

Clouded Paths

Episode II of the Clouds of Genarius Trilogy

A One-Round Living Force Adventure

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Fesvk Wefos is again having employee problems. This time, he has lost one in Depatar, also known as the City of Masks. Are the heroes up for another rescue mission, and a chance to explore one of the largest black markets in existence? An adventure for Living Force heroes levels 1-6. It is strongly recommended that this be played after *Head in the Clouds* and before *Into the Storm Clouds*.

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Clouded Paths is a standard RPGA Network tournament. A four-hour time block has been set aside for this event but the actual playing time will 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 hero.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their heroes to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually require advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

A note about the text: Some of the text in the adventure is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the heroes.

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 who are not employed but who have profession or craft skills may roll against those skills to see how much they have earned from their profession or craft in the last week. Use the method in the core rules (Craft: pg. 72 *Check result times 20 credits*; Profession: pg. 80 *Check result times 50 credits*). Note that heroes may use only one of the above methods and must choose which before rolling (Employment, Craft or Profession).

Post-Scenario Paperwork

In addition to filling out a scoring packet, the Judge needs to do the following after a Living Force game:

1. Sign and date each player's passport. Players are responsible for keeping track of their own experience points. If the convention coordinator has provided passport stickers, put one in the box for the scenario.
2. Ask each player for their credit total (original total, minus anything spent, plus anything earned/won/otherwise gained in the scenario). Write the new total on a fresh Republic Credit Chip and tear up the old one. You don't need to be concerned with every single credit -- this is just a way to keep track of general amounts of money.
3. Sign and date any additional certificates. Be sure to put the character name in the space available.
4. Sign/date/notate any metagaming certificates that require your attention. These should be evident from the metagaming certificates.

Dark Side Points

If heroes earn (or have earned) dark side points, those dark side points may not be removed using the "spend a Force point" method in the core rules. Heroes wishing to redeem dark side points must petition the campaign staff at LFAAdmin@rpga.net. If you issue a dark side point (or points) we would appreciate hearing the tale (with player name, hero name and RPGA#) here at campaign HQ (LFAAdmin@rpga.net).

General Notes to the GM

When running this adventure, or any *Star Wars* adventure, keep in mind the *Star Wars* adventures should seem like the *Star Wars* movies. The action should flow quickly and the players should not get caught up in too many details of what they are doing. Describe things in sweeping statements, and recall scenes from the movies when necessary to help players visualize what is going on. More than anything else, have fun.

This is an adventure for low-level Living Force heroes, and therefore heroes levels 1 through 6 are appropriate. If a player brings a higher-level hero to your table, explain that he or she must use a lower-level hero to play in this event. If your players do not have heroes, help them create new ones (see your event coordinator for hero creation instructions).

DM Overview

In *Head In the Clouds*, Episode I of the Clouds of Genarius trilogy, Fesvk Wefos hired the heroes to locate the missing scientist, Shilaea Motacc, and return her safely from an ill-fated vacation on the cloud city of Rorkee. Dr. Motacc, an expert in large-scale propulsion systems, had been kidnapped and was being held beneath Rorkee, though she isn't quite sure why. By the time she was rescued, she had only heard snippets of conversation, nothing that made much sense.

If only the kidnappings had ended there, things might have returned to normal. Or, as normal as they get in Cularin of late. In fact, another individual has gone missing in the clouds of Genarius, this time a courier in the service of Fesvk Wefos. Clearly, it's a bad time to know Wefos. He again contacts heroes of Cularin to assist him, explaining the unfortunate nature of the occurrence and offering a handsome bounty if the courier – and, of course, the hard-copy documents he carried – are returned intact. He is worried that the courier may have turned on him and elected to sell the documents to the highest bidder, in which case he may be dangerous, and the heroes should take care.

The “courier,” in fact, is a Jedi who was vacationing in Cularin and visiting friends at the academy when he stumbled across a rather nasty plot. The documents he has taken are actually plans for a large-scale weapon system, and he has no intention of returning them to Wefos (he doesn't even believe that to be the man's real name), nor does he have any intention of returning himself to his erstwhile employer.

In the interim, the heroes explore the City of Masks, Depatar, and meet up with several pseudo-seedy types.

Encounter 1: Into the Clouds, Again

A rather disconcerted Fesvk Wefos circulates word that he needs to hire the heroes of Cularin yet again. It seems that another individual of his acquaintance has gone missing, and since things worked out so well last time, he might as well bring in hired help once more. He explains the situation to the heroes (some of whom may know him) and offers to pay them appropriately for their time and effort.

Encounter 2: Arrival at Depatar

Fot Ducela, a permitor of Depatar, meets the heroes with various things for them – most importantly, information about the courier they are here to locate. The players also have the opportunity to learn about the intriguing City of Masks.

Encounter 3: Grande Game?

The casino is hopping, and the heroes must learn what they can about their mysterious disappearing courier. If the heroes drop enough credits here, or if they manage to ask the right people, they can confirm that the courier was indeed seen here, that he left with an outsider dressed in bright red heading for a bar named “Club 111,” and at one point made an off-hand comment about storing all his winnings in “Box 113” – which seemed important enough for a few people to remember it.

Encounter 4: Club 111

The rich and well connected enjoy gathering at Club 111, and there isn't a more elaborate collection of masks displayed anywhere else in Depatar. There is dancing here, and much partying, and the heroes can learn (likely after some minor social faux pas) that the courier was, in fact, here, and seemed to have had a bit too much to drink. He mentioned that he was headed for the Five Star Entertainment, on the far corner of the city, to meet someone he first made contact with at the Grande Game.

Encounter 5: Is that Permitted?

Several permit-carrying thugs ambush the heroes, in an attempt to discourage them from asking further questions about the missing courier and documents.

Encounter 6: Five Star Entertainment

If the group heads here first, nothing happens. No one remembers anything, and no amount of money will jar anyone's memory. If the group has been to either encounter 3 or 4, and mentions Alec or Box 113, the doorman offers to lead the group to him, for a reasonable fee. They are led onstage and potentially ambushed, and then the real fun begins.

Encounter 7: Closure

With Alec in tow, the heroes attempt to keep their scheduled rendezvous with Wefos. He never shows, though he does send an astromech with a fairly unpleasant holo-message.

Important Note to Judges: There is a lot of information gathering in this adventure, and we recognize that not every group is going to enjoy this aspect of the event. If your group seems to be getting restless, you may run the events of Encounter 5

multiple times, each time with a separate group of soldiers, and you may begin doing so earlier in the event. If you end up doing this, make sure to keep the soldiers on a power scale where they don't just rip through the party.

Opening Crawl

Threats to peace come in many shapes and forms. Sometimes, it can be difficult to see who or what the real threat may be. Sometimes, even the simplest or most friendly individual you meet can be a follower of the dark side in disguise. In a city where outsiders must travel masked, and even the natives often travel in disguise, who you trust can decide whether you live or die. Choosing well may just decide whether you are lost for all eternity or find your way through the clouded paths that lie ahead...

Encounter 1: Into the Clouds, Again

Key ideas of this encounter: Get the group together, get them some up front cash for all the payments and purchases they will need to make, and get them off to Depatar to find the courier Alec

IMPORTANT NOTE – Fesvk's true intentions will not be able to be detected at this point in the adventure. Anyone using Force abilities will be able to sense that he is very interested in getting Alec back, but not be able to determine exactly why. Sense Motive will also reveal that Fesvk is sincere in his desire to have Alec returned. If the heroes attempt to "see Force" on Fesvk, he does not show as Force Sensitive.

It was a simple, if somewhat strange note, and it seemed familiar: "I am in need of talented individuals who might be interested in solving a mystery and getting to visit one of the most unusual cities in the system. Potential danger involved, but the payment will be appropriate to your skills. Please meet me at Bath Rabbud's to discuss details."

If the heroes played Episode I, "Head in the Clouds," present the following text as written. If not, they have heard of Fesvk and his generous payment of the last individuals he hired on a missing persons case, and the text should be modified accordingly.

Having worked for Fesvk before, and knowing that he tended to pay reasonably well, has a penchant for sending folks to unusual places, and also seems to

give you a chance to do good deeds and rescue damsels in distress, you decide to meet with him.

Bath Rabbud's is as good as you remember, with some of the best cuisine available on Cularin. When you arrive, you are led back to one of the private rooms where Fesvk is waiting for you.

"Ah, my friends, I am so glad you could come. It seems my employer has lost yet another employee, and I am again in need of heroes for a rescue mission. And, since I needed heroes, you were the first people I thought of." Fesvk has a warm, friendly smile and asks you all to order your food and drinks while he explains the situation.

"It seems that URLRD (Usable Resource Location, Recovery, and Development) has lost a courier on his way to deliver the blueprints for some new resource extraction equipment. The courier's name is Alec, and I am interested in recovering both him and the blueprints. They disappeared in the cloud city of Depatar, also known as the City of Masks. I am interested in hiring you to go there and investigate. The pay is 750 credits each, up front. Those are the basics, and if you are interested in accepting the mission, we can discuss details. What do you say?"

Fesvk will wait for the group's response. He won't go into any more detail on the mission until the group has agreed to work for him. He will negotiate with the group if they wish more payment. Fesvk has +13 to his diplomacy for purposes of negotiating contracts, and Force abilities won't provide a bonus for the heroes against him. He will start "upping" his payment by offering to pay for accommodations and all initial permits for the city (which he has already done, but figured he would use that fact to pacify anyone who was being too greedy. If the group doesn't ask, he will tell them he has done this once they agree to work for him). If the party continues to insist on more, he will agree to provide the group with an additional 1000 credits to pay for permits and/or information while in the city. That is the limit of what he is willing to offer, if the group refuses at that point, he will sigh and apologize for wasting their time and head out to find another group. End of adventure.

Once the contract is agreed upon, Fesvk will offer the following information:

- Alec (the courier) was sent to Depatar to deliver the blueprints to company executives. He never showed up for the meeting, but he did arrive in Depatar.
- The blueprints are very important to the recovery operations of URLRD, and it will significantly hurt the company not to recover the blueprints.
- Fesvk has arranged for a permitor named Fot Ducela to meet the group when they arrive.

Foreigners in the city of Depatar need a permitor to make sure all paperwork and permits are in order. While the city is a floating black market, it is also highly regulated, and not having the correct permits can be cause to be expelled from the city.

- Fesvk has already arranged for guest permits with additions to bring weapons into the city. Also, the group should have unrestricted travel through the city. Fesvk isn't sure what other sorts of permits the group might need, but he is sure they will manage.
- Once they have figured out what happened to Alec and the blueprints, hopefully rescuing both, they are to return here to Cularin and will receive a bonus based on their level of success.
- There is no one specific that Fesvk knows of who would have interfered in URLRD's plans, but certainly advanced blueprints would have value to many individuals.
- Fesvk has arranged for a transport to take them to Depatar, and Fot Ducela should meet them at their ship shortly after arrival. Fot has come well recommended, and Fesvk prefers him as a permitor. Fesvk doesn't know who Alec used, but it was not Fot. Fot should have more information for them when they arrive.
- Fesvk has arranged for each member to be costumed here on Cularin so they have appropriate garb for traveling on Depatar. Let the players' imaginations run wild, but don't bog down in the costume/mask selection.

Encounter 2: Arrival at Depatar

Key ideas of the encounter: Arrival at Depatar, meeting Fot Ducela and getting a sense of the City of Masks while traveling to their accommodations, Fot explains that he has three possible leads on where Alec was seen when here

Off to Genarius yet again. The gas giant is such a pleasant looking behemoth in the system. Noxious gasses, radiation storms, and the warmth of a proto-star – a perfect place to live.

Depatar is one of the more unusual cloud cities floating in the atmosphere of Genarius, looking much like a giant multi-pointed star. You soon discover that the many "spikes" of the city are separate private landing bays, allowing your ship to land in relative isolation, except for the 20 or so locals gathered outside.

Your comlinks are soon receiving calls from several of the individuals outside, offering their

services to you as permitor for your stay. All of them seem to believe that you will be vastly disappointed if you accept the services of anyone else, as other permitors are dishonest and might not get you the best rates on permits.

Feel free to create your own permitors to talk with several of the heroes, or use some of the suggestions below to roleplay with the party and give them a chance to get a feel for the city.

- Maltok, Grand Permitor of House Renseth - Maltok is a loud and pretentious Trandosha who believes that all other permitors are incompetent compared to himself. He will be most pompous and arrogant about his abilities, and will be quite demeaning to anyone who does not elect to hire him as a guide.
- Gusimin the Honest – Gusimin is a Caarite permitor, and, unlike many of his competitors, he has no house affiliations, so will be happy to take the heroes to the best establishments in Depatar for what they seek. He isn't bound by affiliation to any particular house, so he must be a better choice than a pompous twit like Maltok.
- Furrin of the Intari – Furrin is a Filordi permitor. Because his species is somewhat strange to many other species, he is less successful than he would like to be, and so many times comes off as gruff and somewhat angry.
- Sadana of Keltal – Sadana is a female Human who is very down-to-earth and laid back. She tends to "call them like she sees them", which can be a bit difficult since she is very Human-centric and tends to disdain other species.
- Koyi Kobad – Koyi is a Twi'lek working for house Pthen. She is very much a sensualist, and will offer to guide the party to all the best places of luxury and get them fair permits to enjoy all the city has to offer.

Again, feel free to come up with others as you feel are appropriate.

After a few minutes of discussion with the group gathered outside your ship, you hear an individual shouting at the crowd.

"All right you bloodsuckers, back off! I have already been contacted by the gentlebeings on the ship to serve as their permitor. Just back up, you never know, I may be able to use some of you as doubles for them, move out of the way of the hover cabs..."

You hear a great deal of grumbling from the gathered permitors outside as comlinks switch off. Then there is a loud knocking on the door to the ship.

“Sorry I was late, I had to get the extra items that were requested, if you are in mask, may I come aboard? Oh, sorry, I am Fot Ducela, by the way.”

Fot Ducela is a Human standing about 1.7m tall, with brown hair and eyes. He is fairly handsome and looks to be in his early 20’s. He is dressed in browns and blacks – appearing well dressed but by no means rich.

Once the group lets Fot aboard, he ushers them back, calls several individuals aboard and has them begin putting on costumes similar to those worn by the heroes. In all there seem to be enough people for 3 groups with the same numbers as the party. Fot will then take the party to another room.

“Fesvk said that you were going to need some privacy to conduct your investigations, so I arranged to have some decoy groups sent off, just in case someone is watching. I hope you don’t mind the slight delay. I have arranged rooms for you at the Blue Sapphire, one of the best hotels in town. Also, I have a few leads we may want to check on once your things are dropped off at the hotel. I assume you are all familiar with the way we do business here on Depatar?”

If anyone says they are not familiar, Fot will go over the basics from player handout one.

“Okay, we’ll be the first group off the ship, and the other 3 groups will follow every three minutes or so. Anyone watching is going to have a rough time guessing which group is which. Oh and here are your Guest, Travel, and Weapons-carry permits.” He hands each hero a code cylinder. “They are good for the next 6 days, and we can extend them if you need to, but don’t lose them. If for some reason you wander off from me, they prove you have the right to be in the city, and keep you from being thrown out. I can get additional permits as needed, but permits do cost credits. Typically, it takes about 4 hours for permit approval, but that can be expedited for additional funds. If you don’t know and want to do something that involves interacting with someone else, ask me if a permit is required. Failure to have a proper permit can lead to eviction from Depatar, and they don’t always give you time to get to your ship before you have to leave. Any questions? If not, we should head out to our cab and get to the hotel. If you do have questions, I’ll answer in the cab, so let’s go.”

And with that, Fot heads out to one of the waiting hover cabs.

Each cab seats 8-10 people besides the driver.

While in the cab, Fot will answer questions based on the information in player handout 1 and on the

following information. If asked questions not covered in the player info about how the city operates, his response will universally be: “There are some things that we just can’t tell to outsiders.”

- Alec arrived in Depatar 2 weeks ago. He checked into his hotel and was seen about for 2 days, then disappeared.
- His permitor was a female Twi’lek named Delan. Delan was a very reputable permitor, and hasn’t been seen since Alec’s disappearance. There has not been much official investigation of the disappearance, which means someone on the council okayed it happening.
- The day Alec disappeared, he was supposed to stop in 3 establishments: the casino Grande Game, then he was going to Club 111, then he was to go to the Five Star, a posh theater specializing in space opera. Fot hasn’t gone to investigate any of the locations, in order to be cautious, and because he was told that was what the heroes were for. The order they are listed in is the order he was going to them.
- While Alec was traveling about, he was dressed in Green robes with a white mask that looked like a white furred Wookiee. He was also carrying a blaster pistol and had what looked like a lightsaber at his belt, although it may have been some kind of carrying case, since several people have said that it appeared both longer and thicker than a standard lightsaber.
- Grande Game is run by a sleazy little Rodian by the name of Kelko. He doesn’t tend to like folks in there bothering his guests. It is possible to procure permits to question people about a particular person or event, but it is much less expensive if you know whom you will need to question and when you will want to do so. In general, it costs 5 credits per person per quarter hour, and the people questioned have the right to not answer. A permit to question anyone you come across is much more expensive, costing roughly 50 credits per quarter hour. A better option is to ask in casual conversation, but if someone feels like they are being interrogated, they may become upset and/or report that the person in question is conducting an investigation. Two such reports can get you exiled from town. One complaint to Kelko can get you thrown out of his establishment.
- A female Wookiee named Sebaracca runs club 111. In general, she is fairly loose with what goes on in her club as long as everyone has fun and spends money, in that order. I have heard that she is quite a dancer, but have never been in the club to see her on the floor. She tends to be either at the

bar near the floor or out on the floor, so talking to her over the noise will be difficult at best.

Once he has offered all the information he has, Fot will bid the heroes good day and arrange a time to come back and pick them up, so that they can begin their investigation. If they want to go now, that's fine with him.

Encounter 3: Grande Game?

Key ideas of the encounter: Investigate at the casino Grande Game, which is run by a Rodian named Kelko, who is not happy to have folks asking questions about any of his patrons. Investigations can turn up several small clues.

Grande Game is a middle-class casino trying to attract a richer crowd. The result is something that looks a bit like a hotel lounge crossed with a game show. Lots of furniture trying to look comfortable and relaxing, lots of flashing glowing signs and machines trying to lure in folks to play games. The most popular games are the slot machines and the sabacc tables. The casino only seems to be about half-full at any time, and Kelko is always about somewhere, trying to make sure people are spending money.

See **DM Aid #1** for some ideas on NPCs that might be present here.

The following are rules for playing both the slot machines and sabacc. These games should be background for interacting with NPC's, and not the main focus of this session.

Slot machines bet anywhere from 1 to 5 credits per play.

Roll 3d10, one die at a time.

If all 3 dice come up the same #, win 50 times what you wagered, unless all the dice come up ones, in which case you win 100 times what you wagered. (So, on a 5-credit wager, you would get back either 250 or 500 credits)

If the dice come up as 3 consecutive numbers in ascending order (3-4-5, for example) you win the highest number times what you wagered (five times in the listed example or 25 credits on a 5 credit bet).

If the dice come up 3 consecutive numbers in descending order (5-4-3) you win the lowest number times what you bet (three times what you bet in the given example).

If the first and last numbers come up the same, you win twice what you bet.

As there is no specific skill for playing sabacc in the game, players can try a multitude of different skills that have some application – Computer Use, Bluff, Diplomacy, appropriate Knowledge skill (gaming or mathematics for example), appropriate Profession skills could also be used. Note, that since the game is computerized, sleight of hand doesn't work nearly as well. Any character can get a +2 synergy bonus from having 5 or more ranks in a second skill the judge feels is related, but it is only possible to get one synergy bonus for this roll. And no, the house does not allow 4 people to stand behind a player and give him advice on the play (no cooperation bonuses to rolls).

The house is running one general level of sabacc game. All the tables have a maximum wager of 50 credits each. The tables have a maximum of seven players besides the house.

How we determine the winner – each player makes a skill check, and divides that by 3, always rounding down to generate their chance number.

A d% roll determines each hand, with player being assigned a chance of winning equal to their chance number. The first player to the left of the dealer is assigned a range of numbers from 1 to their chance number. The next player gets the numbers from 1+ the last number given to the previous player through their chance number + the last # for the previous player. For example: Three characters decide to play. Player A generates an 18 on his skill check. Player B generates a 26, and Player C gets a 33. The chance #'s for the players are A=6, B=8, and C=11. So, on a d% roll, player A will win on 1-6, B on 7-14, C on 15-25, and the house will win on all other rolls. Winners get 5 times the amount they bet on the hand.

In any event, no player may win more than 1250 credits in one day of gambling (that is they may not be ahead by more than 1250 credits, if someone wins 1000, then loses 700, they are only ahead 300 credits, and can still possibly win 950 more that day). This is a house rule, and is to keep Kelko from being taken by a shark. If a player continues playing on once they reach that limit (or if a pot for a hand will put them over that limit) they do not get a chance to win on the d% roll, the judge simply skips over them when assigning numbers. There is no way around this limit (yes, Kelko cheats, what did you expect?). Once a player has lost enough money in these “no win” games that the pot for a hand will not put them over the 1250 limit, they can again get counted in on the chance to win.

Asking Around

When you begin asking questions, things get interesting.

As the heroes were warned, casual conversation is fine. However, pumping people for information is enough to get them into serious trouble. Fot will do his best to keep an eye on things, but cannot be everywhere at once. If any hero asks more than one or two direct, probing questions without flashing a permit, the individual they're questioning will begin to get suspicious and ask to see a permit for the interrogation. If one is provided, it will take a DC 15 Gather Information, Bluff, or charisma check to keep the person from refusing to continue answering.

Key information that can be gathered here, if the heroes manage to not get kicked out by Kelko (this can be assigned to any of the NPCs listed in DM Aid #1, or any other NPC you'd like to drop in):

- The costume Alec was wearing – the “Great White Wookiee Jedi” is how people remember it – was fairly noticeable. Multiple individuals remember seeing him here, or, at least, remember the costume.
- He was asking a lot of questions about industry in Cularin.
- He had an odd accent. Definitely not local.
- He won so much money at the chance cubes that the table was taken down for repairs, and hasn't been set up again since.
- He spent a lot of time talking to a tall individual dressed in red, who frequents Club 111.
- He had permits for everything. The Twi'lek with him was very good.
- He was going to deposit his winnings in Box 113. Whatever that means.

This encounter is as much a chance to roleplay and offer scoundrels and other gamblers a chance to ply their trade. Note that there are several individuals in the casino who have purchased permits allowing them to cheat, but that they have “caps” on what they are allowed to earn in this manner. Thus, if any of the heroes are lacking something to do during this encounter, have them roll spot checks (set whatever DC you like) to notice that there is cheating going on. If they try to do anything about it, the cheater will produce a permit, and Fot will have to explain to the heroes that, as long as a permit is involved, everything is fine.

No one here knows anything more about Delan, the missing Twi'lek permitor. There are so many permitors, and so many Twi'leks, in the city, that one more or less of either doesn't make much of a mark.

Encounter 4: Club 111

Key ideas of this encounter: Investigate at Club 111, a dance club run by the Wookiee Sebaracca. Sebaracca doesn't mind people spreading money around her club, as long as some of it makes its way to her.

Club 111 seems to have gotten its name from the number of people waiting in line to get into the club. Even before the club is open there are people waiting to get in, and it seems to be the popular place in town. Everyone in line is in mask, and the point of being here seems to be to show off how outrageous your costume can be. The doormen are two Wookiees who don't seem to be very fond of letting people in, and seem to do it based on some strange idea of what is either appropriate or what they find funny. Fot asks the party to wait while he goes and speaks to the Wookiees – Bael and Touda.

The Line

If the party takes the chance to ask around of the folks in line, a male in glow-in-the-dark blue with a neon orange mask and gloves, (he's a Sith lord, don't you know) will remember “albino-Wookiee-Jedi man” and say he remembers seeing him here a couple weeks ago, but his costume “totally sucked because he only had the mask with white fur, and his hands had normal gloves, so it couldn't have been a real Wookiee, ya know. Plus, he was totally too small. But Bael and Touda seemed to get a good laugh out of him so he got to go straight inside with no wait at all.” The “Sith Lord” didn't see him leave, but he had to get home early that night because he was in trouble with his folks.

Once the heroes have had a chance to talk to the kids in line, Fot returns.

“We're in luck. Well, you are.” He shrugs toward the two Wookiees. “They seem to think your costumes will make something of a splash. We should head in before they change their minds.”

Bael and Touda stand aside as your group passes, but they eye you uncomfortably all the same. Whatever Fot told them, it didn't make them happy.

In reality, Fot called in a favor the Wookiees owed him from a while ago. Neither of the Wookiees will talk about it, except to encourage the heroes to go dance and have fun, and to make sure that Sebaracca gets a cut of anything that goes on.

On the Inside

You can only imagine what Club 111 would look like at its peak hours. As it is, the dance floor is packed with all sorts of individuals in truly bizarre costumes.

A haze of steam and sweat fills the room, and people circulate on and off the dance floor in irregular bursts.

Fot nods to you, pats the pouch in which he carries his permits, and heads for the bar.

At this point, the heroes are on their own to gather information or just plain dance. Utilize the NPCs in DM Aid #1 as guidelines for the kinds of individuals who may be found here, and assign one of the following pieces of information to any single individual the heroes talk to:

- The funny-looking white Wookiee guy? Yeah, he was here. He danced kind of funny. Lots of twisting and whirling.
- Oh, that guy was a riot! A real party animal. He started out gambling, and then came here for some dancing, and then he said he was headed for the theater. All in one night!
- He was with this tall person in bright red robes. The red guy didn't dance, just stood over by the bar and drank.
- No, I didn't notice any suspicious bulges. (If asked about something that looked like a lightsaber.)
- I remember him! He had a couple glasses of the Ithorian brandy, and then his dancing kind of went downhill. He was talking a lot, too. Asked me what level Box 113 was on.

Anyone with a performance background will be able to identify the references to Box 113, in this context, as specific references to theater boxes.

If the heroes begin "greasing palms" without providing a cut to the house, they will notice (DC 10 spot check) that they are being very closely watched by the Wookiee doormen. Fot will make his way to them fairly quickly and point out what needs to be done; any bribe offered must result in a ten percent surcharge being paid to Sebaracca by the individual offering the bribe. If the heroes continue bribing without paying, the guilty parties will be unceremoniously tossed out of the club.

Encounter 5: Is that Permitted?

This Encounter does not occur until after the party has been to encounter 3 or 4.

Key ideas of this encounter: It seems that whoever has abducted Alec has arranged for some men to acquire permits to ambush the party. The scene will be somewhat humorous at first, as Fot will be quite

surprised when he speaks with the other group's permitor. Then he will quickly offer to sell the group permits for self-defense; use of lethal force is much more expensive.

Leaving Club 111, you make your way through the winding streets of Depatar. You are somewhat surprised when a group of well-armed individuals steps out of the shadows. Standing at the front of them is a well-dressed Human female.

"Sadana." Fot sighs. "I'll find out what she's up to."

Sadana was one of the permitors who attempted to contract herself into the service of the heroes upon their arrival at Depatar. She wears the same badge of office that Fot wears (spot checks, DC 10), and anyone familiar with Genarius may recognize her name since she is fairly outspoken on many matters of Depatarian policy.

Get the player intentions. Only Sadana on the other side is not wearing a mask, meaning the other six individuals who stepped out of the shadows are likely not local. They also don't look friendly.

After a few long moments, Fot returns. His face is somewhat pale. He clears his throat nervously and looks over his shoulder.

"It seems that someone has provided them with permits to ambush us. Your questions seem to have someone on edge.

"Would any of you be interested in permits to defend yourselves against the attack?"

Since he wants to get out of the way, Fot isn't going to spend a lot of time negotiating. He's only the permitor, after all, and when he says "us," he really means, "you." He's very serious, though, about permits for self-defense!

Permits to defend against the attack of the soldiers cost 25 credits per individual wishing to engage in the defense. Permits to defend oneself using lethal force cost 300, plus 200 per individual killed.

Fot will process the orders immediately, and slip off into the shadows to print out the forms as the ambush begins. Sadana will also not involve herself in the fighting, though she will take careful notes as to who acts in ways that should usually require a permit, and will endeavor to find out after the fight is ended whether appropriate permits were carried.

Lower Levels (1-3)

Ambush Squad (6): Various Soldiers 2; IM +2; Def 15 (+2 dex, +3 class); Spd 10 m; Sz M; VP/WP 18/14; Atk +3 melee (1d6+1, baton), +4 ranged (1d6 stun, DC 15, blaster pistol); SQ none; SV Fort +5, Ref +2, Will

+1; SZ M; FP 2; Rep 1; Str 12, Dex 14, Con 14, Int 8, Wis 12, Cha 10.

Skills: Climb +6, Demolitions +4, Intimidate +7, Listen +2, Repair +2, Spot +5, Survival +7, Treat Injury +6.

Feats: Armor (light, medium), Weapon Proficiency (simple, blaster pistols, blaster rifles, vibroweapons, heavy weapons), Dodge, Point Blank Shot.

Equipment: Blaster pistol, street clothes, baton.

Higher Levels (4-6)

Ambush Squad (6): Various Soldiers 4; IM +2; Def 15 (+2 dex, +3 class); Spd 10 m; Sz M; VP/WP 38/14; Atk +5 melee (1d6+1, baton), +7 ranged (1d6 stun, DC 15, blaster pistol); SQ none; SV Fort +6, Ref +3, Will +2; SZ M; FP 2; Rep 1; Str 12, Dex 14, Con 14, Int 8, Wis 12, Cha 10.

Skills: Climb +7, Demolitions +5, Intimidate +7, Listen +2, Repair +2, Spot +5, Survival +7, Treat Injury +6.

Feats: Armor (light, medium, & heavy), Weapon Proficiency (simple, blaster pistols, blaster rifles, vibroweapons, heavy weapons), Dodge, Point Blank Shot, Mobility, Weapon Focus (blaster pistol).

Equipment: Blaster pistol, street clothes, baton.

If the heroes are victorious, there is no information to be gained about who hired the soldiers. They typically work on Tolea Biqua, and came to Depatar as part of an escort for a freighter. The freighter left without them, and they've been working as hired muscle ever since. All transactions on Depatar are thoroughly cloaked, and all they know is that they received payment, and instructions to meet Sadana to pick up the permits and to meet the victims.

Make SURE to run the encounter with the blasters set on stun. If the heroes are all knocked unconscious, then they will wake up in the alley as Fot is finishing printing up another set of permits. For sleeping in an alley. These permits cost another 5 credits per party member.

The basic message being conveyed by this attack, whether the heroes win or lose: "Stop asking so many questions, and go home. We won't be so nice next time."

Encounter 6: Five Star Entertainment

Key ideas of this encounter: Arriving at the theater, the heroes are allowed to enter and are led onstage by the doorman. The lights come on, and they are interrogated by Alec, who reveals a great deal of information to them.

The strange ambush behind you, you make your way through the streets to the elaborate theater that seems to be on the far corner of the city from just about everything. While there are no shows scheduled until late tonight, the guide ropes for the expected lines have already been laid out, and the marquee is lit, advertising, "A Rodian Love Story."

A lone doorman, tall, lanky, and Human, stands in front of the theater.

This is Danil, and he's tired of standing here. He doesn't like being a doorman; it's not what he was trained for. In fact, he was trained as a pilot, but the person whose ship he flies has been hanging around Depatar for some time, and doesn't seem quite ready to leave just yet.

Danil is evasive, and not at all interested in letting anyone into the theater. He will suggest purchasing tickets, if they really want to see the show (though he can't personally recommend it; Rodian love really isn't his thing).

However, he also knows what he was told. And if the heroes mention Alec by name, or mention Box 113, he will sigh.

"A'right. You want in, you got it. I'll take ya to who ya wanna see." He turns, slides a card through the reader on the door, and steps inside. He looks over his shoulder. "Stick with me. Boss has security up and down the street, so we know how many are here. Any of you wander off, and you won't find what you came for."

Danil will lead them into the theater, through a back corridor (and will make sure they're all with him), and up on stage.

Now, there are going to be groups who decide to be sneaky. That's fine. We've encouraged that so far in Living Force, and there's no reason for us to stop now. So, here's the sneaky way in:

Sneaky Way In

On a DC 25 spot check, anyone examining the rear of the theater will notice a window on the second floor that is open. An ascension gun or any of a number of other means can get them up to and through the window. Make them do some tumbling checks or what have you to get down the other side, and have some climb checks – make it cinematically appropriate, and nothing that's going to kill them if they fail, but let them be creative and have some fun.

When they drop to the floor, they will be on the stage.

On the Stage

Once they're on the stage – either having come through the window, or having been led there by Danil, who subsequently left – read or paraphrase the following:

As you stand in the center of the stage, wondering what's going on, a pair of spotlights comes on from the upper balcony, shining directly on you. From somewhere in the otherwise darkened theater, a voice speaks.

“Well, I tried to discourage you from following me, but you wouldn't give up. Care to explain why?”

This is Alec. Stats for Alec are provided in Appendix A. Of course, Alec is a Jedi Guardian, who is actually working for the forces of good – but there's no way for the heroes to know that. Not initially, at least.

What Alec is looking for, at least to start with, is an indication of whether the heroes have figured out that there's something amiss with Wefos. Right now, he's sitting up in the balcony, appraising the Force skills of the various party members.

Alec is not alone. He has a number of soldiers he's hired to help keep the heroes in line if they decide to get rowdy, but he's not the type to begin conversations with threats, so he's willing to listen. He has some questions for the heroes.

If the heroes open fire

Alec will go into full defense mode (expertise, etc.), and his soldiers will begin shooting to stun.

Defense Squad (10): Various Soldiers 4; IM +2; Def 15 (+2 dex, +3 class); Spd 10 m; Sz M; VP/WP 38/14; Atk +5 melee (1d6+1, baton), +7 ranged (1d6 stun, DC 15, blaster pistol); SQ none; SV Fort +6, Ref +3, Will +2; SZ M; FP 2; Rep 1; Str 12, Dex 14, Con 14, Int 8, Wis 12, Cha 10.

Skills: Climb +7, Demolitions +5, Intimidate +7, Listen +2, Repair +2, Spot +5, Survival +7, Treat Injury +6.

Feats: Armor (light, medium, & heavy), Weapon Proficiency (simple, blaster pistols, blaster rifles, vibroweapons, heavy weapons), Dodge, Point Blank Shot, Mobility, Weapon Focus (blaster pistol).

Equipment: Blaster pistol, street clothes, baton.

The soldiers are all firing from theater boxes, so effectively have 75% cover (+7 defense bonus, +3 reflex save bonus).

If the heroes talk

Who hired you? He knows Wefos's name, and wants to hear whom the heroes think they're working for.

Does the name “Karae Nalvas” mean anything to you? This will require a DC 20 check on Knowledge (Jedi Lore). Anyone who makes the check should receive Player Handout #2. Nalvas was a Jedi in training on Coruscant who fell victim to the allure of the dark side fifteen years ago. If the heroes don't make the roll, Alec will tell them Nalvas is a fallen Jedi, though they will only get the handout at the end of the event.

Does it seem at all strange to you that this Wefos keeps “losing” people? Sure, it's a leading question. Alec wants to lead them. He's looking for them to agree with him that it is a little odd.

Do you know what the documents you're seeking are for? They can give the line Wefos gave them, and Alec will laugh.

“I ask that you trust me,” the voice from the darkness says.

The question, “Why should we?” is inevitable. Alec will respond as follows:

“Because I give you my word as a guardian of peace in the galaxy, as one who is sworn to defend and protect, as one who respects life, in its multitude of forms, as one who would serve others, rather than ruling over them, and as one who hopes to continue to improve myself, through knowledge and training.”

Any Jedi hero who does NOT recognize the Jedi code should be smacked at this point. Alec is making no attempt to mask his Force sensitive nature.

“My name is Alec, and I am a Jedi Knight. The man who hired you is Karae Nalvas. I've been tracking him for three years, since he turned my Padawan, Saren Valek, to the dark side.” As he speaks, the house lights come on, and you can see him standing in the balcony. He steps over the edge of the balcony and drops lithely to the floor. As he walks toward you, several individuals rise from various boxes around the theater, holstering weapons as they stand, and nod to him. He takes a seat in the front row of the theater.

“We should talk.”

Encounter 7: Closure?

Key ideas of this encounter: The group gets to trade information with Alec, who it seems is a Jedi working independently of the academy and trying to stop Fesvk Wefos's evil plan. Also, they get offered the opportunity

to help deal with Fesvk when they find out where the station is

The bulk of this encounter is a Q&A session between Alec and the heroes, culminating in an attempt to return to the spot where they were scheduled to deliver the plans, and the courier, if he was still alive. Listed below are answers to questions the heroes are likely to have for Alec.

So, Wefos is a Dark Jedi? Yes.

Is he Sith? No. There are only two Sith at any time, and I'm fairly confident he's not one.

Are you sure Wefos and Nalvas are the same man? As sure as I can be. Even if they aren't, I know that Wefos is a fallen Jedi. My Padawan still travels with him, attempting to learn the easy path to power.

What's up with the plans? The plans Wefos – Nalvas -- whatever we want to call him – was sending are for a weapon of mass destruction. It's capable of generating enough firepower to blow up almost any of the cities of Genarius.

Now, let me ask you a question: Who was it that Wefos "lost" before? *Correct answer: Shilaea Motacc*

And what was it that Dr. Motacc did? *Correct answer: Specialized in large-scale propulsion systems.*

[Note that anyone who played *Head in the Clouds* need only make a DC 12 Intelligence check to remember each piece of information.]

So what does that make you think Wefos is doing? *Speculation Alec wants: Wefos is creating a mobile city, capable of moving through the clouds of Genarius and taking over the biggest trade, manufacturing, and distribution centers in the system.*

We're not sure what he's doing. What do you think? I think he's creating a mobile city, capable of moving through the clouds of Genarius and taking over the biggest trade, manufacturing, and distribution centers in the system. If he gets such a thing operational, it could lead to a war that might engulf all of Genarius.

Do you have evidence of this? I'm working on it. There are only so many ways to get that volume of material into and out of the system. But I have some solid leads.

What can we do? If you want to help, stay where I can find you, or give me a way to reach you. I have a feeling I won't be able to do this by myself.

Are you affiliated with the Jedi academy? I'm not. They know I'm here, and are allowing me to do my job. It has been my task to find Nalvas and stop him. If

anything happens to me, they will know, and will act. [NOTE: Any hero who wants to contact their Jedi Master can have this information confirmed. Alec is well-respected, Nalvas is a real problem, but the academy is not going to move unless either Alec or the Jedi Council tell them the need has arisen.]

Who was the person in red? Oh, that was Danil. I think you met him at the door. I hired him as a pilot and guide.

Where's your permitor? I bought her a week on Dorumaa, as thanks for her service. I have a comlink channel on which she can be reached, if you'd like to verify. [Note: This is true, and Fot can speak with the permitor to verify that it's actually her.]

Those are the basic guidelines for answering questions while portraying Alec. He is genuinely concerned about Nalvas. He's not out for revenge – that's not the Jedi way – but he definitely wants to see the Dark Jedi brought to justice before he can do more harm. He knows that he has often been dismissed as a conspiracy theorist (which is why he works alone, hiring those he needs and telling them only what he must), but honestly believes (1) that this is Nalvas, and (2) that he is a threat to the peace of Genarius.

Once the Q&A session is over, read or paraphrase the following.

Alec rises. "Not that I think it's going to do a particular lot of good, but I'm guessing you were supposed to return those documents to Wefos. Obviously, they aren't here. I've stored them someplace safe, where even I can't get to them right now, so you won't be able to turn them over to him. However, you're welcome to take the 'courier' back to him, if he's still around." He grins and looks away.

Conclusion

With Danil piloting, you escort Alec back to Cularin, to your scheduled meeting at Bath Rabbud's. You arrive on time and sit.

And sit.

And sit.

No sign of Fesvk Wefos.

Just as you're about to give up, a bright red astromech rolls in, stopping at your table. It beeps twice, turns its head, and a familiar face appears in the air beside you. The face of Fesvk Wefos.

"If you are receiving this message, it is because I have elected to continue my current business plans without your further assistance." He sneers. "I will no longer be needing your services, and hope that the

advance payment was enough to cover your expenses. I wish you nothing but the best in your future endeavors. Mine are quite intact.” And with that, he holds up a set of rolled papers. The face disappears, then the astromech begins beeping at regular intervals, almost like a timer counting down, and the display reads “24 ... 23 ... 22 ...”

Find out what the heroes intend to do with the fairly heavy astromech bomb in their midst. If any of the characters have demolitions as a skill, they can attempt to disarm the bomb. Because they are rushed, the DC is 20. Actually, the bomb is a home-made device, designed to look like a standard thermal detonator. If the hero attempting to disarm the device generates a 30 or higher, they realize that the countdown will disarm the bomb, and if the bomb is “disarmed” it will blow up.

Other characters can attempt other skills to try to stop the bomb – Computer Use could (DC 15) could be used to stop the clock, Disable Device (DC 20) could also be used to stop the countdown timer. Anyone with the Disable Device skill who succeeds at a DC 33 will realize that the bomb will go off if the countdown is stopped, and that letting the timer run out is the only safe option.

Yes, this is somewhat twisted, but Fesvk is somewhat twisted and liked the idea of the “heroes” actually being the ones who caused the bomb to go off. If the heroes stop the countdown, 6 seconds after the timer would have reached 0, the bomb goes off.

If the heroes cause the bomb to go off, treat it as a modified frag grenade. Anyone still examining the device is at ground zero (4d6 in higher level events, 2d6 in lower level, DC 15 reflex save for half). Anyone in Bath Rabbud’s takes secondary damage (2d6 in higher level events, 1d6 in lower level, DC 12 reflex save for no damage; yes, this will include several folks not in the heroes group, and the heroes may have many injured to tend to after the explosion). Note that successfully disarming the device does NOT provide the heroes with a thermal detonator, it just looks like one.

If the party prevents the detonation, either by realizing the trick or failing to disarm the device, proceed with the following:

As the countdown reaches zero, the astromech gurgles, smokes, and keels over. Examining the droid, you see the thermal detonator seems to have melted into a pile of goo.

Either way, once things have calmed down proceed with the following:

Alec’s eyes go wide, and he looks at each of you in turn.

“It seems my hiding place wasn’t as secure as I thought. I hope I can call on you all again, when I learn what he plans next.”

And with that, Alec stands, offering his hand to each of the heroes, and takes his leave.

Any hero who wishes to go with Alec on his investigation may do so. He will not offer the opportunity, but will not turn down the help, although he will encourage Padawans to stick with their studies. Any hero who volunteers to go with Alec will not be able to play any events until they have played Episode III of the trilogy, *Into the Storm Clouds*.

Here Ends Clouded Paths

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 hero 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 find Alec and learn the truth about Wefos? If so, each hero who survived receives 350 xp.

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

Total Possible Experience:	650 xp
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If the heroes did not complete the scenario because of time constraints, but were “on the right track,” you may award ½ adventure experience. If the heroes succeeded in finding Alec, but attacked rather than talking, 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 acquire in the scenario. Certificates are not supplied for standard equipment, but it should be assumed that any equipment the heroes find which is not listed here cannot be kept or is non-functional for one reason or another.

Blaster pistols (stun setting only; these lack the power cells to fire killing blasts, and have been modified such that they will only ever be useable for stunning).

[3 OF THESE PER TABLE ONLY]

Favor of Fot Ducela: For providing such a nice income to him on your visit to Depatar, Fot has elected to provide you with a permit. This permit will provide you with permission to possess a single item that is restricted in the Cularin System. Unfortunately, the permit is a forgery, though Fot is very talented and the forgery can only be detected with a successful Forgery check at DC 35, by an NPC who has a reason to doubt its authenticity. Not that does not provide the hero listed above with the item – only the right to carry said item should they come across it. The item referred to in the permit must be written in at the time the permit is obtained, as must be the name of the hero holding the permit. The permit is non-transferable, and because of the manner in which Fot produced the permit (utilizing special paper), believable forgeries of the forgery are impossible.

Player Handout 1: Background on Depatar

Depatar, the City of Masks, is an unusual place that was set up as a business in clandestine meetings. Five separate criminal syndicates constructed the city as both a neutral ground to meet on. Then they discovered that criminals weren't the only ones interested in private meetings, and saw a way to make a profit in addition to providing themselves with a safe haven to meet in. The purpose of the city is to allow individuals to meet and/or conduct business without anyone else finding out about the meetings. As a security precaution, to help protect all of their clients, the Depatar requires all non-residents of the city to travel fully covered from head to toe. Many guests take the opportunity to don unusual or creative masks or costumes, and hence the nickname "City of Masks". To aid in creating privacy for its guests, many Depatar residents travel in disguise as well, offering their services to guests as decoys or duplicates. The city has created an entire industry around deception and intrigue.

Also, the atmosphere in the city provides an ideal setting for those wishing to sell "unusual" goods to do so safely. In other words, Depatar is perhaps the largest black market in the system. For enough credits, nearly anything can be bought there, and many of the business operators take great delight in being known by their elaborate masks rather than by their real faces.

The city has a complex and confusing bureaucracy, requiring permits for nearly any activity, though permits only identify whom they apply to by costume. This has allowed the creation of quite a market for documents – both real and forged – within the city. The official government of Depatar has seen no reason to discourage this practice. In fact, the city's 5 council members are each part of one of the syndicates that make huge amounts of credits producing permits and selling them to guests of the City of Masks.

This chaos is somewhat regulated by the major permit sellers, who have set up an agreement about the selling of permits. Individuals who sell permits are called "permitors". Whomever sells the first permit to a guest of Depatar has first right on acquiring the guests any other permits (since they have been retained as the individual's permitor). The right of permitor only applies as long as the guest doesn't ask another permitor specifically to acquire a permit for them (the permitor is not allowed to solicit purchase of a permit from the guest, they must instruct the guest that their current permitor should be able to procure a permit for them, but if the guest is unsatisfied with their current

official, they may purchase a permit for a transfer of representation.). If a guest purchases a permit for the transfer of representation, then the right of permitor is transferred to the new "official". This prevents guests from being harassed constantly during their stay on the city, and also creates a level of dedicated service, since not meeting a guest's desires loses the "official" their easy meal ticket. It also tends to give guests a built in guide, since most smart "officials" aren't going to leave their meal ticket alone to be stolen away.

Most permits that are sold are good for either a few minutes up to a couple of days. Longer permits are obviously more expensive, and the legality of the activity in a normal community also has an influence on price. Performing an activity without proper permit, or a guest traveling without mask are all punished by the same penalty – expulsion from Depatar. How severe the council feels the infraction was determines whether or not the expelled individual gets to leave via ship or whether they just open a door and "throw the bum out".

Sample permit prices are listed below:

Visitor Permit (allows landing of ship on Depatar and interaction with a Permitor): 100 credits/day

Weapons Permit: 150 credits/day

Purchase Permit – Goods Legal in most of the system: 5 credits/hour + 1% of price of goods purchased.

Purchase Permit – Goods Restricted in most of the system: 100 credits + 5% of price of goods purchased.

Purchase Permit – Illegal goods in most of the system: 500 credits + 25% of price of purchased goods, goods must be out of Depatar within 48 hours.

Travel Permit (allows holder to travel the city in a particular mask): 25 credits/day

Gambling Permit: 5 credits/hour + 5% of winnings.

Use these as examples. Basic activities should run 5-25 credits/day, with prices for other activities based on how illegal they are in the rest of the system.

It takes about 4 hours to get approval through the government for a permit. Forged permits can be done many times in as little as 6-30 seconds, depending on the resources of the permitor and the complexity of the permit.

Player Handout #2: Karae Nalvas

Karae Nalvas was a promising student of one of the Jedi Masters at Coruscant. He was skilled in the art of diplomacy, and had a thirst for knowledge second to none. Fifteen years ago, he and his Master were sent to the Outer Rim to investigate a vague disturbance in the Force. They arrived, and a single transmission was received from the Master by the Jedi Council:

“Planet is very strong in the Dark Side. Pull is intense. Lost Nalvas. Wounded me before he left, I will not be returning to Coruscant. Recommend quarantine entire sector. I go now. May the Force be with you all.”

Nalvas was never seen again, though reports have come to the Jedi of a Dark Side practitioner moving through the Outer Rim, gathering scientists and investors. Somewhere along the way, almost all the records directly related to Nalvas were lost – as were all the pictures that existed of him. If he’s out there, no one knows what he looks like.

DM Aid #1: NPCs for The Grande Game and Club 111

The Grande Game NPC suggestions:

NOTE: Treat all non-droid NPCs in *The Grande Game* as having the following saves: Fortitude +4; Reflex + 5; Will +8 (because their attention is focused so heavily on winning that they shrug off most mind-affecting abilities).

Farfer, Ithorian merchant: Farfer is pale-skinned, for his species. He speaks in a low, gruff voice (think smoker's rasp) and is very intently watching a sabacc game. He isn't wagering, because his mate purchased a permit allowing her to forbid him to bet any more of their money. Farfer is of the opinion that she probably spent more than he would have lost, regardless.

S2-36B: One-armed dirty bronze protocol droid, S2 is present in the Grand Game to serve as a translator. Her translations are not always 100% accurate, especially if one party or the other does not tip well.

Aria: Aria is a grey-skinned Near Human with silver hair. She is alternately seen cashing out chips, delivering drinks, and watching the door. She doesn't actually WORK for the Grand Game, but she does enough around the casino that the management doesn't mind having her hang around. She desperately wants to work for the casino, but Kelko sees no reason to hire her when she's going to work for free.

Brute, Gungan shoe salesman: For more or less obvious reasons, Brute had to leave Naboo. It was something about the feet. Still, he's happy with where he is, and what he does, and believes that providing shoes for the sentient species of the galaxy is a noble and worthwhile endeavor. He's here on personal business, and is going to head to Tolea Biqua next to spend some of his copious commission money.

Fritz, Sullustan pilot: Fritz makes his living the old fashioned way – by stealing from the clients whose cargo he's hauling. He finds most of the clients to be pretty laughable, and has a great deal of fun in Depatar, wearing a mask and mocking everyone he's ever worked for. Of course his mask is unmistakably Sullustan, and his accent is thick and readily identifiable. Whether his name is actually Fritz, no one knows, but he's not making many friends around the casino with his talk.

Club 111 NPC suggestions:

Blanco: Smallish female, dressed all in white with bright silver sequins and a silver spider's web covering her clothing. She twirls in whatever direction the lights are moving, and seems to be feeling pretty good. She's perky (provided you can get her to stop dancing) and talks as quickly as she dances. Species indeterminate.

Pawel: Male, slightly over two meters in height, dressed all in bright feathers. He's actually wearing a tail-fan much like a peacock's, with feathers that spread out a meter to either side of his already-large body. Has a much higher voice than most men (probably being modified electronically).

Gordy: He's got to be a Wookiee, though he's wearing one of the most realistic kilassin costumes you've ever seen. As the music swells, he throws back his head and roars, and you'd swear that one of the huge Cularin lizards managed to breed with a Wookiee.

Worm: Gender unknown, 1.5 meters tall, wearing a suit that appears to be covered in live, writhing worms. S/he moves as close to other dances as is possible before shuffling away, laughing at the expressions on their faces. The worms are actually holo-projected from hundreds of tiny projectors all over the suit beneath, but that's impossible to tell without close examination – and no one really wants to look that closely.

Smooch: Frisky Tarasin, Smooch is running around wearing a Caarite mask, with her head-fan extended, kissing anything that gets too close. She doesn't know or care that she's smooching strangers, she's just here to have fun, and is on a pretty unbelievable adrenaline high. Her clothing is emblazoned with one word, over and over again: "Oink."

Crolar: He seems to be male, and probably Human, but he's also only a little over three feet tall. He half-waddles, half-dances, and seems to be quite enamored of the selection of legs in the club. If he's forced anywhere above waist level for most of the females in the club, he gets very grumpy. He is wearing a tray on his head, and every so often, someone sets a drink down to get it out of the way. He gets more free drinks that way...

Appendix A: Other NPC Stats

Fot Ducela, Human Fringer 2, Scoundrel 2; IM +2; Def 19; Spd 6 m; Sz M; VP/WP 22/12; Atk +1 melee (1d3-1, fist), +4 (+5 if less than 10m) ranged (3d6, blaster pistol); SQ none; SV Fort +4 Ref +7, Will +0; SZ M; FP 2; Rep 3; Str 8, Dex 14, Con 12, Int 16, Wis 10, Cha 16.

Skills: Appraise +8, Bluff +8, Craft (Forged Documents) +7, Diplomacy +12, Forgery: +13 (+21 for Depatar documents), Gather information +11, Various Knowledge +9, Profession (Document Salesman) +7, Sense Motive +6

Feats: Simple weapons, Blaster pistols, Run, Barter, Illicit Barter, Better Lucky than good, Skill Emphasis (forgery), Trustworthy, Point Blank Shot.

Equipment: Blaster pistol, Deluxe Datapad with permit printer.

Alec, Jedi Guardian 8; IM 2 (+2 Dex); Def 20 (24 when wielding lightsaber); Spd 10 m; VP/WP 72/12; +9/+4 melee (3d8, lightsaber [19-20 crit]), +11/+6 ranged (3d6, blaster pistol); SQ Jedi Knight; SV Fort +7, Ref +8, Will +6; SZ M; FP 8; Rep 1; Str 10, Dex 14, Con 11, Int 14, Wis 15, Cha 10.

Skills: Computer Use +7, Empathy +9, Force Stealth +10, Friendship +6, Heal Self +6, Knowledge (Jedi lore) +6, Battlemind +7, Force Defense +6, Affect Mind +10, Force Push +5, Heal Another +5, See Force +7, Telepathy +8, Enhance Ability +4.

Feats: Low Profile, Weapon Group Proficiencies (blaster pistols, simple weapons), Exotic Weapon Proficiency (lightsaber), Force Sensitive, Control, Alter, Sense, Expertise, Lightsaber Defense, Quick Draw, Knight Defense.

Equipment: blaster pistol, lightsaber, Jedi robes, mask.

Critical Event Summary

Clouded Paths

1. Did the heroes attempt to *See Force* on Wefos/Nalvas?

Yes

No

2. Did the heroes manage to prevent any casualties when the astromech tried to blow up?

Yes

No

3. Did the heroes immediately open fire on Alec?

Yes

No

4. Did any of the heroes elect to stay with Alec and aid in his investigation?

Yes

No

If so, please list player name, character name, and RPGA # below:

5. Did anyone get ejected from the city for repeated permit violations?

Yes

No

If so, please list player name, character name, and RPGA # below:

Convention Coordinator:

To report these results (for events during the month of June 2001 only), you may US mail them to:

RPGA - Living Force, P.O. Box 707, Renton, WA 98057-0707

Or email to: LFPlots@rpga.net

Or fax to: (425) 687-8287 Attention Living Force Critical Events

Check <http://www.rpga.net/LF> for other methods.