

Oblivion's Kiss

A One-Round Living Force Adventure

by August Hahn

When an important member of Cularin's government asks for a favor, you are caught up in a race against time to save lives and bring the guilty to justice. But when your true enemy is the sweet kiss of Oblivion, who really wants to be saved? An adventure for Living Force heroes levels 1-6.

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This 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 name tag 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.

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: *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.

1. *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.
2. *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 characters 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 module 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 player characters.

Character Earnings

At the beginning of the round, if the characters are employed, they receive their pay. No matter how much

time has passed since the previous round, they receive pay for one week. Characters 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 characters may use only one of the above methods and must choose which before rolling (Employment, Craft or Profession).

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

DM Overview

Merik Darou, top aide to Lavina Wren, the Republic Senator from Cularin, returned home for a political vacation a week ago. In that time, he's met with the governors of Gadrin and Hedrett, visited the platform cities, spoken with Tarasin ambassadors, *and indulged his ryll habit*. When his supply ran out, he turned to an old friend, Kelkan D'vrosh.

Kelkan D'vrosh has other friends, too. These friends can find anything for a price. In this case, they can supply ryll captured during a pirate raid on the Ashtan Tor, a freighter coming from Twi'lek Prime. Kelkan took the ryll shipment off their hands and has cut it to make more of profit. Always happy to help a friend, especially a desperate, wealthy friend, Kelkan supplied Merik with the first of his new 'product'.

As dangerous as ryll trafficking is, Kelkan hasn't tried to sell it to anyone yet. Ryll addicts require a larger fix as their habit grows, and Merik could easily be the only customer Kelkan needs. Unfortunately for his business plans, a complication has arisen.

The ryll was pretreated before leaving Twi'lek Prime with a medicinal additive. Legal ryll is used only as a prescribed medication, and the additive was

designed to enhance its beneficial properties. Unfortunately, Kelkan didn't know about the additive when he cut the ryll, and the two additives have reacted very poorly to each other. Now, the ryll is a virulent toxin capable of shutting down the user's nervous system until they die of autonomic failure and cerebral shock.

It didn't take long for Merik to succumb to the tainted drug. Already a heavy user, he was driven into a coma almost immediately. The woman with him, an escort named Naytha, called private medical personnel and made sure he was taken care of, then returned to her employer (Thurm Loogg of the Metatheran Cartel) for a full report.

The clinic contacted Senator Wren as soon as Merik became stable. They explained the situation and awaited further instructions. Lavina ordered them to keep the incident quiet. They agreed, but explained the true difficulty they were facing. Without knowing both chemicals in the poisoned ryll, they could not bring Merik out of his coma. Worse, his condition was deteriorating. Within days, he would surely die.

Working quickly, the Senator gathered information on people who had acted in the best interests of Cularin before. Finding heroes who might suit her needs, she made efforts to contact them. It was a serious risk, trusting strangers with a secret that could ruin her political career, but she had no other choice. She could only trust their discretion and skill.

Lavina Wren knows that the heroes aren't just working against her aide's failing health. The Office of Peace and Security has received word of the stolen ryll. If they track down the source, they might learn of Merik's condition. The resulting political backlash is something Wren wants to avoid at all costs. She is doing what she thinks is best for Cularin, and a scandal right now hurts not just her but the entire system.

With few leads and less time, the heroes are set in a race against the odds. Trace the ryll, save a dying man, and keep others from feeling Oblivion's kiss; all in a day's work for heroes, right?

Encounter 1:

Wren's recorded message is relayed to the heroes and they are set on the path of the adventure. This scene takes place in and around Darou's apartment quarters in Hedrett's political district. From here, they can learn of Naytha's existence, the connection with the racer bar Spanner's, the cryptic name "Kel", and possibly learn of the person shadowing them.

Encounter 2:

This encounter occurs if the players learn of Naytha and go looking for her at the Metatheran Cartel's office in Gadrin or on their orbiting office-ship. Here, Thurm Loogg asks to see them, explain the 'relationship'

between Naytha and Merik, and offer his services through her. His aid could turn to blackmail, though he says nothing of the kind, if it is refused. Naytha was with Merik when he picked up his ryll from Kelkan, and she knows where the small-time hood lives.

Encounter 3:

If the players follow up on the tab chip from Spanner's, they are led to a racer/spacer bar on the south side of Hedrett. Here, they can get into the mother of all bar fights, get on the wrong side of some very unhappy people, and, if they are polite or determined, learn Kelkan D'vrosh's name and address. The party's shadow might appear here as well.

Encounter 4:

Kelkan's home is a run-down cubicle apartment in the industrial quad in Gadrin. There, heroes won't find him, but they can search the place to find clues to his current location. All his clothes and portable goods are gone, as if he moved suddenly (which he did). Among what's left is a broken datapad. If repaired, the datapad can provide a map of Gadrin, shuttle times and information, and a flight number. The amount of time the heroes have taken up to now becomes important, as he may or may not have left yet. If the party dallies again, their shadow may show up briefly.

Encounter 5:

Shuttle Pad 2-B. Here, the scene becomes either one of inquiry and chase if Kelkan has already left for the White Nova, or stealth and capture if he is still waiting for his flight. If the former, a second shuttle heading to the White Nova is available for boarding. If the latter, Kelkan will not come quietly. He has hired some of the best thugs ryll and money can provide to see him safely to the shuttle. A fight would be dangerous to the heroes and bystanders, especially when the heroes could just buy tickets and board with him.

Encounter 6:

Once aboard the White Nova, the heroes have their work cut out for them. Kelkan intends to hide until the Nova leaves the system. Once the heroes find him, he fights rather than surrendering. Since most weapons have been taken by the Nova's security checkpoint, this battle involves fists, a chance to use the *Martial Artist* feat and improvised weapons. Kelkan is not overly brave, and quickly surrenders if he starts to lose. One of the things he offers for his life and safety is the rest of his, as he puts it, "stash". Hidden in a locker back at Landing Pad 2-B, the ryll the heroes need lies waiting for them to claim.

Encounter 7:

The conclusion scene, this likely takes place at Merik's bedside. With an ampoule of the ryll Kelkan supplied, the medics at the private clinic (a clinic funded by the Metatheran Cartel) can isolate the troublesome compound and devise a counteragent. There are other ways to reach this ending, but it is assumed that the heroes puzzled through the clues and captured Kelkan themselves. If not, their shadow may appear and give them what they need. Also, OPS may discover the ryll in the Landing Bay locker and make it available through official channels, in which case the Metatheran Cartel has to step in officially to save Merik Darou's life. This solution is the most damaging to Wren, and the least desired ending to the scenario, but it might occur if the heroes are unable to resolve the situation in time.

Important Note to Judges: It is important to keep in mind that the Office of Peace and Security (OPS) is a competent organization employing professional investigators. If the party is blatant in their methods, do anything to arouse reasonable suspicion, or do not attempt to work discretely, be sure to have the OPS dog their heels until they correct their behavior.

Also, Aleth Par, the 'shadow' in this module is not someone who wants direct contact with the heroes. He is interested in resolving the ryll situation for his own reasons and for those of his employers. At this time, those employers remain nameless. He only comes into the scenario as noted in each encounter. Use him sparingly, if at all.

Opening Crawl

*It is a calm time for
the people of Cularin. The
troubles of recent months have
calmed and it's business as usual in
the Expanse of the Galaxy.*

*But business is not
always peaceful. Some
traffic in war, others in crime,
and some dark souls traffic in the
worse business of all; pain. Amid the
green fields and blue oceans of Cularin, a
fortune can be had helping people to forget
their pain... if only for a while. Oblivion is for
sale, and business has never been better.*

Encounter 1: How the Other Half Lives... and Dies

Key ideas of this encounter: Gather the heroes, assemble them at Merik's apartment, and let them hunt for clues. Allow time for initial character roleplay.

This scene has no set beginning, as the heroes will likely not be together for the start of the adventure. Take a moment to speak with each player, get a feel for who their character is, and then devise an appropriate way for them to have been contacted.

Keep in mind that Wren is not keen on giving out details and would prefer to hire independent "professionals" with no connect to herself or Merik. Feel free to use Player's Handout verbatim or paraphrase as seems appropriate for each hero.

If any of the heroes have governmental contacts on Cularin, she probably speaks to them personally; otherwise, she offers employment via communicators with a decent sized stipend (1000 credits) attached.

Jedi are a special case. In exchange for favors done in the past by Wren, Lanius Qel-Bertuk has his assistant, E1-6RA contact them and ask that they investigate this matter.

Certain characters may not seem appropriate for this mission, as it requires a certain level of subtlety. As Judge, do your best to find a rationale for incorporating the character into the adventure. If the hero is simply inappropriate (Infamy or an obvious criminal record would count), ask the player to use a different hero. If one is not available, a template can be used with minimum set-up time.

A Note on portraying Lavina Wren: In upcoming adventures and/or supplements, Senator Wren will be detailed completely. Until then, keep in mind her most important personality traits. Lavina Wren is professional, calm, and *always* composed. She treats everyone fairly and politely, regardless of species. Her motives are simple in this matter; recruit the heroes, serve her own interests, and save the life of her aide, Merik Darou.

Regardless of how Wren (or her intermediaries) contact the heroes, the objective is always the same; the apartment of Merik Darou. This is where the heroes are all sent to begin their investigation. They should all arrive at nearly the same time, though this may be staggered according to hero actions. Read or paraphrase the following to begin:

Merik Darou's apartment is a tidy affair of three rooms and a massive bay window overlooking the heart of the political district. Looking at these

gleaming buildings, it's hard to imagine that Hedrett, like its sister city Gadrin, were once tiny river towns straddling the Estauril.

At first glance, the apartment seems very tidy. A bathroom can be seen past the open door of the bedroom and the living area is spotless. A pair of drinking glasses rest on a crystal tabletop in front of the vid player and just inside the kitchen module, a few plates rest in the sink.

From here, the players are free to investigate. If they make specific inquiries that would lead them to the information below, let them have the clues without rolling. Otherwise, if a player opts for Spot and Search rolls, use the DCs listed for each item (a separate roll for each clue).

At an appropriate point in the encounter after the heroes have gotten into the apartment and are searching, give the most likely hero a chance to make a Spot check (DC: 21). If made, he or she catches a glimpse of a person standing out in the street a block away from the apartment. The figure appears to be watching the party (and he is, with a pair of macrobinoculars).

This is Aleth Par, a character to be detailed in later modules. He is tailing the heroes for his own reasons and will not initiate contact with them in any fashion. If spotted, he vanishes into an alley or nearby hallway and is gone.

A note on portraying Aleth Par: Aside from what has been noted above, there are likely to be extreme circumstances where heroes use force powers and other means to get close to Par or make contact. These should fail if at all likely. The mystery of his appearance should remain just that for now.

To powers like Sense Force, Aleth appears to be a non force-user. He feels any attempt to contact or control his mind with the Force; this drives him away immediately. Insistent characters who try to force such unwanted contact are a sure way to make sure he doesn't offer any aid later in the module.

If the heroes have a way of seeing him clearly from a long distance, he is dressed in a dark gray jumpsuit and a black long coat. His face is obscured by the jumpsuit's heavily shadowed hood.

There are four important clues in this apartment; the glasses and plates, a woman's jacket in the bedroom, a tab chip from Spanner's on the vid player, and a take-out container with a message from "Kel" on it.

The glasses and plates are unremarkable though costly. It's the fact that there are pairs of them that is significant. It's a hint that Merik wasn't alone his last night in this apartment. [Spot DC:15]

Draped over a chair next to the suite's single bed, a soft bantha leather jacket can be found. A sharp eye will note that it seems cut for a woman and a good search of its lining reveals a hidden pocket. In the pocket, a passport belonging to Naytha Alutana, a Twi'lek, can be found. The passport notes her reason for residence on Cularin as business and her employer as the Metatheran Cartel. [Spot DC:15 (10 for a female character or a hero with a fashion-related Craft or Profession skill) to note the gender cut of the jacket, Search DC 15 to find the hidden pocket.]

On top of the vid player is a tab chip from a racer bar called Spanner's. Merik is a bit of a thrill addict and loves the vicarious excitement he gets from hanging around the adventuresome regulars. He has forgotten about this chip because it's the same color as the top of the player and because, unfortunately, he is usually on ryll when he goes there and doesn't often remember coming home afterwards. [Search DC: 10]

Lastly, dropped behind the fresher in the bathroom is a white take out food container. It reads, "Kel here. I've got what you need. You know where to be. I'm waiting". [Search DC: 15 to find the container.]

Other avenues of investigation include the apartment's computer (which he doesn't have, since Merik never uses this apartment for business), communication records (which are currently being investigated by Wren and are thus unavailable), neighbors (which will be ultimately unhelpful aside from mentioning "some girl who comes and goes sometimes"), and the apartment's security logs (which have also been taken by Wren's office for investigation).

If the heroes come up with still more things to investigate, let them do so. However, the most immediately relevant clues are listed above and play should be steered toward them.

From here, the next step is entirely up to the heroes. If at any time, one or more of them want to visit Merik in the hospital, use Encounter 7 for imagery. He will not awaken from his coma unless a counteragent can be found for the poison in his system. Even the Jedi sent by Bertuk to aid him has only succeeded in keeping him stable... for now.

If the heroes want to follow up on Naytha, run whichever version of Encounter 2 is appropriate. If they want to check out Spanner's, move to Encounter 3. The name Kel isn't much of a lead, unfortunately, as there are presently 452 residents of Cularin with the phrase "kel" as some part of their name [Computer Use DC: 10 to learn this].

As mentioned above, other avenues of investigation, like using contacts or favors for more information, must be adjudicated on a case by case basis. Avenues of inquiry should lead the heroes back

around to the relevant encounters; i.e. using a Noble's contacts might inform the hero that Merik was often seen in the company of a Twi'lek named Naytha, thus setting up Encounter 2.

Allowing heroes the freedom to use their abilities and friends to work their way through this scenario is highly encouraged. It gives them a sense of being a part of the story and of belonging to the community of Cularin.

Encounter 2: An Offer You Can Refuse... But I Wouldn't

Key ideas of this encounter: The heroes meet Thurm Loogg of the Metatheran Cartel and Naytha. They learn of Thurm's intention to be of assistance in "this tragic matter" and may perceive an unstated hint of potential blackmail. Naytha can be of great help if Loogg's offer is accepted, since she can lead the heroes to Kelkan's hideout.

This encounter can be run one of several ways. The first is if the heroes decide to visit the Cartel's offices in Gadrin. These have mostly been abandoned, but a skeleton crew still works there or relay messages to the Metatheran Cartel ship in orbit. As per the terms of the agreement reached by the Cartel and Cularin (in the Eye of the Sun trilogy of LF modules), they are not currently allowed to maintain a true presence on the planet any longer.

Any mention of Naytha prompts the instructed staff to arrange a holo conference with Loogg. The other way to run this is if the heroes wish to rendezvous with the Cartel's orbiting office-cruiser and inquire about Naytha directly. This also prompts the staff to arrange a meeting. A third possibility is for heroes to try running Naytha's name through a search of Gadrin's computer systems. Her name has been flagged by Loogg and any search simply pulls up a recorded message to come by the Metatheran offices for a 'friendly chat'. All other information on Naytha has been erased.

A face-to-face meeting is the assumed direction this encounter will take. There are dozens of ways this could take place. A heroes contact (or a hero, if they own a ship) could ferry them to the cruiser. Alternately, the Cartel could send a shuttle to pick the heroes up and bring them aboard. Loogg is very interested in speaking with them and the heroes are shown every possible courtesy.

Paraphrase the following to match the conditions of play. If this is all being done by holo conference, replace any 'in-person' details appropriately.

You are shown into Thurm Loogg's office quickly. The secretary slips out behind you and quietly shuts the door. Ahead, a large desk stands before a wide stained glass window. An image of a pastoral landscape plays out across the panels, a few key clear panes allowing the dark reaches of space beyond to complete the nighttime picture.

Standing beside the desk, a young Twi'lek woman smiles coolly towards you all. Her fingers rapping gently on the corner of the desk, she is all but disregarded by the Caarite man seated behind it. His eyes look only at you, his broad smile practically beaming friendship and joviality as he gestures for you to approach.

"Come, good people of Cularin. You have much business, I think, and I have much aid I can offer."

Thurm is quite correct; he can offer quite a bit of help in the form of Naytha. She is a faithful employee and very loyal to Loogg for having had her bought out of a Twi'lek slaving pen. As such, she only aids the heroes if forced or directed to by Loogg.

As long as things remain cordial here, Loogg is content to play the perfect host. He'll offer fine foods tailored to the racial preferences of his guests and drinks from a hundred worlds. He is quite charming in a Caarite way, and he really wants the heroes to carry a good impression of him and the Cartel back to Cularin.

That in mind, he has every intention of allowing Naytha to tell the heroes what she knows. If this puts Senator Wren in his debt, so much the better. He won't go so far as to blackmail the good lady at this time, but he knows the threat of it hangs in the air. That suits his needs as well.

Once Merik is mentioned, Loogg responds with something like:

"Poor man. Of course, an addiction, any addiction, can become one's bane if left to grow beyond one's control. I am sorry to hear of his plight."

If asked what he can do to help:

"My dear employee here has been escorting Mr. Darou during his time on Cularin. He has been to many different places, but I dare say he's not visited all of them in an 'official' sense..."

The question of what he might want for his aid brings:

"Oh... let's not discuss such things at this time. A man's life lies in the balance and I have the power to tip those scales. It is enough for me that Senator Wren knows of my involvement in this affair. That's all the remuneration I require."

NOTE: If the heroes decline the offer of aid from Loogg, he does not insist. Rather, he is polite to the end, regardless of their behavior. Unless he is outright attacked, he continues to smile pleasantly and see that the heroes are escorted gently off the ship and back to the planet's surface. He has no intention of causing an incident at this time.

Once the offer of aid is accepted, Thurm nods to Naytha. The pale skinned beauty reacts immediately. She smiles at him and calmly approaches the heroes. If allowed to speak on her own, she says:

“Merik is truly a nice man, and I’d hate to see anything worse happen to him. It’s my job to make certain a client is taken care of, you see? That’s why I called for medical before he twitched.”

“I don’t use anything myself, but I’ve known a lot of people who do. I know what to look for. So, when I saw Merik’s eyes go dark, I was pretty sure he’d gone over the falls. I made the call, got him propped up so he’d keep breathing, then left out. I’d... <gives a nervous look> ...I’d have stayed, but if he’d died, it would have looked bad for the Cartel.”

“What I can give you is pretty wizard though. I know where he’s been buying his blue. It’s just a shack-dive in smoketown Ged, but I can give you the address. That good?”

Naytha’s speech is typical for the young culture of the time. ‘Twitched’ refers to the shakes and convulsions of a dying overdose victim. ‘Going over the falls’ is a slang term used by many fringers for an overdose. ‘Wizard’ is a nearly universal term amongst spacefaring folk as a euphemism for interesting or ‘cool’. ‘Blue’ is another name for ryll. The last bit of slang is the term ‘smoketown Ged’. It refers to the industrial sector of Gadrin. At the GM’s option, a Knowledge: Local roll (DC: 10) might be needed to figure out this reference.

Like many Twi’leks raised as slaves, Naytha has a true willingness to serve and is being genuinely helpful. She wants to see Merik get better; this is easily evident (DC: 5) for anyone who tries to Sense Motive.

If asked why no ryll was found in the apartment or if she’s got what ryll was left, she’ll frown and say:

“Merik was a user, but he never wanted the Senator to get in trouble for his habit. He only ever bought the stuff one dose at a time. That way, he’d never get nailed for intent to distribute if he was caught.”

What she’s not saying in the above, which is all true, is that she did bring the ryll vial back with her to Loogg. She just wanted the evidence gone so Merik wouldn’t

get into trouble, but Loogg has had the contents analyzed.

So little ryll was left that a breakdown of the impurities is taking considerable time. If the agent can be identified in time to save Merik’s life, Thurm intends to offer the information to Wren privately. Naytha has no idea about this and Loogg denies it utterly if questioned directly.

If Force powers or other means are used to expose the lie, Loogg sighs and says that his scientists haven’t yet come up with anything useful (true). He didn’t want to raise hopes until he had something (partially true). He also didn’t want to offer something that might not work, since that would reflect poorly on the Cartel (true).

He respectfully asks that the heroes get back to the investigation at hand. In consolation (and to cover his irritation at getting found out), he offers to forward what information he had uncovered immediately to the hospital for their use. This does not please him, but he makes a good show of being calm and magnanimous.

Once the interview is over, Thurm Loogg downloads the address (assuming everything has gone well and the heroes accepted the aid) into one of their datapads and sends them on their way. Naytha is not free to go with them, but she sends her best wishes and asks the male or female with the highest Charisma in the party to pass along a kiss for luck.

The address leads heroes directly to Encounter 4. Again, deal with sidetracks as they come up. If the heroes do not get Naytha’s information here and have not found the tab chip for Spanner’s, they will likely be completely lost. Let them try to dig up leads on their own and have promising attempts guide them back into the scenario.

Encounter 3: Living Fast... and Dying Faster

Key idea of this encounter: heroes can find out Kelkan’s identity and place of residence/business. This is also a great place to get seriously injured in a bar fight, which can occur if the heroes are not wary.

Arriving at Spanner’s just as a small group of people leave it astride gleaming swoops, you can see why this place has some appeal with the spacing crowd. Built out of a section of an old transport’s hull, the bar’s sign is a continuous holo of a fusion wrench projected over the front blast door.

The smell of old metal and oil clings to the façade like a lingering aura, suggesting the days when this

clunker was making its runs through space with only luck, prayers, and endless maintenance to pull her through.

Just inside, you can see 40 patrons or so. They run the gamut of races from Ithorians to Sullustans. Even more exotic folk can be seen in the shadows of the bar, lurking like predators on the edges of a nerf field. Red eyes flicker in the darkness as you approach...

Despite the ominous introduction, this place is fairly peaceful most of the time. Strains of music can be heard from both floors of the bar; they clash so badly the cacophony is actually somewhat melodic.

Here, the heroes can unwind, find an empty table, and participate in the oldest investigator's pastime, legwork. The patrons are mostly unwilling to talk to strangers, but the bartender, the wait staff, and a Rodian swoop racer in one of the back booths is receptive to questions if asked.

This encounter is fairly freeform. Let the heroes take as long as they like (within the constraints of the scenario's time slot) here. An open tavern scene like this is excellent for roleplaying. If the heroes get obnoxious, there's a combat encounter that can occur here, but it isn't necessary.

The entire upstairs area is being used tonight by a fairly well-connected criminal named Vel-Kan. His Trandoshan bodyguard Kisskk is at the top of the stairs and does not let anyone by without the code phrase.

Three people here can give the heroes Kelkan's name and address. The routes to get this info are:

- By asking the bartender (Moorsey, a balding black haired human with an artificial arm sporting several built-in tools) about Merik and indicating a desire to "make some of the same friends he has" or "getting some of what he got", a Diplomacy or Intimidate check (DC: 25) will get the information. A bribe of 100 credits or more drops the DC to 15.
- There are two waiters, Tara (female human) and Mykka (male Zabrak). See NPC Statistics for details on them. If they react positively to a given hero, they can direct him or her upstairs to talk with Vel-Kan. They'll give the hero the code phrase "Mynock Surprise" to get past the Trandoshan guard.
- Vel-Kan is upstairs and willing to tell anyone anything (some things might even be true) for the right price. In this case, the right price is a 1000 credits to hook the hero(s) up with Kelkan's first name and address. His crew of 6 human friends also double as security (use the "Tough" statistics) and belligerent heroes might have to deal with them if he gets offended.

- Pellko (the Rodian in the back booth) is an "information specialist" and knows almost everything that happens in the less-than-legal half of Gadrin and Hedrett. For 500 credits, he'll gladly offer Kelkan's full name, a fairly detailed picture, and address to an inquirer. For an extra 500 credits, he'll even be sure to 'forget' that he mentioned it. This extra half is important, because if it isn't paid, Pellko comms Kelkan after the heroes leave and tell him that company is on its way. This pays off a debt Pellko owes; it's nothing personal.

Scattered throughout the lower level of Spanner's are racing enthusiasts and hard-core spacers of all types. Most are calm and mind their own business. Others are not. If the heroes stick to themselves, ask questions quietly, and don't antagonize the regulars, nothing happens...

That is, unless the pacing of the adventure up until now has been fairly calm and the players look like they could use some action. Remember that in Encounters 5 and/or 6, there should be plenty of action. Only use a fight here if there's time and the players would enjoy one. *Only run the combat if the slot still has over 2 hours AND the heroes have earned it through poor behavior with the 'locals'.*

If a fight is called for, run one between the heroes and a group of 5-8 (GM's judgment call) toughs. Use the "tough" stats in the NPC list. None of the toughs are using lethal weapons; Moorsey uses a heavy blaster on stun if one of the heroes does. Anyone stunned has to be carried out immediately or risk being arrested when Moorsey calls for OPS (which he does as soon as someone starts doing lethal damage).

When this encounter is over, assuming the heroes haven't been arrested by OPS or something equally game-ending, they will likely be on their way to Kelkan's apartment (Encounter 4). On the way out, give all the heroes a spot check (DC: 19). Successfully making the check lets a hero glimpse Aleth Par several blocks away under an incandescent street light. He'll slip away as soon as someone sees him.

Encounter 4: The Lights Are On... But Nobody's Home

Key ideas of this encounter: Kelkan is not here, either because of a warning call from Pellko or through sheer luck. The heroes can search his apartment and find out where he is headed. This leads them to the spaceport.

Be sure to mention the transit from where heroes are before this encounter to Kelkan's apartment in the industrial sector of Gadrin. A few details like the

arching waste chimneys and the smell of old soot in the air help to set the appropriate tone.

The apartment you've been directed to is on the third floor of a small pre-fabricated building in the heart of Gadrin's factory zone. These buildings used to house the entirety of the city's labor force before the treaties with the Tarasin were signed. Now, most of the plants have closed down and the workers reassigned.

By the positioning, the only lit window is likely the apartment you seek. No motion is visible, but a shade is drawn and the only detail you can see behind it is a dark, roughly human outline.

Kelkan has fled the scene and is not coming back. This was only his crash spot in any event and he's not afraid to abandon it. In his haste, he's left behind something of import; a broken datapad. The heroes can use it to trace him to the spaceport if they can repair it.

First, of course, they have to go into the apartment. When they do, read or paraphrase:

In stark contrast to Merik's abode, this place is a wreck. Old food bins and drinking cups lie stacked beside an old dish fresher and the furniture is at least forty years old. The scent of old meals and older sweat give the apartment an 'atmosphere' all its own.

The shape in the window is a punching dummy hanging from a chain anchored in the ceiling. It looks just worn and several x's of repair tape have been used to patch the cover around the throat, heart, and vitals.

Searching this place (DC: 15) is an exercise in willpower and fortitude. Wookiees and anyone with the Alertness feat must pass a Will save (DC:15) to stay in the apartment long enough to search it. A breath mask negates the need for the save.

Although you are encouraged to invent whatever discarded or used-up items you wish for heroes to find when they search, there are only three things of any use here. Have them found in order, with the data pad last, to simulate the fact that it takes a lot of work to sift through this cramped dive's junk.

- A 5-count box of power packs. Three slots are empty, but it still contains 2 full packs.
- An aquata breather. Kelkan sometimes takes items instead of credits for his "goods". He accepted this on a lark, then quickly lost it in the chaos of his apartment.
- A broken datapad. When Kelkan found out about Merik's overdose, he panicked. After booking himself a flight out of the system, he dropped the pad and broke it. If repaired (Repair DC: 15), the last entry can be called up from the datapad's

fractured memory crystals (Computer Use: 15). It reads: **Confirmed: Evening shuttle flight --- PAID. Departure pad: 2B. Berth: White Nova. <<<Have a pleasant flight.>>>**. Interestingly enough, a spot check (DC: 20) made by anyone involved in repairing the datapad notes that it was apparently broken recently, repaired, and then broken again. (This is because Aleth Par has already been here, found the pad, got the information from it, rebroke it, and is waiting nearby to see if the heroes follow up on the clue.)

With this information, it's not difficult for the heroes to know where to go next. There is only one space port that serves both cities, the one in Hedrett. If the heroes follow this lead, move to Encounter 5.

If for some reason the heroes haven't found the datapad or can't get the information from it, have one of them spot Aleth Par beside a nearby building. He'll disappear again, but this time, he leaves behind a small glowing object. This tiny datapad contains the message from the broken datapad above but does not require a roll to access. *Do not use this "hint" unless the heroes AND the players are completely lost. If they have any avenues of investigation they want to try, let them and steer them back to Encounter 5 that way.*

Encounter 5: On the Trail... and Into the Fire

Key idea of this encounter: heroes reach the starport to find Kelkan either about to board his shuttle or having already left. A major combat could occur here.

This scene can be run one of two ways. If Kelkan has had plenty of time (i.e. the heroes have gone to every encounter and not skipped Spanner's with the help of Naytha), he has already caught a shuttle up to the White Nova, a starliner bound for Coruscant. If they skipped going to Spanner's and have made quick progress, Kelkan hasn't been able to leave yet.

The following text simply describes the heroes reaching the spaceport. After the boxed text, determine which possibility needs to be run. *Note: This combat can also be skipped if the scenario is nearing the end of its time slot. Combat can be time consuming and if there is not at least an hour left in the slot, allow Kelkan to have already boarded.*

Passing several holo-billboards announcing art and music openings in the many theatres surrounding the port, you make your way to the terminals. As busy as it is, making good time through the gates and halls is difficult at best.

Having passed through baggage claim and storage, you've arrived at the main port thoroughfare. The glow of vid screens announcing arrivals and departures lights up the busy hall in a kaleidoscope of reds, greens, and flashing white.

An inquiry at any of the terminal kiosks (or simply watching the informational screens for a few moments) tells the heroes all they need to know. Depending on whether Kelkan has been able to leave, the heroes either learn that the White Nova's passenger shuttle has just departed or is in the process of boarding.

NOTE: If (*any only if*) a hero checks for additional information on Kelkan's activities here at one of the terminal's computer ports, they find (Computer Use DC:25 for this level of obscure peripheral knowledge) a record of his renting a terminal locker for one standard month. He's stored the rest of his ryll stash here and if it is found, the heroes may be able to jump to Encounter 7 without tracking him down.

This allows them to save Merik's life without dealing with Kelkan. Letting a drug dealer go free is not the ideal way for this scenario to end, but it is a logical and life-saving choice. Adjudicate accordingly.

If Kelkan is still boarding, he has his thug squad with him for protection. These seven well-paid "enforcers" have been instructed to 'come down hard' on anyone who gives him any trouble. Run the "First Shuttle" option if this is the case.

If the shuttle is gone, a kiosk employee or the screens notes an alternate shuttle for 2nd class fares and heavy cargo is boarding presently at Gate 4-C and due to leave in 10 minutes time. Run the "Second Shuttle" option below.

First Shuttle: Kelkan is at Loading Gate 2-B with seven guards. He's watching out for trouble and if the heroes are unsubtle, he'll quietly send his force against them while he tries to escape onto the shuttle.

Unless the heroes have a picture of Kelkan or have thought to look him up in the computer network (Computer Use DC:10), they should have no idea what he looks like. That complicates matters, but ingenious players have a way for cutting through these difficulties.

If the heroes are having difficulties locating Kelkan, it is suggested that you let him escape for now and have the heroes track him there.

A squat twin-engine shuttle sits on the ground at gate 2-B ahead. Only a handful of people seem to be waiting to board. At this distance, you can't make their details, but they are now moving towards the loading ramp.

If the heroes move visibly toward the shuttle, Kelkan panics and sends his guards to intercept them. They move away from him slowly, taking up positions behind bay walls and crate stacks. A Spot check (DC: 15) notes this before the heroes get within firing range.

If a fight breaks out, run the combat descriptively. The seven toughs (stats are in the NPC section) are playing for keeps; their weapons are not set to stun.

Just after the battle begins, Kelkan gets aboard the shuttle and it takes off to clear the combat zone. This whisks Kelkan out of the heroes grasp... for now.

Seven competent thugs with blasters might be more than your heroes can handle. If so, let spaceport security or OPS arrive quickly to break up the battle. The toughs won't stick around to fight the authorities and port surveillance bears out hero claims that they were not the instigators here. Handled properly, the heroes won't even lose enough time for Kelkan to get out of the system.

Once the battle is over (one way or the other), the heroes can learn of the second shuttle heading away to the White Star. If you've already used the "message" hint from Aleth Par or would like to introduce that element now, you can have an anonymous message appear on one of the heroes comm units telling them of it.

This option is especially helpful if the heroes can not afford tickets on the White Nova (6000 credits per hero is a bit steep and Wren mentioned nothing of an expense account...). The message lists a ticket number for each of the heroes and is signed only with the phrase "Good luck!" in the Caarite language.

If the heroes are able and willing to give chase to Kelkan, move to the "Second Shuttle" below. Of course, if hero actions would prevent Kelkan from getting away at all, there is no need to negate their ingenuity. Let them have their victory and skip Encounter 6 all together.

Second Shuttle: The heroes have missed Kelkan and must board a second transport up to the White Nova. Read or paraphrase the following:

Moving to the C run of landing pads, you find the shuttle for the White Nova preparing to disembark. A light over the boarding lane shows you that a few minutes remain for passengers to come aboard.

An aide beside the boarding door helps heroes with baggage if they require it and wish them a pleasant flight to Coruscant.

The shuttle ride takes only a few minutes once it clears the spaceport. This offers a short time for roleplaying and strategic discussion before moving to Encounter 6.

Encounter 6: Nowhere to Run... or Hide

Key idea of this encounter: Kelkan is aboard the Nova, trying to flee to Coruscant. If the heroes can capture him alive, he'll give them the ryll they need to save Merik.

As your shuttle docks with the White Nova, you get a brief glimpse of the world you just left. Cularin, a cloud-banded orb of brilliant green and blue floats amid the starried sea of black behind you.

Ahead of you, the airlock of the White Nova opens in welcome. You are led forward by the shuttle's attendant into the receiving bay of the large star liner.

Once inside, you pass a security checkpoint manned by a pair of battle droids, a trio of silent, hovering remotes, and a pleasantly smiling specialist with a repeating blaster.

"Please place any personal weapons in the receptacle," he says as he indicates a large lock box on this side of a blast door, "and submit to a scan before boarding."

It would be advisable for the heroes to cooperate. Esker, the 'specialist', has no sense of humor about passengers trying to smuggle weapons aboard the White Nova. His droids and remotes are all set to stun, but he is not. If he has to get personally involved, someone gets hurt.

It should be noted that Esker will not attempt to take a Jedi's lightsaber or a Wookiee's bowcaster from them. He insists on keeping the power packs and ammunition from these, essentially crippling them. (Keep in mind that a lightsaber can not use a normal power pack and a bowcaster has very special, very obvious ammo.)

If heroes attempt to smuggle weapons past him, Esker himself has a +10 to Spot checks and the scanner that has the room in constant surveillance gives him the benefit of 'taking 20'. Thus, a hero has to make at least a 30 Hide check to get something past him. If they can do this, they deserve to keep their gun.

A fight here is not a good idea. Even if the heroes overcome Esker and his backup, the ship has other security. Attacking Esker to keep their weapons is certainly a Dark Side act, not to mention highly illegal. If it occurs, judge the battle accordingly, then inform the players that planetary security forces are on their way and that the adventure is essentially over. Move to the Experience Point Summary and thank them for their participation.

Assuming that unpleasantness does not occur, the heroes are now free to board the White Nova (albeit weaponless). Read or paraphrase the following:

Once past the checkpoint, you can see the White Nova for the lavish star liner it really is. Shining silver walls with white wood paneling stretch out before you. Windows the length of speeders show the beauty of space at every turn.

A burnished silver protocol droid comes into view before you have enough time to get lost in the maze of starlit corridors. "Greetings. I am C4-P5, one of the stewards aboard this fine ship. I am here to help you get settled into your cabins for the jump to lightspeed. If you will follow me, I will lead you there."

As it shuffles away from you down one of the gleaming hallways, it adds, "If you have any questions, please feel free to direct them to me. I am here to ensure that you enjoy your stay aboard the White Star as much as possible."

C4-P5 can't be of much immediate help, unfortunately. As one of more than 12 protocol droids aboard this ship, C4 has not come into direct contact with Kelkan. Even if it had, C4 is programmed not to give out any information on other passengers without their direct request.

If asked about the ship's layout, C4 can launch into a huge tirade about the fine accommodations and amenities the White Star has to offer. Getting more detailing information requires exact questions (and some fun roleplaying, no doubt).

Asked the right questions, C4 can describe various parts of the ship, direct heroes to the terminal in their cabin(s), and ramble on incessantly until stopped by the eventual announcement of:

"Welcome, passengers, to the White Nova. We'll be leaving the system in a little over 1 standard hour and going to hyperspace for our trip to Coruscant. We hope you have a pleasant flight. At this time, we request that all passengers make their way to their cabins and remain there until we make the jump. Thank you."

This is C4-P5's cue to return to the droid pool. He'll leave the heroes in their cabin and leave immediately. Once they are alone, the heroes have some discussing to do. If they leave system, it will be days before they can get back to Cularin. Merik will be long dead by then. They need to find Kelkan and get off this ship before it leaves.

Finding Kelkan is, of course, the problem. If they check the terminal and try to search for signs of Kelkan, they have to slice past the ship's security protecting passenger information. This is a Computer Use check at

DC: 15. If made, the exact location of Kelkan's cabin can be located. According to the computer, he is there presently.

Nothing prevents the heroes from leaving their cabin and heading to another. There are security droids, but they remain in the bridge section of the ship unless called for. If the heroes go to Kelkan's cabin, they are in for a disappointment, however...

Kelkan is not there. After checking into his room, Kelkan deactivated the sensor on a vent door, climbed into the duct, and has made his way down into the ship's pressurized hold. He intends to wait out the long trip here and slip out with the cargo in case anyone is waiting for him at Coruscant.

A search of his quarters can turn up the altered door sensor after a few moments (you might request a Search roll to build tension, but it can be found easily). The ducts are large enough to accommodate any hero, though Wookiees and other large creatures find them a tight fit.

Unfortunately for Kelkan, his armored boots (a fashion accessory he can't help but indulge in) have left a trail of light scratches in the vent work. Anyone with the Track feat can automatically follow these marks right to him. Otherwise, it takes a Spot check (DC: 20) to do so.

The trail leads down into the lower section of the White Nova. Eventually (at least 10 minutes of crawling), the heroes find another tampered sensor on a grate leading out of the tunnels. This leads out into the hold Kelkan is using as a lair.

Make a Listen check for Kelkan (Listen +4). Base the DC on how careful and quiet the heroes are trying to be. If he hears them, he'll be ready to ambush them when the first hero comes out. Otherwise, he'll be taken by surprise. Adjust the following combat accordingly.

Kelkan is not about to give up without a fight. Though he is something of a coward when he thinks he's losing, he can be quite brash if he has the upper hand. When the first hero comes out of the grating, he'll try to attack from surprise. If he's been caught unawares, he'll focus his attacks on the weakest hero he can reach and try to take them hostage.

Kelkan's physical skills are not inconsiderable. This fight is the climax of the adventure and should be a difficult one for the heroes to win. He's a martial arts expert and can break a neck easily if he can get a good hold. Assume that his goal is to pummel a hero into a stunned or unconscious state, then get his arm around their throat.

If he can do this, he'll try to barter for his freedom with the hostage's life. This is a desperate act and he knows it, but he's also out of options.

Luckily for the heroes, he is not crazed or unreasonable. Diplomacy can work here if he thinks he's outmatched. If he gets his way, he'll barter a hostage into enough time to make it to an escape craft. If he doesn't think this is going to happen, he'll surrender.

As long as Kelkan isn't dead, the first thing he'll offer is "the rest of his stash". He has no way of knowing (unless there are obvious Jedi in the party) that the heroes are enforcers or other criminals. Thus, he thinks bribing them with his ryll might get him out of this mess. "It's quality blue, I'm telling you. Straight from a Twi'lek freighter!", he'll say with a nervous grin.

How the heroes handle this is up to them, but Kelkan tries to buy his freedom this way. The ryll is what they need to save Merik, but what they do with Kelkan is according to their own morals.

In any event, Kelkan must be alive and conscious for this to work. His ryll isn't on him; it's back in a station locker at the spaceport. He knows the locker number and combination digits but they are in his head. He does not have this information written down anywhere. (After all, his datapad is broken.)

Once Kelkan is defeated, the heroes can make it off the ship. The one hour time limit was mostly for dramatic effect and should not be rigidly adhered to. Unless the heroes were purposefully wasting time or not on task, they should not be whisked out of system by the White Nova. Instead, they can communicate with the bridge, take escape pods, or use any other plan to leave the star liner they devise.

When the ryll is in hand, the heroes can move to the last scene, Encounter 7.

Encounter 7: From the Threat of Death... comes Life

Key ideas of this encounter: The heroes save Merik Darou's life, earn Senator Wren's gratitude, and wrap up another successful adventure.

The doctors attending to Merik gratefully accepts the ryll sample needed to synthesize an antidote for his condition. How the heroes get the sample to them is up to them, of course.

If they contact Lavina Wren directly, she asks them to take the ryll to the hospital without delay personally. If they turn the ryll over to the authorities immediately, a sample is delivered to the hospital with no questions asked (Wren has a lot of pull). In every case, adjudicate according to the heroes' actions.

In any event, the heroes will likely wish to be there when the antidote is administered to Merik. They are allowed in to see him with no trouble. Read (or paraphrase, especially if the heroes have not met Naytha) the following if this comes to pass:

An attendant leads you past the ion wards, walks you through a quick vibration cleaning, and shows you into the infirmary. As he opens the door, you see a familiar face.

“Hello again,” says the Twi’lek Naytha quietly from beside a sleeping palette. On it, Merik lies so still, it looks as if he is dead already. Monitors beside him show extremely low life signs.

A droid walks through another door as she turns to watch the comatose Darou. The droid, a 2-1B series, approaches the bedside and administers a ampule of something purple into a chemical pack on Merik’s left arm.

Naytha watches intently as the droid steps back, her eyes revealing deep concern as she searches his face for any sign of recovery.

The antidote works, but it takes a few minutes. Naytha thanks the heroes personally and on behalf of her “employer” for finding the ryll in time to save Darou. If asked why she is here, she’ll say that her “employer” agreed that Merik should see a friendly face when he awakens. Of course, Loogg also wants the point of his help driven home by her presence here, but that goes without saying... and she won’t.

The monitors pick up the increase in vitals seconds before Merik opens his eyes. This marks the beginning of his recovery and the end of this adventure. Move to the Conclusion as soon as the heroes seem content to finish roleplaying this scene.

Conclusion

Senator Lavina Wren is eager to keep this entire incident quiet. She’s also a fair and generous woman who rewards good service in kind.

As long as they were effective in saving Merik’s life, any hero who rolls for their Profession or Craft will receive a reward equal to the maximum amount of credits they can achieve (up to 1000 credits max.) as Lavina moves business their way for a short time in gratitude. Treat this as an immediate monetary reward in addition to whatever they actually rolled for their Profession or Craft for this scenario, but explain to the players that it occurs over a period of time following this adventure.

Certed employment is not affected directly, but if a hero is working for Renna, he or she receives an easy side job that pays a 1000 credit bonus. (Renna is a

friend of Lavina’s and is glad to hear that the hero did her a good turn.)

Both of these bonuses apply to Jedi and non-Jedi characters alike. Lavina wants to make certain her debts are paid and although the Jedi are working for her on Qel-Bertuk’s behalf, she still feels obligated.

In addition, all the heroes involved receive the certificate: Wren’s Favor.

Of course, all that assumes that the heroes were able to perform as well as Senator Wren had hoped. If the heroes cause any legal incidents, attacked civilians or security personnel, or failed to recover the ryll, they can expect very little in the way of reward...

Here Ends Oblivion’s Kiss

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 locate the tainted ryll and save Merik’s life without causing political problems for Senator Wren? If so, each hero who survived receives 350 xp.

If the heroes saved Merik but also made trouble for Wren politically by being obvious and/or unsubtle, they may receive only 300, 200, or 100 xp instead. This reduction should be based on the amount of trouble and what steps (if any) the heroes took to prevent or reduce it.

| | |
|-------------------------|--------------|
| Adventure Experience: | up to 350 xp |
| Roleplaying Experience: | 0-300 xp |

| | |
|-----------------------------------|---------------|
| Total Possible Experience: | 650 xp |
|-----------------------------------|---------------|

Loot Summary

If it's not on this list, the PCs 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.

From Kelkan's Apartment:

- Three power packs in a hardcase
- Aquata Breather
- Datapad, once repaired.

From Kelkan:

- Fine Combat Gloves

From Lavina Wren:

- 1000 credits (non-Jedi characters)
- *Wren's Favor*; Republic senator Lavina Wren is grateful that the heroes saved her aide's life and kept this incident from becoming too public. She will be sure to look favorably upon them in the future because of this service. While this has no immediate game effect, it will become relevant at a later date.
- Up to another 1000 credits as a bonus

NPC Statistics:

Moorsey: Human Thug 4; IM: +2; Def: 12 (13); Spd 10 m; VP/WP -/15; Attack +6 melee (1d6+2 club), +6 ranged (3d8 heavy blaster pistol (on stun, 1d8/DC 18)); SQ none; SV Fort +4, Ref +3, Will +1; SZ M; FP 1; Rep 2; Str 14, Dex 14, Con 12, Int 10, Wis 12, Chr 11.

Skills: Profession (Bartender) +5, Intimidate +4, Sense Motive +4, Repair +4

Feats: Toughness, Weapon (simple), Weapon (blaster pistols), Armor (light), Dodge

Moorsey used to be a passable mechanic working for the platform city of Lissken near Gadrin. When his arm was crushed by faulty lifting equipment, the company paid for his prosthetic and optioned him out rather than face a stiff legal suit. Moorsey took the money and invested it in this bar. So far, it's a quiet life most of the time and he likes it that way. Once in a while, things get rowdy. He likes it that way too.

Tara and Mykka: Human (and Zabrak) Fringer 1; IM: +2; Def: 15; Spd 10 m; VP/WP -/16 (13); Attack +1 melee (1d3+1 unarmed), +2 ranged (1d4+1 thrown object); SQ none (Zabrak rules are not available); SV Fort +3, Ref +3 (+5), Will +0; SZ M; FP 1; Rep 0; Str 12, Dex 14, Con 13, Int 12, Wis 10, Chr 12.

Skills: Profession (Waitress (Waiter)) +4, Intimidate +2, Sense Motive +2, Diplomacy +4

Feats: Weapon (simple), Weapon (blaster pistols), Alertness, Toughness (Lightning Reflexes for Mykka)

Tara and Mykka have been with Moorsey for a couple of years now here at Spanner's. They like the clientele, they like the atmosphere, and they like having jobs in an area that can be tough to find honest work in. Both are as kind as the environment lets them be and both are good at their jobs.

Tara, an attractive brunette with long braided hair, has a soft spot for "odd nerfs" or people who don't really fit in. If there's a hero that is very much not the sort to be in a spacer bar, she'll react kindly to him or her if treated nicely.

Mykka has the typical athletic build and affinity of his people. He is attracted to those of similar type. If a hero has the athletic feat or seems in great shape, he'll warm up to him or her quickly.

[Darth Maul is the best known example of a Zabrak in the Star Wars universe. Zabraks are near humans with a distinctive ring of cranial horns. While the tattooing he possesses is cultural, the extent of Maul's far exceeds that most Zabraks undergo.]

Pellko: Rodian Expert 3; IM: +0; Def: 15 (flight suit and Dex.); Spd 10 m; VP/WP -/10; Attack +1 melee (2d4-1 vibrodagger), +7 ranged (3d6 blaster pistol (on stun, 1d6/DC 15)); SQ Feat: Track, bonus to skills; SV Fort +1, Ref +2, Will +5; SZ M; FP 3; Rep 3; Str 8, Dex 12, Con 10, Int 16, Wis 14, Chr 14.

Skills: Profession (Information Trade) +5, Bluff +4, Gather Information +8, Sense Motive +4, Knowledge (Cularin Politics) +9, (Streetwise) +11, (Business) +7, Spot +8

Feats: Skill Emphasis: Knowledge (Streetwise), Weapon (simple), Fame

If it's happening in Gadrin or Hedrett, Pellko knew about it yesterday. With an informant network OPS would be proud to have, this Rodian keeps one ear pod to the ground even when he sleeps.

Pellko isn't good or evil; he's a realist with a deep seated need to be in control constantly. He likes to have people owe him favors but hates owing them in return. If people don't quite have the credits to pay for his information, he'll happily tell them what they need to know "in exchange for something later".

Pellko's blaster and vibro-dagger are in pristine condition. That's partially because he is a very fastidious person who is always impeccably groomed and partially because he's never used them in his life.

Vel-Kan: Human Scoundrel 5; IM: +6; Def: 18; Spd 10 m; VP/WP 30/12; Attack +3 melee (1d6 baton), +6 ranged (3d8 heavy blaster pistol (on stun, 1d8/DC 18)); SQ better lucky than good, sneak attack +2d6; SV Fort +2, Ref +7, Will +2; SZ M; FP 4; Rep 2; Str 10, Dex 16, Con 12, Int 13, Wis 12, Chr 15.

Skills: Profession (Bartender) +5, Intimidate +4, Sense Motive +4, Repair +4

Feats: Weapon (simple), Weapon (blaster pistols), Skill Emphasis: Forgery, Weapon Focus (blaster pistol), Improved Initiative, Quick Draw

Vel-Kan is a recent name on the Hedrett criminal scene. Not overly violent, not overly corrupt, he's been treating his people with more respect and professionalism than they've come to expect from the Riboga the Hutt years. In return, he's got a loyal crew and the support of most street folk in Hedrett.

The reason for his "understanding" nature is simple; he was one of those over-worked, under-appreciated minions until last year. One of the best forgery experts on this side of the Rim, Vel-Kan saved up enough money to buy into his own piece of "action". He deals fairly with those who do the same, but he isn't afraid to get rough if he thinks he's being disrespected

or taken advantage of. His careful eye for detail and fine work has gifted him with great reflexes and a killer aim. His blaster looks well-worn for a very good reason.

Kisskk: Trandoshan Soldier 3; IM: +; Def: 17 (battle armor, padded + natural); Spd 10 m; VP/WP 32/22; Attack +7 melee (2d10+3 vibroaxe), +6 ranged (3d8 heavy blaster pistol (on stun, 1d8/DC 18)); SQ darkvision; SV Fort +6, Ref +2, Will +0; SZ M; FP 2; Rep 1; Str 16, Dex 12, Con 16, Int 8, Wis 8, Chr 10.

Skills: Intimidate +5, Spot +2, Treat Injury +2

Feats: Toughness x2, Weapon (simple), Weapon (blaster pistol), Weapon (blaster rifle), Weapon (vibro), Weapon (heavy), Armor (light), Armor (medium), Armor (heavy), Weapon Focus (vibroaxe)

Kisskk is at heart a very simple being. He lives to protect Vel-Kan. He is actually capable of more depth, and feels that Vel-Kan is his best friend in the universe. To anyone else, he is comfortable with his “brute” role.

“Toughs”: Human Thug 1; IM: +2; Def: 12 (13); Spd 10 m; VP/WP 12/15; Attack +3 melee (1d6+2 club or 1d3+2 unarmed), +3 ranged (3d6 heavy blaster pistol (on stun, 1d6/DC 15)); SQ none; SV Fort +3, Ref +2, Will +0; SZ M; FP 1; Rep 0; Str 14, Dex 14, Con 12, Int 8, Wis 10, Chr 9.

Skills: Intimidate +2, Spot +1

Feats: Toughness, Weapon (simple), Weapon (blaster pistols), Armor (light)

This is a basic entry for the thugs that heroes may encounter and have to deal with during the course of “Oblivion’s Kiss”. What they don’t possess in style, they can make up for in sheer numbers and guns.

Keep in mind that the thugs in the Spanner’s bar fight will not use their blasters; no other thug in this adventure has such compunctions. Even the lowest level people on a world like Cularin can be competent and will use whatever tools are at their disposal.

This is, however, a heroic space fantasy game and while the opposition should be terrifying at times, it should not be overwhelming. Do not be afraid of ‘fudge’ a thug’s die roll when it would further the action and suspense.

[Tiering Information: As listed above, these are basic thugs for use against 1st to 3rd level heroes. If the scenario is run for higher-level heroes, add 1 level to the thugs if the heroes are 4th to 6th on average. This gives them an additional 9 VP, a +1 to all attacks, and adds one to any Fortitude saves they need to make.]

Kelkan D’vrosh: Human Soldier 4/Scoundrel 3; IM: +6; Def: 19 (20); Spd 10 m; VP/WP 55/12; Attack

+10/+5 melee (1d6+2 combat glove), +9/+4 ranged (no ranged weapon currently, normally 3d8 heavy blaster pistol); SQ better lucky than good; SV Fort +6, Ref +7, Will +2; SZ M; FP 2/ DSP 2; Rep 2; Str 14, Dex 16, Con 12, Int 14, Wis 10, Chr 14.

Skills: Profession (Fence) +10, Intimidate +5, Sense Motive +5, Search +5, Knowledge (Streetwise) +7, Knowledge (Business) +6, Disable Device +6, Hide +5, Computer Use +5, Disguise +6, Gather Information +6, Diplomacy +6.

Feats: Weapon (simple), Weapon (blaster pistol), Weapon (blaster rifle), Weapon (heavy), Weapon (vibro), Armor (light), Armor (medium), Armor (heavy), Dodge, Martial Arts, Weapon Finesse (combat glove), Weapon Focus (unarmed strike), Heroic Surge.

Kelkan is an example of a good man gone bad. Once a successful bodyguard and attaché for Sorosub executives, he left their employ to work for the Trade Federation. Once with them, he found himself doing less and less legal things on their behalf. His morals eroded under the pressure of this ‘work’. By the time the Trade Federation collapsed after the Naboo incident, he had already left their service and was heavily into his private sidelines; piracy, theft, and illicit goods.

Well trained as a soldier and spy, Kelkan is very protective of his life. Though he can come on strong if the odds are with him, he will quickly fold if things go wrong. He doesn’t value anyone or anything above himself and will always seek to stay alive in any given situation.

Kelkan met Merik four years ago in Hedrett. Always one to spot an easy mark, he befriended the noble and quickly insinuated himself into the user’s life. It didn’t take long to become Merik’s sole supplier of all things “questionable”. When Kelkan lucked into his latest shipment of ryll, Merik was the first person he thought of...

[Tiering Information: Kelkan as described above is a good match for 4th-6th level heroes, especially since the fight will be likely be unarmed. If the heroes are 1st to 3rd level, drop his levels to Soldier 2 / Scoundrel 2. This reduces his VP/WP to 30/12, his attacks to +6 melee (1d6+2 combat glove), +5 ranged (no ranged weapon currently, normally 3d8 heavy blaster pistol), and he loses the Weapon Focus and Heroic Surge feats.]

Player's Handout: A Communiqué from the Office of Lavina Wren

Good Citizen of Cularin,

Your recent activities have shown your allegiance and dedication to our fair system. I would like to personally thank you for your hard work and extend my best wishes for your future endeavors. If Cularin is to take the place I know it can among the elite of the Republic, it will need good people like you. Well done.

I also contact you to ask that you consider engaging in a task for me. This will require the utmost discretion and if your personal schedule or connections will not allow you to work immediately and quietly at this time, I understand. Disregard this part of the message and take with you my gratitude for your efforts to date. If, however, you wish to consider my offer, please continue this transmission.

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Thank you for your continued attention. My aide here on Cularin, Merik Darou, has fallen ill and lies in critical condition as you read this. He is receiving the best care, but his situation is grave. I will confide in you what has not been released to media sources or to the local authorities; Merik has an unfortunate habit and it threatens to kill him now.

For some time, I have known of his addiction to ryll. He has tried numerous times to overcome this addiction, but ryll can exert a powerful substance on the body and mind. His work is otherwise exemplary and I have worked with him to keep this secret while he battles with his problem. He was making excellent progress with reducing his dosages and we both expected that he would come completely out from under its control soon.

According to his doctors, Merik has fallen victim to a secondary chemical effect that entered his body through an injection of ryll. They can not identify the substance without an additional sample. I suspect that if Merik has any more of the tainted ryll, it is back at his apartment in Hedrett. The exact location of this apartment is appended to this communication as a speeder/transport automap.

I expect you to investigate this as far as you need to, keeping in mind that the most urgent need is a second sample of the tainted ryll that threatens my aide's life. I will deposit 1000 credits into your account here in Gedrin upon the completion of this task. I consider my aide's survival the sole mark of success.

I thank you again for considering this offer of employment. I expect you to remain silent about its particulars, even if you do not choose to accept it. I have contacted others and they also have copies of the automap. This should allow them all to rendezvous at Darou's apartment. Consider their copy of this missive or a similar example of contact to be your sign that they are trustworthy of details. If I have chosen to hire them, you should feel comfortable working with them as well.

-Sincerely,

L. W.

Critical Event Summary

Oblivion's Kiss

1. Did the heroes save Merik Darou?

Yes

No

2. Were the heroes rude, or difficult for Lavina Wren to deal with?

Yes

No

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

3. Did any Force-using hero drive away Aleth Par?

Yes

No

4. Was Kelkan killed?

Yes

No

5. Did any hero try to keep any ryll?

Yes

No

If so, 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:

Robert Wiese, RPGA HQ
[mailing address]

Or email to lfplots@rpga.net