

# **An Official Engagement**

**A One-Round *Star Wars* Living Force Adventure**

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A private courtship ends in a very public, very controversial, wedding announcement. Even in Cularin, love and politics mix in the most curious of ways, but assassination threats? Hardly an ideal bridal shower present. An roleplay-intensive (note: NOT combat-free!) adventure for Living Force heroes levels 1-9.

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*An Official Engagement* 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).

## Issuing Force and Dark Side Points

*Issuing Force Points*: When heroes perform cinematically heroic actions, don't forget that you may issue a Force point for such activities. Because this is a heroic campaign, we expect heroism - and encourage judges to reward it. In the course of a standard Living Force event, there are many opportunities for heroism. If a Living Force hero performs in a way that is heroic, dramatic, and cinematic, then a Force Point is definitely in order. Our favorite story involved the hero at the premiere, who leapt from a moving speeder, grabbed a vine, and swung on that vine to attack someone in another moving speeder. THAT is dramatic, cinematic heroism!

Not everything is that extreme, and you don't have to jump from a moving speeder to earn a Force Point, but if a hero does something that makes you, the judge, say, 'Wow,' then they should probably get a FP.

The core rules (pg 157) define "Dramatic Heroism" as follows:

To qualify as an act of dramatic heroism, an action must fulfill three criteria:

- It must accomplish a significant task in the defense of good or the defeat of evil;
- It must occur at a dramatically appropriate time (usually the climax of the adventure); and
- It should require significant risk on the part of the hero.

*Issuing Dark Side Points*: Unfortunately, it is impossible to produce an exhaustive list of all the possible ways people can get Dark Side points. There are just too many ways that the beginnings of "evil" can manifest themselves.

To quote the Dark Side book: "Evil is not always easy to recognize. An innocent act may ultimately result in great suffering. An act of revenge may save the lives of millions of people. The pure at heart can lash out in anger. Evil may lurk beneath a mask of virtue. Whether an act is evil or not often boils down to a question of motivation, and motivation can be hard to identify.

"When a Gamemaster is in doubt about whether to award a Dark Side Point to a character, he or she should consider the character's motives: Did the character act out of anger? Hatred? Cruelty? Vengeance? Pride? Did the character choose an option simply because it would allow her to spill an enemy's blood? Was greed or envy involved? Jealousy?" (Great section, beginning on page 41, which illustrates the problem fairly precisely.) The GM must assess the motivations of the character, and if those motivations derive from the base emotions that are the path to the dark side, then a DSP is appropriate.

### General Notes to the GM

When running this adventure, or any *Star Wars* adventure, keep in mind that *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.

The point of Living Force is not to kill characters. If you believe a combat is too tough for a group you are running, scale it down. If you believe it will be far too simple, scale it up – within reason. Do your best to keep fights cinematic and interesting, and if someone dies because they made a glorious sacrifice, that's fine. But let's not have any "dumb" deaths. That's not what *Star Wars*, or Living Force, is about.

This is an adventure for low- to upper-level Living Force characters, and therefore characters levels 1 through 9 are appropriate. If a player brings a higher-level character to your table, explain that he or she must use a lower-level hero to play in this event. If your players do not have heroes, help them create new ones (see your event coordinator for hero creation instructions).

## GM Overview

Senator Lavina Wren has never been one to mix her political life with her personal life. Throughout her career, which led her to Coruscant and the Senate at a relatively young age (though no one knows precisely how old she is), she has assiduously stuck to the issues, has worked to increase and reform trade in the Cularin system, and has been a tireless proponent of the people. Her warmth, her compassion, and her drive to do what is right have always been hallmarks of her persona.

For a time, many individuals attempted to delve into her personal background, but to no avail. Only the most basic of details revealed themselves, information about her education, her early career, and so forth. She kept her personal life personal, and after a time, even the

malcontents accepted this as the way things would always be.

Recently, though, she's been seen in public multiple times with a "mysterious gentleman." This mystery man is actually Jarid DeBell, a Jedi Knight who left the Order to pursue a career in the public sector. DeBell was a Padawan at the Almas Academy, where he and Senator Wren met while she was a minor Cularin functionary touring the system. Over the years, they maintained contact, and a friendship grew that developed into romance. A few weeks ago, they grew tired of sneaking around and decided to get married, but Senator Wren's advisors strongly urged her to make the ceremony public. As the adventure opens, the news of the Senator's engagement is still fresh on the street, and unsavory elements are already plotting how to disrupt the wedding.

Senator Wren's rise to power did not occur without a few unpleasanties. Every politician has enemies, and no one can make it to the Senate without having more foes than they can count. The pirates of Cularin have no great love for Wren, and the Metatheran Cartel has openly protested her statements about them in the Senate. However, neither the pirates nor the Cartel represent the true problem in this engagement. Within 48 hours of the announcement, the words, "This wedding will never occur" began to appear on walls, in holovids, and all over the place.

The message may sound ominous, but its meaning is surprisingly benign. *Carilla's Catering and Wedding Planning* is using the event to publicize their services, and is planning on getting free advertising for their business by "capturing" a vandal in the process of painting the message on a wall. Carilla (a not-at-all-well-balanced middle-aged human woman) then plans to appear in holovid commercials saying things like, "This wedding would have never occurred, without Carilla's Catering and Wedding Planning."

In other words, her plan is to create an imaginary "threat" to the wedding by paying off individuals to create threatening graffiti, then capture the graffiti artists and "save the day," earning herself free publicity and subsequently running her own advertising campaign to promote her business. Unbeknownst to Carilla, however, there IS a bounty hunter in Cularin who is gunning for a member of the wedding party. It is not Senator Wren who is the target, though – it is her prospective husband. The heroes must sort through a mix of fact and fiction, rumors of a bounty hunter and evidence of a rather poor advertising attempt, to come to an understanding of what is going on, protect DeBell, and help the wedding go off without a hitch – much less a death...

### **Encounter 1: What do you know?**

The call goes out early one morning: Anyone with information regarding the recent string of vandalisms, or anyone with information related to the threats related to Senator Wren's upcoming marriage, should catch a shuttle to the floating city of Chola Mavra in the upper layers of Genarius. There, they are met by a series of individuals, culminating with an interview with Senator Wren herself in which she requests assistance in tracking down those who threaten to spoil the happiest day of her life, and who may intend to harm her.

### **Encounter 2: Where do you go?**

Using a ship on loan from Senator Wren (or their own ship, if the heroes have one), the heroes must first go to Cularin to inspect the section of Hedrett, around the Groundsport, where the anti-wedding graffiti has been heaviest. Here they meet several individuals, and find clues pointing them to Forard and Tolea Biqua.

### **Encounter 3: What's in the town?**

Forard, the town that grew up around the Jedi Academy, is a quiet place. There is no graffiti here, nor any open evidence of discontent toward the wedding. There is, however, a great deal of confusion, since the popular impression has always been that Senator Wren did not traffic much with Jedi – so why is she marrying one?

### **Encounter 4: What's upside-down?**

"The Cave" is an establishment on Tolea Biqua themed around darkness, and "living like a mynock." The entire cantina is actually built beneath Tolea Biqua, and utilizes the rotation of the city and the artificial gravity generators to allow patrons to walk, talk, and even drink on the ceiling. There are several individuals here who have been involved in spreading the graffiti (though they do not know who they're working for), but more importantly, Melo Centris (a fairly infamous bounty hunter/assassin) is here. On hearing the heroes ask about Wren, she decides they might be a threat and has several toughs attack them as she slips out the back and shuts off the artificial gravity generators for the complex, leading to a zero-g combat.

### **Encounter 5: What does it take? Who is your friend?**

Following leads from several sources, the heroes make their way back to Cularin, to *Carilla's Catering and Wedding Planning*. Here, they can confront Carilla, who never expected things to be taken seriously (nor did she expect anyone to find her out), and is aghast that someone attacked the heroes. She apologizes profusely and offer any kind of help she can (including discounts on future wedding arrangements). While they are talking

to her, a blaster bolt rips in through the window at her, as Melo belatedly attempts to throw suspicion on Carilla by making it appear that she's involved in organized crime, and worthy of a hit.

### **Encounter 6: What's in the cake?**

While she was there, Melo did more than take a pot-shot at Carilla. She also made a fairly sizable purchase from a local baking supply store. With some information gathering, the heroes can learn that she purchased large quantities of supplies, most of which would be very useful in baking a cake. If this makes the heroes think that she's going to be jumping out of the cake and shooting someone at the reception, well, that's kind of a natural assumption. It's a dumb way to assassinate a politician, though. If they start thinking poison, they're closer to the right track.

### **Encounter 7: What's at the end?**

Melo is attending the wedding, and will be serving as one of the ushers. The heroes must arrive early at the public enclave in Forard where the ceremony is to be held, discover her identity, and confront her and the beings she has hired to assist in her escape.

**Important Note to Judges:** You want to induce paranoia in the players. Trust me. Let them follow strange mental paths. Encourage them to do so. Remember, when they learn of Carilla, they should think that they're heading for the end of the event; having to re-engage their brains after finding out that she's really just a harmless old loon will do them good. Because this is not a core plot event, it's all right to go off-track during the module. The most important thing is to have fun. This is a chance for the heroes to be heroic, in some odd circumstances, so keep it fresh. Also, keep it fast – you will probably need to cut encounter 3 or 4, to move the module along, as there is much more in the module than can be done in a 4-hour slot. If you have more time (if you're running this for home play, or for a game day with loose time limits), use it, by all means, but get a read of your group, and if time is tight, run either the combat or roleplay encounter from 3 and 4, and **adjust the DCs on the computer use checks appropriately so that they can move straight to encounter 5.**

## **Opening Crawl**

*There are dark times in the Republic. In these times, heroes are called upon to risk life and limb while crawling through caves, or navigating asteroid fields. In these times, even Jedi seem nervous, every guard has his blaster set to "kill" and every bounty hunter is*

*raising her rates in response to the increased demand. There are dark times...*

*But this is not one of them.*

*In the wake of recent events, the office of Senator Lavina Wren announced a wedding, to a political consultant, former Jedi Jarid DeBell. But all is not well in Cularin, and while this is far from the darkest of times, recent graffiti threatening the stoppage of the wedding have the happy couple troubled...*

## Encounter 1: What Do You Know?

*Key ideas of this encounter: introduce the heroes to one another, and to Senator Wren; personalize the Senator, and the request of assistance*

This event does not begin as many Living Force events begin. Instead, every hero comes into the scenario with a specific piece of knowledge. Jedi heroes have been busily training at the Academy on Almas, but have received instructions (Player Handout 1) to proceed to Chola Mavra, a relatively formal platform city in the upper atmosphere of Genarius.

Non-Jedi heroes have heard a variety of rumors which are relevant to the issue at hand – namely, graffiti (and potential death threats) linked to the recently-announced wedding of Senator Lavina Wren to Jarid DeBell (information that is publicly available about DeBell is included as Player Handout #3). When determining which of the clues to give out, **MAKE SURE TO GIVE OUT THE THIRD CLUE** regarding the youthful Rodian vandals.

The event begins on Chola Mavra, in an antechamber of a conference room being utilized by Senator Wren's "Information Team."

*Chola Mavra isn't the kind of city most people visit on a regular basis. It lacks the rough-hewn charm of Tolea Biqua, the relaxed attitude of Rorkee, or the mystique of Depatar. What it has are meeting houses. The city is arrayed in neat rectangular blocks, within which conference centers of all shapes and sizes have been erected.*

*The call for assistance, which was sent to every datapad-carrying citizen of Cularin, and posted on every available wall and glowpole, was simple: "Anyone with information regarding the threats on Senator Wren's life, as linked to her upcoming wedding, is requested to attend a meeting on Chola Mavra on [current day]. Transportation provided free of charge for those in need."*

At this point, distribute **Player Handout 1** to all Jedi heroes, and roll and distribute the portions of **Player Handout 2** (you should have cut this up beforehand!) to all non-Jedi heroes. If the party is predominantly Jedi, they may need more leads to follow, in which case you can certainly give someone the Forard or Cularin clues, though the Tolea Biqua clues are not things most Jedi would have access to. Use your judgment in distributing the "what you know" information, since it is mostly redundant with the module text.

The heroes are currently waiting to see Senator Wren's information team. Give them the opportunity to introduce themselves to one another, describe their characters, and talk amongst themselves about what they know.

There is a minor functionary present. His title is "Undersecretary to the Assistant Secretary to the Acting Chief of Information for Senator Wren" – or the **UttASttACoIfSW** (which he pronounces "Oo-tass-tuh-koyf-swuh," and spells out rather tersely if pressed) and his name is Horil Damlo. Horil is a budding human politician in his late twenties, and takes his responsibilities very seriously – though they amount to little more than writing down the names of those who have come to offer information. He has been told that the acronym for his position – **UttASttACoIfSW** – is actually the phonetic version of the Shyriiwook word for "leader," a fact that he is proud of. (Anyone who speaks Shyriiwook knows that it's closest, phonetically, to a species of tree slug, and far indeed from any variant of "leader." This information leaves Horil quite crestfallen.)

Horil knows relatively little. He's seated behind a desk, with a small workstation in front of him where he types in each hero's name as s/he approaches. Answers to questions that Horil is capable of giving.

Who are you? *I'm Horil Damlo, the Ootasstakoyswuh.* [Say this with **PRIDE**, and practice saying it in advance. Remember, Horil is proud of his title, and says it to himself almost constantly! He then spells it out – "U-T-T-A-S-T-T-A-C-O-I-F-S-W" – and finally, tell them what the acronym stands for. He clearly likes how it sounds as an acronym better than what the letters truly mean. He gets progressively more self-conscious, and less proud, the more information he has to give about his title, since it boils down to "Guy who sits by the door and sometimes runs errands."]

What are we doing here? *I would presume you're here because you know something that may be helpful in preventing any wrongdoing at Senator Wren's wedding. Did I get your name already?*

Is there pay involved? ***That's something you should negotiate with my superiors when you meet with them.***

Who will we be meeting with? ***It varies from group to group. Someone important, I'm sure.*** [Translation: He doesn't know.]

There may be the temptation for the heroes to try to get access to his workstation. (And shame on any Jedi who try to do anything to this poor public servant!) While they are attempting to gain access to his computer, the doors behind Horil slide open.

If the heroes just elect to sit and wait, then eventually, the doors behind him slide open regardless.

***The huge, mirrored doors behind the young man slide open, and a Twi'lek in flowing robes steps into the room. He looks you over and nods in your direction, lekku twitching slightly in what might be welcome. "Please, to come with me?"***

This is Bobe Ojgrib, one of Senator Wren's assistants. The twitching of his lekku was a greeting, for any who understand the language, and while he gives his name, his job is not to answer questions. He is simply leading the heroes to the first encounter – er, that is, to Senator Wren herself.

***The Twi'lek leads you down a narrow corridor, which bends to the right and then opens out into a large, luxurious room. Fine carpets cover the floor, and the domed ceiling overhead is painted with an array of stars unlike any you've seen from Cularin.***

DC 15 Spacer Lore, DC 20 Astrogate (not exactly the right skill, which is why the DC is so high), or any appropriate skill that I haven't thought of with a reasonable DC, lets the heroes figure out that these are the constellations as seen from orbit above Coruscant – specifically, from above the Senate chambers. Anyone from Coruscant, or who spent more than a year there, need only roll a DC 5 intelligence check.

***Across the room from you, in a high-backed, fur-lined chair, is an attractive woman whose age it's hard to discern. She has dark brown hair, drawn back away from her face, and deep, penetrating eyes. She wears a long grey skirt and a grey jacket, the breast pocket of which is emblazoned with two suns orbiting the symbol of the Republic.***

This is, of course, Senator Wren. She has been speaking personally to all those who came to share information with her; she has a very good “feel” for people (*Sense Motive* at least +30, in game terms), and is not going to be trusting these interviews to “just anyone.” She stands

as the heroes enter, and if she recognizes any of them (from “Oblivion's Kiss,” for example) she makes sure to shake hands with them first, and addresses them by name. She shakes hands with each of the heroes in turn, smiling warmly, and the heroes may notice darkness beneath her eyes. For all her easy manner, it's clear that Senator Wren has not been sleeping near enough lately. She does not detect as Force sensitive.

***"Please, have a seat. I am anxious to hear what you have to tell me."***

She listens to each of the heroes describe why they have come. When told that the Jedi were instructed to attend, to assist her, she smiles and nods. (And if they know something else besides, she is pleased.)

Once she has heard all that they have to say, she makes the following request.

***"My security teams are working on this as we speak, but I was hoping to enlist the help of some of the citizens – like yourselves – as well. The more individuals we have working on this, the sooner we can get it behind us. I don't ask this of you because it is my wedding – it could be any public affair. I ask it because I fear unrest in the system."***

She then answers questions. Use the answers below as a guideline for what she knows.

Are we going to get paid? ***If you need payment, I can offer you [900 credits per hero for average party level 1-3, 1200 credits per hero for average party level 4-6, and 1500 credits per hero for average party level 7-9]. I will be happy to offer a like amount to the Cularin Relief Fund instead, if you prefer.*** [The Cularin Relief Fund provides food, clothing, shelter, and other necessities for refugees to the system, and to the indigent populations throughout the system. It is a legitimate charity.]

What are we supposed to do? ***Learn more about what's going on, and find the individuals responsible, if you can.***

How many of your security team are already out, doing this? ***Five teams, and a dozen more made up of individuals like yourselves.***

How are you paying for this? ***My fiancé's family. None of the funds for this are coming from Cularin's coffers. I'm even paying the security team out of my own funds for the time spent on this.***

What do we know about what's going on? *It's mainly been graffiti. Most of it says things like, "The wedding will never occur." Some of it has gotten more violent.*

Where has it been found? *All over the system. It seems like most of it is found on Cularin proper, though, and a great deal of the original graffiti seems to have sprung up in Hedrett within the last two weeks.*

Why hasn't OPS already caught the perpetrators? *Ask them.*

Should we follow up all of our leads? *Eventually, that would be good. I would suggest starting with Hedrett, though. My people tell me a great deal of the information they've found points back there, but they haven't been able to turn up anything new.*

And you think we'll be able to because...? *Because you don't wear the badge of the Republic, it may be easier for you to talk to those who would not talk to my teams.*

How do we get there? *I have a ship available. And a pilot, if need be.*

What's the deal with this room? *This is the Coruscant room of the complex. There are large meeting halls whose ceilings depict the stars as viewed from a number of different planets here. This one seemed... appropriate.*

Do you dislike the Jedi? *Absolutely not. I hold the Order in the highest regard. It has simply been the case that while our goals are similar, our methods for accomplishing them are necessarily different. I very much hope to develop a stronger working relationship with Master Lanius and the Academy.*

When is the wedding? *Tomorrow. It is therefore of the greatest urgency that you learn what you can.*

Is your future husband a Jedi puppet? *Jarid is his own man. He respects the Jedi and their way of life, but it was not right for him.*

Where is the groom? *His friends have taken him out to "relax." They left this morning, and will return early tomorrow.* [In other words, Jarid is out at a galactic-scale bachelor party, and isn't going to be available for the duration of the event]

Other questions can be dealt with using variations on the information above. Senator Wren is quite upset, though she attempts not to show it (use of Empathy or Sense Motive reveals this to be the case). She is also

telling the truth, as far as she knows it. Once the heroes have finished asking all the questions they can think of, Bobe escorts them back out of the meeting room, to their ship. (They can either use the ship provided by Senator Wren, or one of their own; it matters not.)

If this encounter drags on too long – if you're having trouble getting the module actually STARTED – then just be blunt. Senator Wren is a very busy woman, and has other meetings. She will flat-out ASK them to go to Cularin, immediately, and learn what they can.

## Encounter 2: Where do you go?

*Key ideas of this encounter: checking out Hedrett, the heroes meet Nivel and Slice, and have a chance to do some information gathering that will confirm their earlier leads*

The flight to Cularin is uneventful; feel free to improvise something suitable to your group, if you like, in terms of requiring piloting rolls of someone who is very interested in demonstrating how good they are at flying. The ship provided is a stock YT-1300 with the hyperdrive motivator removed (Senator Wren is a trusting sort, but not THAT trusting).

*Exiting the hangar at the Hedrett Groundsport, you are greeted by a strange sight – a pair of bright pink Tarasin, busily scrubbing at the wall of a building. Several different colors of paint are visible where they're scrubbing, but whatever the image might have been, has been scrubbed into illegibility.*

There are a number of ways groups may choose to approach this encounter. I won't pretend to be able to foresee all of them, but most involve information gathering of one sort or another. I'm going to list out some major options here. Use these as a guideline for other things the heroes might try.

### Talking to the Kids

If the heroes decide to follow up the lead and talk to the kids on the eastern side of town, it's not easy. They're very nervous about outsiders coming in. Note that if you are at all worried about time, it's all right to push the heroes in this direction by mentioning this possibility at the first other place they go.

Their leader is a young human female, MAYBE as old as 17, named Dani. A few well-placed questions (bribes always help) get the heroes directed to her. The meeting occurs in a run-down building on the edge of town, and Dani has no one else with her.

Dani knows that none of her kids have been involved in this. She and the other “watchers,” as she calls the people who keep an eye on the young people of Cularin do a better job than that. But there have been several groups of kids in the city lately who weren’t from Cularin proper. Some of them had a pretty distinctive swagger – like they are from Tolea Biqua.

If asked about Forard, she doesn’t know who is currently in charge there, but there was someone keeping an eye on the kids for a while. The most recent watcher enrolled, a little less than a year ago, in the Jedi Academy.

### Talking to the Tarasin

The Tarasin are bright pink because they’re upset. This is their place of business, and someone has come along and defaced one whole side of the building with an anti-wedding slogan, and a rather crude drawing of an exploding wedding cake (well, that’s what it was; now it’s just a mess of colors).

Their names are Nivel and Slice, and they run a music distribution center. They began their business with a collection of traditional Tarasin classic recordings, which they peddled to tourists on low-quality datachips. Apparently, the Tarasin recordings took off (which surprised Slice, who has always been in it for the money, but which Nivel fully expected), and have been very popular with a number of aquatic species, who find the vibrations Tarasin music makes in their gills to be quite pleasant.

Nivel is a young male, very emotional and very committed to the further propagation of Tarasin culture. He is quite upset by all the recent turmoil in Cularin, though he is among the first to admit that attention has been good for business.

Slice is also a young male, and is the more technically-minded of the duo. He originally transcribed the recordings, and has since begun to make recordings of other (non-Tarasin) music for distribution. He considers himself a “purveyor of culture,” though he is clearly doing it because he can make a lot of credits for doing very little other than repackaging what has already been done. He is the slimy money-man of the operation, while Nivel is the idealist.

Both of them are quite agitated about their business – S&N Music – being used to threaten someone who has actually placed an order with them for traditional Tarasin music. They like Senator Wren – and did, even before she ordered music for her wedding from them – but they are as irritated about the defacing of their building as they are of the threats to her.

They did not see who created the graffiti, although there has been a lot of activity among the young people lately. (Nivel refers to them as “young people” – Slice calls them “little space-worms with nothing better to do

and no goals in life.”) As far as they know, there haven’t been any arrests made, but they wouldn’t be surprised if it was just a bunch of kids, like the ones who hang out on the eastern side of the city, trying to get attention.

Nivel and Slice are generally pleasant, and are particularly receptive to talking to groups that contain Tarasin heroes, to whom they devote much attention.

### Talking to OPS

The Office of Peace and Security in Hedrett is staffed today by something of a “brute squad” – all Wookiees and Trandoshans. The receptionist is a female Trandoshan wearing a disturbing amount of make-up that was clearly created with human women in mind. This includes rather roughly-applied lipstick. She speaks Basic, and does so in a low, guttural voice. She also flirts incessantly with any male Trandoshan, or barring that, any other male. Her name is Gruunelda, and she is only working reception because someone has to do it. She’s actually an OPS Sergeant.

Things that Gruunelda knows, and shares when convinced that the heroes are working for Senator Wren:

- No one has been caught defacing property in Hedrett.
- Most eyewitness accounts describe teenagers (or the equivalent) creating the graffiti.
- Metatheran Cartel? Not likely. Some of the graffiti was more than a meter off the ground. [She laughs at her own joke; she likes making fun of the “short piggy people.”]
- Haven’t heard anything about bounty hunters. Most of that kind hang out on Tolea Biqua, though, not here.
- In the last week, 17 graffiti “hits” have been made in Hedrett.
- I can’t talk about the weapons shipment. [If pressed, she tells them that the shipment was a standard OPS order, and that it was routed through Forard; the “tags” were probably applied there. This takes some roleplaying to get out of her, or appropriate use of relevant skills; you make the call.]
- Eastern side of the city? There’s a large population of orphaned kids over there, all species. They support themselves, keep to themselves. Not usually a problem.
- I don’t know anything about “The Cave.” It’s the kind of place I don’t like to go, when I’m off duty. There’s a nice little bar that I **do** enjoy, though... the “Lover’s Kiss,” here in town. [This is directed to whomever you’ve elected as her tormentee for this encounter.]

- Slice and Nivel? They're harmless, and they get some good bootleg Trandoshan music every once in a while. Great for a romantic mood. [DC 10 Knowledge (Music, Trandoshan culture, or whatever skill seems relevant to you) reveals that most Trandoshan music is only romantic if you're into grunting and screeching and mono-chordal noise.]

### Talking to Renna's

No one at Renna's Transport Service, or any other security firm in town, knows anything about what's been going on. Whoever's been creating the graffiti has either (a) assiduously avoided marking any businesses with private security forces, or (b) been extremely lucky.

### Heading to a Cantina

Buying some drinks, and dropping a few bribes, is always a good way to do some information gathering. Most of what is known by the denizens of any cantina the heroes choose (feel free to be creative with naming) is redundant with what they can learn from Gruunelda. However, those who want to use their wiles and credits to gather some information (per the skill) can learn the following. For each 50 credits spent on bribes, the hero gets a +2 circumstance bonus (cumulative) to their roll – but don't tell them that, just figure it in.

DC	Information Gained
10	Why, yes, I did see a picture painted on a wall. Curious, eh?
15	No one from Hedrett would do that. Bad for the local economy. I think it's someone from off-planet.
20	I was on Tolea Biqua last week, and there was a lot of talk about sending squads of vandals down here at this place called "The Cave."
25	I work at the Groundsport, and I gotta tell ya – there's been more of that graffiti on days when we get ships from Forard than any other days.

DC 15 Knowledge (Cularin) or DC 10 Knowledge (Streetwise-Cularin) allows the heroes to identify "The Cave" as a bar beneath Tolea Biqua – literally, on the underside of the city. Forard is the city that surrounds the Almas Academy.

Utilize the information above to deal with any other information-gathering attempts the heroes may engage in. If they've gone to Encounter 3 or 4 before here, structure things appropriately.

## Encounter 3: What's in the town?

*Key ideas of this encounter: exploring Forard, the city around the Jedi Academy, the heroes find seeds of discontent, and disbelief; a link back to Carilla; and several delinquents in need of a quick datary*

Odds are, you won't have time to run both Encounters 3 and 4. If you can get a read for your group early on, and determine whether they're more interested in combat or roleplaying, then pick the appropriate encounter to "guide" (please, do NOT railroad – let them think they're making the decision themselves!) them to. If they're a combat focused group, you probably ought to minimize the information gathering in this encounter and guide them to Encounter 4 – the only major fight in the event. If they enjoy the information gathering and roleplaying and intrigue, emphasize this encounter and drop encounter 4.

Docking in Forard involves a series of complex security procedures, some of which are under the control of the Jedi Academy. Because the town grew up around the Academy, and is primarily supported by the institution, some level of security is to be expected. However, there are other things to be accomplished here, so don't make a big production out of the docking process.

The most striking thing about the approach to Almas is the view of Forard and the Academy from the air. Most of the northern hemisphere of the planet is covered by what, from space, appears to be a glowing ocean. It is only as the heroes descend through the atmosphere and make their final approach that they can see that the glow is actually produced by the kaluthin, a strange form of plant life that is naturally phosphorescent. The approach path to Forard brings the heroes in above the kaluthin fields, and they land on the outskirts of the town, on a metal-grid platform beneath which the kaluthin wave and glow.

*As you exit the ship, an individual in brown robes approaches. Pulling back her hood, she reveals a strikingly pretty human face, framed by dark hair that's pulled back in a tight braid. Three small gems decorate her left earlobe, and a string of small hoop earrings run from the top of her right ear down to her right lobe. "Welcome to Forard."*

This is Lora, a Padawan at the Academy, and a former "watcher" on Forard. She volunteered at the Academy to serve as a guide for the group through the city, if they are interested (yes, she was called by Dani). She's around 18, and came to the Jedi way late in life

(successful See Force on her reveals that she has 7 Force-using levels, but given that she's still a Padawan, not all of those are in a Jedi class; she was a Force Adept in her "former life"). Her credentials are easily verifiable (and yes, she does have a lightsaber), and she does everything in her power to be helpful. However, she has a real problem with incompetence, and sometimes gets frustrated with what she perceives as incompetent behavior. She's working very hard to overcome this frustration, since it interferes with her studies. (Note that this is a nice test for Jedi heroes; if something happens and Lora gets irritated, a lecture from a fellow Jedi – one that is in line with the Jedi Code, and which you believe to be soundly-reasoned – may be grounds for bonus experience for the hero(es) involved. This is particularly true if the lecture comes from a non-Jedi.)

Lora has the added benefit of being familiar with the youth hostels on Almas, having spent a great deal of time living on the streets of Forard before being "discovered" by the Jedi. If asked, she does know Dani, and thinks highly of her work (but she will not volunteer this information). She found it easy to convince her Master, and Master Lanius, to allow her to help out with the problems in the system. Lora is very serious, and very concerned with being a good Jedi, but was not available to go to Chola Mavra when the meeting was scheduled and is happy to be able to help out. She is still learning to cope with her temper, which is what kept her from being accepted at the Academy earlier in life, and while there may be flashes of temper from her on occasion, she will not actively lose her temper – she's past that point in her life.

Other than sending Lora, the Academy cannot provide much assistance to the heroes while they are in Forard. However, Lora is about the best assistance they can offer, given her background.

There is a small security force in Forard, but not much, as the presence of the Academy deters most would-be criminals. There are a handful of individuals patrolling the warehouses by the landing pads, and Lora also offers to take them to a soup kitchen that a lot of the young, non-Jedi, Forardians frequent.

## **The Warehouse Patrol**

Up until this week, there wasn't a regular guard posted at the warehouses. After the graffiti mess, two guards have been posted here around the clock, and as it happens, the heroes arrive during the two hours of the day when both guards are awake. Both guards are Bothans (their names are Illy and Bon), and they nod and wink slyly at one another whenever they answer questions. Lora doesn't think much of them, since they strike her as less than fully competent.

*Two Bothans stand in front of one of the main warehouses. Rather, they lean against one of them. Each punches madly at a datapad. As you approach, they look up, slide the datapads into their pockets, and strike official poses. "Halt. Security check. State your business."*

Illy and Bon aren't wild about people being hired to do what they feel amounts to "checking up on our work." Truth be told, though, until this week they were both managers of the warehouse, and neither of them had any security experience, or need of it. (And yes, they were actually playing games on their datapads, if the heroes have a way to figure that out.) They eventually invite the heroes inside the warehouse to talk, in a large glass-walled office in the front of the complex. A bribe makes this easier. For that matter, so does judicious use of Affect Mind. (Will save bonus for each of them is +2) Eyeballing security in the warehouse requires a check against Search, Spot, or the appropriate knowledge or profession skill. DC 10 in whatever skill is relevant allows them to see that there are very few cameras, the walls and doors are insecure, and there is a skylight with no security devices on it at all.

There are a few things Illy and Bon know.

- Nothing happens on our watch. No way, no how.
- The Jedi? They're great. Take good care of us. [DC 10 Sense Motive, or successful Empathy check reveals that they don't completely believe this. They don't like feeling un-secure.]
- Weapons shipment? Um... we do serve as kind of a receiving station for some of the OPS folks down on Cularin, yeah.
- Oh, THAT weapons shipment. Yeah, we figure it happened on the ship, not here. [DC 15 Sense Motive check – these guys are lying, they KNOW it happened in their warehouse, but they don't know who did it.]
- No way anyone could sneak past us.

This would be a good time for spot checks, DC 10 (+5 per tier). Why? Because if this is the first place they went, someone is climbing down through the skylight – in the middle of the day. If they went to the soup kitchen first, then the spot check is to notice that one of the crates in the warehouse has been hit with graffiti of a cake, with the words, "The wedding will never happen" beneath.

If they came here first, they're about to meet Robbi, one of the street kids from Forard, who's armed with several paint cannisters. Robbi is a first level scout, but he has no weapons, and if he is surprised by the group, immediately surrenders. If questioned, Robbi has the following to say.

***“I’m just tryin’ to make a cred. Nothin’ against the lady senator person. I got fifty creds put in my hand, and some paint, and told to come here and do up a crate. Easy to get in here, and all.” Illy and Bon look uncomfortable at this. “I never done this before, but other kids have. Been going on a couple weeks. Fifty creds is the going rate. Wizard, huh?”***

The person who gave Robbi the credits was hiding her face, but Robbi is sure she was a woman. He thinks her name was Rilla, but that’s just what he’s heard her called on the street. He doesn’t know anything about her, except that she was probably human.

Lora offers to make sure Robbi is “dealt with appropriately,” which leaves him somewhat pale (she means him no harm, though, and can assure the heroes of this fact out of Robbi’s earshot). The heroes are welcome to do anything they like with him (within reason), including turning him directly over to the Jedi, or leaving him with Illy and Bon (which makes the Bothans look somewhat sadistically happy). But rather than letting the heroes get hung up on the “what do we do with the NPC” problem, you can have Lora deal with it for them, off-camera.

#### The Soup Kitchen

If the heroes go to the soup kitchen first, Lora excuses herself and go begin making inquiries on their behalf. While she is gone, have everyone roll listen checks. The highest DC hears the following:

***“Yeah, I’m gonna hit that warehouse down by the pads next hour. It’ll be wizard! Got four colors of paint and everything. Dumb Bothans and their skylight.”***

And yeah, it’s Robbi. He’ll try to run away, but isn’t likely to succeed, and if he does, he’ll get caught later at the warehouse. If caught, he tells the heroes the information in the box text above (50 creds, Rilla, etc.). Again, Lora offers to “deal with” him.

If the heroes come here second, there’s nothing much they can learn, except that someone heard that Robbi got caught, and “Rilla” is not on Almas.

There’s not much else to find on Almas. As it turns out, all of the “tagged” crates went through the Bothans’ warehouse, so there isn’t anyone else who’s really relevant to talk to, and the soup kitchen (while you can insert extra NPCs at your discretion) doesn’t offer much information that can’t be obtained elsewhere. As ever, use the above as a guideline, and don’t let the heroes tarry too long, since we still have some combats to run!

At this point, the heroes may want to do a computer search on “Rilla” within Cularin. A successful Computer Use check (DC 15) turns up 8,311 names or partial names of individuals within the system – far too many to check each individually. More information is needed to narrow the search. If they have already gotten the initials “CCWP” and cross-check that with “Rilla,” they come up with Carilla’s Catering and Wedding Planning if they make a DC 10 computer use check. And let’s face it – if they’re smart enough to see through my little ruse and cross-reference “Rilla” with “Wedding” immediately, then if they succeed at a DC 25 computer use check (it’s a large band of parameters they’re working with), they also find reference to Carilla’s Catering and Wedding Planning, and may bypass Encounter 4 altogether. Which is fine – smart play and cooperative dice should be rewarded. IF TIME IS SHORT, drop the necessary DC to tie things back to Carilla’s Catering and Wedding Planning, and skip Encounter 4.

## **Encounter 4: What’s upside-down?**

*Key ideas of this encounter: a combat in a zero-g environment, and a chance to learn about a bounty hunter who is in the system, and a pointer back to Cularin*

Odds are, you won’t have time to run both Encounters 3 and 4. If you can get a read for your group early on, and determine whether they’re more interested in combat or roleplaying, then pick the appropriate encounter to “guide” (please, do NOT railroad – let them think they’re making the decision themselves!) them to. If they’re a combat focused group, this is the only big fight in the event, so give it to them. If not, you can make this encounter a non-entity and guide them to encounter 3 first.

In addition to being the Tolea Biqua locale mentioned at the cantina in Hedrett, The Cave is also the bar directly below the restaurant where one of the heroes may have been scrubbing dishes. If neither of these clues were picked up by the heroes before they got here (and that’s always a possibility), then a little information gathering should point them in the direction of The Cave, a seedy dive beneath Tolea Biqua.

The Cave is a rough bar, with a twist. It is actually built upside-down, beneath Tolea Biqua. It has its own separate gravity generator, and because of its location relative to the axis of the city, everything in the Cave is actually inverted. It began as a joke – tables are attached to the “floor” of The Cave, which is actually

the ceiling with the gravity generators turned on, while light fixtures clutter the “ceiling” where people walk – but turned into a popular hangout for the space-going crowd. It is, as more than one spacer has put it, “a nice transition from being in a ship, to being in a city.” All of this information is available to heroes based on their knowledge of Tolea Biqua, their Knowledge (streetwise) skill, or anything else that may be relevant.

*The entrance to The Cave is a winding passage that leads down from an alley, then turns, very gradually, so that the floor becomes the wall, and then the ceiling. At one point in the walk down the long, smoky corridor, you feel a lurching in your stomach as a different set of gravity generators than those that operate for most of the “upright” city kick in.*

Go with a fairly ominous description, particularly if there are obvious Jedi present. This is one of those places where Jedi, frankly, are not trusted. They are looked at askance, and jokes are made about “braid-wearing goons” (Listen checks, DC whatever you think is appropriate).

At this point, though, no one is going to attack them. That doesn’t happen until someone starts asking questions, either about the wedding, or about bounty hunters in the area. If some name-calling provokes a Jedi into fighting, well, that’s exactly what most of the toughs in The Cave want. They **like** fighting. But any Jedi who wants to get into a fight over name-calling may be worthy of a DSP. Use your judgment, and as ever, issue warnings before actually awarding any DSPs.

Among the individuals present in the bar are a number of male Devaronians, two-horned humanoids with fairly big teeth. They are the crew of a freighter (a true statement), who are trying to get hired on by Melo (pronounced Mee-low) Centris. Melo is a blonde human female in her late 20s who is present in a dark corner of the bar, away from the heroes, and who leaves as soon as questions begin to be asked. As soon as someone in the party begins to ask questions, Melo slips out a door, using the Devaronians as cover, and instructs them to “take care of the problem.” She then finds the gravity generators for The Cave, shoots them, and as gravity goes out, the fight begins.

None of the patrons other than the Devaronians are going to get involved. It’s too much fun to watch fights in places like this!

REMEMBER, AN INDIVIDUAL WHO DOES NOT HAVE THE ZERO-G COMBAT FEAT IS AT –4 TO EVERYTHING PHYSICAL THEY DO IN A ZERO-G OR LOW-G ENVIRONMENT. Yes, this includes some of the bad guys in the first two tiers.

Melo is not present for the fight. She has slipped out of the bar, and is headed for Cularin to further frame Carilla (who has set herself up quite nicely).

There are two Devaronian scoundrels present, and some number of Devaronian thugs. I recommend a total number of opponents equal to one more than the number of heroes in the party, but that may need to be varied, based on group size and composition. Again, use your judgment. All of the Devaronians attempt to use flanking to their advantage against the heroes, and begin their attacks with any obvious Jedi (but switch their focus if someone else is really laying waste to them).

Stats for the Devaronians are included in **DM Aid #2**.

If either of the scoundrels is captured, they can tell the heroes the following (with appropriate inducement):

- We just try to get into good gang. Melo gang. [DC 20 Spacer Lore to identify “Melo” as Melo Centris, a Force-using human assassin from the expansion region]
- Melo say stop you. We stop you.
- Melo here for job. We not know specifics of job.
- You let us go, we leave Cularin, not come back.
- We don’t like politics. Phegh. Stay out of bad politics, just want to get into good gang.
- Melo turned off grav. We like no grav – fun to spin and play.
- We working against CCWP.

If only thugs are captured, the information is more limited.

- Boss said we want to work for some bounty hunter.
- Bounty hunter shut off grav, we started shooting.
- One job is good as another job.
- Boss said we working against CCWP. [Note: “Boss” is one of the scoundrels, dead or alive. The thugs really don’t know much.]

Doing a search on “CCWP” turns up 3,811 records of things bearing those initials in Cularin (DC 15 Computer Use check). Cross-referencing “CCWP” with “Wedding”, with a DC 25 check, turns up Carilla’s Catering and Wedding Planning, on Hedrett. Cross-referencing CCWP with “Rilla” turns up Carilla’s Catering and Wedding Planning with a DC 10 check. IF TIME IS SHORT, drop the necessary DC to tie things back to Carilla’s Catering and Wedding Planning, and skip Encounter 3. Once Encounters 3 and 4 are done, the next obvious hop is back to Hedrett, hopefully.

## Encounter 5: What does it take? Who is your friend?

*Key idea of this encounter: an “assault” on Carilla’s base of operations, followed by an attack by Melo on Carilla herself, and an ensuing chase*

Portions of this encounter may need to be cut, for the sake of time. I would recommend the approach to Carilla’s business, which looks like a dangerous place, but really isn’t. The most critical aspect of this encounter is the discussion with Carilla, and the attempt on her life – which may or may not succeed, depending on the heroes.

The return trip to Cularin is uneventful, and armed with the location of Carilla’s Catering and Wedding Planning, the heroes can make their way through Hedrett to the appropriate address.

***The street on which Carilla’s Catering and Wedding Planning is located is quiet, and noticeably graffiti-free. Various shops line the block, in the center of which is a building with walls of burnished, glimmering durasteel. Bars criss-cross the windows, and an elaborate sign with a neon pink-and-green wedding cake flashes above the door, with the words “Carilla’s Catering and Wedding Planning” in a graceful golden arc above the cake. Directly across the street is a shop whose windows are full of baked goods.***

Other things on the street are at your discretion. This is a relatively upscale part of Hedrett, so there are nice shops, including gift stores and whatnot, up and down the street. The bakery across the street is run by a beautiful (Charisma=20) feline humanoid (a Farghul) with a lustrous golden coat and a long, nimble tail. Her name is Asora, and her store (Asora’s Sweet Surprise) is actually both a bakery and a baking supply store. Asora is utterly guileless, and enjoys talking to people about the goings-on in Cularin. She is quite respectful (almost reverent) toward Jedi, as is the nature of her people, but does always have a playful approach to conversation. She believes Carilla to be overly-serious, and perhaps a bit paranoid. She doesn’t know of any actual misbehavior on the part of her neighbor across the street, though, and she doesn’t have any particular knowledge of the problems relating to the upcoming wedding.

Carilla’s shop may look like a front for something. Again, paranoia is good to induce in the players, assuming sufficient time. However, the truly paranoid person is Carilla herself. Her shop is exactly as advertised – she does catering and wedding planning. However, she had some rough experiences early in life

(she doesn’t talk about them) that led her to be overprotective of her business. There is a single security camera in front of the store, and a box labeled “security system” mounted on an exterior wall, which is actually an empty box that she had put up to discourage would-be thieves and vandals.

Carilla herself is a middle-aged human female. She bustles back and forth inside her shop, visible through the large plate-glass window that is covered with crossed bars. She looks like someone’s grandmother.

The approach the heroes take is at their discretion. If they all go in, or if they go in one at a time, it doesn’t matter much. Carilla is completely clueless that she has caused as much trouble as she has; everything was meant to be “in good fun,” and she never thought it would end up with anyone being shot at, nor did she ever hire anyone to write anything threatening about the wedding. She only commissioned a few pieces of graffiti, and the “movement” took off from there.

When she is confronted, Carilla first looks as though she’s going to panic and bolt (if possible). Then she slips a hand into her pocket (when you say this, odds are, someone will grab a d20 and ask to roll initiative; pick up your own d20, and THROW IT AT THEM) and pull out a handkerchief. She begins to sniffle, then to bawl. Things Carilla can tell the party, before she gets shot at (see below):

- It was just a harmless publicity stunt. Honestly.
- I hired some youngsters to do some graffiti, but it was very simple graffiti. Pictures, and the words, “The wedding will never happen.”
- I paid twenty or so youngsters fifty credits each to do this. You must spend money to make money... I suppose...
- I’ve heard about the other graffiti. I guess someone saw the first ones, and thought it a good idea. I never meant it to happen like that!
- I never hired anyone other than a few youngsters from Tolea Biqua, and Forard.
- Bounty hunters? Goodness no!
- I had thought I would hire a few youngsters later today to attempt to vandalize my building, then catch them in the act.
- I’ve got a nice little holovid advert that I was going to run after it was all over. [She has a copy of it, already; it’s her, superimposed beside images of Senator Wren and her future husband. All are smiling, and Carilla says, “This wedding would never have happened, if not for Carilla’s Catering and Wedding Planning.”]
- Well, no. I’m not involved in the wedding. She’s using a catering service off Forard, I believe. But stopping the vandals would have been good publicity, don’t you think?

- Um... it seemed like a good idea at the time?

She still thinks it was a good idea for publicity, although she's very upset at how it turned out and begins bawling almost uncontrollably when she finds out the heroes were shot at. She was simply looking for a way to get some easy publicity out of the wedding, and she thought that stopping the vandals would be an excellent way to do so. She never considered the possibility that someone might actually want to harm the senator. She's not at all upset about not being involved in the wedding—she's just got a small shop, after all—but it would have been nice to get some exposure from it. Not the kind she's likely to get now, either. Remember, she was never all that well balanced.

After you tire of playing the crying grandmother, SHOOT HER.

***Carilla finishes speaking, wipes her eyes, and takes a deep breath. As she does so, a blaster bolt rips through the window, hitting her in the chest!***

The shot came from an alley across the way. Any hero who is outside the shop can make a Spot check (DC 10 for lower tier, 15 for middle, 20 for upper) to notice the individual in the alley taking aim on someone inside the shop, through the window. (Carilla has no other customers right now, and has no back room to speak of, so has been talking to the heroes in the main room of her business.) There's no way to stop the person from taking the shot, but if they come up with the idea themselves, a person who has successfully spotted the would-be assassin can make a DC 15 Reflex save to throw him or herself into the line of fire and take the blaster bolt (standard 3d6 blaster pistol) themselves; since they don't know if this is going to be a crit (it's not, but they don't know this), if they come up with this idea on their own, it may be grounds for awarding a Force point; use your discretion. Otherwise, the bolt hits Carilla and does 11 wound points (all she has; she's a level 5 expert, so has no vitality) and she needs attention when this is all done.

The assassin is not Melo herself, but is one of her Devaronian lackeys. He, and two others, are parked behind Asora's Sweet Surprise, where they've been picking up ingredients for a cake. They take off after shooting, and Asora runs screaming from her store, terrified by the blaster fire. She is more than happy to loan the heroes her speeder, if they chase down the "bad people" who not only shot at her neighbor, but who seemed to have snuck off with an extra cask of cake frosting.

Her speeder is parked in the same alley from which the shots were fired. It can hold the whole party, although for groups of 6, it is quite cramped. More likely, the combat-oriented types should want to go

after the thugs, while some of the others may want to stay and make sure Asora and Carilla are all right. Encounter 6 covers both of these tracks.

## Encounter 6: What's in the cake?

*Key ideas of this encounter: the chase, the discussion with Asora, and Carilla either recovers, or dies*

### Carilla's Life

I have no great need to kill Carilla off, so if she dies, she dies, and if she lives, she lives. If she recovers, she's quite dramatic about the wound. She's aghast that anyone would think enough of her to shoot at her, and she's convinced that it has something to do with wanting to take over her business. Remember, she's paranoid, and suffers from delusions of grandeur; her business isn't even **that** good, although she has a decent enough reputation in mid-level societal circles.

### Asora's Goods

Asora can tell the heroes what she sold the Devaronians (whom she alternately refers to as "the bad people"). The list includes a large number of baking supplies, including an extra-rising form of Toydarian yeast, which she had to give them in a sealed container because it is so reactive during the baking process. They bought cake-pans of five different sizes, three different flavors of frosting, seven different coloring agents, and enough small figures to create a toy army. In other words, enough materials to create and decorate a fairly substantial wedding cake (if you have anyone with cooking skills in the group, give them a roll; Toydarian yeast, when prepared appropriately, can create a floating cake layer that can be suspended between other layers of a cake, but if it's mishandled, it can be explosive).

The only other odd thing about the mixture of goods purchased was the thickening agent chosen for the batter. They bought a fairly expensive mixture from Ord Mantell, which includes several rare spices which can be toxic, if mixed with the wrong chemicals. None of those chemicals are present on the list of ingredients, but many of them are available from the gas mines of Genarius (local knowledge, or a related skill, DC 15 to figure this out).

### The Chase

Asora's speeder has the same stats as the one used by the fleeing assassin/bakers, so there will be no adjustments based on vehicle speed to the chase. If you really need stats, use the SoroSuub XP-34 stats from the core book, modified to hold as many passengers as

necessary. The Devaronian speeder is a rental, so it cannot be kept if captured.

If the heroes wish to give chase, the Devaronians are fleeing through the streets of Hedrett, heading for the groundspout. If chase is given immediately, the baddies have a 5 range category (call it 10 meters per category, for these speeders) head start, which increases to 10 range categories if they stop and jaw with the NPCs before jumping into the speeder. (Feel free to have Asora nudge them along; “Hurry, they’re going to get away with my frosting! Oh, and the guns they used to shoot at you!”)

There are 2 Devaronian thugs in the rear of the speeder, with blaster rifles (range increment = 40 meters). Use the stats for Devaronian Thug-class NPCs from **DM Aid #2**, but be sure to add the +4 back in to their attack rolls for the lower and middle tiers, since they are no longer suffering the effects of a Zero-G environment, and replace the Zero-G Combat feat with Weapon Group (Blaster Rifles). The pilot of the speeder is a Devaronian scoundrel, who is identical to the scoundrels in **DM Aid #2**, except that his Sleight of Hand skill should be replaced with the Pilot skill. Note that if the players are REALLY itching for a fight, but missed out on The Cave, you can increase the number of bad guys for this fight, but only do this if you’re sure you have time.

In order to close with the Devaronian speeder, utilize the rules on page 177 of the SWRPG core book (opposed pilot checks by the individual piloting the heroes’ speeder, and the Devaronian). The Devaronian pilot attempts to increase the distance between himself and the heroes every round. If he ever manages to get 15 range categories (150 meters) away from the heroes, the Devaronians go around a corner well ahead of the heroes and lose them.

Remember to use range modifiers for the firefight that is likely to be going on as the heroes zip through the city streets (pages 116, 130, SWRPG core book). Beware of pedestrians. Make sure the chase is cinematic, and exciting; keep the description lively, and the action going. It’s not as much fun if the Devaronian always wins the pilot checks, but if that’s what happens, well... he’s only a mediocre pilot, but if he’s better than what the party has, that’s just their lot. Individuals engaged in the firefight between the speeders have ½ cover. The pilot of the Devaronian speeder has full cover as long as his gunners are alive (or at least conscious).

If captured, the Devaronians know that they were sent by Melo to pick up supplies, and bring them back to Forard (which is where the wedding is being held). They don’t know why, they just know that Melo wants the goods. They were also supposed to kill Carilla, since Melo said she was “competition” (this is a lie Melo told the Devaronians, but they have no way to

know this). If they escape, then the heroes can find out that the ship came in from Forard, and was scheduled to go back there.

## Encounter 7: What’s at the end?

*Key ideas of this encounter: at Forard, search the enclave where the wedding is to be held as the guests arrive; talk to security or the event; examine the wedding cake, and find that it is non-toxic; and discover Melo trying to deliver the groom’s cake, which actually IS poisoned*

It is early morning on the day of the wedding by the time the heroes make their way (back) to Forard. The kaluthin have just begun to unfurl their leaves as the heroes land.

The wedding announcements are everywhere, and there are members of the press from across the galaxy present. Everyone is very excited, and there are people everywhere.

The wedding is scheduled for noon, at the public enclave here in Forard. A number of Senator Wren’s own guards are already present, patrolling the enclave. Surprisingly (or perhaps not so surprisingly), there are also Jedi from the Academy walking the rounds with the Senator’s guards.

Obtaining access to the enclave is a simple enough matter for the heroes. Their names have been left with the guards by Senator Wren, and they are allowed access to whatever they like.

The wedding cake has not been delivered yet; it is due in two hours. Senator Wren is currently getting ready for the wedding, and is in her chambers here in the enclave. It takes a half hour’s wait to get in to see her, and then, she is dressed in a long, fluffy bathrobe, and her hair and make-up already prepared for the ceremony.

She is receptive to anything the heroes have to tell her, and offers to let them arrange for discrete testing of the cake when it arrives. She is somewhat amused at Carilla’s attempt to capitalize off the wedding (“It’s far from the worst thing that’s ever happened to me, because I’m a public figure”), and very disturbed that a bounty hunter/assassin seems to have taken an interest in the wedding. (“It’s part of being in the public eye, I suppose.”)

It has slipped her mind, so she won’t bring it up, but IF ASKED she remembers that there are actually two cakes – the wedding cake, and the groom’s cake. She doesn’t know the design of the cakes, she left that up to her planner. The planner is an old friend of hers, a

person she's known for years who is "beyond reproach." Senator Wren refers to her only as "Alis," and if the heroes have to talk to Alis, who is off running last-minute errands. The food has already been dropped off by the caterers, but the cake has yet to arrive.

Jarid DeBell is not available to talk to. He was out late last night with several friends, and is still recuperating. He is in his quarters, very slowly getting ready (a night of Ithorian brandy and Rodian ale wasn't good for his head).

The heroes are welcome to check whatever they want until the cake arrives. All the security precautions seem to be very good, and the presence of the Jedi is quite noticeable. They are here as a favor to their former colleague, though, and are quick to point out that they are not doing this for the Senator; she just happens to be involved.

Lora is one of the Jedi on duty here, and if there are other Jedi at the Academy that the heroes know (aside from individuals like Master Lanus, or Kirlocca), they may be here as well, at your discretion.

The guests slowly filter in. Then the action starts.

***The rear of the great hall where the wedding is to be held is taken up by refreshments. After what seems an interminable wait, two of the ushers roll in a five-tier wedding cake, decorated with candy flowers, kaluthin, and ch'hala, and topped with miniature versions of the Senator and her betrothed. At the base of the cake are the words, "The Force will be with us, always."***

Melo is here, but she's disguised. She's used latex to modify the contours of her face (overkill, since no one has a picture of her; the Devaronians have only rudimentary artistic skills, and she wore a helmet much of the time she was around them), and her hair is dyed black and pulled back in a braid. She wears the same uniform all of the ushers and servants at the wedding wear. Her disguise checks are: 20, lower tier; 23, middle tier; and 32, upper tier (she spent a Force point while disguising herself, in each tier; this is already reflected in her write-up). She only enters **after** the first cake is brought in.

The wedding cake is harmless. There is no poison in it. While the heroes are examining it, however, Melo enters, and holds the door for two more ushers, who are bringing in a smaller cake (the groom's cake). This one is only three layers, and is a darker cake, with the center layer suspended between the other two. DC 15 (17 middle, 20 upper) spot to notice the other cake being brought in.

The groom's cake **is** poisoned (Treat Injury, any medical profession or craft, or any other related skill need only be rolled with DC 10 to determine the toxicity of the cake), and when the cake is removed

from the platter on which it rests, this message has been inscribed on the platter: "Jarid DeBell – for crimes against the people of the galaxy, and against the territories of the Outer Rim, and for your policies regarding Hutt space, you have been sentenced to death. Never let it be said that Hutts are without mercy, you who die with sweetness on your thin human lips."

Melo hovers near the groom's cake; if any of the heroes make a spot check that exceeds her disguise check, they notice that something is not right about her; some of the latex on her nose seems to be peeling up (so the Force isn't as strong with her as it could be!). If no one in the party manages to make a spot check, however, all is not lost. After all, there are how many other individuals present here? It's cheesy, but someone else notices Melo's peeling nose. Whenever (and by whomever) she is noticed, Melo goes to her backup plan. Pointing to the heroes, she shouts, **"They're poisoning that cake!"** And, in the ensuing panic, she attempts to escape.

Melo's stats are provided in **DM Aid #1**. She is sneaky and unpleasant, but doesn't actually like fighting. She has five poisoned knives hidden on her person, and a blaster pistol in the small of her back (she wasn't searched thoroughly because she was with the rest of the staff). She tries to run away and hide, and if she is forced into combat, uses Fear as much as she can to make it more difficult for the heroes to hit her. She uses Force Grip sparingly, as she knows she isn't that hardy (i.e., not a lot of vitality points). Do NOT forget her "Better Lucky Than Good," which she hasn't used today, and which she will use to prevent her capture if at all possible (i.e., she really doesn't want to fail that save vs. Affect Mind...).

In lower and middle tiers, she uses the confusion of the first round (the heroes won't be able to close with her until round 2, because when she shouted, security moved toward them and obstructed their view, but security can be quickly convinced that's not the right thing to do) to slip through the nearby door, activate her Force Stealth (in middle tier) and Hide (calling on the dark side and using a Force point to do so, taking herself down to one FP). In upper tier, she steps through the door and bursts of speed at double move rate ("hustle") out of the hall, putting her 200 meters away by the time the heroes get to act. Fortunately, when someone bursts through a crowd (even someone with Mobility), people know where she went. Outside, she tries to blend in, using her Hide skill and Force Stealth, and again, spending a Force point on her hide attempt.

If the heroes come up with a way to catch up to her or find her and capture her, that's fine. If not, that's fine as well. She's delivered what she was supposed to deliver, and is now going to get out of here.

If she's captured, she confirms that she was hired by a Hutt (she doesn't know or care which one, they're all disgusting slugs to her), and was sent to kill DeBell – not Senator Wren. She had Carilla shot because she wanted to throw suspicion on the old woman, and make her look criminally important. But mainly, she's just doing her job, and doesn't see much wrong with it. Everyone has to work, after all.

There is only Melo to contend with here, so if she is cornered, it may not be much of a fight, and she surrenders before letting herself be killed. It's just not worth dying for this job.

## Conclusion

*For such a high-profile wedding, the ceremony is very tasteful. On a dais, at the front of the hall, Lavina Wren and Jarid DeBell exchange their vows. The assemblage – some 300 well-wishers – watches in silence as Cularin's first senator is wed to a former Jedi.*

*The Jedi themselves, by and large, remain at the fringes of the ceremony once it begins. The only exception is Master Lanius himself, who stands at DeBell's right hand throughout the ceremony with a gentle smile creasing his features.*

The wedding, then, goes off without a hitch, thanks to the heroes. Whether or not Melo is captured, she is not going to try to further disrupt things here. If she escaped, she is on her way out of the system, and will be avoiding Hutt-space for quite some time as well. If she was captured, she is now in the hands of the authorities – either the Jedi, or the local peacekeeping force that is affiliated with the Jedi.

Wren and DeBell are very happy, and thank the heroes if the opportunity presents itself. However, they are quite swamped by press and friends. They are very grateful, to both the heroes and the Academy, for the assistance in helping the wedding happen, and keeping everyone safe.

Master Lanius has moved to one side of the room, and is speaking with other Jedi in hushed tones. If the heroes choose to approach him, the other Jedi disperse, leaving them to talk to Lanius. He is not interested in talking business (“Such matters are better left for other times. Lovely ceremony, don't you think?”), but answers any questions the heroes have about Wren (“She's a very competent woman. She will be good for the system.”) or DeBell (“A good man; not all good men or women need be Jedi, and he found a path that suits him.”). He is very pleased with the way the people of Cularin have responded to recent threats, although if he is asked about the future, a momentary frown flickers over his face. Note that the Academy is not

appreciably more concerned about DeBell than they would be about any other individual who was set to marry the senator, but Lanius clearly appreciates what DeBell has done since leaving the Order. The focus of the Order's interest has always been the good of the system, and it was clearly in the best interest of all concerned for the wedding to go on.

Before the heroes have a chance to really start interrogating him, the bride and groom come to the rescue. As they are talking to the heroes, Lanius slips out a side door, and returns to the Academy.

*Senator Wren looks resplendent in her gown, and the smile on her face is mirrored by that on the face of her groom. “Thank you,” they say in unison, then look at one another and laugh. Jarid looks at his new bride. “May I?” She nods, and he looks to you. “May the Force be with you.”*

**Here Ends, “An Official Engagement”**

## Experience Point Summary

Experience is calculated as follows for Living Force events.

- 1) Experience awards in Living Force 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 (0-300 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially. Do NOT automatically award max roleplaying XP, consider carefully how well the players stayed in-character. This is your opportunity to reward appropriately cinematic behavior, so use it!

## Adventure Experience Award:

Did the heroes discover the source of the graffiti and head for the wedding, to stop Melo? If so, each hero who survived receives 350 xp.

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

<b>Total Possible Experience:</b>	<b>650 xp</b>
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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 uncovering the source of the graffiti, but had to be flung bodily toward Almas, award them ¾ adventure experience.*

## 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 Carilla (if she lived)

- [CERTED, ONE PER HERO] One free cake, of no more than two tiers. The cake can be made to order within the hour, but an additional tier will require two additional hours. Delivery is not included. Redeemable only at Carilla's Catering and Wedding Planning, with special thanks to Asora's Sweet Surprise.

### From Senator Wren and Husband

- Each hero receives a hand-written note, thanking him or her for the assistance provided in making the wedding possible. The note is signed by both Senator Wren and Jarid DeBell. The note provides no game mechanic benefit.
- Any agreed-upon payment.

### From the thug squad in The Cave

- 1-4 holdout blasters
- 2 blaster pistols

### From the assassin thugs

- 2 blaster pistols
- 2 blaster rifles

### From Melo

- Five knives (poison has gone inert)
- 1 blaster pistol
- 2 medpacs
- [CERTED] Deluxe Make-up Kit. This make-up kit grants a +2 equipment bonus to Disguise checks made by the user. It contains a variety of pigments and coloring agents from across the galaxy, as well as a few bits of latex that could be used to modify facial contours.

## **Player Handout 1: What Current Jedi Know**

My most esteemed Padawan,

It has been brought to the attention of the faculty here on Almas that certain factions may seek to disturb the upcoming wedding between Senator Lavina Wren and Jarid DeBell.

As you well know, there has been tension in the past between Senator Wren and the Academy. Our positions rarely coincide, as the Academy must follow the mission of the Order, while she must be ever-watchful of the good of her own people. Our reticence to involve ourselves in matters political has not always sat well with Senator Wren, who believes in the value of an active Jedi presence.

Her pending wedding, to former Padawan DeBell, is thus a boon to the Academy. With one who was trained on Almas at her side, we may re-establish good relations with the political powers here in Cularin, rather than the strained relations which now exist. Remember, the fact that DeBell chose to leave the Order does not mean that he has forsaken the path of peace and justice; he has worked for them, in his own way, and has accomplished much. He remains a good man, and worthy of our attention when threats such as those levied against the wedding party arise.

I ask that you attend the meeting on Chola Mavra, as a representative of the Jedi Academy on Almas, and offer your services and assistance in resolving the issues that have presented themselves. You should consider this one of the quests that make up your training to be a Jedi.

Yours in the Force,

Master \_\_\_\_\_

cc: Master Lanius Qel-Bertuk

## Player Handout 2: What other individuals know

All Jedi receive the same message; because they have been in the Academy, they do not know much of what is going on in the outside world right now, and have not had the opportunity the other citizens of Cularin have had to hear what is going on. Note that deciding whether a player receives player handout 1 or 2 depends on what their ACTIVE CLASS is. If they were a Jedi, and multiclassed away from it, then they receive one of the pieces of information on this handout. Only individuals who currently have an active Jedi class receive handout 1.

To decide what piece of information to give each other person, simply roll a d6. Do not duplicate pieces of information from the below; if you duplicate a number, re-roll. Everyone (aside from Jedi) comes in with a slightly different piece of information. Cut these apart and give one to each player (other than Jedi). MAKE SURE TO GIVE OUT THE THIRD CLUE BELOW, REGARDLESS. IT'S PRETTY KEY.

1: You were relaxing on the beach on Dorumaa when you heard two of the employees talking about the wedding. They said they had been to Gadrin on a supply run, and had seen graffiti depicting Senator Wren wielding a lightsaber, with the caption, "The galaxy will be mine!" Below that were the words, "The wedding must be stopped, or all is lost."

2: You were scrubbing dishes on Tolea Biqua (these things happen when no one remembers to bring a cred stick to a nice restaurant), and you heard noise from the alley behind the restaurant. You leaned closer to the door, and heard voices. They were muttering about bounty hunters, and stopping the wedding, and there was the definite impression that someone was going to get killed in a most unpleasant way.

3: You awoke two days ago in the back room of a cantina in Hedrett, achy and more worn out than you could remember. Wanting to find a nicer place to rest, you stumbled outside into the light of the morning suns and almost ran into two young Rodians armed with paint cannisters. Upon seeing you, they dropped the cannisters and ran, leaving a half-finished mural of a wedding cake that dripped blood.

4: You were visiting Forard last week, taking a tour of the kaluthin fields (it's amazing how uninteresting glowing plants can be, up close), when you overheard several of the locals talking about how strange the wedding was. "After all," one local said, "everyone knows she hates the Jedi. Why's she marrying one? It's no wonder someone wants to stop the wedding. Who can trust that kind of alliance?"

5: Last week, you were spending some time hanging around the Hedrett Groundsport, and a large shipment of weapons was being offloaded. The crates were clearly marked, and a patrol of OPS officers were on-hand to escort the shipment to OPS headquarters. One of the crates, as it came off, had been "tagged" – someone had painted a fairly unflattering likeness of Senator Wren in a wedding dress on one side of the crate, with her head wreathed in thermal detonators. OPS immediately had the side of the crate covered, and the shipping company seemed quite nonplussed that such a disturbing image had ended up attached to part of their shipment.

6: You met someone in a bar last week who claimed to be a bounty hunter, sent to stop the wedding. Of course, he was also a meter tall, with a lizard's tail and feathers, spoke with a lisp, and carried a hollow metal pipe he called his "lightsaber." He said he was going to hide in the cake, then jump out and slice open the bride and groom when they were eating.

### **Player Handout #3: Jarid DeBell**

Jarid DeBell was a Padawan at the Almas academy. Five years ago, he came to the conclusion that the Jedi Code, while an honorable way of life, was not the way he should proceed. With the blessing of Master Lanius, Jarid turned over the lightsaber given him by his master, as well as the nearly-completed lightsaber he had been working on for the past year, and left for Coruscant.

Once on Coruscant, he began working as a political envoy and advisor to a number of individuals. When she was elected, he became an advisor to Senator Wren, whom he had met while she was touring Almas prior to her election to the Senate. His work took him all over the galaxy, including brief forays into Hutt space. He began to gain a reputation as a tough, fair negotiator, and he opened new lines of communication and is in many ways responsible for the expansion of trade to the Cularin system. He was among a delegation of independent observers sent to Naboo following the recent crisis, to assist in the restructuring of their trade agreements following the expulsion of the Trade Federation, and credits his training at the Almas Academy as having provided him the necessary perspective to be a competent negotiator.

It is rumored that he continues to visit both the Jedi Temple on Coruscant and the Almas Academy quite frequently, to pay his respects and to ask for the council of those who trained him (but no one you know can verify this). There are some who believe he remains a puppet of the Jedi, and as such, oppose his marriage to Senator Wren. The Jedi simply note, when asked, that he has chosen his own path, and they wish him well; if he were still a Jedi, he would not be marrying Senator Wren.

In his public life, DeBell does not identify himself as affiliated with the Jedi in any way, nor does he deny, when asked, that he received Jedi training. He has moved on, though, and has found a different way to make a contribution to the galaxy, and to serve the will of the Force.

## DM Aid #1: Melo Centris

Melo Centris is a young human female who has decided that she will be one of the top assassins in the galaxy. She isn't much on bounty hunting, though it does pay the bills on occasion. She prefers just out-and-out killing, and the work is starting to roll in. She is vicious and brutal, frequently employing paralytic poisons to weaken her victims and make for easier kills. She also uses more deadly poisons, when the situation warrants.

In single combat, she relies on her ability to escape to keep her alive, and does not hesitate to induce fear in her opponents (with the Force) to make it more difficult for them to hurt her. She also enjoys inducing fear in her victims, to make it that much less likely that they will be able to resist her poisons.

### Lower Tier (Average Character Levels 1-3)

**Melo Centris, Tainted Human Female Force Adept 2/Scoundrel 2;** IM +3; Def 20; Spd 10 m; VP/WP 22/10; Attack +1 melee (1d4-1 + poison, knife), +5 ranged (1d4-1 + poison, knife, or 3d6, blaster pistol); SQ Poison Use, Illicit Barter, Better Lucky Than Good; SV Fort +2, Ref +7, Will +4; SZ M; FP 2; DSP 6; Rep 3; Str 8, Dex 17, Con 10, Int 14, Wis 12, Cha 14.

Equipment: blaster pistol, 5 poisoned knives, jumpsuit, make-up kit (+2 equipment bonus to disguise checks), 2 medpacs.

Skills: Hide +12, Sense Motive +7, Intimidate +6, Spot +7, Craft (Poisons) +6, Bluff +9, Move Silently +10, Disguise +6, Tumble +3.

Force Skills: Enhance Ability +5, Move Object +6, Force Grip +8, Empathy +6, Fear +8.

Feats: Weapons (primitive, simple, blaster pistols), Dodge, Mobility, Stealthy.

Force Feats: Force Sensitive, Alter, Sense.

Melo employs a paralytic poison on her knives. On the first successful strike with each, the poison is transmitted to the recipient of the strike. The Fortitude save DC is 10. Initial damage is 1d6 Dexterity (2d6 on a crit), and the next round, if the save failed, a second save (same DC) must be made to avoid being paralyzed for 1d3 hours, or until a medpac is applied. Because of her training with poisons, Melo has developed immunity to the poisons she uses, and is in no danger of harming herself with them.

### Middle Tier (Average Character Levels 4-6)

**Melo Centris, Tainted Human Female Force Adept 4/Scoundrel 2/Dark Side Devotee 1;** IM +3; Def 23; Spd 10 m; VP/WP 40/10; Attack +3 melee (1d4-1 + poison, knife), +7 ranged (1d4-1 + poison, knife, or 3d6, blaster pistol); SQ Poison Use, Illicit Barter, Better Lucky Than Good; SV Fort +3, Ref +8, Will +7; SZ M; FP 2; DSP 6; Rep 3; Str 8, Dex 17, Con 10, Int 14, Wis 12, Cha 14.

Equipment: blaster pistol, 5 poisoned knives, jumpsuit, make-up kit (+2 equipment bonus to disguise checks), 2 medpacs.

Skills: Hide +16, Sense Motive +7, Intimidate +7, Spot +8, Craft (Poisons) +8, Bluff +9, Move Silently +10, Disguise +6, Tumble +3.

Force Skills: Enhance Ability +9, Move Object +7, Force Grip +10, Empathy +9, Fear +15, Force Stealth +11.

Feats: Weapons (primitive, simple, blaster pistols), Dodge, Mobility, Stealthy, Skill Emphasis: Force Stealth, Skill Emphasis: Fear.

Force Feats: Force Sensitive, Alter, Sense, Control.

Melo employs a paralytic poison on her knives. On the first successful strike with each, the poison is transmitted to the recipient of the strike. The Fortitude save DC is 15. Initial damage is 1d6 Dexterity (2d6 on a crit), and the next round, if the save failed, a second save (same DC) must be made to avoid being paralyzed for 1d3 hours, or until a medpac is applied. Because of her training with poisons, Melo has developed immunity to the poisons she uses, and is in no danger of harming herself with them.

### Upper Tier (Average Character Levels 7-9)

**Melo Centris, Tainted Human Female Force Adept 4/Scoundrel 5/Dark Side Devotee 1;** IM +4; Def 25; Spd 10 m; VP/WP 52/10; Attack +5/+0 melee (1d4-1 + poison, knife), +10/+5 ranged (1d4-1 + poison, knife, or 3d6, blaster pistol); SQ Poison Use, Illicit Barter, Better Lucky Than Good, Sneak Attack +2d6; SV Fort +4, Ref +9, Will +8; SZ M; FP 2; DSP 6; Rep 3; Str 8, Dex 18, Con 10, Int 14, Wis 12, Cha 14.

Equipment: blaster pistol, 5 poisoned knives, jumpsuit, make-up kit (+2 equipment bonus to disguise checks), 2 medpacs.

Skills: Hide +22, Sense Motive +7, Intimidate +7, Spot +11, Craft (Poisons) +10, Bluff +15, Move Silently +20, Disguise +15, Tumble +4.

Force Skills: Enhance Ability +9, Move Object +7, Force Grip +10, Empathy +9, Fear +15, Force Stealth +11.

Feats: Weapons (primitive, simple, blaster pistols), Dodge, Mobility, Stealthy, Skill Emphasis: Force Stealth, Skill Emphasis: Fear, Skill Emphasis: Move Silently.

Force Feats: Force Sensitive, Alter, Sense, Control, Burst of Speed.

Melo employs a paralytic poison on her knives. On the first successful strike with each, the poison is transmitted to the recipient of the strike. The Fortitude save DC is 17. Initial damage is 1d6 Dexterity (2d6 on a crit), and the next round, if the save failed, a second save (same DC) must be made to avoid being paralyzed for 1d3 hours, or until a medpac is applied. Because of her training with poisons, Melo has developed immunity to the poisons she uses, and is in no danger of harming herself with them.

**IMPORTANT NOTE:** If Melo is captured, the poison on her knives becomes inert in one hour, since it naturally goes inert when exposed to air and the decomposition process has already begun. In other words, the heroes do NOT get the poison.

## DM Aid #2: The Devaronian Thug Squad

Note that individuals who get penalties for not having Zero-G combat have already had these penalties figured into their attack rolls, but not into their skill modifiers.

### Lower Tier:

**Devaronian Male Thugs 1 (variable #);** IM +7; Def 13 (+3 dex); Spd 10 m; Sz M; VP/WP -/14; Atk -2 melee (1d6+1, club-like implements), +0 ranged (3d4, hold-out blaster); SQ none; SV Fort +4, Ref +3, Will -1; SZ M; FP 0; Rep 0; Str 12, Dex 17, Con 14, Int 11, Wis 8, Cha 8.

Skills: Climb +5, Intimidate +3, Speak Devaronian, Speak Basic.

Feats: Weapon Proficiency (simple, blaster pistols), Improved Initiative.

Equipment: hold-out blaster, street clothes.

**Devaronian Male Scoundrels 1 (2);** IM +3; Def 17 (+3 dex, +4 class); Spd 10 m; Sz M; VP/WP 8/14; Atk +1 melee (1d6+1, club-like implements), +3 ranged (3d6, blaster pistol); SQ Illicit Barter; SV Fort +2, Ref +5, Will -1; SZ M; FP 1; Rep 0; Str 12, Dex 17, Con 14, Int 11, Wis 8, Cha 8.

Skills: Spot +3, Sleight of Hand +7, Bluff +3, Astrogate +4, Demolitions +4, Disable Device +4, Hide +7, Tumble +7, Speak Devaronian, Speak Basic.

Feats: Weapon Proficiency (simple, blaster pistols), Zero-G Combat.

Equipment: blaster pistol, street clothes.

### Middle Tier:

**Devaronian Male Thugs 4 (variable #);** IM +8; Def 15 (+4 dex, +1 class); Spd 10 m; Sz M; VP/WP -/17; Atk +1 melee (1d6+1, club-like implements), +3 ranged (3d4, hold-out blaster); SQ none; SV Fort +4, Ref +3, Will -1; SZ M; FP 0; Rep 0; Str 12, Dex 18, Con 14, Int 11, Wis 8, Cha 8.

Skills: Climb +5, Intimidate +3, Tumble +7, Speak Devaronian, Speak Basic.

Feats: Weapon Proficiency (simple, blaster pistols), Improved Initiative, Toughness.

Equipment: hold-out blaster, street clothes.

**Devaronian Male Scoundrels 4 (2);** IM +8; Def 20 (+4 dex, +6 class); Spd 10 m; Sz M; VP/WP 26/14; Atk +4 melee (1d6+1, club-like implements), +7 ranged (3d6, blaster pistol); SQ Illicit Barter, Better Lucky Than Good; SV Fort +3, Ref +8, Will +0; SZ M; FP 1; Rep 0; Str 12, Dex 18, Con 14, Int 11, Wis 8, Cha 8.

Skills: Spot +6, Sleight of Hand +12, Bluff +6, Astrogate +7, Demolitions +7, Disable Device +7, Hide +10, Tumble +10, Speak Devaronian, Speak Basic.

Feats: Weapon Proficiency (simple, blaster pistols), Zero-G Combat, Improved Initiative.

Equipment: blaster pistol, street clothes.

### Upper Tier:

**Devaronian Male Thugs 7 (variable #);** IM +8; Def 16 (+4 dex, +2 class); Spd 10 m; Sz M; VP/WP -/17; Atk +8/+3 melee (1d6+1, club-like implements), +10/+5 ranged (3d4, hold-out blaster); SQ none; SV Fort +4, Ref +3, Will -1; SZ M; FP 0; Rep 0; Str 12, Dex 18, Con 14, Int 11, Wis 8, Cha 8.

Skills: Climb +5, Intimidate +3, Tumble +8, Speak Devaronian, Speak Basic.

Feats: Weapon Proficiency (simple, blaster pistols), Improved Initiative, Toughness, Zero-G Combat.

Equipment: hold-out blaster, street clothes.

**Devaronian Male Scoundrels 7 (2);** IM +8; Def 21 (+4 dex, +7 class); Spd 10 m; Sz M; VP/WP 44/14; Atk +6 melee (1d6+1, club-like implements), +10 ranged (3d6+1, blaster pistol); SQ Illicit Barter, Better Lucky Than Good, Sneak Attack +2d6; SV Fort +4, Ref +10, Will +1; SZ M; FP 1; Rep 0; Str 12, Dex 18, Con 14, Int 11, Wis 8, Cha 8.

Skills: Spot +9, Sleight of Hand +15, Bluff +9, Astrogate +10, Demolitions +10, Disable Device +10, Hide +13, Tumble +13, Speak Devaronian, Speak Basic.

Feats: Weapon Proficiency (simple, blaster pistols), Zero-G Combat, Improved Initiative, Point Blank Shot.

Equipment: blaster pistol, street clothes.

## Critical Event Summary

### *An Official Engagement*

1. Did Melo Centris escape?

Yes

No

2. Did Carilla die?

Yes

No

### **Convention Coordinator:**

To report these results (for events during the month of January 2002 only), you may:

- US mail them to: RPGA - Living Force, P.O. Box 707, Renton, WA 98057-0707
- Or email to: [LFPlots@rpga.net](mailto:LFPlots@rpga.net)
- Or fax to: (425) 687-8287 Attention Living Force Critical Events
- Check <http://www.rpga.net/LF> for other methods.