

STAR WARS[®]

ROLEPLAYING GAME

Splinters of the Force **Episode IV of *Star Wars: Eve of Destruction***

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This adventure, along with any related campaign material, is intended for free distribution and is not intended to represent official *Star Wars* roleplaying material.

Splinters of the Force is the fourth adventure in the **Eve of Destruction** campaign, which will take heroes from 1st level all the way through 20th level in a continuous storyline designed to give both players and Gamemasters a complete Star Wars Roleplaying Game Saga Edition experience. In this adventure, the hero's have been commissioned by the Jedi Council to learn more about a pair of unusual artifacts that have been targeted by lightsaber-wielding thieves and the heroes should advance to 8th level by the conclusion of the adventure. Over the course of this adventure, the hero's will track down two more shards and discover who is behind the murders.

What is Eve of Destruction?

Eve of Destruction is the name given to a series of 10 linked adventures that Gamemasters can use to create an entire campaign for their players. Set in the months just before the outbreak of the Great Hyperspace War (roughly 5000 BBY), the adventures in the **Eve of Destruction** campaign are designed to provide players and GMs with the iconic Star Wars Roleplaying Game experience, set against the backdrop of the Knights of the old Republic era. The **Eve of Destruction** campaign takes the heroes all the way from 1st level up to 20th level, and features an ongoing storyline that progresses over the course of the campaign. Each adventure can also be played individually, and should provide the heroes with ample challenges to gain 1-3 levels per adventure. Gamemasters should feel free to use the **Eve of Destruction** adventures either as an entire campaign or as fillers for their own home campaigns. If you are a Gamemaster wishing to run the campaign, read the GM's Primer, which summarizes the overall plot of the campaign and the events of each adventure. The GM's Primer is available at the Star Wars Roleplaying Game Web site ([wizard forums](#)). The site also features other articles related to the **Eve of Destruction** campaign.

Warning! If you will be playing in an Eve of Destruction campaign or in a campaign utilizing its adventures, read no further.

Some rules mechanics are based on the *Star Wars Roleplaying Game Revised Core Rulebook* by Bill Slavicsek, Andy Collins, and JD Wiker, the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson, and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Adventure Background

This adventure begins shortly after *The Crystal Snare*, the third adventure in the *Eve of Destruction Campaign*. The PCs have been commissioned by the Jedi Council to learn more about a pair of unusual artifacts that have been targeted by lightsaber-wielding thieves and murderers. The PCs are on a Trianii colony world, the jungle planet of Monic, where they rescued the famous Cerean archaeologist In-Dana-Juir. Juir was able to give them some information about one of the artifacts, which he discovered, and the adventure begins just as the PCs are preparing to leave Monic.

Unbeknownst to the PCs, Darth Surgo, the leader of the Second Sith, has commissioned his two most experienced apprentices, Darth Torvus and Darth Furia, to collect the artifacts that the PCs are researching, which are actually pieces to a Jedi holocron of unknown power. While racing against Furia to collect the holocron shards and win Surgo's favor, Torvus has also learned of Juir's connection to the holocron. He and several of his students have tracked Juir to Monic, and they have sinister plans for the archaeologist...

Adventure Summary

In-Dana-Juir, several other archaeologists, and several local officials are murdered in a poison-dart attack. The heroes discover that Coruscant has suffered a string of such "murders," and the heroes are tasked to investigate them, encountering scared citizens and corrupt police at every turn. Although the heroes capture a pair of murderers, they turn out to be red herrings, because Jedi Master Kairyl Mistwinter falls victim to another dart. The heroes go to Dantooine to continue the investigation, where they battle a handful of Second Sith and their Massassi warriors to rescue kidnapped Jedi students. The heroes take the rescued students to a Jedi rehabilitation center on New Holstice, where another piece of the artifact is kept. The heroes fend off a Second Sith assault on the center and discover that the Sith are collecting the artifact shards.



Part 1: No Answers, Just More Questions

Scene 1: Murderer Strikes Again

As the PCs are preparing to leave the dig, In-Dana-Juir is in one of the pits with several of his crew, with a Trianii guard standing at the edge of the pit watching. Sal Braven, Juir's elderly human male assistant, is standing beside the PCs. The pit is about fifteen meters from where the PCs must enter the jungle to return to the *Ruby Decade*. When Juir sticks his head out to call a final goodbye to the PCs, something whizzes past him and strikes the Trianii in the stomach. The guard falls to his knees and then onto his side. Juir and several archaeologists scramble out of the pit to help the fallen guard. The Trianii officer roars orders to his troops, two of whom rush toward the direction the dart came from and two of whom rush toward the downed guard. Darts take down both Trianii heading for the trees, one of the Trianii going for the first fallen guard, and three of the workers. Several beings hit the ground or take cover. As Juir struggles to lift the original guard, a dart hits him in the side of the neck and he crumples. The shooting stops.

Braven, whose face has turned as white as his hair, rushes over to Juir and lifts him, muttering frantically, shaking Juir and then slapping him across the face when he doesn't respond. "Come on, Dane, old man, you're okay, you're fine, Dane, you're okay, you've been poisoned before, Dane, you're not going anywhere, come on, Dane, talk to me, talk to me, Dane, no, you're not going to die, you're going to be fine, Dane, Dane, *Dane!*" The Trianii work furiously over their fallen while other team members try to revive the downed archaeologists. Nothing helps; all the victims are "dead." Braven soon realizes this and hugs Juir's body against his own, tears leaking down his cheeks. Silence descends on the site.

The Trianii officer gets up from beside one of his fallen men and stalks over to Braven; his fur stands on end and his teeth are bared. "You. We never should have allowed you to come here. You said you seek knowledge. You scorn our agreements, break our laws, seek out what's better left unknown, and now you've brought down the wrath of the gods. *Get out!* Get off this planet and never return!" The Trianii's remaining men come up behind him, and they look just as furious as he does.

Braven looks shocked at the outburst, but he seems to sense that the officer is deadly serious. He quickly gets to his feet, holding Juir's body in his arms, and calls shakily to the remaining crew members, "Well, you heard him. Pack up everything and---"

"*NOW!*" the officer bellows, and shoves over a table near the pit, spilling pottery chips, tools, and sheets of flimsiplast all over the ground and into the hole. "You will not take your instruments of destruction and sacrilege to another world!"

Braven clenches his teeth but orders his crew, "Come on!" As the archaeologists scoop up their fallen and rush toward the supply shuttle and transport in

the landing area, Braven quickly turns to the PCs. "We need to talk," he says grimly. "Call me when you get back to Coruscant."

Nothing the PCs say or do will sway the officer or his men. If the PCs prove too persistent, the Trianii may even attack them.

Scene 2: Don't Shoot the Messengers

When the PCs return to Coruscant, they are assigned to a landing platform adjacent to Braven's. The museum curator, Antell, four museum security guards, and two members of the Jedi Council are all waiting as the PCs and the archaeologists disembark, with Braven pushing Juir's makeshift coffin--a repulsorlift-equipped footlocker. The curator launches into a tirade, demanding details but not giving anyone a chance to relate them as he rants about bad publicity, how this will look in the wake of the break-in, the terrible loss the museum's suffered by losing Juir, how the museum will struggle without Juir, how awful it is that first the museum lost Jone and now Juir, and so on. Antell seems to be putting on a stiff upper lip, but it's clear she's affected by Juir's death. The museum personnel and the Council members escort Braven, the PCs, and the other dig workers to two waiting air vans. The guards load Juir's coffin into the back of one, and the Council members invite the PCs to climb into that van, along with the Jedi themselves, one guard, the curator, Antell, and Braven.

The guard pilots the van back to the Galactic Museum, and the PCs are taken, along with Juir's coffin and everyone else from their van, to the curator's office. Flimsiplast sheets are piled haphazardly all over the desk and spill onto the floor. Unsteady stacks of holobooks sit on one side of the desk and on several of the chairs that stand against three walls of the office. The curator's framed diploma--doctorate in galactic history from the University of Coruscant--hangs crookedly on one wall, and on the adjacent wall is the Galactic Museum's charter. The curator dismisses the guard and distractedly invites everyone else to sit down, apparently not noticing that several of his guests have to move holobook stacks in order to take him up on his offer.

The curator then fires question after question at the PCs and Braven about what happened at the dig. The Council members quietly manage to ask their own questions too, though they're a bit more forceful than they were while competing with the Senate representatives. Braven's responses are taut, as though he's struggling to keep his emotions under control; he mentions that Jone met her untimely end in exactly the same way as Juir. Finally the curator dismisses the PCs, and the Council members come along.

Once they are out of earshot of the curator's office, one of the Council members tells the PCs that in their absence, there has been a string of murders or attempted murders on Coruscant, targeting everyone from senators and their aides or bodyguards to tourists to gangsters to paupers from the underlevels. It's easy to understand why someone might target a senator or a senator's employees, but it remains a mystery why the same person--and judging from the

murder weapons, it appears to be the same person or group of people--would want to target so many different kinds of beings. The Council asks the PCs to investigate the murder of a Human male in the underlevels of Coruscant and see if they can dig up any connections to the other murders or attempted murders, and find a motive if possible.

Scene 3: Into the Underlevels

Unfortunately, the PCs don't have a lot to go on. The Council only knows about the murder because the PCs' ever-present Bothan Jedi escort witnessed it. The Bothan, whose name is Strask Ruk'rob, was on an undercover assignment in the underlevels when he saw the victim hit in the neck by a dart that looked much like the ones used on other victims; he couldn't tell for sure due to darkness. When Ruk'rob rushed over to the scene of the crime, he was attacked by a small gang of blaster-wielding thugs, and he was forced to retreat. When Ruk'rob later returned to the area, the body was gone, and the local Coruscant Security patrolmen wouldn't tell him anything. Ruk'rob filed a report, but he suspects that Coruscant Security isn't doing anything about it.

However, it's not the place of the Jedi or the PCs to tell Coruscant Security how to do their jobs. The Jedi think that the PCs would blend in better in the underlevels and thus might be able to get information from the locals about the murder. Ruk'rob describes the victim as a blond, sturdy Human male in his mid-thirties with a scruffy goatee, a bad limp and a scar on the left side of his lower lip. Ruk'rob tells the PCs where the murder took place, but he suggests that the PCs start nearby; for all anyone knows, the murderer could be waiting for another victim to come to the scene of the crime.

When the PCs reach Sub-Level 3192, they find a dark, dank street with duracrete pavement flanked by duracrete and durasteel buildings on each side. Many light panels flicker or are broken, and the damp air has a sour tang mingled with exhaust fumes that must be trapped down here by the lack of ventilation. The street is currently deserted except for two shadowy figures strolling leisurely up to the PCs. When they get close enough to be visible, they turn out to be Human male Coruscant Security officers.

"Ain't seen you folks before," one of them says to the PCs. "Whatcha doin' in a dive like this?"

From an alleyway to the side comes a sudden shout, and a Barabel and a Dashade tumble out of the alleyway. They bounce off one officer's back, fall and roll across the pavement, punching and scratching each other. The two officers glance at the fight, then back at the PCs as the second officer says casually, "Gets pretty rough down here if you don't know the right people." A Rodian emerges from another alleyway and charges toward the two fighting aliens, yelling and brandishing a stun baton that he immediately applies to the Barabel's head.

If the PCs try to break up the fight, the officers tell them it's not worth it; the PCs will only get hurt and the thugs will just start over when the PCs and officers are gone. If the PCs persist, the officers' hands move to their blasters or stun batons.

The officers ask if the PCs need a guide through the underlevels or if they'd like a little extra security while on their errand. It should be clear to the PCs that these cops are rotten to the core, probably being paid to look the other way.

If the PCs ask about the murdered man, the cops claim that this kind of thing happens all the time--how could they remember one particular victim? They hint that they might know something or might be able to find something out, clearly fishing for a bribe. It will take at least 300 credits to each officer to get anything useful out of them. If the PCs pay up, the officers "remember" the victim: he was a petty thief, not too shabby but not particularly good at what he did, "name o' Xan, Xander? Yeah, Xander Corla, Xander Corlos, somethin' like that." He must have gotten on someone's bad side big-time for someone to go to the trouble of killing him, but who might have done it, the officers don't know and frankly don't care.

When the conversation ends, the cops stroll off. If the PCs paid them, the cops tell them that if anyone gives them a hard time, "you just tell 'em you're friends with Hroth and Grange." If the PCs refused to offer bribes, the cops are much cooler and warn the PCs to watch their step--not everyone's as nice as the cops are.

If the PCs make Gather Information checks at any point, it takes them at least two hours to find enough people to talk to. If they succeed at a DC 15 Gather Information check, they can find beings who have the information they need, but are too scared to talk about it. It requires a successful Persuasion check (DC 25) to get the information out of such beings; things like promises to take the potential informant away to start a new life will grant favorable circumstances. Feel free to come up with a few NPCs for this interaction.

If the PCs successfully persuade someone to talk to them about the murder in question, they learn that the victim's name was, in fact, Xander Corlos, along with everything the cops know. However, the street urchins also know that a few months ago Corlos picked the pocket of a thug who was delivering protection money to Ava Ru, the mysterious being who effectively rules this underlevel. When Corlos realized whose hit list he'd now be on, he fled. No one was sure whether he was alive until he turned up a few days ago, thinking he'd been gone long enough that Ava Ru would've cooled down. Obviously, she hadn't. The urchins don't know for sure who actually took Corlos down, but they suspect it was Ava Ru's chief enforcer, an armored figure who calls himself McClane.

Cruiser as base of operations, McClane and his squad now engage targets of opportunity. When they eventually find another Mandalorian ship, they offer its crew a chance to join them or surrender their ship and cargo. If the request is not obeyed, McClane has no second thoughts about blowing his former brothers to space junk.

Ava Ru	CL 12
Medium Ithorian scoundrel 6/soldier 2/gunslinger	
1/assassin 3	
Destiny 2; Force 8; Dark Side 7	
Init +9; Senses Perception +11	

Languages Basic, Bocce, High Galactic, Huttese, Kaminoan

Defenses Ref 29 (flat-footed 26), Fort 24, Will 24
HP 78; Threshold 24

Speed 6 squares

Melee knife +11 (1d4+7)

Ranged needler +14 (2d4+8 plus poison) or

Ranged needler +12 (2d4+8 plus poison) and heavy blaster pistol +12 (3d8+8) or

Ranged heavy blaster pistol +14 (3d8+8) or

Ranged dioxis gas grenade +13 (see below)

Base Atk +10; Grp +13

Atk Options Dastardly Strike, Mark (+1 damage against mark), Murderous Acts, Point Blank Shot, Precise Shot, Sniper

Special Actions bellow, Malkite Techniques, Quick Draw

Abilities Str 12, Dex 16, Con 10, Int 16, Wis 13, Cha 13

Talents Blind Shot, Dastardly Strike, Malkite

Techniques, Muderous Arts I, Numbing Poison,

Undetectable Poison, Weapon Specialization (pistols)

Feats Armor Proficiency (light), Dual Weapon Mastery

I, Dual Weapon Mastery II, Point Blank Shot, Precise

Shot, Quick Draw, Skill Focus (Stealth, Treat Injury),

Sniper, Unleashed, Unstoppable Force, Weapon Focus

(pistols), Weapon Proficiency (pistols, simple)

Skills Deception +12, Gather Information +12,

Knowledge (life sciences) +14, Mechanics +14,

Perception +11, Stealth +19, Treat Injury +16

Possessions 3 atmosphere canisters, breath mask,

heavy blaster pistol with spare power pack, knife, 2

medpacs, needler with 2 spare ammunition clips

(Saberdart Poison), 3 dioxis gas grenades, 1 dose

knockout drops, 2 doses Paralytic Poison, credit chip

with 1200 credits, encrypted comlink.

Dioxis Gas Grenades: Once thrown this grenade produces a poisonous dioxis gas cloud much like a Fire Extinguisher (Saga pg.139) produces a chemical cloud. Each round the grenades releases a gas cloud spreading 1 square in all directions (first round being the round it's thrown which spreads to effect only the target square), and depletes the gas in the grenade by one third. Any character within the gas cloud without proper protection suffers the effects of dioxis poison (Saga pg.255). Once the grenade is depleted the cloud dissipates after 3 rounds. When thrown, a missed attack imposes a -5 penalty to the poisons attack until the beginning of the next round.

As an Ithorian young Ava had always enjoyed the wonders of nature; however, after ingesting some toxic flora and nearly dying, she became obsessed with nature's deadly poisons. This obsession resulted in her getting exiled from Ithorian culture, which led her to venture offworld. Using poisons crafted from nature, Ava began eliminating those who endangered the ecology of the planet she was on. This activity quickly gained the notice of the seedier elements of the galaxy, and Ava began contracting assassination jobs.

Sergeant Bruce McClane

CL 10

Male Human - Noble 3/Soldier 5/Officer 1/Elite Trooper 1

Destiny: 2; Force: 6; Dark Side: 7

Initiative: +12; Senses: low-light vision, Perception: +12

Languages: Basic, Huttese, Mando'a, Sith

Ref 28 (flat-footed 26), Fort 30, Will 24

HP: 108; Threshold 30

Speed 4 squares

Melee combat gloves +9 (1d4+8)

Ranged heavy blaster pistol +10 (3d8+5)

Ranged light repeating blaster +8 (3d8+7) or

Ranged light repeating blaster +10 (3d8+7) when braced or

Ranged light repeating blaster +8 (3d8+7) with Burst Fire or

Ranged light repeating blaster +10 (5d8+7) when braced and with Burst Fire

Base Attack: +8; Grp: +10

Atk Options: autofire (Light Repeating Blaster) Burst Fire, Strafe

Special Actions: Born Leader, Controlled Burst, Rally, Shake It Off

Str 14 Dex 14 Con 16 Int 13 Wis 10 Cha 12

Special Qualities: Dealy Damage

Talents: Armored Defense, Born Leader, Controlled Burst, Distant Command, Improved Armored Defense, Rally, Tough as Nails

Feats: Armor Proficiency (light, medium), Burst Fire, Charging Fire, Extra Second Wind, Mandalorian

Training, Linguist, Shake It Off, Skill Focus

(Endurance), Strafe, Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)

Skills: Endurance +18, Initiative +12, Knowledge (tactics) +11, Mechanics +11, Perception +12

Equipment: Light Repeating Blaster Rifle with Improved Damage trait and upgrades (bayonet ring, extra power source), Heavy Blaster Pistol, Medium

Beskar'gam Armor with Fortifying Armor trait and upgrades (helmet package, internal generator, vacuum seals, weapon mounts: slugthrower pistol and sonic rifle), combat gloves, any others non-illegal necessary equipment.

Personality

After tasting defeat for the first time, Bruce McClane did not like the taste and swore revenge against all that he considers responsible for this (pretty much everyone). He is completely merciless and is becoming more and more sadistic toward prisoners. He especially loves to torture Force-sensitives when he gets hold of one.

History

A veteran of the Great Sith War, Bruce blames none but his own people for the defeat against first the Sith (when Ulic defeated Mandalore the Indomitable) and later against the Jedi and Republic Army. During the Fourth Battle of Onderon, McClane's squad was separated from the rest of the main force when Mandalore the Indomitable ordered the retreat. Unable to follow the retreat, McClane led his squad

deep into the planet until they could steal a ship to flee. Now he leads a dozen and a half Mandalorians that would follow him to hell. Using a modified Gozanti

Scene 4: An Offer They Can't Refuse

Two things should be obvious to the PCs now: first, they need to find Ava Ru and McClane, and second, they can't rely on the police to help them. None of the urchins know where Ava Ru's hideout is. As soon as the PCs are done questioning them, the informants scatter, apparently going into hiding, unless the PCs somehow convince them to take another course of action, such as going up to the surface immediately.

In fact, the PCs won't have much trouble finding someone who can lead them to Ava Ru. Word has already reached her that people are asking questions about Corlos's death, so she sends a handful of her thugs to teach the PCs to mind their own business.

As the PCs move on, they have to pass through what used to be a plaza, now crowded with large piles of trash and junk. Several alleyways branch off from this area, and Ava Ru's thugs are hiding in them. When the PCs are in the midst of the plaza, the thugs attack. See "Gangster Ambush" (next post) for more information on running this encounter.

When the fight is over, the PCs can interrogate any captured thugs. If the PCs are successful, the thug or thugs can direct or take them to Ava Ru's hideout, which turns out to be a crumbling old warehouse with an enormous durasteel door. A successful opposed Perception check allows the PCs to spot the two snipers hiding, each hiding at one of the four windows on the second level. Each of the other three sides of the building has a small door at ground level and four windows on the second level. The PCs can open a door with a DC 22 Mechanics check, but failure by 5 or more sets off an alarm.

Inside, the PCs find a vast, high-ceilinged room, with a walkway around the edge where the second level would be in a normal building. A ladder on each wall leads up to the walkway. Long sets of tracks embedded in the floor, apparently for cargo lifts, cross the room between the floor-to-ceiling walls that divide the warehouse into separate storage areas; each wall has a small hole cut in it for the walkway to go through. A door in one corner apparently leads to an office, and each wall has a door at ground level to allow passage between storage areas. Graffiti, scratches, holes and blaster marks decorate the walls, and dirt and trash are smeared or piled on the floor. Despite the darkness outside, most of the lights are off, the brightest one coming from somewhere in the midst of the storage areas, along with the sounds of clanging metal and loud music.

If the PCs enter any of the storage areas, they will find most of them have been converted to some kind of useful space (I have a map somewhere that I created for a situation like this; I'll have to see if I can dig it up). Any thugs in a room instantly attack the PCs when they enter. McClane and more goons arrive after the PCs have fought their way through several rooms. These gangsters remain hidden until they are spotted or until an opportune moment arrives.

McClane fights until the battle turns against him, whereupon he rushes back to Ava Ru's laboratory. However, he does not know that his employer has since arrived and locked the door.

Encounter: Gangster Ambush

Gangsters CL 4

Medium Human nonheroic 8, Ace Pilot 2

Force 0 Dark Side 0

Init +13 Senses Perception +4

Languages: Basic

Defenses Ref 19(flat-footed 16), Fort 15, Will 11

HP 31; Threshold 15

Speed 6 squares

Melee Knife+8 (1d4)

Ranged Blaster Pistol +10 (3d6)

Base Atk +7 Grp +10

Attack Options: Running Attack

Special Actions: Vehicular Combat, Point Blank Shot, Vehicular Evasion, Vehicle Dodge (+1), Farshot

Abilities Str 11, Dex 14, Con 12, Int 10, Wis 9, Cha 10.

Talents: Vehicular Evasion

Feats: Weapon Prof (simple, pistol, heavy), Vehicular Combat, Point Blank Shot, Skill Training (Initiative), Skill Focus (Pilot), Running Attack

Skills: Pilot +18, Mechanics +10, Jump +10, Initiative +13

Possessions: Blaster Pistol, Knife, Customized Swoop Bike (+1 Speed)

Allow the PCs an opposed Perception check to avoid being surprised. The thugs initially try to stay behind cover and hit the PCs with ranged attacks, and then close to melee range to beat up their weakened opponents. If for some reason they are deprived of their weapons, they snatch objects from the trash piles to use. They know Ava Ru will not be pleased with failure, so they fight until it's absolutely clear that they cannot win, whereupon they retreat and attempt to attack the PCs again later.

The 2-meter-high trash piles are unstable and considered difficult terrain. They provide total cover to anyone standing behind their centers, and normal cover to anyone standing at any other location behind them. Anyone attempting to climb or walk on the piles must make a DC 15 Acrobatics check once per round and after taking damage, in order to maintain balance. Anyone who falls slides to the bottom of the pile and takes 1d4 damage from sharp objects in the debris. If a missed attack does damage to a trash pile (GM's discretion), debris flies everywhere, making one square adjacent to the pile into difficult terrain. Ignore this effect if all squares around the pile are already difficult terrain.

Encounter: On Home Turf

The obstacles involved in a particular fight depend on the room and the objects in it. There might be shelves to knock over, food to spill, footlockers to raid, tools to use as improvised weapons, pipes to smash, drugs to confiscate, or what have you. I'll know in more detail once I dig up that map.

Ava Ru's thugs attack as soon as the PCs enter (or as soon as they enter a room where the PCs already are), and they show no mercy, using whatever weapons and dirty tricks they have to take down the intruders. If they are clearly going to lose, however, they may plead for their lives, depending on whether the PCs seem likely to listen. If not, the gangsters will fight to the death.

Sergeant Bruce McClane

Male Human - Noble 3/Soldier 5/Officer 1/Elite Trooper 1

Destiny: 2; **Force:** 6; **Dark Side:** 7

Initiative: +12; **Senses:** low-light vision,

Perception: +12

Languages: Basic, Huttese, Mando'a, Sith

Ref 28 (flat-footed 26), **Fort** 30, **Will** 24

HP: 108; **Threshold** 30

Speed 4 squares

Melee combat gloves +9 (1d4+8)

Ranged heavy blaster pistol +10 (3d8+5)

Ranged light repeating blaster +8 (3d8+7) or

Ranged light repeating blaster +10 (3d8+7) when braced or

Ranged light repeating blaster +8 (3d8+7) with Burst Fire or

Ranged light repeating blaster +10 (5d8+7) when braced and with Burst Fire

Base Attack: +8; **Grp:** +10

Atk Options: autofire (Light Repeating Blaster) Burst Fire, Strafe

Special Actions: Born Leader, Controlled Burst, Rally, Shake It Off

Str 14 Dex 14 Con 16 Int 13 Wis 10 Cha 12

Special Qualities: Dealy Damage

Talents: Armored Defense, Born Leader, Controlled Burst, Distant Command, Improved Armored Defense, Rally, Tough as Nails

Feats: Armor Proficiency (light, medium), Burst Fire, Charging Fire, Extra Second Wind, Mandalorian Training, Linguist, Shake It Off, Skill Focus (Endurance), Strafe, Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)

Skills: Endurance +18, Initiative +12, Knowledge (tactics) +11, Mechanics +11, Perception +12

Equipment: Light Repeating Blaster Rifle with Improved Damage trait and upgrades (bayonet ring, extra power source), Heavy Blaster Pistol, Medium Beskar'gam Armor with Fortifying Armor trait and upgrades (helmet package, internal generator, vacuum seals, weapon mounts: slugthrower pistol and sonic rifle), combat gloves, any others non-illegal necessary equipments

After the PCs have fought their way through several rooms, allow them an opposed Perception check to

notice McClane hiding and watching them. If the PCs spot him, he activates Born Leader and joins the fray with several more goons.

McClane is a true soldier and takes whatever battlefield advantage he can find. He seeks cover and attempts to get his goons to do so too. The goons who arrive with him are subtler than their comrades and fight smarter. McClane fights until the battle turns against him, whereupon he flees to Ava Ru's laboratory. See the next fight for details.

Encounter: The Assassin is In

Sergeant Bruce McClane CL 10

Male Human - Noble 3/Soldier 5/Officer 1/Elite Trooper 1

Destiny: 2; **Force:** 6; **Dark Side:** 7

Initiative: +12; **Senses:** low-light vision,

Perception: +12

Languages: Basic, Huttese, Mando'a, Sith

Ref 28 (flat-footed 26), **Fort** 30, **Will** 24

HP: 108; **Threshold** 30

Speed 4 squares

Melee combat gloves +9 (1d4+8)

Ranged heavy blaster pistol +10 (3d8+5)

Ranged light repeating blaster +8 (3d8+7) or

Ranged light repeating blaster +10 (3d8+7) when braced or

Ranged light repeating blaster +8 (3d8+7) with Burst Fire or

Ranged light repeating blaster +10 (5d8+7) when braced and with Burst Fire

Base Attack: +8; **Grp:** +10

Atk Options: autofire (Light Repeating Blaster) Burst Fire, Strafe

Special Actions: Born Leader, Controlled Burst, Rally, Shake It Off

Str 14 Dex 14 Con 16 Int 13 Wis 10 Cha 12

Special Qualities: Dealy Damage

Talents: Armored Defense, Born Leader, Controlled Burst, Distant Command, Improved Armored Defense, Rally, Tough as Nails

Feats: Armor Proficiency (light, medium), Burst Fire, Charging Fire, Extra Second Wind, Mandalorian Training, Linguist, Shake It Off, Skill Focus (Endurance), Strafe, Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons)

Skills: Endurance +18, Initiative +12, Knowledge (tactics) +11, Mechanics +11, Perception +12

Equipment: Light Repeating Blaster Rifle with Improved Damage trait and upgrades (bayonet ring, extra power source), Heavy Blaster Pistol, Medium Beskar'gam Armor with Fortifying Armor trait and upgrades (helmet package, internal generator, vacuum seals, weapon mounts: slugthrower pistol and sonic rifle), combat gloves, any others non-illegal necessary equipments

McClane doesn't realize that Ava Ru has locked the door, but upon discovering this, he quickly and frantically begins trying to open it. If he's forced to fight before getting the door open, he attempts to

drive the PCs back long enough to try the door again. If he manages to get inside, he will take cover and snipe from behind tables and workbenches, but either way he will fight to the death.

Ava Ru CL 12

Medium Ithorian scoundrel 6/soldier 2/gunslinger 1/assassin 3

Destiny 2; Force 8; Dark Side 7

Init +9; **Senses** Perception +11

Languages Basic, Bocce, High Galactic, Huttese, Kaminoan

Defenses Ref 29 (flat-footed 26), Fort 24, Will 24

HP 78; Threshold 24

Speed 6 squares

Melee knife +11 (1d4+7)

Ranged needler +14 (2d4+8 plus poison) or

Ranged needler +12 (2d4+8 plus poison) and heavy blaster pistol +12 (3d8+8) or

Ranged heavy blaster pistol +14 (3d8+8) or

Ranged dioxis gas grenade +13 (see below)

Base Atk +10; **Grp** +13

Atk Options Dastardly Strike, Mark (+1 damage against mark), Murderous Acts, Point Blank Shot, Precise Shot, Sniper

Special Actions bellow, Malkite Techniques, Quick Draw

Abilities Str 12, Dex 16, Con 10, Int 16, Wis 13, Cha 13

Talents Blind Shot, Dastardly Strike, Malkite Techniques, Murderous Arts I, Numbing Poison,

Undetectable Poison, Weapon Specialization (pistols)

Feats Armor Proficiency (light), Dual Weapon Mastery I, Dual Weapon Mastery II, Point Blank Shot, Precise Shot, Quick Draw, Skill Focus (Stealth, Treat Injury), Sniper, Unleashed, Unstoppable Force, Weapon Focus (pistols), Weapon Proficiency (pistols, simple)

Skills Deception +12, Gather Information +12, Knowledge (life sciences) +14, Mechanics +14, Perception +11, Stealth +19, Treat Injury +16

Possessions 3 atmosphere canisters, breath mask, heavy blaster pistol with spare power pack, knife, 2 medpacs, needler with 2 spare ammunition clips (Saberdart Poison), 3 dioxis gas grenades, 1 dose knockout drops, 2 doses Paralytic Poison, credit chip with 1200 credits, encrypted comlink.

Dioxis Gas Grenades: Once thrown this grenade produces a poisonous dioxis gas cloud much like a Fire Extinguisher (Saga pg.139) produces a chemical cloud. Each round the grenades releases a gas cloud spreading 1 square in all directions (first round being the round it's thrown which spreads to effect only the target square), and depletes the gas in the grenade by one third. Any character within the gas cloud without proper protection suffers the effects of dioxis poison (Saga pg.255). Once the grenade is depleted the cloud dissipates after 3 rounds.

When thrown, a missed attack imposes a -5 penalty to the poisons attack until the beginning of the next round.

Ava Ru is wearing her breath mask and has a readied action: as soon as one of the PCs enters the lab, she throws a dioxis grenade. She keeps behind the cover of tables and workbenches, playing cat and mouse and taunting the PCs the whole time. She continues to use grenades for when the PCs are close together and uses her needler gun to take down individuals. If someone is standing beside a container of poison, Ava Ru targets the container with her blaster pistol in hopes of splashing the PC or causing him or her to inhale the poison. Ava Ru reserves her last dart for herself in case of defeat.

The laboratory has an archipelago of workbenches and tables, with long counters and cabinets running along two walls. Almost every table or workbench has one or more containers of poison on it; see SECR for ideas about what kinds of poisons there might be. There are typical laboratory tools (stirring rods, beakers, burners, tweezers, microscopes, etc.) in the cabinets and drawers of the work stations. These tools may be used as improvised weapons (dealing 1d4 or 1d6 damage depending on their size). Any square on the floor in which poison is spilled becomes difficult terrain--anyone moving through such a square at full speed must succeed on a DC 15 Acrobatics check or fall prone.

Scene 5: Mistaken Identification

Once the PCs have subdued McClane and Ava Ru, they can question the gangsters. If the PCs apply the right techniques, the prisoners will admit to ordering (Ava Ru) and committing (McClane) Corlos's murder. However, they insistently deny attacking or murdering Ban Zake, Senator Uelb, In-Dana-Juir and the others at the dig, or any of the other victims on the PCs' list. This is true, though the gangsters are responsible for several other underworld murders. The PCs should have plenty of darts to retrieve for evidence.

The PCs have defeated the top dog in this level, and as long as they have Ava Ru and McClane with them, they can return to the surface unmolested. If the PCs contact the Jedi Council, they are told to bring their prisoners to the nearest police station. Two Council members, along with a Duros female police chief and several officers of different species, are waiting when the PCs arrive.

The chief questions Ava Ru and McClane about the recent murders on Coruscant. When they continue to deny any part in them, the chief asks the PCs to display Ava Ru's darts. The chief then brings out the darts used on the assault/murder victims. But a DC 25 Perception check reveals several key differences in the darts that probably no one would notice without comparing them up close. In other words, Ava Ru's darts weren't the ones used in the recent attacks!

While everyone is still reeling from this revelation, the door swishes open and a young boy, probably no more than thirteen or fourteen years old, staggers into the room. His face is flushed and sweaty and his sandy hair is disheveled as though he's been running for his life. He slumps against the desk, gasping and sobbing, "Masters...Masters...Master Mistwinter's...a dart...in the neck....couldn't catch him...he fell off the platform....I tried, Masters...."

One of the Council members grasps the boy's shoulders and gently but firmly tells him to breathe and clear his mind. The boy closes his eyes and obeys. While he catches his breath, the other Council member informs the PCs that this boy is Pont Quinman, apprentice to Jedi Master Kairyl Mistwinter. Before the PCs returned to Coruscant, Master Mistwinter went to investigate reports of disturbing incidents at a Jedi enclave on Dantooine (according to Wookieepedia, there were Jedi ruins there even before Master Vodo-Siosk Baas established a training enclave around 3,997 BBY). Pont, however, was seriously ill at the time and could not accompany his master. Master Mistwinter was expected to return today with his report, so the just-back-on-his-feet Pont was sent to meet him at the spaceport.

By now Pont has caught his breath and explains in a trembling voice that as he and Master Mistwinter were leaving the landing platform, a dart struck Master Mistwinter in the neck. Mistwinter lost his balance, and Pont wasn't strong enough to hold onto his master or keep him from falling over the edge of the platform. Pont saw Mistwinter hit at least one airspeeder on the way down, and he can't feel his master's presence anymore. Upon experimentation, neither can the Council members or any Force-sensitive PCs.

This development makes the Council members grimmer than the PCs have ever seen them. They point out the two types of darts to Pont and order him to identify which kind struck Mistwinter. Pont indicates the kind of dart used by the mysterious assassins. The Jedi gravely announce that they must take this report back to their fellow Council members. The police march Ava Ru and McClane away. The Jedi Masters tell the PCs that Mistwinter's report from Dantooine was extremely important and has become even more so, since for all they know the mysterious assassins may have targeted Mistwinter to prevent him from delivering his information. The Masters ask the PCs to go to Dantooine and find out what's going on. The PCs may continue using the *Ruby Decade* if they wish.

If the players wonder why the Council hasn't simply been communicating with the Jedi on Dantooine via the HoloNet, the Council members explain that with a matter this sensitive, they prefer to communicate in person rather than risk their transmissions being intercepted.

Part 2: Shadow of the Dark Side

Scene 6: Twilight

The PCs arrive on Dantooine about an hour before sunset. Three Jedi come to meet them as they leave the *Ruby Decade* in a field near a circular building. These are the leaders of the enclave, and they are deeply disturbed to hear of Master Mistwinter's fate. He had originally come because many Jedi at the enclave have been suffering from recurring, tortuous visions or dreams involving a galaxy engulfed in war, twisted alien warriors, pain and suffering of

billions of beings, and the power of the dark side overwhelming every living creature in its path.

However, the situation has grown worse since Master Mistwinter's departure. Someone or something has been lurking near the enclave, and students have been disappearing. After the latest disappearance, which happened just this morning, the enclave leaders decided to keep all students inside until the threat passes. However, there is a new disturbance in the Force, and the enclave leaders believe the missing students are suffering or imperiled by the dark side.

The leaders feel that their fears for all their students, as well as the stress of the situation, are clouding their judgment. Since the PCs are not emotionally attached to the situation, and since the remaining Jedi must remain to protect the enclave and the other students, the enclave leaders ask the PCs to find the missing students. One leader shows the PCs the general area from which students have been disappearing--a vast stretch of open plains and rolling hills--and provides the PCs with names and pictures of the missing students, all of whom are adults:

- Cate Chumen, Human female
- Tyro Swot, Human male
- Vairagini Bhikari, Chalactan (Human) female
- Mag Aaral, Kel Dor male

The leader then returns to the enclave.

In reality, the enclave's troubles are at the hands of some of Darth Torvus's advanced students. Torvus enlisted the help of these students to track down the holocron shards, and this particular group--Human male Macstein, Rodian female Phola, and Devaronian male Regis Marko, along with their Massassi foot soldiers--believes that there may be a shard kept at the Dantooine enclave. While scouting the area around the enclave, the Sith students discovered a dark side nexus in a cave where two powerful Dark Jedi duelled to the death. The nexus energized and strengthened the Sith students as they manipulated its energies, and the resulting disturbances in the Force have helped foster the nightmares suffered by those at the Jedi enclave. The Sith students made the dark nexus cave their base and began kidnapping their Jedi counterparts in hopes of weakening the enclave's defenses, gaining information, and recruiting new followers to their cause.

The PCs, by succeeding on a DC 25 Survival check, can locate a faint trail of humanoid footprints leading away from the enclave and across the plains. Once night falls, any Survival checks to continue following the trail take a -5 penalty unless the PCs have an artificial light source.

A few hours later, the trail ends at what looks like a riverbank. However, the "riverbed" is actually half-filled with dark igneous rock, probably forced up from the planet's core millennia ago during great geologic upheavals. Problematically, the trail does not pick up on the other side of this river of rock. Logically, whoever made the trail probably began walking on the rocks, but which way did they go? A Force-using PC might be able to sense the students' presence (but may be also detected by the Sith). Otherwise, unless the PCs can think of a creative way to determine which

way their quarry went, they will either need to choose one direction or split the party to cover both.

Sometime later, the PCs (choose one group randomly if the party split) begin to sense the presence of the dark side nexus. Fear and anger begin to prey upon the PCs; lightsiders feel their strength sapped and darksiders feel energized. These effects become strongest when the PCs reach an area of the rock that is gouged and grooved (courtesy of the Dark Jedi's lightsabers, though no one knows that). A DC 25 Perception check reveals a hole in one wall of the "riverbank," just large enough for a Medium-sized creature to crawl through. The PCs have found the entrance to the dark side cave.

If the party is split at this point, make sure the players understand that going into the dark-side-saturated unknown with reduced party strength is a patently *bad* idea. If the PCs don't have some way to communicate, someone will have to go retrieve the other party members.

However it works out, the entire party should reach the dark side cave approximately an hour before dawn. The entrance to the cave is only wide enough for the PCs to crawl single file. As they enter, make Use the Force checks for the Sith students to determine if there will be a surprise round, should combat break out right away when the PCs enter the cave.

Scene 7: Just Before the Dawn

The cave is roughly circular, about fifteen meters in diameter. In the center of the area is a floor-to-ceiling column of swirling, oozing, foaming, boiling, dripping and constantly reforming black-tinged purple energy. The dark side pulsates aggressively from the column.

More disturbing, though, is the scene illuminated by the dark side nexus. A handful of burly, red-skinned creatures with thick hides and bone armor stand around the cave with long poles in their hands. The four missing Jedi students are scattered around the cave, their hands secured in front of them by stun cuffs. The gasping Human and Chalactan females are lying against the back wall of the cavern, and a dark-robed and hooded figure kneels between them with its back to the PCs, its green, suction-cup-tipped fingers gripping their foreheads. Near the right wall, the Kel Dor male is lying on his back across the knee of a dark-robed Devaronian, whose eyes are closed in concentration and whose fingers are planted on the Kel Dor's chest. Every few seconds the Kel Dor convulses and screams in pain. Near the left wall, the chestnut-haired Human male student is lying on his side, curled into the fetal position, with another dark-robed and hooded figure crouching beside him.

"Y-you're w-wasting your ti-ime," the Human student groans. His face shines with sweat and his whole body is shaking.

"It's your destiny," a surprisingly young voice hisses out of the robe.

If one of the Sith previously sensed the PCs, or if the PCs now make their presence known, all the robed figures turn to look at them and drop their hoods if they're up. The suction-cup-fingered being turns out to be a Rodian female, and the other robe-wearer is a blond Human male (no connection to Xander Corlos).

None of the robe-wearers can be more than thirty standard years old. The Sith abandon their victims and stand, while their mutated sidekicks straighten and look almost hungrily at the PCs, gripping their sticks tightly. The blond Human smiles, nods to the Jedi students, and says, "We knew someone would come for them. What a pity you won't be the challenge we anticipated."

He waves his hand, and the tunnel suddenly collapses behind the PCs, preventing them from leaving the cave. The Sith discard their robes--they are all wearing species-appropriate dark clothing underneath--and ignite blood-red lightsabers. See "Lair of Evil" (next post) for more information on running this encounter.

Encounter: Lair of Evil

All squares in the cave are considered difficult terrain due to the uneven floor. If any missed or intentional attack does 15 points of damage or more to a wall or the ceiling, a chunk of earth is dislodged (see Falling Objects in SECR); thus, roll damage even if an attack misses the intended target. Too many holes could make the cave collapse, so use of Force points might be prudent if characters are having trouble hitting their targets.

Phola

CL 2; Medium Adult female Rodian Jedi 2

Force 6; **Dark Side** 15

Init +1; **Senses** Perception +8

Languages Basic, Rodese

Defenses Ref 13 (flat-footed 13), Fort 14, Will 15
hp 40; **Threshold** 14

Speed 6 squares

Melee lightsaber +3 (2d8+2) or

Melee lightsaber +3 (2d8+3) with both hands or

Base Atk +2; **Grp** +3

Force Powers Known (Use The Force +12) *dark rage, Force slam, Force stun, mind trick, move object, rebuke*

Abilities Str 12, Dex 10, Con 13, Int 10, Wis 15, Cha 12

Talents Adept Negotiator

Feats Force Sensitive, Force Training (x2), Skill Focus (x1), Weapon Proficiency (lightsabers, simple)

Skills Knowledge (Bureaucracy) +6, Perception +8, Use the Force +12

Possessions dark robes (all-temperature cloak), lightsaber, utility belt (3 day food supply, medpac, tool kit, power pack, energy cell, glow rod, comlink, liquid cable dispenser)

Regis Marko

CL 3; Medium Adult male Devaronian Jedi 3

Force 6; **Dark Side Points** 13

Init +4; **Senses** Perception +7

Languages Basic, Devaronese, Huttese, Bocce

Defenses Ref 17 (flat-footed 14), Fort 16, Will 15; Block, Deflect

hp 53; **Threshold** 16

Speed 6 squares

Melee lightsaber +6 (2d8+2[3]) or

Melee lightsaber +10 (2d8+4[5]) with Powerful Charge

Ranged by weapon +6

Base Atk +3; **Grp** +4

Atk Options natural curiosity, Powerful Charge

Force Powers Known (Use the Force +13): *battle strike*, *corruption* (TFUCG; substitute *Force grip* if you don't own that book)

Abilities Str 13, Dex 17, Con 15, Int 17, Wis 13, Cha 15

Talents Block, Deflect

Feats Force Sensitivity, Force Training, Powerful Charge, Skill Focus (use the force), Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +9, Endurance +8, Mechanics +9, Perception +7, Pilot +9, Use the Force +13

Possessions dark robes, backpack with food capsules (1 week's worth), credit chip (50 credits), lightsaber, utility belt with 2 medpacs and aquatic breather

Natural Curiosity: Once per encounter as a standard action, a Devaronian can make a Perception check against a single target within line of sight (DC 15 or the result of an opposed Stealth check, if the target is actively attempting to hide). If successful, the Devaronian gains a +1 insight bonus on attack rolls against that target. Because of their natural curiosity, Devaronians are very attentive to small details that can reveal weaknesses.

Macstein

CL 7; Medium Adult male Human Jedi 7

Force 8; **Dark Side Points** 17

Init +11; **Senses** Perception+11

Languages Basic, Huttese, Binary

Defenses Ref 21 (flat-footed 18), Fort 20, Will 21; Deflect

hp 86; **Threshold** 20

Speed 6 squares

Melee lightsaber + 12 (2d8+11) or

Melee lightsaber +10 (3d8+11) w/Rapid Strike or

Melee lightsaber +14 (2d8+11) w/Acrobatic Strike or

Melee lightsaber +12 (3d8+11) w/Acrobatic Strike and Rapid Strike

Ranged by weapon +10

Base Atk +7; **Grp** +10

Atk Options Acrobatic Strike, Guardian Strike, Rapid Strike

Special Actions Redirect Shot

Force Powers Known (Use the Force+16) *battle strike*, *cloak* (CWCG? replace with an extra use of *Force grip* if you don't have that book), *Force grip*, *Force slam*, *mind trick*, *move object*, *rebuke*, *surge*

Abilities Str 17, Dex 17, Con 15, Int 16, Wis 17, Cha 16

Talents Deflect, Guardian Strike, Redirect Shot, Weapon Specialization (lightsabers)

Feats Weapon Proficiency (lightsabers, pistols, simple), Force Sensitive, Skill Focus (Use the Force), Weapon Focus (lightsabers), Force Training (2), Acrobatic Strike, Rapid Strike, Unstoppable Force

Skills Acrobatics+11, Initiative+11, Perception+11, Pilot+11, Mechanics+11, Use the Force+16

Possessions dark robes, lightsaber (self-built), datapad

Massassi Warrior (4) CL1

Medium Massassi Nonheroic 4

Init +2; **Senses** Perception -2

Languages Sith

Defenses Ref 15 in armor (flat-footed 15 in armor), Fort 12 in armor, Will 9;

hp 12; **Threshold** 12 (in armor)

Speed 6 squares

Melee Massassi Lanvarok +5 (1d8+3 slashing)

Ranged Massassi Lanvarok +4 (3d4 bludgeoning)

Base Atk +3; **Grp** +5

Special Actions Coordinated Attack

Species Traits Duty Bound, Warrior's Awareness, Weapon Familiarity (Lanvarok)

Abilities Str 17, Dex 11, Con 11, Int 8, Wis 8, Cha 8

Feats Armor Proficiency (Light), Weapon Proficiency (Simple), Skill Training (Endurance), Coordinated Attack

Skills Endurance +7, Survival +11

Possessions Massassi Lanvarok with Massassi Manufacture Template,* Bone Armor (+5 Armor bonus to Ref, +1 Equip. bonus to Fort) with Massassi Manufacture Template.**

* Wielder applies triple STR bonus to crits (before multiplier) when weapon is used two-handed.

** Turns critical hit into a normal hit once per encounter as a reaction.

The Sith students make for an interesting fight because they haven't really coordinated on strategy. Phola rushes straight into battle, while Marko waits until he's had a chance to activate his Natural Curiosity species trait. Macstein, on the other hand, has worked with the Massassi for quite a while and knows how to make the most of their abilities. He uses his Force powers and combat prowess to make it easier for the Massassi to damage the PCs, knowing that the more he lets the Massassi do, the easier it'll be for him to finish off the PCs.

Dark Side Nexus--The dark side nexus can strengthen those who are willing to call upon the dark side (i.e. increase their Dark Side Score by 1 with each use). As a swift action, anyone (obviously, non-Force-users can't make full use of the nexus) can call upon the dark side and gain any one of the following benefits until the beginning of that character's next turn:

+1 Force bonus on attack rolls

+2 Force bonus to any Defense of the character's choice

+1 die of damage with lightsaber attacks

+5 Force bonus to Use the Force checks made to deflect incoming ranged attacks

+5 Force bonus to Use the Force checks made to activate the *rebuke* power

The dark side nexus cannot interact with the heroes the same way that normal opponents do. While the nexus occupies a space on the battlefield, it cannot make physical attacks or use Force powers because it is merely uncontrolled dark energy. The nexus takes no damage from attacks (weapons just pass through it), though it can be affected by mind-affecting abilities and skills.

Vulnerability to Sever Force--The dark side nexus can be disrupted by light-side Force-users.

Whenever one character targets another character with a successful application of the *sever Force* power, the targeted character loses the ability to use the dark side nexus on his or her next turn. If a character instead targets the nexus with *sever Force*, the nexus cannot grant bonuses to anyone until the beginning of the severing character's next turn.

If a character spends a Destiny Point when using *sever Force* on the nexus, the dark Force energies dissipate, destroying the nexus. Using *sever Force* on another character while the nexus is still functioning has only the above effect and does not affect the targeted character as per the normal use of the power.

The Jedi students are in pretty bad shape from being tortured and pressured to join the dark side, hence the persistent conditions. Note that the Jedi students do not currently have their equipment on them; the Sith students have stashed the Jedi's gear in a small nook somewhere in the cave, which the PCs can locate with a successful DC 20 Perception check. Also note that the Jedi students are hampered by having their hands cuffed in front of them.

Cate Chumen (-1 persistent condition, not reflected in stats)

CL 2; Medium Adult female Human Jedi 2

Force 6; **Dark Side** 0

Init +1; **Senses** Perception +8

Languages Basic

Defenses Ref 13 (flat-footed 13), Fort 14, Will 15

hp 40 (current 20); **Threshold** 14

Speed 6 squares

Melee lightsaber +3 (2d8+2) or

Melee lightsaber +3 (2d8+3) with both hands or

Base Atk +2; **Grp** +3

Force Powers Known (Use The Force +12) Force Slam, Force Stun, Mind Trick, Move Object, Rebuke, Vital Transfer

Abilities Str 12, Dex 10, Con 13, Int 10, Wis 15, Cha 12

Talents Adept Negotiator

Feats Force Sensitive, Force Training (x2), Skill Focus (x1), Weapon Proficiency (lightsabers, simple)

Skills Knowledge (Bureaucracy) +6, Perception +8, Use the Force +12

Possessions Jedi robes (all-temperature cloak), lightsaber, utility belt (3 day food supply, medpac, tool kit, power pack, energy cell, glow rod, comlink, liquid cable dispenser)

Tyro Swot (-2 persistent condition, not reflected in stats)

CL 3; Medium Adult male Human Jedi 3

Force 6; **Dark Side Points** 0

Init +4; **Senses** Perception +7

Languages Basic, High Galactic, Huttese, Bocce

Defenses Ref 17 (flat-footed 14), Fort 16, Will 15; Block, Deflect

hp 53 (current 19); **Threshold** 16

Speed 6 squares

Melee lightsaber +6 (2d8+2[3]) or

Melee lightsaber +10 (2d8+4[5]) with Powerful Charge

Ranged by weapon +6

Base Atk +3; **Grp** +4

Atk Options Powerful Charge

Force Powers Known (Use the Force +13): battle

strike, surge

Abilities Str 13, Dex 17, Con 15, Int 17, Wis 13, Cha 15

Talents Block, Deflect

Feats Force Sensitivity, Force Training, Powerful Charge, Skill Focus (use the force), Weapon Finesse, Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +9, Endurance +8, Mechanics +9, Perception +7, Pilot +9, Use the Force +13

Possessions backpack with food capsules (1 week's worth), credit chip (50 credits), lightsaber (blue blade), utility belt with 2 medpacs and aquatic breather

Vairagini Bhikari (-2 persistent condition, not reflected in stats)

CL 7; Medium Adult female Chalactan (Human) Jedi 7

Force 8; **Dark Side Points** 0

Init +11; **Senses** Perception+11

Languages Basic, Huttese, Binary

Defenses Ref 21 (flat-footed 18), Fort 20, Will 21; Deflect

hp 86 (current 32); **Threshold** 20

Speed 6 squares

Melee lightsaber + 12 (2d8+11) or

Melee lightsaber +10 (3d8+11) w/Rapid Strike or

Melee lightsaber +14 (2d8+11) w/Acrobatic Strike or

Melee lightsaber +12 (3d8+11) w/Acrobatic Strike and Rapid Strike

Ranged by weapon +10

Base Atk +7; **Grp** +10

Atk Options Acrobatic Strike, Guardian Strike, Rapid Strike

Special Actions Redirect Shot

Force Powers Known (Use the Force+16) Battle Strike, Cloak, Force Slam, Mind Trick, Move Object, Rebuke, Surge, Vital Transfer

Abilities Str 17, Dex 17, Con 15, Int 16, Wis 17, Cha 16

Talents Deflect, Guardian Strike, Redirect Shot, Weapon Specialization (lightsabers)

Feats Weapon Proficiency (lightsabers, pistols, simple), Force Sensitive, Skill Focus (Use the Force), Weapon Focus (lightsabers), Force Training (2), Acrobatic Strike, Rapid Strike, Unstoppable Force

Skills Acrobatics+11, Initiative+11, Perception+11, Pilot+11, Mechanics+11, Use the Force+16

Mag Aaral (-5 persistent condition, not reflected in stats)

CL 8; Medium Adult male Kel Dor Jedi 7/Jedi Knight 1

Force 9; **Dark Side** 0

Init +9; **Senses** Perception +17

Languages Basic, Huttese, Kel Dor, Shyriiwook

Defenses Ref 25 (flat-footed 23), Fort 22, Will 25

hp 88 (current 16); **Threshold** 23

Speed 6 squares

Melee double-bladed lightsaber +14 (3d8+14) or

Melee double-bladed lightsaber +14 (3d8+14) and double-bladed lightsaber +14 (3d8+14) or

Melee stun baton +12 (1d6+4) or (2d6+4 stun) or

Melee stun baton +10 (1d6+4) or (2d6+4 stun) and stun baton +10 (1d6+4) or (2d6+4 stun)

Melee unarmed +13 (1d4+4)

Base Atk +8; **Grp** +13

Atk Options Double-bladed lightsaber, Melee Defense

Special Actions Acrobatic Strike

Force Powers Known (Use the Force +17): *Force Slam, Mind Trick, Move Object, Negate Energy,*

Rebuke, Vital Transfer

Abilities Str 11, Dex 20, Con 14, Int 14, Wis 20, Cha 16

Talents Adept Negotiator, Ataru, Force Perception, Force Persuasion, Multiattack Proficiency (lightsabers)

Feats Acrobatic Strike, Dual Wapon Mastery (I and II), Force Sensitivity, Force Training, Melee Defense, Skill Focus(Use the Force), Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +14, Mechanics +11, Persuasion +17 (Force Persuasion), Perception +9 or +17 (Force Perception), Treat Injury +14, Use the Force +17

Possessions lightsaber (self-built), Medical Kit, Medipac x2, concealed holster x3, encrypted short-range comlink, stun-baton x2, holocron, Datachip

Possessions Jedi Robes, lightsaber (self-built), Datapad

Scene 8: Temporary Victory

Once the Sith students are defeated, any survivors refuse to talk, and the sweaty, shaking, raving Jedi students are in no condition to talk either. The Sith's datapads feature pictures and descriptions of artifacts very much like the ones stolen from Senator Uelb and on display at the Galactic Museum. If the PCs have a long-range communication device, they can call the enclave for a ride, but no one answers. If the PCs did not destroy the dark side nexus in the battle, the Jedi can take care of it. Dawn is breaking as the PCs emerge from the cave.

When the PCs return to the enclave, they spy lightsabers clashing in the early-morning light on building balconies and on the ground surrounding the enclave. The enclave Jedi are dueling and driving away about two dozen attackers dressed in dark clothing similar to that of the Sith students the PCs fought. By the time the PCs get close enough to help with the battle, the attackers have retreated into the wilderness. According to the enclave leaders, about half of the invaders engaged the Jedi, while the rest assaulted the enclave's library. However, the intruders retreated pretty quickly, and the leaders feel that the attackers could have put up a much stronger fight if they had wanted to overrun the enclave; they suspect the invaders were looking for something and broke off the attack when they didn't find it.

The rescued Jedi students are whisked off to medical and the Sith students are locked up. The enclave leaders question the PCs thoroughly about what happened, particularly the nature of the dark side nexus and how it worked, as well as the abilities and techniques of the beings that the PCs fought. Once the leaders are satisfied that the threat is passed, they allow normal activities to resume at the enclave. If the PCs mention the contents of the Sith's datapads, the leaders confirm that the enclave does not possess anything like the artifact the Sith are evidently looking for.

The PCs can take a well-earned rest for a day or two at the enclave. Once they've healed up, repaired damaged equipment, and had a chance to interact with any NPCs they want to meet, the enclave leaders approach the PCs with another request. The kidnapping was apparently more traumatic for the Jedi students than the leaders and enclave healers had first thought. The students will need extensive care in order to truly recover, and the enclave is really not the

ideal place for it. The leaders request that the PCs transport the students to a rehabilitation center on New Holstice, which was built specifically for cases like this. The healers at the rehab center will need to know anything the PCs can tell them about what happened to the students, and they also need to be alerted to the threat of groups like the Sith students.

Part 3: On the Alert

Scene 9: Binding Up Wounds

When the PCs are ready to leave, the Jedi healers help them load the traumatized, still-raving or comatose students into the *Ruby Decade* and secure them to their bunks. It takes approximately two and a half days to reach New Holstice from Dantooine.

The healers at the rehab center have been alerted that the PCs are coming. When the PCs land on New Holstice, medics are waiting with stretchers to take the students into the center. Dr. Terv Endaja and Ilaç Sherues introduce themselves and invite the PCs into Dr. Endaja's office, where they listen closely to the PCs' story. When the PCs finish, Sherues admits that he's been sensing disturbances in the Force that he doesn't understand. The PCs' story seems to at least partly explain them.

If the PCs mention the contents of the Sith's datapads, Sherues takes them down to the rehab center's library, a room with green walls, rounded doorways and sculptures, and white furnishings, and shows them a similar artifact in one of the display cases. He speculates that if the PCs' Dantooine opponents had friends, they might try to steal the artifact from the rehab center. He asks the PCs to help protect the artifact, as well as the patients.

Dr. Terv Endaja

CL 6; Medium Adult female Human Noble 6

Force 8; **Dark Side** 0

Init +11; **Perception** +11

Languages Basic, Bocce, High Galactic, Ryl, Cerean, Duros, Selkath, Ubese, Caamasi

Defenses Ref 20 (flat-footed 17), Fort 17, Will 21
hp 38; **Threshold** 17

Speed 6 squares

Melee unarmed +5 (1d4+4) or

Melee stun baton +5 (1d6+4) (stun 2d6)

Base Atk +4; **Grp** +7

Atk Options Combat Reflexes

Special Actions Bolster Ally, Dodge, Inspire Confidence

Abilities Str 12, Dex 17, Con 12, Int 15, Wis 17, Cha 18

Talents Bolster Ally, Inspire Confidence, Educated

Feats Armor Proficiency (Light), Combat Reflexes, Cybernetic Surgery, Dodge, Linguist (x2), Skill Focus (x1), Surgical Expertise, Weapon Proficiency (pistols, simple)

Skills Gather Information +12, Initiative +11, Knowledge (Bureaucracy) +10, Knowledge (Life Sciences) +10, Knowledge (Physical sciences) +10, Perception +11, Persuasion +12, Treat Injury +16, Use Computer +10

Possessions Medical Kit with 6 medpacks, Surgical

Kit, stun baton

Ilaç Sherues

CL 7; Medium Human Jedi 7

Destiny 4 (education); **Force** 4, Strong in the Force

Init Use the Force +19; **Senses** Perception+12

Languages Basic, High Galactic, Ryl, Kel Dor,

Shyriiwook (understand)

Defenses Ref 21(flat-footed 18), Fort 20, Will 22;

Block, Deflect

hp 81 **Threshold** 20

Speed 6 squares

Melee lightsaber +9 (2d8+5) or

Melee lightsaber +4/+4 (2d8+5) with Double Attack

Ranged by weapon +10

Base Atk +7; **Grp** +9

Atk Options Double Attack

Special Actions Equilibrium, Melee Defense, Quick Draw

Force Powers Known (Use the Force +19): force disarm, farseeing, force stun, force whirlwind, kinetic combat, move object, vital transfer(4)

Abilities Str 14, Dex 16, Con 14, Int 18, Wis 18, Cha 18

Talents Block, Deflect, Force Intuition, Equilibrium

Feats Double Attack, Force Sensitivity, Force Training (2), Melee Defense, Quick Draw, Skill Focus (Use the Force), Strong in the Force, Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +11, Endurance +10, Jump +10, Knowledge (galactic lore) +12, Mechanics +12, Perception +12, Use the Force +19

Possessions Utility belt (1 week food and 2 medpacs, etc.), aquatic breather, all-temperature cloak, lightsabers (self-built, green blade and amber blade), Jedi robes

Scene 10: False Alarm?

The PCs are given rooms in the guest quarters and are assigned to guard the artifact in shifts with off-duty healers and medics. This continues for a few days without incident, aside from a rather large disturbance when a patient escapes from his room and nearly floods a corridor by trying to unscrew one of the sprinklers from the ceiling.

Four days after the PCs' arrival at the rehab center, the anticipated attack comes, but this time courtesy of Darth Furia rather than Darth Torvus. At about midnight local time, just after the PCs have been relieved and returned to their quarters, an excruciatingly loud alarm goes off. Flashing panels on the PCs' bedroom walls indicate that this is a fire alarm. Within seconds, shouting and wailing split the air as the staff tries to evacuate frightened patients and confused guests as quickly as possible. The PCs may be pressed into service to help with the evacuation.

Actually, there is no fire; one of Furia's students triggered the alarm to force the evacuation. Despite the chaos in the evacuation area, any PCs trained in Use the Force should sense the disturbance caused by the presence of many darksiders in the area. If there are no Force-trained PCs in the party, allow the PCs to make DC 30 Perception checks to notice that the evacuated patients seem even more agitated than

usual--many of them grab their heads with both hands and act as though they have splitting headaches. Alternatively, PCs looking at the rehab center to see where the fire might be can make a DC 20 check to realize that there's no smoke, and they can make opposed Perception check to notice the Massassi and the Sith slipping into the rehab center.

However it happens, the PCs should realize that the alarm is false and that they need to go back inside to save the artifact. However, they will meet considerable opposition along the way. See "To Catch a Thief" (next post) for more information on running this encounter.

Encounter: To Catch a Thief

The PCs must enter the rehab center and work their way down to the library, which is in the basement of the three-story building. Problematically, the library is the only room in the basement, and it doesn't take up very much room, so the only way to get down there is to use the turbolifts or the stairs from the atrium in the center of the building. (We'll need a good map for this.) The Sith have brought a small army to retrieve the shard, and the PCs will have a tough fight on their hands. If the PCs reach the library less than 15 rounds after entering the building, they will have a chance to recover the holocron shard. If they arrive after 15 rounds or more, the Sith make off with the shard.

Zone 1: Entering the Building

Before the PCs actually reach the door, they encounter four Massassi guards and an officer who attack the PCs on sight.

Massassi Warrior (4) CL1

Medium Massassi Nonheroic 4

Init +2; **Senses** Perception -2

Languages Sith

Defenses Ref 15 in armor (flat-footed 15 in armor), Fort 12 in armor, Will 9;

hp 12; **Threshold** 12 (in armor)

Speed 6 squares

Melee Massassi Lanvarok +5 (1d8+3 slashing)

Ranged Massassi Lanvarok +4 (3d4 bludgeoning)

Base Atk +3; **Grp** +5

Special Actions Coordinated Attack

Species Traits Duty Bound, Warrior's Awareness, Weapon Familiarity (Lanvarok)

Abilities Str 17, Dex 11, Con 11, Int 8, Wis 8, Cha 8

Feats Armor Proficiency (Light), Weapon Proficiency (Simple), Skill Training (Endurance), Coordinated Attack

Skills Endurance +7, Survival +11

Possessions Massassi Lanvarok with Massassi Manufacture Template,* Bone Armor (+5 Armor bonus to Ref, +1 Equip. bonus to Fort) with Massassi Manufacture Template.**

* Wielder applies triple STR bonus to crits (before multiplier) when weapon is used two-handed.

** Turns critical hit into a normal hit once per encounter as a reaction.

Advanced Massassi Warrior CL 2

Medium Massassi Nonheroic 8

Dark Side Points 2

Init +5; **Senses** Perception +3

Languages Sith

Defenses Ref 16 in armor (flat-footed 15 in armor), Fort 12 in armor, Will 9;

hp 20; **Threshold** 12 (in armor)

Speed 6 squares

Melee Massassi Lanvarok +10 (1d8+3 slashing)

Ranged Massassi Lanvarok +8 (3d4 bludgeoning)

Base Atk +6; **Grp** +9

Special Actions Coordinated Attack

Species Traits Duty Bound, Warrior's Awareness, Weapon Familiarity (Lanvarok)

Abilities Str 17, Dex 12, Con 11, Int 8, Wis 8, Cha 8

Feats Armor Proficiency (Light), Weapon Proficiency (Simple), Skill Training (Endurance), Coordinated Attack, Weapon Focus (Simple), Point Blank Shot, Force Sensitivity

Skills Endurance +9, Survival +13

Possessions Massassi Lanvarok with Massassi Manufacture Template,* Bone Armor (+5 Armor bonus to Ref, +1 Equip. bonus to Fort) with Massassi Manufacture Template.**

* Wielder applies triple STR bonus to crits (before multiplier) when weapon is used two-handed.

** Turns critical hit into a normal hit once per encounter as a reaction.

Zone 2: Entrance Hallway

As the PCs enter the building, another Massassi squad comes around the corner and attacks on sight.

Advanced Massassi Warrior (4) CL 2

Medium Massassi Nonheroic 8

Dark Side Points 2

Init +5; **Senses** Perception +3

Languages Sith

Defenses Ref 16 in armor (flat-footed 15 in armor), Fort 12 in armor, Will 9;

hp 20; **Threshold** 12 (in armor)

Speed 6 squares

Melee Massassi Lanvarok +10 (1d8+3 slashing)

Ranged Massassi Lanvarok +8 (3d4 bludgeoning)

Base Atk +6; **Grp** +9

Special Actions Coordinated Attack

Species Traits Duty Bound, Warrior's Awareness, Weapon Familiarity (Lanvarok)

Abilities Str 17, Dex 12, Con 11, Int 8, Wis 8, Cha 8

Feats Armor Proficiency (Light), Weapon Proficiency (Simple), Skill Training (Endurance), Coordinated Attack, Weapon Focus (Simple), Point Blank Shot, Force Sensitivity

Skills Endurance +9, Survival +13

Possessions Massassi Lanvarok with Massassi Manufacture Template.* Bone Armor (+5 Armor bonus to Ref, +1 Equip. bonus to Fort) with Massassi Manufacture Template.**

* Wielder applies triple STR bonus to crits (before multiplier) when weapon is used two-handed.

** Turns critical hit into a normal hit once per encounter as a reaction.

Zone 3: Heading for the Library

After finishing off the second wave of Massassi, the PCs encounter a Sith student and his Massassi squad as they head for the center of the building.

Sith Student

CL 7

Medium Adult male Human Jedi 7

Force 8; **Dark Side Points** 17

Init +11; **Senses** Perception+11

Languages Basic, Huttese, Binary

Defenses Ref 21 (flat-footed 18), Fort 20, Will 21; Deflect

hp 86; **Threshold** 20

Speed 6 squares

Melee lightsaber + 12 (2d8+11) or

Melee lightsaber +10 (3d8+11) w/Rapid Strike or

Melee lightsaber +14 (2d8+11) w/Acrobatic Strike or

Melee lightsaber +12 (3d8+11) w/Acrobatic Strike and Rapid Strike

Ranged by weapon +10

Base Atk +7; **Grp** +10

Atk Options Acrobatic Strike, Guardian Strike, Rapid Strike

Special Actions Redirect Shot

Force Powers Known (Use the Force+16): Battle Strike, Cloak, Force Slam, Mind Trick, Move Object, Rebuke, Surge, Vital Transfer

Abilities Str 17, Dex 17, Con 15, Int 16, Wis 17, Cha 16

Talents Deflect, Guardian Strike, Redirect Shot, Weapon Specialization (lightsabers)

Feats Weapon Proficiency (lightsabers, pistols, simple), Force Sensitive, Skill Focus (Use the Force), Weapon Focus (lightsabers), Force Training (2), Acrobatic Strike, Rapid Strike, Unstoppable Force

Skills Acrobatics+11, Initiative+11, Perception+11, Pilot+11, Mechanics+11, Use the Force+16

Possessions Jedi Robes, lightsaber (self-built), Datapad

Massassi Warrior (6) CL1

Medium Massassi Nonheroic 4

Init +2; **Senses** Perception -2

Languages Sith

Defenses Ref 15 in armor (flat-footed 15 in armor), Fort 12 in armor, Will 9;

hp 12; **Threshold** 12 (in armor)

Speed 6 squares

Melee Massassi Lanvarok +5 (1d8+3 slashing)

Ranged Massassi Lanvarok +4 (3d4 bludgeoning)

Base Atk +3; **Grp** +5

Special Actions Coordinated Attack

Species Traits Duty Bound, Warrior's Awareness, Weapon Familiarity (Lanvarok)

Abilities Str 17, Dex 11, Con 11, Int 8, Wis 8, Cha 8

Feats Armor Proficiency (Light), Weapon Proficiency (Simple), Skill Training (Endurance), Coordinated Attack

Skills Endurance +7, Survival +11

Possessions Massassi Lanvarok with Massassi Manufacture Template,* Bone Armor (+5 Armor bonus to Ref, +1 Equip. bonus to Fort) with Massassi Manufacture Template.**

* Wielder applies triple STR bonus to crits (before multiplier) when weapon is used two-handed.

** Turns critical hit into a normal hit once per

encounter as a reaction.

Zone 4: Atrium

Here the PCs must defeat a handful of Sith students of several species and both genders before they can get to the turbolift or the stairs.

Medium Sith Student (3)

CL 3

Medium Adult Jedi 3

Force 6; **Dark Side Points** 13

Init +4; **Senses** Perception +7

Languages Basic, High Galactic, Huttese, Bocce

Defenses Ref 17 (flat-footed 14), Fort 16, Will 15; Block, Deflect

hp 53; **Threshold** 16

Speed 6 squares

Melee lightsaber +6 (2d8+2[3]) or

Melee lightsaber +10 (2d8+4[5]) with Powerful Charge

Ranged by weapon +6

Base Atk +3; **Grp** +4

Atk Options Powerful Charge

Force Powers Known (Use the Force +13): battle strike, surge

Abilities Str 13, Dex 17, Con 15, Int 17, Wis 13, Cha 15

Talents Block, Deflect

Feats Force Sensitivity, Force Training, Powerful Charge, Skill Focus (use the force), Weapon Finesse*,

Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +9, Endurance +8, Mechanics +9, Perception +7, Pilot +9, Use the Force +13

Possessions backpack with food capsules (1 week's worth), credit chip (50 credits), lightsaber (blue blade), utility belt with 2 medpacs and aquatic breather

*Human bonus feat

Young Sith Student (3) CL 2; Medium Adult Jedi 2

Force 6; **Dark Side** 15

Init +1; **Senses** Perception +8

Languages Basic

Defenses Ref 13 (flat-footed 13), Fort 14, Will 15

hp 40; **Threshold** 14

Speed 6 squares

Melee lightsaber +3 (2d8+2) or

Melee lightsaber +3 (2d8+3) with both hands or

Base Atk +2; **Grp** +3

Force Powers Known (Use The Force +12) Force Slam, Force Stun*, Mind Trick*, Move Object, Rebuke, Vital Transfer*

Abilities Str 12, Dex 10, Con 13, Int 10, Wis 15, Cha 12

Talents Adept Negotiator

Feats Force Sensitive, Force Training (x2)*, Skill Focus (x1), Weapon Proficiency (lightsabers, simple)

Skills Knowledge (Bureaucracy) +6, Perception +8, Use the Force +12

Possessions Jedi robes (all-temperature cloak), lightsaber, utility belt (3 day food supply, medpac, tool kit, power pack, energy cell, glow rod, comlink, liquid cable dispenser)

*Human bonus feat and resulting powers

Zone 5: Entering the Library

Here the PCs meet their fiercest opposition yet: two of Furia's advanced students waiting at the bottom of the stairs (or the turbolift, if the PCs took that). The Kel Dor wields two lightsabers while the Quarren wields a single double-bladed saber.

Advanced Sith Students (2)

CL 8

Medium Adult Kel Dor/Quarren Jedi 7/Jedi Knight 1

Force 9; **Dark Side** 0

Init +9; **Senses** Perception +17

Languages Basic, Huttese, Kel Dor, Shyriiwook

Defenses Ref 25 (flat-footed 23), Fort 22, Will 25

hp 88; **Threshold** 23

Speed 6 squares

Melee double-bladed lightsaber +14 (3d8+14) or

Melee double-bladed lightsaber +14 (3d8+14) and

double-bladed lightsaber +14 (3d8+14) or

Melee stun baton +12 (1d6+4) or (2d6+4 stun) or

Melee stun baton +10 (1d6+4) or (2d6+4 stun) and

stun baton +10 (1d6+4) or (2d6+4 stun)

Melee unarmed +13 (1d4+4)

Base Atk +8; **Grp** +13

Atk Options Double-bladed lightsaber, Melee Defense

Special Actions Acrobatic Strike

Force Powers Known (Use the Force +17): *Force*

Slam, *Mind Trick*, *Move Object*, *Negate Energy*,

Rebuke, *Vital Transfer*

Abilities Str 11, Dex 20, Con 14, Int 14, Wis 20, Cha 16

Talents Adept Negotiator, Ataru, Force Perception,

Force Persuasion, Multiattack Proficiency (lightsabers)

Feats Acrobatic Strike, Dual Wapon Mastery (I and II),

Force Sensitivity, Force Training, Melee Defense, Skill

Focus(Use the Force), Weapon Proficiency

(lightsabers, simple weapons)

Skills Acrobatics +14, Mechanics +11, Persuasion +17

(Force Persuasion), Perception +9 or +17 (Force

Perception), Treat Injury +14, Use the Force +17

Possessions lightsaber (self-built), Medical Kit,

Medipac x2, concealed holster x3, encrypted short-

range comlink, stun-baton x2, holocron, Datachip

Zone 6: The Library

If the PCs arrive here less than 15 rounds after they entered the building, they will fight Darth Furia, one of her students, and their Massassi troopers, who are attempting to take the holocron shard. If the PCs arrive 15 rounds or more after entering the building, there is no one here and the holocron shard is gone.

Darth Furia

CL 9

Female Human Scout 5/Scoundrel 3/Bounty Hunter 1

Force 7; **Dark Side** 14

Init +12; **Senses** Perception +6 (may reroll, must take second result)

Languages Basic

Defenses Ref 24 (flat-footed 21), Fort 21, Will 23

Hp 82; **Threshold** 21

Speed 6 squares

Melee dual lightsabers +4/+4 (2d8+7)

Ranged by weapon +9

Base Atk +6; **Grp** +9

Atk Options Dual Weapon Mastery I, Running Attack,

Skirmisher

Special Actions Acute Senses, Dodge, Hunter's Mark, Improved Initiative, Lightsaber Defense, Quick Draw, Shake It Off, Uncanny Dodge

Force Powers Known (Use the Force +10): *battle strike, Force lightning, Force stun*

Abilities Str 8, Dex 16, Con 14, Int 10, Wis 14, Cha 13

Talents Acute Senses, Hunter's Mark, Improved Initiative, Lightsaber Defense, Shake It Off, Skirmisher, Uncanny Dodge

Feats Dual Weapon Mastery (I), Force Sensitivity, Force Training, Quick Draw, Running Attack, Shake It Off, Skill Training (Acrobatics), Weapon Finesse, Weapon Proficiency (lightsabers, pistols, rifles, simple weapons)

Skills Acrobatics +12, Endurance +11, Initiative +12, Stealth +12, Survival +11, Use the Force +10

Possessions dark robes, field kit, dual lightsabers, electrobinoculars, utility belt

Advanced Sith Student CL 8

Medium Adult Rodian Jedi 7/Jedi Knight 1

Force 9; **Dark Side** 0

Init +9; **Senses** Perception +17

Languages Basic, Huttese, Kel Dor, Shyriiwook

Defenses Ref 25 (flat-footed 23), Fort 22, Will 25

hp 88; **Threshold** 23

Speed 6 squares

Melee double-bladed lightsaber +14 (3d8+14) or

Melee double-bladed lightsaber +14 (3d8+14) and double-bladed lightsaber +14 (3d8+14) or

Melee stun baton +12 (1d6+4) or (2d6+4 stun) or

Melee stun baton +10 (1d6+4) or (2d6+4 stun) and stun baton +10 (1d6+4) or (2d6+4 stun)

Melee unarmed +13 (1d4+4)

Base Atk +8; **Grp** +13

Atk Options Double-bladed lightsaber, Melee Defense

Special Actions Acrobatic Strike

Force Powers Known (Use the Force +17): *Force Slam, Mind Trick, Move Object, Negate Energy, Rebuke, Vital Transfer*

Abilities Str 11, Dex 20, Con 14, Int 14, Wis 20, Cha 16

Talents Adept Negotiator, Ataru, Force Perception, Force Persuasion, Multiattack Proficiency (lightsabers)

Feats Acrobatic Strike, Dual Weapon Mastery (I and II), Force Sensitivity, Force Training, Melee Defense, Skill Focus(Use the Force), Weapon Proficiency (lightsabers, simple weapons)

Skills Acrobatics +14, Mechanics +11, Persuasion +17 (Force Persuasion), Perception +9 or +17 (Force Perception), Treat Injury +14, Use the Force +17

Possessions lightsaber (self-built), Medical Kit, Medipac x2, concealed holster x3, encrypted short-range comlink, stun-baton x2, holocron, Datachip

Massassi Shocktroopers (2) CL 4

Medium Massassi Nonheroic 10 with Sith Abomination Template

Dark Side Points 6

Init +6; **Senses** Perception +3

Languages Sith

Defenses Ref 16 in armor (flat-footed 15 in armor),

Fort 12 in armor, Will 9;

hp 45; **Threshold** 12 (in armor)

Speed 6 squares

Melee Massassi Lanvarok +11 (1d8+3 slashing)

Ranged Massassi Lanvarok +9 (3d4 bludgeoning)

Ranged Massassi Lanvarok +10 (3d4+1 bludgeoning) with Point Blank Shot

Base Atk +7; **Grp** +10

Special Actions Coordinated Attack, Point Blank Shot

Species Traits Duty Bound, Warrior's Awareness, Weapon Familiarity (Lanvarok)

Sith Abomination Traits Force Sensitivity, Abominable Presence***

Abilities Str 17, Dex 12, Con 11, Int 8, Wis 8, Cha 8

Feats Armor Proficiency (Light), Weapon Proficiency (Simple), Skill

Training (Endurance), Coordinated Attack, Weapon Focus (Simple)

Skills Endurance +12, Survival +13

Possessions Massassi Lanvarok with Massassi Manufacture Template,* Bone Armor (+5 Armor bonus to Ref, +1 Equip. bonus to Fort) with Massassi Manufacture Template.**

* Wielder applies triple STR bonus to crits (before multiplier) when weapon is used two-handed.

** Turns critical hit into a normal hit once per encounter as a reaction.

***Any creature that starts its turn within 6 squares of a Sith abomination incurs an attack at 1d20+3 vs.

Will; if the attack succeeds, the target moves -1 step down the CT as a Fear effect (other Sith abominations are immune to this effect)

Scene 11: Report to the Council

The rest of the Sith and Massassi retreat once the shard has been stolen or Furia begins to retreat (she will retreat if defeat seems imminent).

Dr. Endaja and Sherues insist on calling the Jedi Council over the HoloNet as soon as they learn what happened. The Council is disturbed to hear of the incident, especially if the shard was stolen. They inform the PCs that there was another break-in at the Galactic Museum the previous night, and this time the intruder got the artifact that the PCs saw there (and thoroughly smashed up that section of the museum in the process). With these two developments confirming the attackers' intentions, the Council figures there's no point in hiding the truth anymore and explains that the artifacts are pieces of a Jedi holocron. Beyond that, nobody knows who made it or what knowledge it contains, but someone must be trying to reconstruct it. The thieves are obviously strong in the dark side and could only have evil intentions for the holocron, so the Council asks the PCs to track down the rest of the pieces before the darksiders do, and retrieve the stolen ones if possible.

Adventure complete