

The Heart

**Episode I of the EndTimes Trilogy
A One-Round LIVING FORCE Tournament**

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A gathering of dignitaries on Cularin provokes rumors of an impending attack. The Believers seem to be readying themselves for a final offensive – can the heroes of Cularin find them and stop them in time? An adventure for LIVING FORCE heroes levels 4-12. This scenario should be played prior to “*The Hand*” and “*The Eye*” (Episodes II and III of the EndTimes trilogy.)

The Heart 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 purely to kill characters. If you believe a combat is genuinely too tough for a group you are running, scale it down. If you believe it will be far too simple, scale it up—within reason. Do your best to keep fights cinematic and interesting, and if someone dies because they made a glorious sacrifice, that's fine. What we want to avoid are the "dumb" deaths that result from a string of bad dice rolls. That's not cinematic, and it's not what *Star Wars*, or LIVING FORCE, are about. That being said, this is the finale trilogy for the campaign. If there's a time for characters to go out in the proverbial "blaze of glory," this is probably it.

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

The LIVING FORCE campaign has a great deal of history, and lots of loose ends to tie up in order to provide the players with closure. Pieces of that have been happening throughout the year, but it's inevitable that not everything will be explained. That's one of the beauties of roleplaying in a shared world environment like this – the story isn't over just because there aren't any more modules.

Which is a long way of saying, we won't be attempting to tie up every loose end in this trilogy. But there are certain themes, certain story elements, that we just can't ignore. Both of us very much appreciate the opportunity to write this finale.

The story we will be helping you and the players tell deals with the Believers and their leader, Nirama and his fate, and ultimately, the fate of Cularin. These are the things you should keep in mind as you prepare this module – we're going for a big finish, and each module in the trilogy is going to have a different piece to add to the plot. Since you may not have had a chance to play "The Hand" or "The Eye" prior to reading and running this module, though, we'll say no more about them here.

"The Heart" gives the heroes a chance to track the Believers, the faction of Sith-worshippers who've been troubling Cularin for the past few years, to their final stronghold. Deep in the tunnels that run beneath Tolea Biqua, the heroes find Alina Impeveri, the rogue daughter of politician Westa Impeveri, and a very devoted band of followers.

To get there, however, is no easy feat. What brings the heroes together is a gathering of dignitaries on Cularin. The Mothers of a dozen irstat, along with local politicians, representatives of the militia, a pair of Jedi, and one of Senator Wren's aides, are meeting at the now-familiar "undisclosed location" somewhere on Cularin. Such a gathering seems destined to bring out any number of enemies, and within hours of the summit's announcement, rumors begin to circulate. Most of them point to the Believers, and because of the heroes' experience with similar problems, they're called on to track down the Believers and keep them from attacking the summit.

Sounds simple enough – right?

Encounter 1: Threat Level Four

A call for assistance in protecting a gathering of local dignitaries (and, if necessary, an offer of payment) brings the heroes together at a Cularin Militia outpost in orbit above Cularin. There, following a briefing by the militia's head of counterintelligence, the heroes are instructed to do whatever it takes to prevent the Believers from succeeding in an attack on the upcoming summit. He also provides them with two locations they are welcome to search – the location on Cularin where security has begun to set up for the summit, and the location beneath Tilnes where the summit is actually scheduled to occur.

Encounter 2: Deeper Down

The heroes are approximately equidistant from the actual location on Tilnes and the false location on Cularin. It doesn't matter which location they go to first, so while we present the Tilnes location prior to Cularin, there's no requirement that the heroes go to one before the other. While there is a clue as to the Believers' location hidden in down the hall from the area where the summit will actually be held, there's also no evidence that the Believers have complete knowledge of what's happening on Tilnes.

The moon is constantly being bombarded with information-seeking transmissions, though, so it's hard to say.

Encounter 3: In the Jungle

It is possible, with the right combination of skill checks and conclusions, for the heroes to skip their trip to the fake summit location – a cave beneath one of Cularin's massive trees – entirely. If they do come here, though, they find themselves faced with a team of "security experts" who clearly have something else in mind. Namely, sabotage.

Encounter 4: Threat Level Three

En route to Tolea Biqua, the heroes receive a comm from their Militia contact. He informs them that the situation has, as a result of the incident on Cularin, been upgraded to Threat Level Three. He also tells them that there have been reports of a captured Believer on Tolea Biqua, and a resulting mob. On arrival at the cloud city, the heroes must attempt to calm the mob, many of whom are clearly looking for someone to blame for the rash of deaths that have plagued Cularin since the conclusion of the Thaereian conflict.

Encounter 5: Tunnel Rats

As it turns out, a Believer was captured by the mob, and just as quickly spirited away by the "Tunnel Rats," a group of misfits who live in the maintenance tunnels that run beneath the city. They've long suspected someone else was using their tunnels. Recently, conflict has broken out, and the Tunnel Rats fully intend to torture the captured Believer to death, to learn whatever he knows. The heroes must decide how to handle the situation, which may be complicated significantly when they learn that the captured Believer had in his possession a lightsaber looted from the ruins of Almas.

Encounter 6: Threat Level Two

Once they learn what they can from the Believer

(one way or another), the heroes quickly realize that a lot more has gone on beneath Tolea Biqua than anyone might have realized. While the people of Cularin celebrated above, someone has waged a private war in these tunnels. Most of the dead wear the pseudo-uniform of the Tunnel Rats, and in more than one location, someone has scrawled or painted "Death to the Unbelievers!" on the walls. The heroes must also circumvent a pair of explosive traps, set to keep unwanted visitors away.

Encounter 7: Threat Level One

The heroes have a chance to come upon the Believer stronghold undetected, though it isn't easy. Once inside, they find themselves facing some of the strongest individuals the Believers have left – including Alina Impeveri herself, mistress of illusions. They can also verify that this Believer cell was, in fact, planning on hitting the summit, but that they were also taking their orders from someone else – Len Markus.

Clarification regarding tiering notation: when you see something like "DC 15/20/25", use the lowest DC for the lowest tier, the middle for mid-tier and the highest for high tier. In this scenario, tiers are for character levels: 4-6, 7-9, and 10+.

Opening Crawl

Life in Cularin grows more strained by the day. For every obstacle that is overcome, two more emerge. Friends disappear, enemies reappear, and the threat of death lingers everywhere.

Even in the darkest of times, a ray of hope can sometimes shine through. Now, that ray of hope rests in the hands of the leaders of Cularin – political, social, and military alike – and rumors of a summit to be held very soon, to discuss peace.

Not everyone wants peace, though. If ever there has been a time for heroes, that time is now...

Encounter 1: Threat Level Four

Key ideas of this encounter: Introduce the heroes to Gavin Bresch, one of the Cularin Militia's counterintelligence officers, and recruit them to

assist in tracking down a threat to several high-ranking Cularin citizens

Given everything the Militia has done for the people of Cularin, most citizens would find it difficult to ignore a summons for assistance – even one as brusque as what you received this afternoon.

"Lieutenant Gavin Bresch, Cularin Militia, requests your presence aboard the Cularin IV, in orbit above Cularin. Your prior service on behalf of Cularin has not gone unnoticed. Transport has been made available from the Groundport. If terms are necessary, such will be discussed when we meet. I look forward to seeing you."

That was how you found yourself at the Groundport, and how you eventually found yourself on a transport bound for the Cularin IV.

Members (or former members) of the Cularin Militia may make a roll (Knowledge: Local, Knowledge: Cularin Militia, or anything else that strikes you as appropriate; if no relevant knowledge skill is possessed by any Militia-member hero, an Intelligence check will suffice) with DC 10/12/14 to recognize Bresch's name. Anyone who has not served in the Militia does not recognize the name, since Bresch is a ranking member of Xirossk's staff, and a specialist in counterintelligence.

The heroes are traveling in one of dozens of equally nondescript freighters registered to the Cularin Militia, all of which look much more harmless on the outside than on the inside, where everything runs with (perhaps predictably) military precision. The crew of the freighter are two Humans (the pilot, female, and her copilot, also female), one male Trandosian (call him Huusk) who spends most of the trip fiddling with some sort of timing device (DC 24/27/30 Disable Device or Demolitions check to recognize it as being explosive-related; DC 112 Sense Motive to recognize that he's just a plot-plant stuck in by the authors to make the heroes paranoid about potential inside jobs), and a pair of Rodians who spend the entire trip playing sabacc. It's a friendly game, and while they're happy to let the heroes participate, there is no opportunity to win credits; it's purely a skill contest (as such, they both have +15/+18/+21 to whatever opposed checks are required).

This would be a fine time, as the heroes are in transit, for character introductions and descriptions. Once they arrive, read or paraphrase the following:

You are led from the docking bay into a small

room with bright white walls. A table, its top the highest-quality fake wood polished to a mirror-like sheen, takes up most of the center of the room. High-backed chairs surround the table, and in a seat opposite the door through which you entered sits a Human male of middle years. He gazes at a datapad with intense hazel eyes, distractedly running a hand back and forth through a dark brown, short-cropped, military-style haircut complimented by a full but neatly trimmed beard. He looks up from a datapad as you enter, then stands.

"Thank you for coming. I'm Bresch. Please, be seated."

In terms of further description, Bresch stands about 1.7m tall, and looks athletic (though not overly muscled). He also acknowledges any uniformed Militia members with a salute. He doesn't bother addressing anyone by name; he summoned them here, he obviously knows their names.

You can run the conversation however you want. Below are the key points Bresch wants to convey.

- ∞ *Given everything that's gone on over the past two years, Cularin needs to pull together to rebuild. You may have heard rumors of a gathering of important citizens. Those rumors are true.*
- ∞ *We didn't expect the rumors to spread quite so rapidly. Our planned leak seems to have been magnified.*
- ∞ *We planned a leak because we knew information would get out regardless. We've been distributing a false location for the summit.*
- ∞ *Governor Chistor and Counselor Impeveri are both going to be attending the summit. So are the Mothers of a dozen irstat, and at least one Jedi. Senator Wren is sending one of her aides. It's a tempting target, obviously.*
- ∞ *The location we leaked is on Cularin, in the jungle.*
- ∞ *The summit is actually scheduled to occur on Tilnes.*
- ∞ *The summit will happen in three days.*
- ∞ *We suspect the Believers may be planning*

an attempt on the lives of one or more of the attendees.

- ∞ *Because of how quickly the disinformation spread, I'm concerned that we have a mole. Strike that. I'm convinced this is the case. As such, while I will have internal teams working on the project, I need someone who has not thus far been involved to do the legwork. That would be you.*
- ∞ *Finding the mole is not – I repeat NOT – your responsibility. I want you to track down likely strike teams that may be coming after the summit. I will handle the mole.*
- ∞ *You will report to me as infrequently as possible. The fewer lines of communication exist between us, the harder it will be for the mole to locate you. To protect you, there are other groups being brought in today and tomorrow for interviews. They are all decoys. None of them are being given accurate information.*
- ∞ *Yes, it is possible that you may be compromised by the mole.*
- ∞ *Yes, I will be happy to provide you with documentation that I am operating under the direct supervision of General Xirossk.*
- ∞ *If payment is required, I have been authorized to pay you. [Militia members, of course, should expect no extra pay; this is a mission on behalf of the Militia, and thus part of their jobs; anyone else who requests payment will receive 1000 credits/tier upon successful completion of the mission; maintenance and fuel costs for personal ships used on the mission will be covered by the Militia as well; Bresch lacks authorization to negotiate these fees]*
- ∞ *We know the Believers are few, but suspect there is at least one major cell remaining. In addition, we've heard a rumor that their leader may have come to the system to assist in the attack on this summit.*
- ∞ *I would suggest you begin your investigation either at the facility on Tilnes, or at the decoy facility on Cularin. I believe you are more likely to find evidence on Cularin, but if we do have a mole, Tilnes*

may have been compromised as well.

- ∞ *I will be happy to give you passcodes to access both facilities, as well as appropriate credentials.*
- ∞ *You need to pick a code name for your team; I'll use that code name, and no other identifying information, when contacting you. I will identify myself as "Nightfalcon."*

These are the critical things Bresch knows (the last isn't critical, it's just for flavor). If the heroes wish to check his credentials, they can eventually obtain confirmation directly from Xirossk that yes, Bresch has contacted them on his behalf. In other words, Bresch is not a mole; if you've got a particularly paranoid group, allow them to gather information through various channels, but if they're going overboard and won't believe you even when every query is met with evidence that he's not the mole, you can always show them this:

SERIOUSLY, HE'S NOT THE MOLE. YOU NEED TO HURRY UP OR YOU'RE GOING TO MISS THE REST OF THE MODULE!

If the heroes, as ever, need a ship, they can borrow one from the Militia (**Player Handout 1**). If not, they can use their own to shuttle back and forth between Cularin and Tilnes.

Encounter 2: Deeper Down

Key ideas of this encounter: Reveal minimal (but not no) evidence of Believer activity on Tilnes, possibly pointing toward Tolea Biqua.

As you approach Tilnes, the ship's sensors spike, and the ship shudders. Out the viewport you watch as an EMP burst lights up the moon's atmosphere, crackling red and blue for several seconds before settling once more into a semblance of normalcy.

It's mood-setting. The ship is fine (Computer Use DC 8/12/16 to check the sensor arrays and determine this). Everything is fine on Tilnes as well, and the heroes, using passcodes provided by Bresch, are allowed to land.

As you disembark your ship, a pair of massive Wookiees wearing thick Militia-issued armor on their chests and legs and carrying blaster

rifles longer than they are tall approach you. The one on the left speaks through a hovering translator droid.

"Credentials?"

This is a good time for Spot checks for heroes who are looking around the hangar, and Sense Motive checks for heroes who are focused on the huge Wookiees (seriously – huge, the kind that made Chewie look small in Episode III!).

On a DC 20/24/28 Spot check, heroes see that the security in the hangar is almost ridiculous. No less than eight cameras pivot on the ceiling, making it virtually certain that no spot in the hangar is unobserved at any moment. Blaster cannons are mounted in each corner of the ceiling, and vents at floor and ceiling level look to be of the right design to release gas into the hangar, if necessary. This is not, in other words, a lightly-defended location.

The Sense Motive check for those dealing with or attending to the Wookiees reveals (DC 15/18/21) that the Wookiee who is not speaking is tensed for immediate action, if something goes wrong. In game mechanic terms, he's readied an action to lower his blaster rifle and light the room up on autofire mode, if anyone makes a hostile move toward the defenders of the base. The DC to pick up on this is relatively low, because he's not particularly interested in hiding his intention. He's a Wookiee; they aren't generally known for subtlety.

Provided the heroes do nothing stupid (the markings of the hangar make it clear that this is a Militia facility, the Wookiees are wearing Militia armor and can present Militia credentials, and so forth; it pretty much takes a dogmatic determination to get killed for the heroes to mess this encounter up), the Wookiees (give them whatever names and ranks you want, and if you need stats, use the high-level Elite Trooper stats from the RCRB, page 346) clear the heroes through to the long hall where the summit is actually going to be held.

The guards and escorts know nothing of the heroes' mission. They were informed that a team would be coming in, and to cooperate fully with that team. They are at Threat Level Four, and believe that an attack on their facility may be forthcoming, but have no evidence that anyone has thus far infiltrated the base. No one has seen anything out of the ordinary.

You're escorted through a series of tunnels and corridors, down at least three elevators, into the heart of Tilnes. Finally, your escorts

stop at a set of blast doors easily ten meters high and ten meter wide. Following a series of biometric scans and a twelve-digit passcode, the doors slide open and your escorts step aside.

The room beyond looks like nothing you expected to see beneath Tilnes. The walls are smooth stone, probably worked with lasers, hung every few feet with a painting of a Cularin landscape. A long table – real wood, probably cut on the planet itself – stretches fifteen meters. Two dozen dark monitors set into the tabletop mark places where chairs will eventually be placed to accommodate various important people.

The room resonates with quiet.

Searching the Conference Room

All the heroes can really do here is search. There are a few clues to be had, but interpreting them may be a challenge. Use the following chart to determine what the heroes discover, based on the DC achieved on their Search checks. Try to include everyone by starting with the lowest check values and working up, but remember that someone who gets a 40 does notice everything else as well.

Search DC	What the heroes find
10	There's a control box for the lights, computers, and security system in the far corner of the room. There's also this big wooden table thing.
15	The wiring for the monitors, as well as the overhead lights, was done relatively recently.
20	The security system here is good, if not quite as good as in the hangar. There are only three cameras, and they aren't set up to pan, which means there will be blind spots on the security monitors.
25	Markings on the fixtures indicate that they were put in by a contractor – not the Militia.
30	The inside of the control box has a fine residue in the bottom of it, which looks and smells a great deal like spice. (Tests can confirm that it is.)
35	A pair of listening devices, clearly not Militia-issue, were hidden inside one of the monitors. Both have been fried, however, by EMPs, and are unlikely to ever transmit much of

	anything. (The latter requires a DC 15 Repair check, or other applicable skill.)
40	The room has been little used, and the carpet shows some odd boot prints. One is clearly not Militia, and has an odd circular design worked into its heel. (Anyone with a gambling background (that is, at least 5-ranks in a gambling-related skill) can roll a DC 20 check against their skill to recognize the circular design; it's a gambling chip from Fuzzy's, a casino on Tolea Biqua, stuck to the bottom of somebody's boot.)

Base command cannot tell the heroes who the contractors were that did the wiring. However, the base is all very recently operational, so it wasn't a matter of infiltration; the work was done before the Militia moved in.

If the heroes contact Bresch about the identity of the contractors, he tells them he will look into it immediately and get back to them; in the meantime, they should continue pursuing all available leads. (That is, if they haven't already gone to Cularin, they should do so.)

Querying Abnormal Signals To or From Tilnes

The other thing the heroes can do, prior to leaving, is attempt to find out whether specific attempts have been made by individuals off Tilnes to gather information about the goings-on at the base. Unfortunately, due to the combination of EMPs and the continuing instability in the system, there are a half-dozen unauthorized access attempts every hour, most from moving ships that make the attempts virtually untraceable.

Outgoing communications are closely monitored, however. Nothing out of the ordinary has occurred for at least the past week.

Encounter 3: In the Jungle

Key ideas of this encounter: The heroes arrive at the false location for the summit, a cave beneath one of Cularin's great trees, and encounter a "security team" that isn't at all what it seems

You can feel free to improvise the trip to the decoy summit location on Cularin. The heroes arrive at

the Groundport, and can use any manner of transportation they deem appropriate (up to and including the Tarasin Taxi service) to get out into the jungle, to the not-so-secret location. If they ask, Bresch is happy to provide them with an escort; otherwise, he simply gives them coordinates and sends them on their merry way.

The weather on Cularin is rather unpleasant today. Seen from above, the usually-green planet is a haze of roiling gray, and coming down through the clouds is far from a picnic. If you decide to have the pilot roll some checks to stabilize as strong winds buffet the ship on the way down, feel free to do so. The goal is to be cinematic, remember, without losing plausibility; there's only so much that atmospheric winds can do to a spaceship, after all, so the check DCs should be low. There's lightning and thunder and, for the entire trip out through the jungle, lots and lots of rain.

So put the top up on the landspeeder, kiddies. It's not a short ride out to the coordinates they've been given.

A crash of thunder shakes trees and earth as you step from your transport into the pouring rain. Before you stands a great tree, easily five meters in diameter, rising from the jungle floor. That the rain manages to come down so heavily through the tree's thick branches is more than a little disturbing.

A small figure at the base of the tree waves you forward.

It's not really a "small figure," but perspective is a wonderful thing. It's a full-sized Human male, a soldier in the militia (his name is Briggs) standing three steps down on a stairwell that winds into a cave that begins in the great tree's root system. A clear awning (some sort of glasslike material) has been erected above the staircase to keep the rain off him, but he's still more than a little moist from water splashing off the thick leaves (and off the ground, for that matter) all round him. He checks the heroes' credentials and lets them inside. If asked, he tells them there have been other groups that have been in and out today, several militia squads and a group of independent security consultants who are still inside. Everyone's credentials have checked out just fine.

Briggs is a solid soldier with a deep voice (and, were I to portray him, I'd suggest just a hint of a southern accent; something refined, not schmalzy), who is very committed to doing his job as well as he can. **NONE OF THE SOLDIERS ASSIGNED TO THIS LOCATION KNOW THAT**

THEY ARE PART OF A DECOY ASSIGNMENT.

Their belief that they are preparing and guarding the actual summit location is part of Bresch's plan to ensure that if an attack comes, it comes here. He's not hanging the soldiers out to dry – the facility is easily defensible, and no expense has been spared to make it as secure as possible. It will also be fully garrisoned as of tomorrow – if an attack comes here, the militia can and will hold it off. Today, it's still a little short-staffed, but not so much that Briggs is worried about it.

The odds of an attack actually occurring are rather low, though, because the dignitaries who would be the target of such an attack are never going to set foot in the caves beneath the tree.

Speaking of which, we should go there now...

Briggs salutes once more and steps aside. The stairs curl down beneath the tree, cut from the hard-packed dirt of the jungle floor. The tree's root system has obviously been left untouched; thick roots run along either side of the staircase, which bends and turns as the roots themselves bend and turn. It makes the descent perhaps slightly longer than it might have otherwise been, but it's very clear the tree is no worse for having the tunnel carved beneath it.

After a walk of nearly twenty meters – which only takes you, if you had to guess, five meters below ground level – the tunnel opens into a cavern, the walls rough-cut stone. On the far wall a pair of militia soldiers stand before a silver door.

This is the actual entrance to the facility. Again, there's a checking of credentials. Don't waste too much time on it. What's important is to get the heroes inside so that they can find the saboteurs and engage with them – one way or another.

There are a number of areas inside the facility that the heroes can search. There's a main conference area – identical in design to the one beneath Tilnes, but lacking the listening devices – a kitchen, a pair of washrooms, a large sitting room, and a trio of security stations. Because the staffing is not complete, only one of the security stations is manned. Everything looks normal from a security perspective; unfortunately, that's because the saboteurs have looped the surveillance feeds in two rooms, where they're doing their dirty work. One room is the sitting room, where it appears that the security team is sitting around, running scans. The other, interestingly, is not the conference area, with its long table and embedded monitors – it's the

kitchen.

The heroes can thus discover that the “security consultants” are not what they appear either by discovering the spliced feeds (DC 28/33/38 Computer Use check; DC 28/33/38 Disable Device to undo what has been done) or by stumbling across the consultants doing a rather odd version of food preparation in the kitchen – adding some sort of black granules to a variety of foodstuffs from the refrigeration unit and installing decidedly non-standard filters on the water dispensers. The filters put one chemical into the water, which is very different from the powder; on their own, neither is necessarily harmful, and wouldn’t show up as potentially dangerous on most scans. If ingested together, however, the effects can be fatal unless treated immediately. (The heroes don’t have the facilities to do a detailed analysis of these chemicals on-site, so we won’t provide lots of details; anyone with a strong medical background, however, can roll an appropriate skill check – DC 20/25/30 – to recognize the chemicals separately, and realize what the synergistic effects would probably be.)

If caught in the act, the saboteurs first deny they are doing anything out of the ordinary, then try to explain away their acts as part of the security checking process, and congratulate the heroes on their powers of perception. If the heroes just aren’t buying it, though, these are not the kinds of people who are all that keen on being captured. At your discretion, and particularly if the heroes ask the consultants to disarm themselves, you’re going to need to go to initiative.

Stat blocks for the “consultants” are provided in GM Aid #1. Any captured consultants immediately go into the standard, “Death to the Unbelievers!” rant. These particular Believers, however, have seen very well what’s happened around the system of late. If they’ve been captured, they don’t want to be killed, and right now they fear their captors more than anyone else. They can tell the heroes that they were assigned to come here by a woman who recently took over the last of their cells, on Tolea Biqua. She was in the process of relocating when they left, though, so they aren’t sure where the headquarters is.

If the heroes kill all the Believer saboteurs, they find a flight plan from Tolea Biqua to Cularin on one of the corpses. I’d give you a Search DC, but honestly – they’ve killed the captives and need a lead. I don’t want to run the risk of them not finding it!

If the heroes come here first and learn about Tolea Biqua, they may skip ever going to Tilnes.

That’s okay with us. Unless they reached this point in less than half an hour, there’s no reason to force them to do the Tilnes encounter once they know where they’re going.

Encounter 4: Threat Level Three

Key ideas of this encounter: the heroes receive a communication from Lt. Bresch that the threat level has been upgraded and that there have been reports that a Believer has been captured on Tolea Biqua – which is handy, since that’s where the heroes were heading anyway

The “hook” for this encounter may need to vary, depending on whether or not the heroes went to both the Tilnes and Cularin locales, just Cularin, or just Tilnes. The text below applies if the heroes either went to only Cularin, or to both. The modifications are listed afterward, but in all cases, this encounter begins while the heroes are en route to Tolea Biqua.

Your ship’s comm crackles. “Come in, [code name chosen by the heroes]. This is Nightfalcon, over.”

You know, actually – we don’t need the whole thing done in box-text. The gist of the message is this: Based on the incident on Cularin, the threat level for an attack on the summit has been raised.

If the heroes were involved, they know what he’s talking about; if they only went to Tilnes and made the necessary deductions to head straight for Tolea Biqua, Bresch tells them that a team of Believer saboteurs were captured in the Cularin facility, and that they reported their base being somewhere on Tolea Biqua – but in the process of moving to an undisclosed location when they left.

More important, though, are reports that he’s received of a mob scene on Tolea Biqua. While there is no militia personnel currently on the scene, rumors are that one or more Believers were identified in the streets of the city, and because of everything that’s happened of late in the system, the crowd went berserk. The situation is not good, but since the heroes are headed for Tolea Biqua, potentially in search of Believers, that may be the place they need to go to start their search.

The mob scene

The mob is impossible not to find since, being a mob, it moves wherever its members feel like moving. There are also a number of small mobs scattered throughout the city, so wherever the heroes set down, they're going to run into an angry band of locals, out for Believer blood. It may be the "in" thing on Coruscant right now, but it's a bad time to be a Sith worshipper in Cularin.

The mob really has captured a Believer. Or they **had**. Said Believer is no longer with the mob, having been whisked away as the mob, as mobs are wont to do, wandered off in search of another victim. These people are ANGRY (angry level 1 commoners and experts of various stripe, but angry all the same). They're tired of watching their homes be threatened, their protectors threatened and killed. They've been through a WAR, over the past couple of years, and many of them are long overdue to let off some steam.

Unfortunately, one thing mobs are notoriously bad at is protecting innocents. This cluster of angry sentients is likely to do some real damage, if they aren't stopped, and soon.

Enter Heroes.

You hear the mob before you see them. They come around the corner, some brandishing makeshift weapons – bars, arc welders, hydrosplanners – some wielding blasters. Their voices meld into a single continuous burst of anger, but through it all, you hear four words that send chills down your spine.

"Death to the Believers!"

There are a lot of approaches that can be used in dealing with the mob (please encourage them to stop short of gassing the mob; these are all basically good people, who simply are tired of having evil cultists in their midst), but it must be dealt with.

One tactic may be to identify a leader of the group. Give all the heroes Spot checks; whichever hero gets the highest roll (assuming someone gets above DC 20; if not, well, they just don't notice anything special) sees a gray-furred Bothan, slightly more stoop-shouldered than most of his kind, who seems to be leading the throng. His name is Tryn, and he's the most charismatic Level 1 Expert the heroes have run across. Changing his mind alone won't stop the mob, but he can certainly help.

We won't go into all the other ways the heroes might deal with this. It's a chance for creativity and roleplaying. Let the heroes come up with an idea. The bigger, the better. Elocution would be great, intimidation could work (although generally,

intimidating an angry mob ≠ good idea), various Force skills could assist – the important thing is that they come up with a plan and execute it. Quickly.

Once they do so, they can learn that there has only been a single verified Believer captured, and that no one in the mob seems to know exactly where he is, now. They didn't kill him. Finally, someone suggests that maybe the Tunnel Rats took him. One of the Rats was with them to start with, but disappeared around the same time everyone last remembers seeing the Believer.

The Tunnel Rats (DC 15 Knowledge: Cularin, Streetwise, or other relevant skill) are a group of scoundrels and ne'er-do-wells who live in the tunnels beneath Tolea Biqua. It only requires a DC 12/15/18 Gather Information check to find out where their main base of operations beneath the city can be found. Any asking around at all provides one other useful piece of advice: When the heroes arrive, they should knock. With everything that's been going on lately, the Rats are a little jumpy, and don't like having anyone barge in on them.

If the heroes learned the location of the old Believer stronghold

This is such a dead-end. Everything has been removed, and when the cleaning was done, the warehouse the Believers were using was set on fire. It's now a burned-out husk. Zero clues. This is not the encounter you're looking for. Move along.

Encounter 5: Tunnel Rats

Key ideas of this encounter: the heroes must decide how to best glean information from a captured Believer, in order to locate the new Believer base in the tunnels of Tolea Biqua

CRITICAL NOTE TO THE GM: There are a lot of ways this encounter can run. It may, at your discretion, get graphic. We will provide a number of details that you **can** use, regarding the captured Believer and what he claims to have seen. We will also provide a number of things that the Tunnel Rats have already done to him, in an attempt to extract information. You are under NO OBLIGATION to use all of this information. In fact, we encourage you not to get any more graphic than your table seems either capable of handling, or interested in. If there are any children at the table, we encourage you to keep the descriptions

at a broad level. We've given you enough to work with that you need not appeal to the lowest common denominator to get a pretty meaningful reaction out of a great many heroes.

Oh, and depending on how the encounter goes, you may end up handing out DSPs like candy. If this happens, try to avoid letting the party turn on one another.

The directions to the Tunnel Rat base lead the heroes first into the sewers of Tolea Biqua – which, for sewers, are remarkably clean, and lack any lingering odor. In reality, the sewer system here (and on all the other cloud cities of Genarius) is mainly a series of access tunnels lined with the actual sewer pipes. Monitoring stations – basically, elaborate computer workstations – have been installed every two-hundred meters to keep up with the daily waste management grind. The occasional mouse droid skitters down the tunnels, stopping every so often to take a reading off one of the pipes or to download data at a monitoring station, but otherwise, these upper levels of the sewers are almost perfectly silent, aside from the footfalls of the heroes.

Perhaps this goes without saying, but in describing the tunnels beneath Tolea Biqua, the imagery you ought to invoke should be the tunnels beneath Beshin, the ones into which Luke falls after he loses his hand. Lights come on, activated by motion sensors, when someone enters an area, then go off when the last hero steps foot out of the area.

The Tunnel Rats' "hideout" (the apologetic quotes are because everyone knows where the "hideout" is, which makes it a lousy way for anyone to stay hidden for long) is in one of the outer sectors of the city's sewer system. When construction was ongoing, one of the first areas to be pieced together was living quarters for the construction crew; now, decades later, those quarters are no longer needed. The Rats have been using them for the past six years.

As malign presences go, the Rats... aren't. They exist as cutpurses and con artists on Tolea Biqua, which pretty much puts them at the bottom of the criminal food chain. Still, it's a niche, and they do a good enough job staying out of the way of the "real" criminals that they're tolerated.

The paint on the blast doors in front of you has mostly flaked off, leaving only the hint of words. From inside, you hear a howl of pain, followed by a shouted admonition: "Talk, Believer scum!" Just as you begin to move, a squinty little Human with long moustaches

steps from the shadows. "Ere, now. Who are you, and what's your business with the Rats?"

This is Rancer, the Tunnel Rats' sentry. Scoundrels in the group may (DC 22/25/28, Knowledge Streetwise) be familiar with him. He's an expert pickpocket (Sleight of Hand +28; please note that this is NOT LICENSE FOR YOU TO ROB THE HEROES, since Smelly has no reason to do so; it's just flavor, so that you can describe him a little more meaningfully to the players) and on occasion a guide for unfortunate tourists. Once he learns the heroes are after the Believers – and particularly if there are any Jedi in the group (yes, I know, a low-probability event in LF...) – he escorts them inside, saying, ***"Aye, you're gonna love this."***

The blast doors slide open and you see a crowd of individuals – males and females of half a dozen species – packed together, facing away from you.

Rancer puts his hands to his mouth. "Oy, we got Believer-huntin' comp'ny!" The crowd parts and you see a Human male, strapped to a silver-framed chair. He bleeds from several gashes on his forehead and cheeks, and one eye is swollen shut. His good eye focuses on [pick a party Jedi, or barring that, someone who's obviously a defender of Cularin (militia, etc.)] and spits blood at [hero]. Or rather, he tries to; the blood bubbles at his lips, then dribbles down his chin.

Rydna is a Believer. That will become clear when he's allowed to speak. Currently, he's not. The last time he said, "Death to the Unbelievers," someone broke his nose.

The individual in charge here is simply known as "Cheese." She's a tall Sullustan, fairly attractive for her species, who smells like wildflowers (perfume constantly being emitted from a necklace she wears). She steps forward and greets the heroes.

"Welcome, friends. We were just in the process of extracting this creature's knowledge from his disloyal head. He's not been forthcoming. Any suggestions on how we might improve our technique? I was thinking..." She glances over her shoulder at the bound man. "I was thinking fingernails."

It's unlikely that the heroes will be immediately okay with continuing the torture, what with them being heroes and torture being wrong. But, this is

a Believer, and I'm guessing some of them may hold grudges. If they don't know, they may very soon. Once the heroes request that the prisoner not be tortured, one of the other Rats steps forward.

"You think he'd stop someone torturing you? Look what we took off him." He holds up a silver tube. With a familiar snap-hiss, the lightsaber's teal blade ignites.

Jedi need not roll. They've only seen one teal-bladed lightsaber, and that saber was wielded by Master Devan, the lightsaber instructor who took over when Killocca was killed, and who died in the destruction of the Almas Academy.

Make sure you pause after reading the box-text above (and, if necessary, answering the question, "Whose saber was that?"). We have no problem imagining that this may potentially break a Jedi or two. Give the players a moment to process and decide how their characters react. Don't prompt them. Once they know whose saber it is, just wait for reactions for at least five or ten seconds.

The Rats are willing to back off the interrogation. They haven't been getting anywhere. Part of the reason is, Rydna wants to die. He believes he's lost already. The Believers are mostly wiped out. And Alina Impeveri doesn't like him.

What he needs to hear – what he needs to be made to BELIEVE – is that the Believers lost because it was the will of the Force, and that his life still has meaning. He can be free. Given what he's willing to say to try to get the heroes to kill him, though, it's unclear whether "free" is something he can ever be.

Some things Rydna tries (if they aren't noted as lies, they're the truth):

I took that saber from the Jedi witch's limp fingers. (True; he looted the ruins of the Academy.)

She was stuck under this big rock. (True; Devan was killed when part of the Academy roof fell on her.)

Then she opened her eyes and looked at me. So I lit that stick and killed her myself! (Lie. DC 23 Sense Motive.)

Death to the Unbelievers!

Kill me now, you'll never get me to talk. I won't tell you anything.

We may not be many, but Alina said the boss is here. (True, but Alina didn't say who the boss was.)

You're all gonna die! Death to the Unbelievers! (Yeah, yeah. We know.)

Those are the obnoxious aspects of Rydna. However, he does know where the new base is. Again in the interest of not stifling creativity, allow the heroes to come up with a means of convincing Rydna to share that information with them. The only thing that's just not going to work is Affect Mind, since he's pretty convinced that if he helps any Jedi or Jedi sympathizer, Alina Impeveri will kill him. So he can't be compelled using the Force, but he can still be convinced to talk, if the roleplaying is good enough.

By the by, if the heroes are surprised that Alina is alive, it's because that's how most of the results came back last time she appeared in a module. For the most part, she was captured or escaped, rather than killed. Any hero who is pretty sure his/her group killed Alina should be reminded of the marvels of modern medicine, and told that there was a rumor she'd survived, then been "extracted" from a medical facility a short time later. If they're surprised she's with the Believers, well, what else is a dark side Force-using gal supposed to do these days?

This should be an intense roleplay encounter. The treatment of the prisoner may give grounds for awarding dark side points. As always, warn players before making such awards.

On the off chance that somebody kills Rydna before he can reveal the Believers' stronghold location, which is deep inside the city near the reactor level, you have our blessing to insert a second Believer prisoner into the scene, maybe one who's just being brought in by the Rats just as Rydna is killed (and is thus motivated to help out). The heroes need to find out where they're going, after all.

Two other pseudo-random notes, since they may come up. First, the Tunnel Rats are willing to coordinate a strike on the Believers' base with the heroes, but they aren't going to go down there with the party. Five to eight is the optimal size for groups to navigate these tunnels and come out intact and ready for combat. Bringing a small army to the Believers' front door simply will not work. They will provide the heroes with a guide, if

asked; that guide, Cr'ann Domp, is more than capable of getting the heroes where they need to go, but has no other useful skills whatsoever, and doesn't even know how to shoot a blaster. He is, in other words, completely irrelevant in the fight, and more likely to run away than anything else when the first blaster bolt flies. Communication between the heroes and the other strike team will be impossible; deep within the city, the infrastructure and the reactor itself act to jam comm units. The heroes are going to have to trust that the Rats can be where they say, when they say they'll be there.

Second, if the heroes ask for it, Cheese orders the lightsaber turned over to them. She's got a healthy respect for Jedi, having seen them in action over the past few years, and had always planned on turning over the saber to someone who could use it.

Encounter 6: Threat Level Two

Key ideas of this encounter: setting the mood for the final conflict with the Believer cell, the heroes make their way through the tunnels beneath Tolea Biqua and avoid a pair of explosive traps set by the enemy

Use this encounter to build tension. The heroes, with either a map or their guide, have to make their way deeper and deeper beneath Tolea Biqua. An actual map to hand to them isn't necessary, though you can feel free to create one if you like. The directions are simple: Whenever you have the opportunity, go down.

The stairs are steep, scuffed by the passage of countless boots. There are no mouse droids on these lower levels, and the lack of attention to maintenance shows. The lights that run along the edge of the ceiling flicker slowly to life, and fade away behind you rather than shutting off. The air is heavy and stale, like the smoke from every surface cantina drifted down here to die for the past decade. The shifting and settling of the city is unnerving; for all the vibrancy and life on the surface of Tolea Biqua, its underbelly is as fragile as any other construction in the galaxy.

There are a few things the heroes encounter on their trip down. To keep things interesting, rather than just laying them out for you, we've provided a

table. For this encounter, you're going to roll a d20 five times. Each time, refer to the table and convey the information therein to the heroes. Note that the tunnels are generally wide enough for the heroes to walk two abreast, and you'll need a marching order.

Roll	Result
1-2	Ask for Spot checks. The DC is 23/27/31. On a successful check, one of the heroes notices a hidden panel at floor-level, which slides open when pressed. One of the following is hidden inside (roll 1d6): On a 1, it's a stash of 10,000 credits worth of credsticks; on a 2, it's a very nice heavy blaster pistol (+2 mastercraft with a targeting sight that improves its threat range by one point; the sight cannot be re-mounted on any other weapon); on a 3, it's a kilogram of spice; on a 4, it's a bottle of century-old Corellian Brandy; on a 5, it's a high-quality Sabacc deck; on a 6, the panel is empty. Do not award any of these things more than once.
3-10	An explosive trap (two frag grenades wired together) was left by the Believers to deter intruders. The Spot DC to notice the trap is 20/23/26. The first two ranks of heroes have the opportunity to notice it before the trap is triggered. The first rank of heroes is treated as ground zero for the explosion. Note that their guide is unlikely, as a Level 1 Commoner, to survive. Go ahead and give him 3+tier ranks in Spot, if he's stuck in the lead. The Disable Device DC for these traps is 18/21/24. If you roll this result more than twice, reroll until you get something different.
11-13	A dead body, dressed like one of the Tunnel Rats, has been tossed down a side corridor. He was very clearly shot at close range with a blaster. Spot, DC 10, to notice the body.
14	A dead body, dressed like one of the Tunnel Rats, has been tossed down a side corridor. He was very clearly killed with a lightsaber. Spot, DC 15, to notice the body.
15-19	"DEATH TO THE UNBELIEVERS!" has been painted on the wall of the tunnel in a very crude hand. (For fun, go ahead and roll another d20. If it comes up 5 or less, "Unbelievers" has been misspelled.)
20	One of the heroes (roll randomly) triggers

	<p>a trap door that opens into a long tube much like the one Luke ended up sliding down at the end of his fall in <i>The Empire Strikes Back</i>. The hero (and anyone in the same rank with him/her) may make a Reflex save, DC 15, to not slide down the tube – which drops them directly into the middle of the Believers' hideout. If you roll this with your first roll, hold off until you've done at least one of the other options – but you will end up needing to run this.</p>
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If the heroes make it through all 5 rolls without you hitting a 20, they find themselves at the blast doors they were told to expect. The Believers' headquarters is on the far side.

Encounter 7: Threat Level One

Key ideas of this encounter: confront the Believers and defeat them – one way or another – to learn what they were planning and who was giving the orders

There are at least two ways that the heroes can physically enter this encounter. One involves using the chute that may randomly be discovered in the previous encounter. Even if nobody goes slip-sliding down it, the heroes can use this as a way to explore the lower reaches of the city, and to gain access to the room where the Believers have holed up. The encounter runs slightly differently if the heroes come in through the ceiling than through the main door, and while we don't anticipate that many groups having the option (it's a 5% chance for each roll, so only 1 in 4 groups will even have the issue come up (assuming you make it through all five rolls, that is, with a 1/20 chance each time – but then, you probably don't need us to explain probability to you), and not all of those groups will decide to explore; many may assume it's just another trap door). If the heroes decide to sneak in this way, then as long as they make Move Silently checks the round before dropping into the room that beat the Listen checks of the Believers (all of whom have a –5 penalty to their checks, since they aren't actively listening for someone to come through the vent in the ceiling), they get a surprise round on their foes.

Anyone who fell down the chute is in a spot of trouble. If they are able to do so (i.e., have ranks in the skill), they can attempt a Tumble check, DC

24/27/30, to stabilize when the tunnel starts to flatten out. But let's be honest with ourselves – anybody who can make that check probably didn't fail the DC 15 Reflex save not to fall down the hole in the first place, did they? Nonetheless, if they manage to stabilize, they won't go crashing through the vent and land atop the rack of dry goods in the center of the storage facility the Believers have occupied. While the bulk of the fall really is slipping and sliding (and appropriate cinematic behavior that we haven't foreseen can halt the fall; we're not going to box-text drop somebody into a nest of vipers, so use your judgment), the part where they crash through the vent and onto the rack of food? That hurts. Treat it as a 4-meter fall for purposes of saves and damage.

Getting through the blast doors isn't difficult. The lock is standard, and requires only a DC 20/25/30 Computer Use check to slice. Anything less subtle than that will, however, result in an ambush on the far side of the door.

A map of the storage room the Believers are using is attached as GM Aid #2. The storage racks are each two meters tall, flat on top (so that you can have combat occurring on multiple planes – fun!), and stretch almost the length of the room. The villains are dispersed as noted on the map no matter which entrance the heroes end up using.

Alina's strike team is primarily combatants, which may make this quite a challenge when combined with her illusions. We want you to really push the heroes. With two snipers (door guards 1 and 2, labeled DG1 and DG2 on the map, are prone atop the racks just inside the door; they aren't cool enough to earn names, but they can shoot pretty well all the same), two bodyguards, a scoundrel pilot, and a brutish freak (Thek), pushing them shouldn't be hard. If this is a fight that looks like it would be too easy to overwhelm the heroes with, you have our blessing to run it as a coordinated strike. The Tunnel Rats (we aren't even providing stat blocks for them; if these guys are needed, they're just window dressing to keep the Feeorin with the double vibroblade busy and maybe attract the attention of one or more of the shooters) show up, having come up the tunnel from the docking bay the Believers had planned to use to escape. It's not a huge Believer cell, but they **are** capable, and you shouldn't feel bad about bringing in assistance if it looks like things aren't going well.

Notes on Tactics

Thek: Thek is huge, even for a Feeorin. Over 2.5 meters tall, he has dead-black skin and bright red eyes. His arms and legs are like tree trunks. Like all Feeorin, he has long tendrils (think fleshy dreds) that hang almost to his waist. He's tall enough that he can easily slash at anyone who's standing atop the storage racks. Thek revels in melee combat, and sets his sights on the hero who looks most threatening. Use your judgment about who a bloodthirsty killer would go after first (assuming you're going to throw Thek against the party, rather than against some Rats). If some rude Jedi sunder's his family weapon, Thek goes bonkers, pulls the vibro-axe from his back, and attempts to crush the offending lightsaber the next round (heroes aren't the only ones who can sunder, after all). He then proceeds to Power Attack for his maximum against the offending hero for one round. You reap what you sow when you break the big meanie's toy.

DG1/DG2: They're the "rude surprise" when the doors open. They don't have surprise on the heroes, since they didn't have any warning it was going to happen, but they're right at or just above eye level for most of the party, if the party is coming through the door. DG2, if it comes down to melee, also has a lightsaber he looted off a dead Jedi that he's been training with Ov and Squick to learn how to use.

Rolf: Rolf thinks of himself as a lover, not a fighter. But, barring the opportunity to make a new ladyfriend or pilot a ship through the Asteroid Belt at dangerous speeds, he's fine with chucking various grenades at enemies.

Ov and Squick: Alina's two Trandoshan bodyguards both wear Jedi robes, and each have a lightsaber they looted from a Jedi corpse. Both of them wanted to be Jedi – but neither is more Force sensitive than your average rock. That hasn't stopped them from learning to use their lightsabers pretty well, though. As soon as it becomes clear they're under attack, both of them ignite their lightsabers and prepare to defend Alina.

Alina: Ah, sweet Alina. Her tactics can be summed in one word: Illusion. As soon as she can, she creates an illusion of a black-robed figure wielding a red lightsaber, stepping out from behind one of the racks. When that illusion becomes useless, she creates an illusion of three more

lightsaber-wielding thugs coming through the door. Beyond that, get creative. I always thought it would be fun to create the illusion of a green gas seeping into the room. I mean, you can already see through green gas, right? So when you make your save and can see through it, it still looks like green gas! That's got to be at least a little unnerving, especially combined with Alina calling out, "I hope you took your pills this morning" to her fellow Believers. As far as Alina goes, she's not all that committed to the Believer organization, but as a Force user, she knew she could rise pretty high with all the wannabe's.

Tunnel Rats: Don't waste time doing NPC-on-NPC combat. These guys attempt to swarm villains, but the villains aren't pushovers. Some Rats die, but they serve their purpose. Again, they're window dressing.

The combat should be tough and scary. These are soldiers and scouts, after all, so they're relatively buff. However, the reality of the situation is that heroes are going to want to go out in a blaze of glory in the final module – not the third-to-last module. So unless someone does something so irredeemably stupid that you can't keep them alive, bring in just enough Tunnel Rats to allow the heroes to advance to the next event. If they're just hopelessly overmatched and botch nearly everything, it's also fine to allow the Believers to escape and dock the heroes experience. The finale will take enough of them, regardless.

Captives

If the heroes manage to capture any of the Believers, there are a few key things they can learn. We would encourage you to convey these through roleplaying a brief interrogation.

In terms of motivation: Once the Believers, including Alina, are captured, they realize their war is over. They aren't going to succeed in their task.

The best they can hope for is mercy, since if their Master were going to help them, he wouldn't have let the heroes find and capture them, perhaps killing some of their companions in the process. The following information can be gleaned, through talking with captive Believers:

1. The founder, one they call "Master," is in the system.
2. Their Master has a tool of the Sith with him.
3. Their Master is Len Markus, Nirama's former right-hand man, and the tool of the Sith is described as a black rod, about a meter long,

that seems to absorb light. (Heroes who played “A Mon Alone” or “Philology” recognize the object described as the Darkstaff.)

4. Their Master ordered them to destroy the individuals attending the summit. He was particularly concerned that they kill Mother Dariana.
5. There is no backup team. This was their assignment. If they don't do it, it won't happen.
6. The summit, as far as they know, was supposed to take place on Cularin.
7. They know nothing of a listening device on Tilnes.
8. Their Master has some sort of plan of his own, which he wasn't telling them. They don't believe it has anything to do with the summit.

In short, the Believers have finally run out of belief. If you have it in you, any of them but Alina are likely to break down in tears as they're being interrogated. This really has shattered their lives. The Master is powerful, but they know he isn't really Sith. If the Sith had come to Cularin and helped fight the Jedi, it really would have been death to the unbelievers. Now, their war is over, and they can only hope the authorities won't kill them.

Thek, if he lived through the combat, begs for mercy in his own way: He asks the heroes to kill him. He has failed in his duty, and wishes to die. This gives them one more roleplay opportunity. Play all of the Believers (except, again, Alina, since she never really “believed”) as shattered. Give them a little depth. Make the players squirm. Trust us. It's fun.

Conclusion

Based on your intel, Bresch again moved the summit. In this new “undisclosed location,” it went off without a hitch, and the dignitaries have all returned to their respective homes and businesses. What will come of the summit remains to be seen...

The heroes are thanked, paid if they requested payment, and told to remain alert for trouble. In all likelihood, they will be called on again. Soon. Bresch is grateful for their assistance, and promises that he will make things clear to them as soon as he can.

Here Ends, “The Heart”

Experience Point Summary

Experience is calculated as follows for LIVING FORCE events.

- 1) Experience awards in the SWRPG are not made for achieving objectives, but instead for successfully completing an adventure of a given length. Thus, if the heroes survived and accomplished the primary goal of the adventure, they receive full Adventure Experience (600 xp for core LF plot scenarios, 350 for non-core LF scenarios).
- 2) Assign discretionary role-playing experience (0-400 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially. Do NOT automatically award max roleplaying XP, consider carefully how well the players stayed in-character. This is your opportunity to reward appropriately cinematic behavior, so use it!

Adventure Experience Award:

Did the heroes locate the Believer cell and capture or otherwise incapacitate all the Believers? 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 succeeded in finding the cell but did not succeed in capturing or killing the majority of the Believers, 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 to GM: if an item was destroyed or lost during the scenario then do not award the cert. Each cert is unique in this scenario – only one per table.

Group: Vibro (see p. 59, Ultimate Alien Anthology).

Devan's Lightsaber (cert)(one per table) – This lightsaber was constructed and wielded by Master Devan, late of the Almas Academy. It has a bright teal blade, and functions as a +2 mastercraft lightsaber. However, because of Devan's martial focus, the mastercraft bonus does not apply to damage. Instead, when lit, the lightsaber provides an additional +2 dodge bonus to anyone with the Lightsaber Defense feat. Because there is no more Academy to which the lightsaber can be returned, it is the responsibility of the hero to decide what should be done with this saber. **DEVAN'S LIGHTSABER 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 DEVAN'S LIGHTSABER, AT THE BEGINNING OF THE ROUND, ALL PLAYERS WITH THIS CERT MUST PLAY ROCK-PAPER-SCISSORS TO DETERMINE WHO HAS THIS SABER FOR THE DURATION OF THE EVENT.**

+2 Mastercraft Heavy Blaster Pistol (cert)(one per table) – This heavy blaster pistol grants a +2 bonus to damage rolls. In addition, it has been fitted with a laser sight that increases its threat range by one point.

Corellian Brandy (cert)(one per table) – This very rare, very old, very expensive bottle of Corellian Brandy was found secreted away in the bowels of Tolea Biqua. The bottle is green and gold, the seal untouched. Estimating its value to a collector is nearly impossible.

Hand-Painted Sabacc Deck (cert)(one per table) – Not only is this an actual deck of cards with which to play Sabacc, rather than a program on a datapad, but each card was hand-painted. The colors are vibrant, the paper is clean and crisp. You once saw a deck like this on display on *Riboga's Barge*, but that's been some time ago...

Various guns: not certed.

Thermal detonators (one cert per detonator)(2 certs per table)

Thek's +1 mastercraft double vibroblade (cert)(one per table) - This weapon is a family heirloom carried by Thek, the Feeorin soldier. The black leather hilt is decorated with gold wire and Feeorin script for "honor" are engraved on both blades. Damage: 2d6/2d6, +1 Mastercraft; Type: slashing; Critical: 20; Size: Large; Weight: 4 kg;

Player Handout 1: Borrowed Ship

Kuat Systems Engineering *Wayfarer*-class Medium Transport

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

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

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

GM Aid #1: Combat Statistics

Encounter 3: In the Jungle

Second Tier (levels 4-6):

Entry-Level Security Consultants (4): Fringer 2/Scoundrel 2; IM +6 (+2 Dex, +4 Improved Initiative); Def 16 (+4 Class, +2 Dex); Spd 10 m; VP/WP 27/14; Atk +3 melee (1d4+1, knife) or +4 ranged (3d6 or DC 15 stun, blaster pistol); SQ Barter, illicit barter, lucky (1/day); SV Fort +5, Ref +7, Will -1; FP 1; DSP 2; Rep +0; Str 12, Dex 15, Con 14, Int 10, Wis 9, Cha 13.

Equipment: Blaster pistol, knife, business suit.

Skills: Bluff +4, Gather Information +4, Hide +6, Intimidate +3, Knowledge (streetwise) +3, Listen +4, Pilot +6, Repair +4, Search +4, Spot +5, Survival +3, Speak/Read/Write Basic.

Feats: Alertness, Improved Initiative, Point Blank Shot, Weapon Group Proficiencies (blaster pistols, primitive weapons, simple weapons).

Third Tier (levels 7-9):

Entry-Level Security Consultants (3): Fringer 2/Scoundrel 2; IM +6 (+2 Dex, +4 Improved Initiative); Def 16 (+4 Class, +2 Dex); Spd 10 m; VP/WP 27/14; Atk +3 melee (1d4+1, knife) or +4 ranged (3d6 or DC 15 stun, blaster pistol); SQ Barter, illicit barter, lucky (1/day); SV Fort +5, Ref +7, Will -1; FP 1; DSP 2; Rep +0; Str 12, Dex 15, Con 14, Int 10, Wis 9, Cha 13.

Equipment: Blaster pistol, knife, business suit.

Skills: Bluff +4, Gather Information +4, Hide +6, Intimidate +3, Knowledge (streetwise) +3, Listen +4, Pilot +6, Repair +4, Search +4, Spot +5, Survival +3, Speak/Read/Write Basic.

Feats: Alertness, Improved Initiative, Point Blank Shot, Weapon Group Proficiencies (blaster pistols, primitive weapons, simple weapons).

Middle Management Security Consultant (1): Fringer 4/Scoundrel 4; IM +7 (+3 Dex, +4 Improved Initiative); Def 18 (+5 Class, +3 Dex); Spd 10 m; VP/WP 48/14; Atk +7/+2 melee (2d4+1, vibrodagger) or +9/+4 ranged (3d6 or DC 15 stun, blaster pistol); SQ Barter, illicit barter, lucky (1/day), jury-rig +2, precise attack +1; SV Fort +7, Ref +9, Will +1; FP 2; DSP 2; Rep +1; Str 12, Dex 16, Con 14, Int 10, Wis 9, Cha 13.

Equipment: Blaster pistol, vibrodagger, business suit.

Skills: Bluff +7, Gather Information +6, Hide +9, Intimidate +5, Knowledge (streetwise) +7, Listen +4, Pilot +11, Repair +8, Search +7, Spot +7, Survival +5, Speak/Read/Write Basic.

Feats: Alertness, Improved Initiative, Point Blank Shot, Precise Shot, Weapon Group Proficiencies (blaster pistols, primitive weapons, simple weapons, vibro weapons).

Fourth Tier (levels 10+):

Entry-Level Security Consultant (1): Fringer 2/Scoundrel 2; IM +6 (+2 Dex, +4 Improved Initiative); Def 16 (+4 Class, +2 Dex); Spd 10 m; VP/WP 27/14; Atk +3 melee (1d4+1, knife) or +4 ranged (3d6 or DC 15 stun, blaster pistol); SQ Barter, illicit barter, lucky (1/day); SV Fort +5, Ref +7, Will -1; FP 1; DSP 2; Rep +0; Str 12, Dex 15, Con 14, Int 10, Wis 9, Cha 13.

Equipment: Blaster pistol, knife, business suit.

Skills: Bluff +4, Gather Information +4, Hide +6, Intimidate +3, Knowledge (streetwise) +3, Listen +4, Pilot +6, Repair +4, Search +4, Spot +5, Survival +3, Speak/Read/Write Basic.

Feats: Alertness, Improved Initiative, Point Blank Shot, Weapon Group Proficiencies (blaster pistols, primitive weapons, simple weapons).

Middle Management Security Consultant (1): Fringer 4/Scoundrel 4; IM +7 (+3 Dex, +4 Improved Initiative); Def 18 (+5 Class, +3 Dex); Spd 10 m; VP/WP 48/14; Atk +7/+2 melee (2d4+1, vibrodagger) or +9/+4 ranged (3d6 or DC 15 stun, blaster pistol); SQ Barter, illicit barter, lucky (1/day), jury-rig +2, precise attack +1; SV Fort +7, Ref +9, Will +1; FP 2; DSP 2; Rep +1; Str 12, Dex 16, Con 14, Int 10, Wis 9, Cha 13.

Equipment: Blaster pistol, vibrodagger, business suit.

Skills: Bluff +7, Gather Information +6, Hide +9, Intimidate +5, Knowledge (streetwise) +7, Listen +4, Pilot +11, Repair +8, Search +7, Spot +7, Survival +5, Speak/Read/Write Basic.

Feats: Alertness, Improved Initiative, Point Blank Shot, Precise Shot, Weapon Group Proficiencies (blaster pistols, primitive weapons, simple weapons, vibro weapons).

Executive VP Security Consultants (2): Fringer 6/Scoundrel 6; IM +7 (+3 Dex, +4 Improved Initiative); Def 20 (+7 Class, +3 Dex); Spd 10 m; VP/WP 84/14; Atk +8/+3 melee (2d6+1, vibroblade) or +11/+6 ranged (3d8 or DC 18 stun, heavy blaster pistol); SQ Barter, illicit barter, lucky (2/day), jury-rig +4, precise attack +1; SV Fort +9, Ref +11, Will +3; FP 3; DSP 3; Rep +5; Str 12, Dex 16, Con 14, Int 10, Wis 9, Cha 14.

Equipment: Heavy blaster pistol, vibroblade, business suit.

Skills: Bluff +13, Gather Information +9, Hide +10, Intimidate +9, Knowledge (streetwise) +11, Listen +7, Pilot +11, Repair +15, Search +8, Spot +8, Survival +7, Speak/Read/Write Basic.

Feats: Alertness, Dodge, Improved Initiative, Infamy, Point Blank Shot, Precise Shot, Skill Emphasis (Bluff), Weapon Group Proficiencies (blaster pistols, primitive weapons, simple weapons, vibro weapons).

Encounter 7: Threat Level One

Second Tier:

Alina Impeveri: Female Human Noble 4/Force Adept 9; IM +5 (+1 Dex, +4 Improved Initiative); Def 18 (+7 Class, +1 Dex); Spd 10m; VP/WP 44/12; Atk +10/+5 ranged (3d4, hold-out blaster), +9/+4 melee (1d3, unarmed); SQ Bonus Class Skill (Bluff), Favor +2, Inspire confidence, Coordinate +1, Resource Access, Force Weapon (+1d8), Comprehend Speech, Force Talisman +2; SV Fort +8, Ref +7, Will +14; SZ M; FP 6; DSP 4; Rep 6; Str 10, Dex 12, Con 12, Int 14, Wis 14, Cha 18.

Equipment: Hold-out blaster.

Skills: Appraise +8, Bluff +17, Diplomacy +11, Disguise +13, Entertain (dancing) +11, Knowledge (Cularin) +4, Knowledge (streetwise) +7, Knowledge (Tarasin culture) +7, Listen +4, Read/Write Basic, Sense motive +4, Speak Basic, Speak Cerean, Speak Tarasinese, Spot +4, Survival +11.

Force Skills: Affect Mind +25, Drain Energy +14, Empathy +8, Fear +9, Force Stealth +7, Friendship +10, Heal Self +4, Illusion +25.

Feats: Alertness, Force Sensitive, Great Fortitude, Heroic Surge (4/day), Improved Initiative, Iron Will, Skill Emphasis (Affect Mind), Skill Emphasis (Illusion), Weapon Group Proficiency (blaster pistols, primitive weapons, simple weapons).

Force Feats: Alter, Control, Dissipate Energy, Mind Trick, Sense.

Note: In this tier, Alina has already used Heal Self to restore wounds today. She only has 2 uses of her Heroic Surge remaining when the combat begins. Her max VP is 74.

Thek: Feeorin Male Soldier 4; Init +6 (+2 Dex, +4 Improved Initiative); Defense 16 (+4 Class, +2 Dex); Spd 10m; VP/WP 34/15; Atk +4/+4 melee (2d6+3/2d6+2, +1 mastercraft double vibroblade (see p. 59, *Ultimate Alien Anthology*)) or +6 melee (2d10+3, vibroaxe wielded two-handed) or +6 ranged (3d8, 19-20, blaster rifle); SV Fort +6, Ref +3, Will +1; FP 2; DSP 3; Rep +1; Str 15, Dex 15, Con 15, Int 10, Wis 10, Cha 6.

Equipment: Combat jumpsuit, blaster rifle, +1 mastercraft double vibroblade, vibroaxe, vibrodagger.

Skills: Computer Use +5, Demolitions +5, Intimidate +3, Survival +4, Treat Injury +5.

Feats: Ambidexterity, Armor (light), Improved Initiative, Power Attack, Quick Draw, Two-Weapon Fighting, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Rolf: Human Male Scoundrel 4; IM +2 (Dex); Defense 15 (+3 class, +2 Dex); Spd 10m; VP/WP 16/10; Atk +2 melee (1d3-1, unarmed) or +6 ranged (damage by grenade type) or +5 ranged (3d6 or DC 15 stun, blaster pistol); SQ Illicit barter, lucky (1/day), precise attack +1; SV Fort +1, Ref +6, Will +2; FP 1; DSP 2; Rep +1; Str 8, Dex 14, Con 10, Int 14, Wis 12, Cha 15.

Equipment: Blaster pistol, 4 frag grenades, 2 glop grenades, 2 stun grenades, 2 thermal detonators.

Skills: Astrogate +8, Bluff +8, Computer Use +7, Demolitions +10, Forgery +8, Gather Information +8, Hide +7, Knowledge (cult operations) +6, Listen +6, Pilot +8, Repair +8, Sense Motive +6, Spot +6.

Feats: Skill Emphasis (Demolitions), Starship Operations (space transport), Weapon Focus (grenades), Weapon group proficiencies (blaster pistols, simple weapons).

Squick and Ov: Trandoshan Soldiers 3; IM +4 (Improved Initiative); Defense 14 (+4 class); DR 2; Spd 10m; VP/WP 31/14; Atk +8 melee (2d8+6, 19-20, lightsaber wielded two-handed) or +4 ranged (3d6 or DC 15 stun, blaster pistol) or +11 ranged (per ship's weapon); SQ low-light vision, xenophobia; SV Fort +5, Ref +5, Will +2; FP 2; DSP 1; Rep +1; Str 18, Dex 10, Con 14, Int 10, Wis 12, Cha 8.

Equipment: Jedi robes, stolen lightsabers (one blue, one green), two blaster pistols each.

Skills: Computer Use +4, Demolitions +4, Intimidate +4, Listen +3, Treat Injury +4.

Feats: Armor Proficiency (light), Exotic Weapon Proficiency (lightsaber), Heroic Surge (1/day), Improved Initiative, Power Attack, Weapon Focus (lightsaber), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Note that if you want to scare the players, use Heroic Surge the first round for each of these guys to make it look like they have multiple attacks...

DG1 and DG2: Devaronian Male Scout 4; IM +6 (+2 Dex, +4 Improved Initiative); Defense 15 (+3 Class, +2 Dex); Spd 10m; VP/WP 25/12; Atk +3 melee (1d4, knife) or +5 ranged (3d8+1, 19-20, or DC 18 stun, +1 mastercraft blaster rifle; or 3d6 or DC 15 stun, blaster pistol); SQ Trailblazing, heart +1, uncanny dodge (Dex bonus to defense); SV Fort +3, Ref +4, Will +4; FP 1; DSP 1; Rep +1; Str 10, Dex 15, Con 12, Int 13, Wis 14, Cha 9.

Equipment: +1 mastercraft blaster rifle, security company uniforms, blaster pistol, knife.

Skills: Computer Use +8, Gather Information +6, Hide +9, Intimidate +2, Listen +9, Move Silently +9, Pilot +6, Search +4, Spot +6.

Feats: Improved Initiative, Quick Draw, Track, Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Third Tier:

Alina Impeveri: Female Human Noble 4/Force Adept 9; IM +5 (+1 Dex, +4 Improved Initiative); Def 18 (+7 Class, +1 Dex); Spd 10m; VP/WP 44/12; Atk +10/+5 ranged (3d4, hold-out blaster), +9/+4 melee (1d3, unarmed); SQ Bonus Class Skill (Bluff), Favor +2, Inspire confidence, Coordinate +1, Resource Access, Force Weapon (+1d8), Comprehend Speech, Force Talisman +2; SV Fort +8, Ref +7, Will +14; SZ M; FP 6; DSP 4; Rep 6; Str 10, Dex 12, Con 12, Int 14, Wis 14, Cha 18.

Equipment: Hold-out blaster.

Skills: Appraise +8, Bluff +17, Diplomacy +11, Disguise +13, Entertain (dancing) +11, Knowledge (Cularin) +4, Knowledge (streetwise) +7, Knowledge (Tarasin culture) +7, Listen +4, Read/Write Basic, Sense motive +4, Speak Basic, Speak Cerean, Speak Tarasinese, Spot +4, Survival +11.

Force Skills: Affect Mind +25, Drain Energy +14, Empathy +8, Fear +9, Force Stealth +7, Friendship +10, Heal Self +4, Illusion +25.

Feats: Alertness, Force Sensitive, Great Fortitude, Heroic Surge (4/day), Improved Initiative, Iron Will, Skill Emphasis (Affect Mind), Skill Emphasis (Illusion), Weapon Group Proficiency (blaster pistols, primitive weapons, simple weapons).

Force Feats: Alter, Control, Dissipate Energy, Mind Trick, Sense.

Note that Alina's max VP are 74; she's already created some illusions today.

Thek: Feeorin Male Soldier 8; Init +6 (+2 Dex, +4 Improved Initiative); Defense 18 (+6 Class, +2 Dex); Spd 10m; VP/WP 64/15; Atk +10/+5/+10 melee (2d6+4/2d6+2/2d6+4, +1 mastercraft double vibroblade (see p. 59, *Ultimate Alien Anthology*)) or +6 melee (2d10+4, vibroaxe wielded two-handed) or +10 ranged (3d8, 19-20, blaster rifle); SV Fort +8, Ref +5, Will +2; FP 2; DSP 4; Rep +2; Str 16, Dex 15, Con 15, Int 10, Wis 10, Cha 6.

Equipment: Combat jumpsuit, blaster rifle, +1 mastercraft double vibroblade, vibroaxe, vibrodagger.

Skills: Computer Use +5, Demolitions +6, Intimidate +4, Listen +4, Spot +4, Survival +6, Treat Injury

+6.

Feats: Ambidexterity, Armor (light, medium), Improved Initiative, Power Attack, Quick Draw, Sunder, Two-Weapon Fighting, Weapon Focus (double vibroblade), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Rolf: Human Male Scoundrel 4; IM +2 (Dex); Defense 15 (+3 class, +2 Dex); Spd 10m; VP/WP 16/10; Atk +2 melee (1d3-1, unarmed) or +6 ranged (damage by grenade type) or +5 ranged (3d6 or DC 15 stun, blaster pistol); SQ Illicit barter, lucky (1/day), precise attack +1; SV Fort +1, Ref +6, Will +2; FP 1; DSP 2; Rep +1; Str 8, Dex 14, Con 10, Int 14, Wis 12, Cha 15.

Equipment: Blaster pistol, 4 frag grenades, 2 glop grenades, 2 stun grenades, 2 thermal detonators.

Skills: Astrogate +8, Bluff +8, Computer Use +7, Demolitions +10, Forgery +8, Gather Information +8, Hide +7, Knowledge (cult operations) +6, Listen +6, Pilot +8, Repair +8, Sense Motive +6, Spot +6.

Feats: Skill Emphasis (Demolitions), Starship Operations (space transport), Weapon Focus (grenades), Weapon group proficiencies (blaster pistols, simple weapons).

Squick and Ov: Trandosha Soldiers 3; IM +4 (Improved Initiative); Defense 14 (+4 class); DR 2; Spd 10m; VP/WP 31/14; Atk +8 melee (2d8+6, 19-20, lightsaber wielded two-handed) or +4 ranged (3d6 or DC 15 stun, blaster pistol) or +11 ranged (per ship's weapon); SQ low-light vision, xenophobia; SV Fort +5, Ref +5, Will +2; FP 2; DSP 1; Rep +1; Str 18, Dex 10, Con 14, Int 10, Wis 12, Cha 8.

Equipment: Jedi robes, stolen lightsabers (one blue, one green), two blaster pistols each.

Skills: Computer Use +4, Demolitions +4, Intimidate +4, Listen +3, Treat Injury +4.

Feats: Armor Proficiency (light), Exotic Weapon Proficiency (lightsaber), Heroic Surge (1/day), Improved Initiative, Power Attack, Weapon Focus (lightsaber), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Yes, it's true. The guys with the lightsabers aren't even remotely the scariest things on the battlefield!

DG1 and DG2: Scout 4; IM +6 (+2 Dex, +4 Improved Initiative); Defense 15 (+3 Class, +2 Dex); Spd 10m; VP/WP 25/12; Atk +3 melee (1d4, knife) or +5 ranged (3d8+1, 19-20, or DC 18 stun, +1 mastercraft blaster rifle; or 3d6 or DC 15 stun, blaster pistol); SQ Trailblazing, heart +1, uncanny dodge (Dex bonus to defense); SV Fort +3, Ref +4, Will +4; FP 1; DSP 1; Rep +1; Str 10, Dex 15, Con 12, Int 13, Wis 14, Cha 9.

Equipment: +1 mastercraft blaster rifle, security company uniforms, blaster pistol, knife.

Skills: Computer Use +8, Gather Information +6, Hide +9, Intimidate +2, Listen +9, Move Silently +9, Pilot +6, Search +4, Spot +6.

Feats: Improved Initiative, Quick Draw, Track, Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Fourth Tier:

Alina Impeveri: Female Human Noble 4/Force Adept 9; IM +5 (+1 Dex, +4 Improved Initiative); Def 18 (+7 Class, +1 Dex); Spd 10m; VP/WP 74/12; Atk +10/+5 ranged (3d4, hold-out blaster), +9/+4 melee (1d3, unarmed); SQ Bonus Class Skill (Bluff), Favor +2, Inspire confidence, Coordinate +1, Resource Access, Force Weapon (+1d8), Comprehend Speech, Force Talisman +2; SV Fort +8, Ref +7, Will +14; SZ M; FP 6; DSP 4; Rep 6; Str 10, Dex 12, Con 12, Int 14, Wis 14, Cha 18.

Equipment: Hold-out blaster.

Skills: Appraise +8, Bluff +17, Diplomacy +11, Disguise +13, Entertain (dancing) +11, Knowledge (Cularin) +4, Knowledge (streetwise) +7, Knowledge (Tarasin culture) +7, Listen +4, Read/Write Basic, Sense motive +4, Speak Basic, Speak Cerean, Speak Tarasinese, Spot +4, Survival +11.

Force Skills: Affect Mind +25, Drain Energy +14, Empathy +8, Fear +9, Force Stealth +7, Friendship +10, Heal Self +4, Illusion +25.

Feats: Alertness, Force Sensitive, Great Fortitude, Heroic Surge (4/day), Improved Initiative, Iron Will, Skill Emphasis (Affect Mind), Skill Emphasis (Illusion), Weapon Group Proficiency (blaster pistols, primitive weapons, simple weapons).

Force Feats: Alter, Control, Dissipate Energy, Mind Trick, Sense.

Thek: Feeorin Male Soldier 12; Init +6 (+2 Dex, +4 Improved Initiative); Defense 20 (+8 Class, +2 Dex); Spd 10m; VP/WP 106/16; Atk +14/+9/+4/+14/+9 melee (2d6+4/2d6+4/2d6+4/2d6+2/2d6+2, +1 mastercraft double vibroblade (see p. 59, *Ultimate Alien Anthology*)) or +15/+10/+5 melee (2d10+4, vibroaxe wielded two-handed) or +13/+8/+3/+13/+8 (2d10+3/2d10+3/2d10+3/2d4+1/2d4+1, vibroaxe in one hand, vibrodagger in the other) or +15/+10/+5 ranged (3d8, 19-20, blaster rifle); SV Fort +8, Ref +5, Will +2; FP 2; DSP 4; Rep +2; Str 16, Dex 15, Con 16, Int 10, Wis 10, Cha 6.

Equipment: Combat jumpsuit, blaster rifle, +1 mastercraft double vibroblade, vibroaxe, vibrodagger.

Skills: Computer Use +5, Demolitions +8, Intimidate +6, Listen +5, Spot +5, Survival +6, Treat Injury +8.

Feats: Ambidexterity, Armor (light, medium, heavy), Cleave, Heroic Surge (3/day), Improved Critical (double vibroblade), Improved Critical (vibroaxe), Improved Initiative, Improved Two-Weapon Fighting, Power Attack, Quick Draw, Sunder, Two-Weapon Fighting, Weapon Focus (double vibroblade), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Rolf: Human Male Scoundrel 4; IM +2 (Dex); Defense 15 (+3 class, +2 Dex); Spd 10m; VP/WP 16/10; Atk +2 melee (1d3-1, unarmed) or +6 ranged (damage by grenade type) or +5 ranged (3d6 or DC 15 stun, blaster pistol); SQ Illicit barter, lucky (1/day), precise attack +1; SV Fort +1, Ref +6, Will +2; FP 1; DSP 2; Rep +1; Str 8, Dex 14, Con 10, Int 14, Wis 12, Cha 15.

Equipment: Blaster pistol, 4 frag grenades, 2 glop grenades, 2 stun grenades, 2 thermal detonators.

Skills: Astrogate +8, Bluff +8, Computer Use +7, Demolitions +10, Forgery +8, Gather Information +8, Hide +7, Knowledge (cult operations) +6, Listen +6, Pilot +8, Repair +8, Sense Motive +6, Spot +6.

Feats: Skill Emphasis (Demolitions), Starship Operations (space transport), Weapon Focus (grenades), Weapon group proficiencies (blaster pistols, simple weapons).

Squick and Ov: Trandoshan Soldiers 3; IM +4 (Improved Initiative); Defense 14 (+4 class); DR 2; Spd 10m; VP/WP 31/14; Atk +8 melee (2d8+6, 19-20, lightsaber wielded two-handed) or +4 ranged (3d6 or DC 15 stun, blaster pistol) or +11 ranged (per ship's weapon); SQ low-light vision, xenophobia; SV Fort +5, Ref +5, Will +2; FP 2; DSP 1; Rep +1; Str 18, Dex 10, Con 14, Int 10, Wis 12, Cha 8.

Equipment: Jedi robes, stolen lightsabers (one blue, one green), two blaster pistols each.

Skills: Computer Use +4, Demolitions +4, Intimidate +4, Listen +3, Treat Injury +4.

Feats: Armor Proficiency (light), Exotic Weapon Proficiency (lightsaber), Heroic Surge (1/day), Improved Initiative, Power Attack, Weapon Focus (lightsaber), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

How long CAN a third-level soldier with a lightsaber stand up to a 12th-level Jedi Master? Email me if these guys make it past round 2!

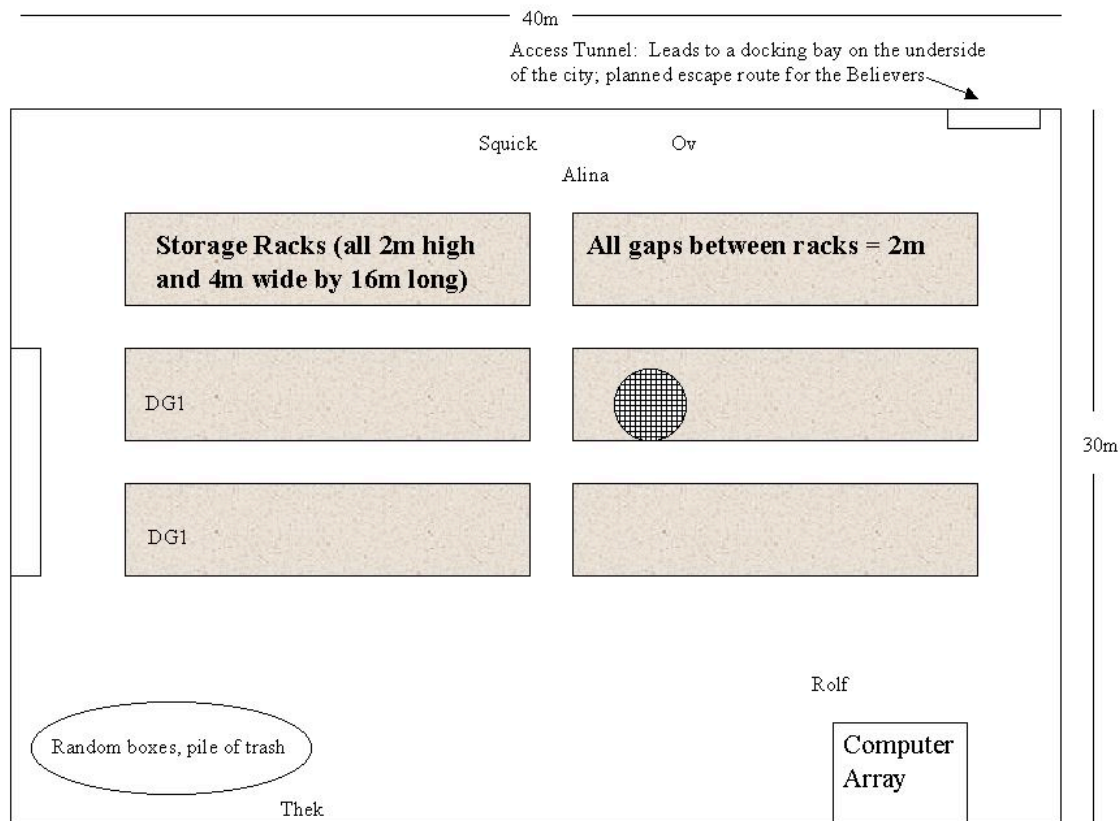
DG1 and DG2: Scout 4; IM +6 (+2 Dex, +4 Improved Initiative); Defense 15 (+3 Class, +2 Dex); Spd 10m; VP/WP 25/12; Atk +3 melee (1d4, knife) or +5 ranged (3d8+1, 19-20, or DC 18 stun, +1 mastercraft blaster rifle; or 3d6 or DC 15 stun, blaster pistol); SQ Trailblazing, heart +1, uncanny dodge (Dex bonus to defense); SV Fort +3, Ref +4, Will +4; FP 1; DSP 1; Rep +1; Str 10, Dex 15, Con 12, Int 13, Wis 14, Cha 9.

Equipment: +1 mastercraft blaster rifle, security company uniforms, blaster pistol, knife.

Skills: Computer Use +8, Gather Information +6, Hide +9, Intimidate +2, Listen +9, Move Silently +9, Pilot +6, Search +4, Spot +6.

Feats: Improved Initiative, Quick Draw, Track, Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

GM Aid #2: A Map of the Final Combat



Notes: The circular grid is where the heroes will emerge if they use/fall down the chute from Encounter 6. The blast doors are to the left of the image. The villains are scattered throughout, aside from the two tasked with door duty, they're engaged in random tasks.