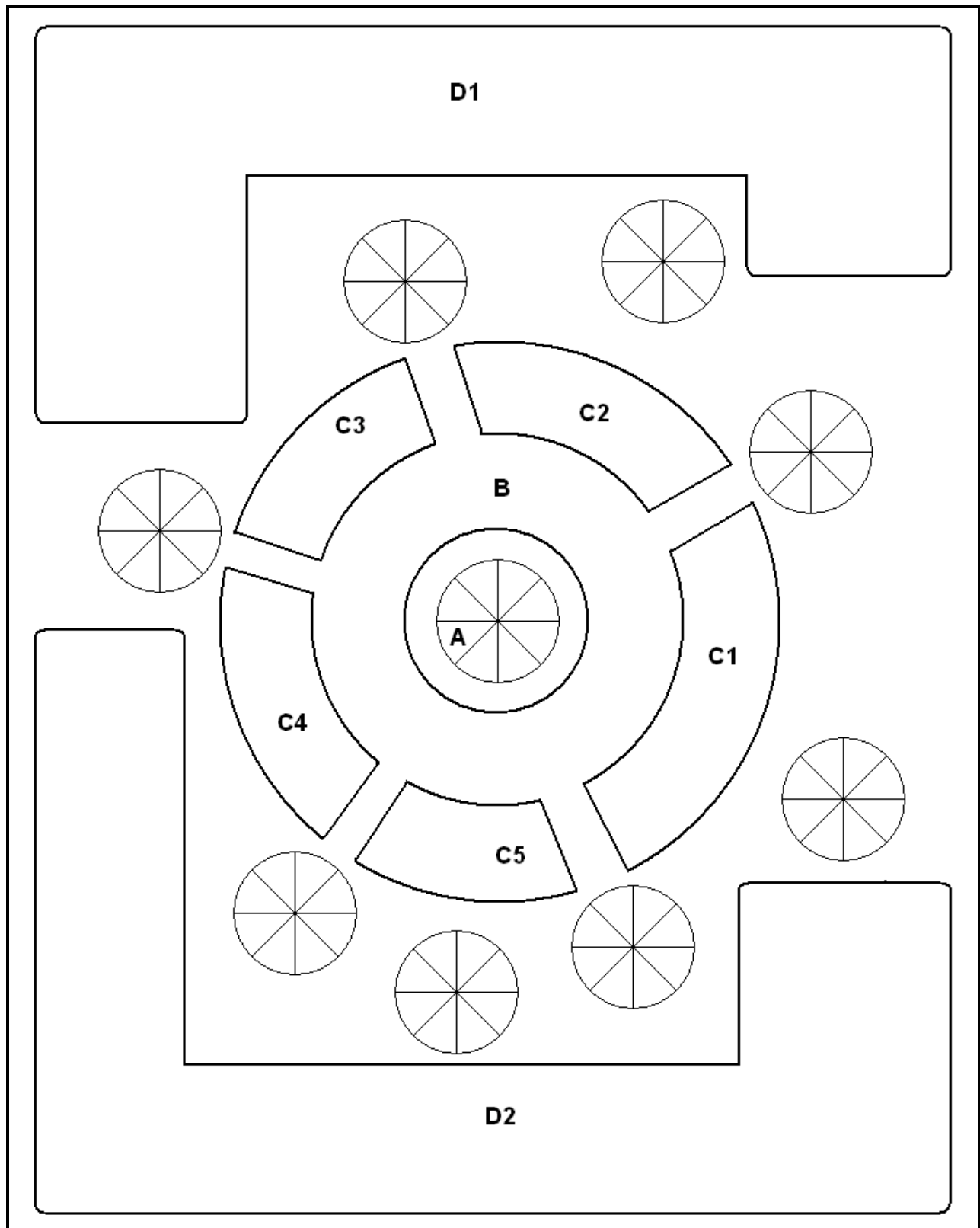


A collection of 15 geometric shapes arranged on a white background. There are 8 circles and 7 ovals. Four of the circles are divided into eight equal sectors by four diameters (horizontal, vertical, and two diagonals). The other four circles are solid. The ovals vary in size and orientation, including horizontal, vertical, and slightly tilted ones.

Player Handout 4: Darkside Industrial Sector Map



Player Handout 5: Darkside Services Sector (Vice Central) Map



GM Aid #1: NPCs

All Areas - All Tiers

Ezzar's Spies

Notes: If combat begins, they shoot a lot and likely miss a lot. If into wounds at all, they run away if they can.

Human Scoundrel 2; IM +7; Def 15; Spd 10m; VP/WP 10/12; Atk +2 melee (1d3+1, punch); +4 ranged (3d8, heavy blaster pistol); SV Fort +1, Ref +6, Will +1; SQ Illicit barter, Lucky 1/day; SZ med; FP 2; DSP: 0; Rep +0; Str 12, Dex 16, Con 12, Int 10, Wis 12, Cha 12.

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

Feats: Improved Initiative, Point Blank Shot.

Equipment: Heavy blaster pistol (illegal). This group does not have Blaster Rifles. Access to nearby airspeeder.

Description/Group equipment: The group has one stun grenade, held by a pistol-wielder. There is one medpac per two spies. If the spies do not use them, the heroes may add them to their stores.

All Areas - Tier 1

Ezzar's Thugs

Notes: While not suicidal, Ezzar's Thugs have a healthy respect (or fear) of the man and are loath to anger him. They will, therefore, fight until they get to wounds. They are used to lording it over the Darkside Civilians and are somewhat overconfident because of it.

Human Scoundrel 4; IM +7; Def 16; Spd 10m; VP/WP 22/13; Atk +4melee (1d3+1, punch); +7 ranged (3d8, heavy blaster pistol or blaster rifle); SV Fort +2, Ref +7, Will +2; SQ Illicit barter, Lucky 1/day, Precise Attack +1; SZ med; FP 4; DSP: 0; 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 +7.

Feats: Improved Initiative, Point Blank Shot, Rapid Shot.

Equipment: Heavy blaster pistol (illegal). Two have Blaster Rifles (illegal). Note that, with Rapid Shot, they may elect, with a Full action, to shoot either as +7 or +3/+3 or +1/+1/+1, including DEX mod. Access to nearby airspeeder.

Description/Group equipment: The group has one stun grenade, held by a pistol-wielder. There is one medpac per two spies. If the spies do not use them, the heroes may add them to their stores.

All Areas – Tier 2

Ezzar's Thugs

Notes: While not suicidal Ezzar's Thugs have a healthy respect (or fear) of the man and are loath to anger him. They will, therefore, fight until they get to wounds. They are used to lording it over the Darkside Civilians and are somewhat overconfident because of it.

Human Soldier2/Scoundrel 6; IM +7; Def 18; Spd 10m; VP/WP 40/13; Atk +7/+2melee (1d3+1, punch); +9/+4 ranged (3d8, heavy blaster pistol or blaster rifle); SV Fort +4, Ref +8, Will +3; SQ Illicit barter, Lucky 2/day, Precise Attack +1; SZ med; FP 4; DSP: 0; 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 +5, Move Silently +10, Pilot +6, Profession (Spy) +9, Listen +8, Spot +8, Tumble +10.

Feats: Improved Initiative, Point Blank Shot, Rapid Shot, Multishot.

Equipment: Blaster Pistol. Two have Blaster Rifles. Note that, with Rapid Shot and Multishot, they may elect, with a Full action, to shoot either as +9/+4 or +7/+7/+2 or +5/+5/+5/+0, including DEX mod. Access to nearby airspeeder.

Description/Group equipment: The group has one stun grenade, held by a pistol-wielder. There is one medpac per two spies. If the spies do not use them, the heroes may add them to their stores.

All Areas - Tier 3

Ezzar's Thugs

Notes: While not suicidal Ezzar's Thugs have a healthy respect (or fear) of the man and are loath to anger him. They will, therefore, fight until they get to wounds. They are used to lording it over the Darkside Civilians and are somewhat overconfident because of it.

Human Soldier5/Scoundrel 6; IM +7; Def 19 (plus potential Dodge bonus); Spd 10m; VP/WP 58/14; Atk +10/+5melee (1d3+1, punch); +12/+7 ranged (3d8, heavy blaster pistol or blaster rifle); SV Fort +6, Ref +8, Will +3; SQ Illicit barter, Lucky 2/day, Precise Attack +1; SZ med; FP 4; DSP: 1; Rep +2; Str 12, Dex 17, Con 14, Int 10, Wis 12, Cha 12.

Skills: Bluff +8, Demolitions +7, Disguise +6, Escape Artist +7, Hide +8, Intimidate +6, Knowledge: streetwise +5, Move Silently +10, Pilot +9, Profession (Spy) +3, Listen +8, Spot +8, Tumble +12.

Feats: Improved Initiative, Point Blank Shot, Rapid Shot, Multishot, Dodge, Mobility, Shot on the Run.

Equipment: Heavy blaster pistol (illegal). Two have Blaster Rifles (illegal). Note that, with Rapid Shot and Multishot, they may elect, with a Full action, to shoot either as +12/+7 or +10/+10/+5 or +8/+8/+8/+3, including DEX mod. Access to nearby airspeeder.

Description/Group equipment: The group has one stun grenade, held by a pistol-wielder. There is one medpac per two spies. If the spies do not use them, the heroes may add them to their stores.

Residential and Services - All Tiers

Darkside Civilians

Notes: The inhabitants of Darkside are suspicious and wary of strangers. They will avoid fights whenever possible and run away if they can – professional medical treatment is not an option and unprofessional treatment is both expensive and risky. They are also, unfortunately, pathetically eager to trade just about anything for a medpac, medkit, power supply, recharger and the like; the little things most heroes take for granted. They also have a sense of both hospitality and loyalty– if they consider you a friend and reliable source of barter they're willing to be a bit more daring.

Human Fringer 3: Init +6 (+2 Dex +4 Improved Initiative); Def: 16 (+2 Dex, +4 Class); DR: 0, Speed: 10m; VP/WP: 18/10; Atk +2 melee (1d3, unarmed); SV Fort +3, Ref +2, Will +1; FP 2; DSP 1; Rep +0; Str 10, Dex 14, Con 10, Int 10, Wis 12, Cha 16. Challenge Code A

Equipment: Five dataries cash, "pre-owned" clothing.

Skills: Climb +2, Gamble +6, Hide +6, Knowledge (Cularin, Underground) +2, Listen +8, Pilot +1, Profession (Menial Labor) +6, Search +1, Spot +8, Survive +7, Sleight of Hand +6

Feats: Weapon Proficiency (Primitive & Simple Weapons); Dodge, Improved Initiative, Bonus Class Skill (Sleight of Hand), Bonus Feat (Alertness), Barter, Jury-Rig +2, Mobility

Residential and Services - Tier 1

Darkside Generic Scum

Notes: These are the predators of the Darkside Civilians, the bullies and opportunists that would sell their family members for a good score. They will fight if they have an advantage in numbers or if cornered but prefer the "hit and run" or "drive-by" tactics. Unlike the Darkside Civilians their loyalty cannot be bought nor can they be trusted beyond the immediate deal.

Human Thug 6; Init +1 (+1 Dex); Defense 13 (+2 Class, +1 Dex); DR 0; Spd 10 m; VP/WP 00/13; Atk +9/+4 melee (1d6+5, Combat Gloves) or +7/+2 Ranged (3d4, Rng 10m, Holdout Blaster); SV Fort +5, Ref +3, Will +3; FP 1; DSP 0; Rep +1; Str 16, Dex 12, Con 10, Int 10, Wis 12, Cha 12. Challenge Code B.

Equipment: Combat Gloves, Vibrodagger, Hold-Out Blaster.

Skills: Intimidate +9, Knowledge (Streetwise) 4, Spot +3.

Feats: Dodge, Martial Arts, Toughness, Weapons (blaster pistols, vibro weapons)

Residential and Services - Tier2

Darkside Generic Scum

Notes: These are the predators of the Darkside Civilians, the bullies and opportunists that would sell their family members for a good score of barter. They will fight if they have an advantage in numbers or if cornered but prefer the "hit & run" or "drive-by" tactics. Unlike the Darkside Civilians their loyalty cannot be bought nor can they be trusted beyond the immediate deal.

Human Thug 9; Init +1 (+1 Dex); Defense 14 (+3 Class, +1 Dex); DR 0; Spd 10 m; VP/WP 00/15; Atk +12/+7 melee (2d4+5, Combat Gloves) or +10/+5 Ranged (3d4, Rng 10m, Holdout Blaster); SV Fort +6, Ref +3, Will +3; FP 1; DSP 0; Rep +1; Str 16, Dex 12, Con 12, Int 10, Wis 12, Cha 12. Challenge Code B.

Equipment: Combat Gloves, Vibrodagger, Hold-Out Blaster.

Skills: Intimidate +11, Knowledge (Streetwise) +6, Spot +4.

Feats: Dodge, Improved Martial Arts, Martial Arts, Toughness, Weapons (blaster pistols, vibro weapons)

Residential and Services - Tier 3

Darkside Generic Scum

Notes: These are the predators of the Darkside Civilians, the bullies and opportunists that would sell their family members for a good score of barter. They will fight if they have an advantage in numbers or if cornered but prefer the "hit & run" or "drive-by" tactics. Unlike the Darkside Civilians their loyalty cannot be bought nor can they be trusted beyond the immediate deal.

Human Thug 12; Init +1 (+1 Dex); Defense 15 (+4 Class, +1 Dex); DR 0; Spd 10 m; VP/WP 00/16; Atk +15/+10/+5 melee (3d4+5, Combat Gloves) or +13/+8/+3 Ranged (3d4, Rng 10m, Holdout Blaster); SV Fort +8, Ref +4, Will +4; FP 2; DSP 0; Rep 2; Str 16, Dex 12, Con 13, Int 10, Wis 12, Cha 12. Challenge Code C.

Equipment: Combat Gloves, Vibrodagger, Hold-Out Blaster.

Skills: Intimidate +12, Knowledge (Streetwise) +7, Spot +6.

Feats: Advanced Martial Arts, Dodge, Improved Martial Arts, Martial Arts, Toughness, Weapons (blaster pistols, vibro weapons)

Industrial - Tier 1

Manufacturing Droids

Notes: These droids are responsible for making big chunks of plasteel into smaller chunks before they're melted, testing the new plasteel sheets and storing them into crates. Also, as they were bought used and programmed to perform tasks for which they were not designed, they sometimes have trouble differentiating plasteel from other items that may appear on the conveyor belts— like heroes. While these droids will not normally attack the heroes they may be reprogrammed to become allies, as per the encounter suggestions.

Baktoid Manufacturing Automata M1 Series; Thug 1; Init -3 (-2 remote processor, -1 Dex); Defense 9 (+0 class, -1 Dex); Spd 10 m; VP/WP 0/8; Atk +2 melee (1d4+1, hand or 2d6, cutting tool); SV Fort +1, Ref -1, Will -1; FP 0; DSP 0; Rep +0; Str 12, Dex 8, Con 8, Int 6, Wis 8, Cha 6.

Equipment: Armor (light), laser-cutting tool, manipulating claw, integrated comlink, remote receiver (5,000 km range), vocabulator.

Skills: Intimidate +0, Speak Basic.

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

Industrial - Tier2

Manufacturing Droids

Notes: These droids are responsible for making big chunks of plasteel into smaller chunks before they're melted, testing the new plasteel sheets and storing them into crates. Also, as they were bought used and programmed to perform tasks for which they were not designed, they sometimes have trouble differentiating plasteel from other items that may appear on the conveyor belts. While these droids will not attack the heroes they may be reprogrammed to become allies.

Baktoid Manufacturing Automata M1 Series; Thug 2; Init -3 (-2 remote processor, -1 Dex); Defense 9 (+0 class, -1 Dex); DR 3; Spd 10 m; VP/WP 0/8; Atk +3 melee (1d4+1, hand or xdx, cutting tool); SV Fort +4, Ref -1, Will -1; FP 0; DSP 0; Rep +0; Str 12, Dex 8, Con 8, Int 6, Wis 8, Cha 6.

Equipment: Armor (light), laser cutting tool, manipulating claw, integrated comlink, remote receiver (5,000 km range), vocabulator.

Skills: Speak Basic.

Feats: Ambidexterity, Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Industrial - Tier 3

Manufacturing Droids

Notes: These droids are responsible for making big chunks of plasteel into smaller chunks before they're melted, testing the new plasteel sheets and storing them into crates. Also, as they were bought used and programmed to perform tasks for which they were not designed, they sometimes have trouble differentiating plasteel from other items that may appear on the conveyor belts. While these droids will not attack the heroes they may be reprogrammed to become allies.

Baktoid Manufacturing Automata M1 Series; Thug 4; Init +1 (-2 remote processor, -1 Dex, +4 Improved Initiative); Defense 10 (+1 class, -1 Dex); DR 3; Spd 10 m; VP/WP 0/9; Atk +3 melee (1d4+1, hand or xdx, cutting tool); SV Fort +5, Ref +0, Will +0; FP 0; DSP 0; Rep +0; Str 12, Dex 8, Con 9, Int 6, Wis 8, Cha 6.

Equipment: Armor (light), laser cutting tool, manipulating claw, integrated comlink, remote receiver (5,000 km range), vocabulator.

Skills: Intimidate +4, Speak Basic.

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

Recycling - Tier 1

Scavenger Droids

Notes: Most of these droids have been programmed to seek out plasteel from the Recycling Sector however some have been co-opted by Darkside Civilians to scavenge other tradable items.

Modified J9 Worker Drone; Expert 5; Init +2 (+2 Dex); Defense 13 (+1 class, +2 Dex); Spd 8 m; VP/WP 0/12; Atk +3 melee (1d4+1, hand); SV Fort +2, Ref +2, Will +4; Size M; Rep +0; Str 10, Dex 14, Con 12, Int 16, Wis 10, Cha 9.

Equipment: Translator unit (DC 5), recording unit (audio recorder), vocabulator.

Skills: Appraise +10, Knowledge (Alien Races) +4, Knowledge (Darkside Sector) +4, Speak Basic, Speak Binary.

Feats: Ambidexterity, Skill Emphasis (Appraise).

Refuge Stingers

Notes: These predator/scavengers live off the edible refuge and smaller vermin of the sector. Although they usually do not attack people they will if their nests, usually on the top of the refuge hills, is disturbed.

They do not fly so much as glide. Their mode of attack is to glide onto their prey and then stun them with short tendrils capable of discharging an electric shock. They must then climb back to their nests.

Predator 5; Init +5; Defense 21 (+6 natural, +5 Dex); Spd 15m; VP/WP 40/16; Attack +10 (tendrill 2d6 energy); SV Fort +7 Ref +9 Will +1; SZ M, Str -, Dex 20, Con 16, Int 3, Wis 10, Cha 9.

Skills: Listen +4, Move silently +8, Spot +4, Survival +8, Tumble +6

Feats: Track (see page 116-117 RCR), Weapon Finesse (unarmed tendrill attack)

Scavengers (humanoids)

Notes: These beings have found their little corner of the refuge rain and depend on it for the items they can barter for food and other necessities. They will guard their territory fiercely from encroachment but might be willing to come to an arrangement if it's in their best interests.

Human Thug 6; Init +1 (+1 Dex); Defense 13 (+2 Class, +1 Dex); DR 0; Spd 10 m; VP/WP 00/13; Atk +9/+4 melee (1d6+5, Combat Gloves) or +7/+2 Ranged (3d4, Rng 10m, Holdout Blaster); SV Fort +5, Ref +3, Will +3; FP 1; DSP 0; Rep +1; Str 16, Dex 12, Con 10, Int 10, Wis 12, Cha 12. Challenge Code B.

Equipment: Combat Gloves, Vibrodagger, Hold-Out Blaster.

Skills: Intimidate +9, Knowledge (Streetwise) 4, Spot +3.

Feats: Dodge, Martial Arts, Toughness, Weapons (blaster pistols, vibro weapons)

Recycling - Tier2

Scavenger Droids

Notes: Most of these droids have been programmed to seek out plasteel from the Recycling Sector however some have been co-opted by Darkside Civilians to scavenge other tradable items.

Modified J9 Worker Drone; Expert 8; Init +1 (+1 Dex); Defense 13 (+2 class, +1 Dex); Spd 8 m; VP/WP 0/12; Atk +6/+1 melee (1d4+1, hand); SV Fort +3, Ref +3, Will +6; Size M; Rep +0; Str 10, Dex 12, Con 12, Int 16, Wis 10, Cha 9.

Equipment: Translator unit (DC 5), recording unit (audio recorder), vocabulator.

Skills: Appraise +10, Knowledge (Alien Races) +4, Knowledge (Darkside Sector) +4, Speak Basic, Speak Binary

Feats: Ambidexterity, Skill Emphasis (Appraise).

Tactics: Due to their constant work in the "refuge rain" these droids are pretty battered.

Refuge Stingers

Notes: These predator/scavengers live off the edible refuge and smaller vermin of the sector. Although they usually do not attack people they will if their nests, usually on the top of the refuge hills, is disturbed.

They do not fly so much as glide. Their mode of attack is to glide onto their prey and then stun them with short tendrils capable of discharging an electric charge. They must then climb back to their nests.

Predator 8; Init +9; Defense 23 (+8 natural, +5 Dex); Spd 15m; VP/WP 60/16; Attack +13/+8 (tendrill 2d6 energy); SV Fort +9 Ref +11 Will +2; SZ M, Str -, Dex 21, Con 16, Int 3, Wis 10, Cha 9.

Skills: Listen +5, Move silently +10, Spot +5, Survival +10, Tumble +6

Feats: Improved Initiative, Track (see page 116-117 RCR), Weapon Finesse (unarmed tendrill attack)

Scavengers (humanoids)

Notes: These beings have found their little corner of the refuge rain and depend on it for the items they can barter for food and other necessities. They will guard their territory fiercely from encroachment but might be willing to come to an arrangement if it's in their best interests.

Human Soldier2/Scoundrel 6; IM +7; Def 18; Spd 10m; VP/WP 40/13; Atk +7/+2melee (1d3+1, punch); +9/+4 ranged (3d8, heavy blaster pistol or blaster rifle); SV Fort +4, Ref +8, Will +3; SQ Illicit barter, Lucky 2/day, Precise Attack +1; SZ med; FP 4; DSP: 0; 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 +5, Move Silently +10, Pilot +6, Profession (Spy) +9, Listen +8, Spot +8, Tumble +10.

Feats: Improved Initiative, Point Blank Shot, Rapid Shot, Multishot.

Equipment: Blaster Pistol. Two have Blaster Rifles. Note that, with Rapid Shot and Multishot, they may elect, with a Full action, to shoot either as +9/+4 or +7/+7/+2 or +5/+5/+5/+0, including DEX mod. Access to nearby airspeeder.

Description/Group equipment: The group has one stun grenade, held by a pistol-wielder. There is one medpac per two spies. If the spies do not use them, the heroes may add them to their stores.

Recycling - Tier 3

Scavenger Droids

Notes: Most of these droids have been programmed to seek out plasteel from the Recycling Sector however some have been co-opted by Darkside Civilians to scavenge other tradeable items.

Modified J9 Worker Drone; Expert 11; Init +1 (+1 Dex); Defense 14 (+3 class, +1 Dex); Spd 8 m; VP/WP 0/12; Atk +8/+3 melee (1d4+1, hand); SV Fort +4, Ref +4, Will +7; Size M; Rep +0; Str 10, Dex 12, Con 12, Int 16, Wis 10, Cha 9.

Equipment: Translator unit (DC 5), recording unit (audio recorder), vocabulator.

Skills: Appraise +10, Knowledge (Alien Races) +4, Knowledge (Darkside Sector) +4, Speak Basic, Speak Binary

Feats: Ambidexterity, Skill Emphasis (Appraise).

Tactics: Due to their constant work in the "refuge rain" these droids are pretty battered.

Refuge Stingers

Notes: These predator/scavengers live off the edible refuge and smaller vermin of the sector. Although they usually do not attack people they will if their nests, usually on the top of the refuge hills, is disturbed.

They do not fly so much as glide. Their mode of attack is to glide onto their prey and then stun them with short tendrils capable of discharging an electric charge. They must then climb back to their nests.

Predator 11; Init +10; Defense 24 (+8 natural, +6 Dex); Spd 15m; VP/WP 85/16; Attack +17/+12/+7 (tendrils 2d6 energy); SV Fort +10 Ref +13 Will +3; SZ M, Str -, Dex 22, Con 16, Int 3, Wis 10, Cha 9.

Skills: Listen +5, Move silently +13, Spot +5, Survival +10, Tumble +11

Feats: Flyby Attack, Improved Initiative, Track (see page 116-117 RCR), Weapon Finesse (unarmed tendrils attack)

Scavengers (humanoids)

Notes: These beings have found their little corner of the refuge rain and depend on it for the items they can barter for food and other necessities. They will guard their territory fiercely from encroachment but might be willing to come to an arrangement if it's in their best interests.

Human Soldier5/Scoundrel 6; IM +7; Def 19 (plus potential Dodge bonus); Spd 10m; VP/WP 58/14; Atk +10/+5melee (1d3+1, punch); +12/+7 ranged (3d8, heavy blaster pistol or blaster rifle); SV Fort +6, Ref +8, Will +3; SQ Illicit barter, Lucky 2/day, Precise Attack +1; SZ med; FP 4; DSP: 1; Rep +2; Str 12, Dex 17, Con 14, Int 10, Wis 12, Cha 12.

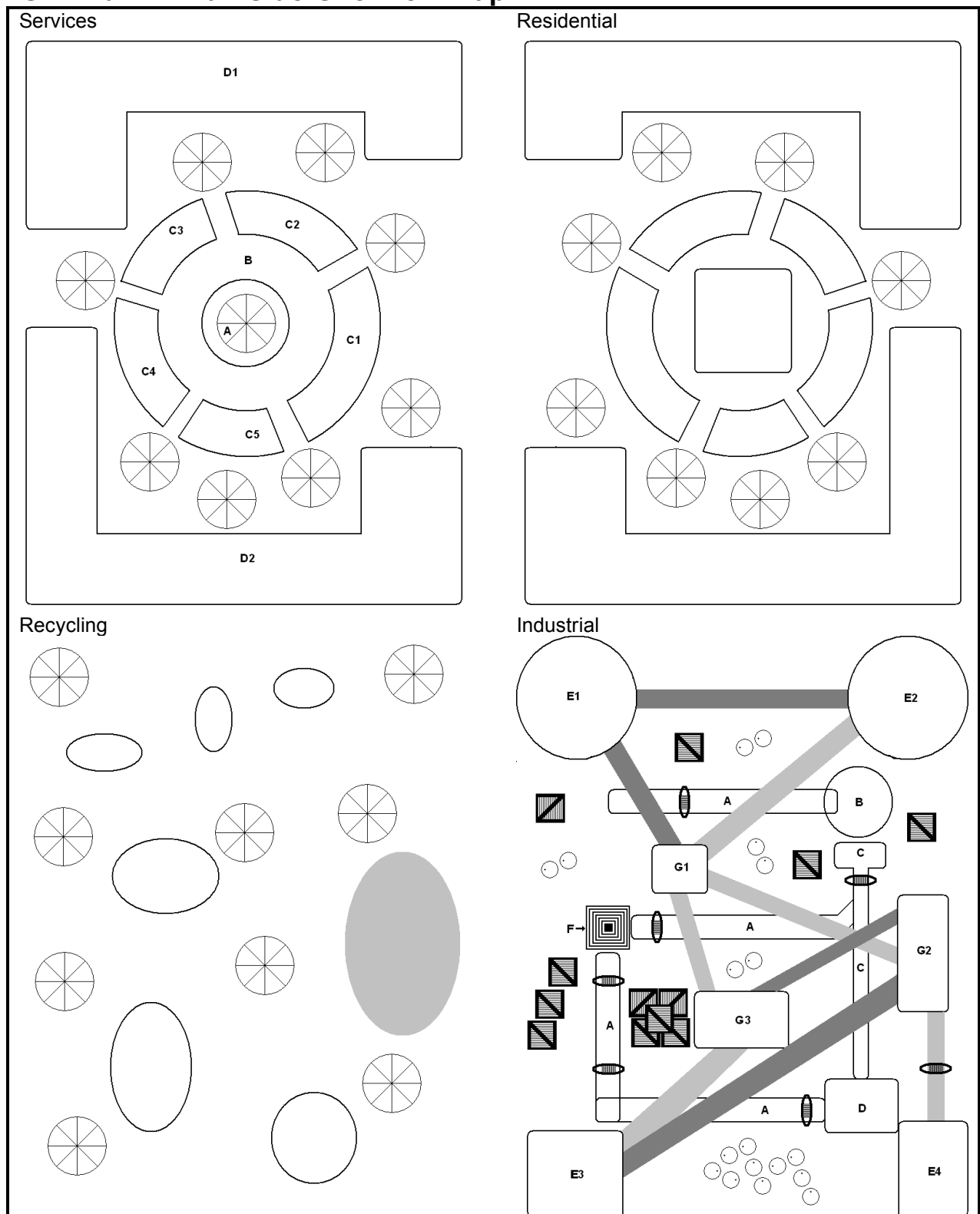
Skills: Bluff +8, Demolitions +7, Disguise +6, Escape Artist +7, Hide +8, Intimidate +6, Knowledge: streetwise +5, Move Silently +10, Pilot +9, Profession (Spy) +3, Listen +8, Spot +8, Tumble +12.

Feats: Improved Initiative, Point Blank Shot, Rapid Shot, Multishot, Dodge, Mobility, Shot on the Run.

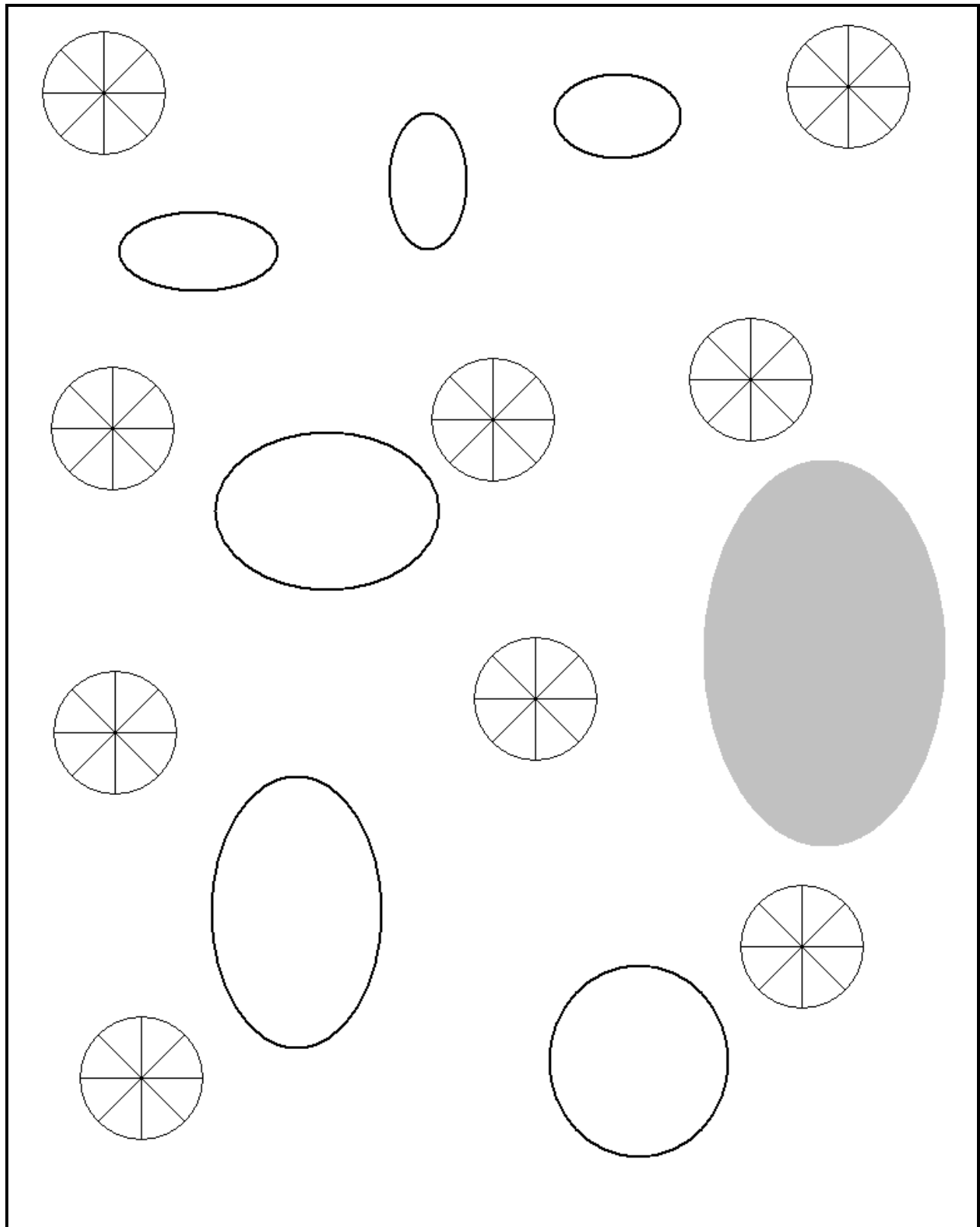
Equipment: Heavy blaster pistol (illegal). Two have Blaster Rifles (illegal). Note that, with Rapid Shot and Multishot, they may elect, with a Full action, to shoot either as +12/+7 or +10/+10/+5 or +8/+8/+8/+3, including DEX mod. Access to nearby airspeeder.

Description/Group equipment: The group has one stun grenade, held by a pistol-wielder. There is one medpac per two spies. If the spies do not use them, the heroes may add them to their stores.

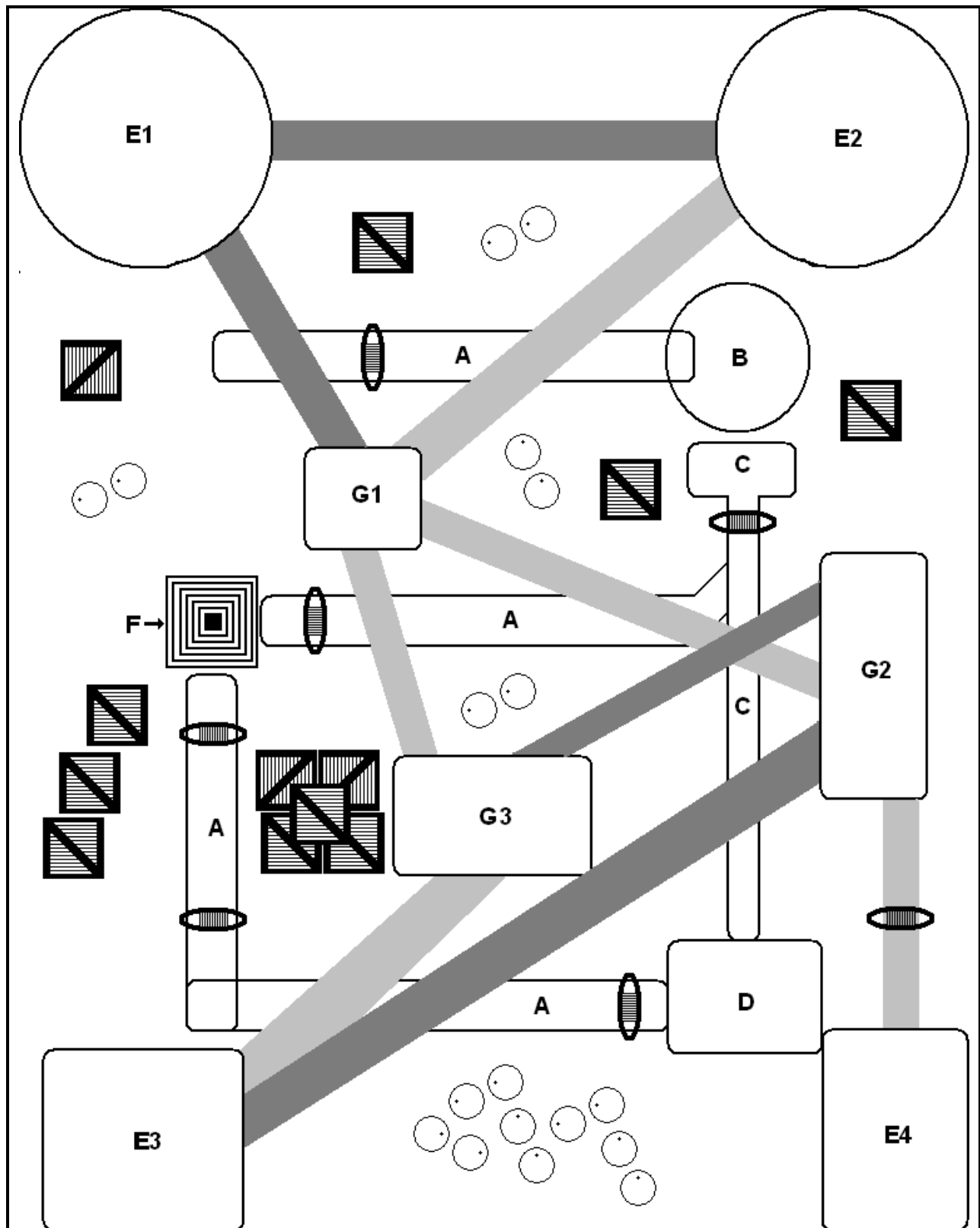
GM Aid #2: Darkside Overview Map



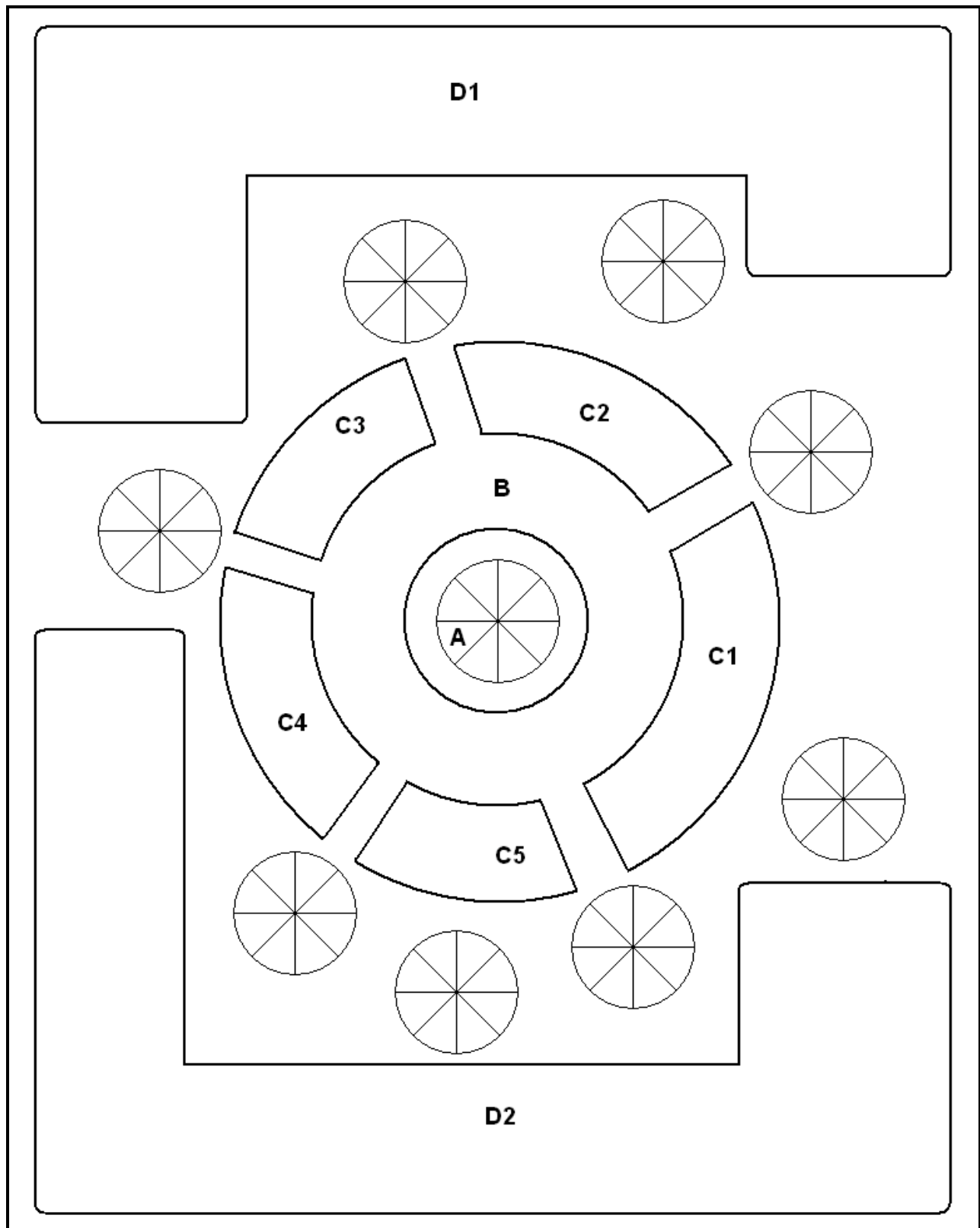
GM Aid #3: Darkside Recycling Sector (The Junkyard) Map












GM Aid #4: Darkside Industrial Sector Map



GM Aid #5: Darkside Services Sector (Vice Central) Map



GM Aid #6: Darkside Map Key

	Winch with 1000m cable
	Conveyor belt, 2m high
	Catwalk, 15m high
	Catwalk, 30m high
	Crates of finished plasteel sheeting
	Barrels of corrosive goo
	Large hill of junk and garbage. Note that scavenger droids are continually moving debris from one hill to another with no protocol that the heroes can determine.
	GM Map only. This indicates the area where the refuse rain can be predicted.
	Foundation column to support higher levels.

	Industrial
A	Conveyor Belt
B	Blast furnace to melt scavenged plasteel
C	Trough connecting furnace to molds
D	Molds to form plasteel sheeting
E 1-4	Secure storage area. Note: Ezzar's ship is located in the top of E2
F	Incinerator.
G 1-3	Control towers with droid recharging closets in the bases. Note: E1-6RA's is located in a recharging closet in G1
	Services / Vice Central
A	"Central" is the meeting place of the sector where deals are brokered.
B	"Plaza" is a warren of temporary kiosks and shacks made from crates "liberated" from the Industrial sector.
C 1-5	These buildings contain more permanent "businesses", usually with the firepower necessary to protect their real estate.
D 1-2	These two large residential blocks have been filled with ferrocrete to provide extra foundation to the levels above.

GM Aid #7: Garth Ezzar

Background: Garth Ezzar is the ultimate "wannabe". If he lived in our world today, he would be the person who never buys a computer game without first assuring that he can find cheat codes, and then he wouldn't even play it except in "god mode". If he were a role-player, he'd constantly complain that there wasn't enough combat, and then constantly demand that all the combats be winnable by him, personally. 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 very powerful with the Dark Side of the force and is responsible for the deaths of many Jedi, including Masters Devan and Sturm of Almas. 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, and is also too erratic and unreliable, 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 not even know who his Master really was. **GM NOTE:** Garth does NOT know of "Darth Sidious", or that his Master is Supreme Chancellor Palpatine.

So, he was 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. (See the events of *Destruction*, the second scenario.)

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 Marauder 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*² (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, lootable and certed). He also has a black, custom-made body suit (certed) 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 of his suit and helmet. 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. This suit is customized for Ezzar's exact form and build. For anyone else to use it, a Tech Specialist would have to make the rolls specified on the certificate.

(*: Judge, if you are continuing with the very same group of heroes from the second scenario, *Destruction*, and if Ezzar had to use up some FP when you ran it, for some reason, then those can be deducted from his number of DSP here. Even if he used them *all*, he should have at least 2 FP for this scenario's climactic battle. *²: Garth Ezzar has constructed and attuned his own lightsaber. The "attunement plus" is included in his combat stats.)

Physical Description: Garth is a massive, tall human with black, shoulder-length hair and grey eyes. His voice is deep and resonant, but spoiled by sneering. His face could not be called handsome, but that is more due to the effects of living a life on the Dark Side, rather than a lack of beauty. Years of twisted hatred and venom have burned their lines into his features and left a haunted, hungry look in his eyes.

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. Also, a Jedi trying to use "Friendship" on him will fail—let's be serious. On the other hand, other skills, like Affect Mind to cause distractions and the like, may very well work if he fails his save.

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, a grateful Cularin 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.

You must be the gauge, Judge. If a hero clearly wants a full-on death battle with this miniature version of Darth Vader, then so be it. If the heroes wouldn't mind surviving, and are about to be dissected just due to a series of incredibly lucky rolls on your part, then moderate things.

Likewise, if the heroes score miraculous hits on him in the first two rounds, he has about 20 less vitality than the maximum for his stats and level. 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.

GM NOTE re Sunder: Garth Ezzar does not try to sunder lightsabers; he collects them as trophies. If any hero tries to sunder his, remember that this provokes an AOO (unless the hero has the Sunder feat), and that the ruling in LF is that you are trying to sunder the *grip*, which counts as a tiny, held target. With Garth Ezzar, this means that the sunder DC is 32. If a hero declares a sunder and scores 30 or 31 (technically a miss), you may rule that Garth's lightsaber has been hit at the exact junction of the double grip and he now is using two functional, single lightsabers. His Feats allow him to fight with them as two separate weapons, without penalty. If the hero scores 32+, then ONE of the two blade grips has been destroyed and flies away, and Ezzar is now fighting with a regular, single-bladed lightsaber. Note that this would, of course, mean that the relevant certificate in the Loot section would have to have the "Broken, irreparable" box checked.

If a hero has sundered one of Garth's blades, then Garth will definitely be into Rage and he will try to drop the "coward". He will also be willing to sunder his opponent's blade, now, though he does not have the feat and would therefore provoke an attack of opportunity. If he has no lightsaber, he will seek to escape. If successful, and this is the end of the scenario, he falls prey to the mysterious assailant from

Encounter 5. If there is a chance for a rematch, he will get a pair of lightsabers from his personal collection (not Devan's, he does not have it and doesn't even know to where it went) and come back, with blood in his eye.

The following are Garth Ezzar's Vehicles. In this scenario, the heroes can end up receiving them as "loot".

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.

GM Aid #8: Meera Lisso

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 2; 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: 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. Ordinarily, Meera has enough brains not to fight over her head and, in a "Tier 3 situation", would usually provide support, aid wounded, and get in a smart shot now and then. However, there is a grave danger now, because of her emotional fragility. It is explained below.

Her usual tactic is to activate Battlemind and Enhance Ability and, if facing a Force Sensitive foe, Force Defense. Of course, this presupposes that she has the time. She will, if in control of herself, coordinate her attacks with other party members. In Tier 3, if necessary, she is willing to just serve as a distraction. She will also try to make use of her environment, cutting through objects to try and bring them down on Ezzar, or cutting into containers to spray him with water or powder or other obscuring or irritating materials. She would not do this if it endangered bystanders, of course, or if it was greatly destructive. For example, she might, if it were last stand time, cut through supports on some huge water container or condemned structure to bring it down on Ezzar and herself, or deliberately attack him just as he was trying to use Move Object to deflect something massive in the Refuse Rain. Meera has no desire to throw her life away, but, even when in control, knows that Ezzar *must* be stopped.

She is quite willing to give her life for her team, or if it is the only way to bring Ezzar down.

Special Note regarding Meera in this scenario: Due to her anger and grief regarding Almas, Meera could easily fall prey to the Dark Side, and Ezzar will sense this. He will taunt her and use every opportunity to demonstrate to her how useless she is, and how her Mistress and the others at Almas must have regretted that someone like her was there during the attack.

Rather than getting into “dueling skills and DCs”, it is left up to you, the Judge, to decide whether the heroes are helping Meera to defend herself against Ezzar’s bile and lies and against simple despair. If they are doing an ideal, excellent job of portraying selfless dispensers of justice, then you can have Meera laugh off Ezzar’s feeble attempts. If the heroes are walking the edge of vengeance themselves, then feel free to have Meera’s tactics, above, occasionally become irresponsible or risky, or have her give in to anger and try to go toe-to-toe to Ezzar for a round or two. She would likely get hit, but one single hit should not kill her. In fact, Ezzar would very much like to turn her and take her alive. However, Meera would come to her senses if the heroes calm her down or reason with her.

If the heroes are glorying in the battle, hoping for the kill and generally portraying a bunch of self-serving vigilantes, it can get very bad. If a hero commits an action worthy of a DSP, feel free to have Meera emulate the hero. She might decide that the end justifies the means and also rack up a DSP. If this happens enough (she starts with 2 DSPs), she could even become Tainted. If she gives into the Dark Side even for a round or two, she attacks aggressively and in anger. By definition, she would then be using the power of the Dark Side, so if she uses a Force Point she would derive a 4d6 bonus, instead of her usual 3d6. Ezzar will gleefully point out how powerful the Dark Side is making her.

Again, the heroes can talk her back from the brink, but not while any of them are demonstrating how *not* to act. This definitely a case of “do as I do”, not “do as I say”.

If Meera becomes Tainted, then you need exercise no special effort to keep her alive in the scenario. Neither should you deliberately try to kill her; the dice and situations can decide. If the heroes end up winning and Meera is Tainted, she will be required to remain in the Coruscant Temple for debriefing and will not be in Encounter 6. The heroes will not see her again.