

STAR WARS®

ROLEPLAYING GAME

MYSTERY OF DROMUND KAAS

AN ADVENTURE FOR LEVEL 18 CHARACTERS

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(Art shamefully stolen from the internet)

INTRODUCTION:

Around 2003, my gaming group had just completed the "Shackled City" adventure path (I think that's what it was called), and I discovered the RCR Star Wars RPG. I came up with the idea of running a 1-20 Star Wars Campaign for my group.

The original party consisted of a Zeltros Noble (Tannil Solara), an Ewok Scout (Bonji), a Defel Tech Specialist (Vex), and a Gungun Soldier. The group met on a transport to Nar Shaddaa about 5 years before the Battle of Yavin. On their transport was a Chiss woman, Szardra, who claimed to be associated with the fledgling rebellion. She recruited the group to assist her with various missions for the Rebellion. These missions focused on travelling throughout the galaxy gathering Sith Artifacts in order to prevent those artifacts from falling into the hands of the Emperor.

At level 9, Szardra went with the group to the planet Ruusan to explore the Valley of the Jedi. There, they sought the last relics of the Brotherhood of Darkness. During their exploration, Szardra revealed herself to be a member of the True Sith, the descendants of the Brotherhood of Darkness, which have survived the last 1000+ years on the edge of Wild Space. She had been using the group to help her acquire artifacts to make her Order of Sith more powerful so that they could take their revenge against Bane's line of Sith (Palpatine and Vader), and establish themselves as the true masters of the galaxy.

Darth Vader, however, tracked the party to Ruusan, and captured them. Szardra escaped. During the end battle, Vader chopped the arm off of the Ewok Bounty Hunter (Bonji). Bonji decided he would rather die than continue armless, and so he took Vader on one-on-one and was destroyed. Bonji, at this time, was the party's chief enforcer and a favorite character of the group. His loss was a devastating blow to the party.

Then, Saga edition came out. I happened to be at CIV when Rodney Thompson was handing out free autographed copies of the book. After bringing the book home, I ran a test game for my group and found that the new system was a vast improvement over RCR, although changing some of the characters across would be a challenge (particularly the Zeltros noble).

Level 10 began with the group prisoners on Despayre, starting with Saga edition. They escaped, after Vex revised the plans of the in-construction Death Star to move a thermal exhaust port so he could attempt to escape through it.

The party escaped, and slowly became more involved with the real Rebellion, and found themselves in growing conflicts with the Brotherhood of the Sith and the Empire (mainly Blackhole). Eventually, they found themselves on Felucia, leading a Rebel strike against an Imperial base. Shortly after they attacked, the Brotherhood of the Sith launched their own invasion. Only by working with the Imperial forces, were the PCs able to stop the Brotherhood of the Sith. This was the start of an uneasy alliance between Blackhole and the party as they continue to search for the Sith.

The Party is now level 18, and we have seen two destinies completed. Ro, a Republic era Jedi who was hiding as a prisoner on Despayre, met his former friend turned Sith Lord on Ithor, where they battled to determine the fate of the Ithorians. The second destiny completed was Torin, a Kel Dor Force Disciple/Black Sun Enforcer. The party found and destroyed a Sith Shipyard responsible for most of the production of fighters and capital ships for the Brotherhood of the Sith.

The next mission for the party is to travel to Dromund Kaas, where Szardra, the Chiss from level 1, has established her Sith Alchemy lab. The Sith have used her creations to assist in various attacks throughout the galaxy. If the PCs are successful in shutting down her laboratory, they will have weakened the Brotherhood of Darkness considerably, as well as completing Tannil's destiny. In addition, the Zeltros Noble had made a habit of bedding every female he had run across, including Szardra. Unbeknownst to him, he fathered Szardra's daughter, Trea. Szardra has another surprise for the party, a clone of their friend, Bonji, is one of the primary defenses of her laboratory.

Without further ado... what follows is the adventure I've designed to complete Tannil Solara's destruction destiny. The party presently consists of Tannil (Zeltros Noble / Crime Lord, lvl 18), Ro (Cerean Jedi/Jedi Knight/Jedi Master, lvl 18), Vex the Despot (Defel Scoundrel/Saboteur, lvl 18), Sithkiller (Human Scout/Scoundrel/Bounty Hunter, lvl 18), and Torin (Kel Dor Force Adept/Disciple, lvl 18).

Part I: Getting there...

The PCs have the name of the planet... they need to know the coordinates and find an astrogation route. Blackhole can provide this if they work with the Empire early on. Otherwise, Knowledge (Galactic Lore) DC 34. Alternatively, Gather Info. DC 34 to find someone that knows.

DROMUND KAAS

KNOWLEDGE (GALACTIC LORE)

DC RESULT

- 20 Dromund Kaas was colonized long before the Great Hyperspace War of 5000 years ago, but its location was unfortunately lost to memory soon thereafter for unknown reasons. Believed by most to be a myth, a story used by young Padawans to frighten each other, for years only rumors were heard of Dromund Kaas in the greater galaxy, and belief in its existence was held only by cultists and anti-Jedi conspiracy theorists. It was rumored that the Sith brought all manner of corrupted life from throughout the Galaxy, bred to protect the planet's treasures.
- 25 Dromund Kaas is located in the Dromund system, deep in Sith controlled space. The planet is a wet, marshy world, with the majority of the planet covered in either ocean or swamp. These swamps are covered in very thick dangerous vegetation. Following the crushing defeat during the Great Hyperspace War, the remaining Sith wandered around unknown space until managing to rediscover the previously lost Dromund system. The Sith used this opportunity to begin reconstructing their destroyed society. The Sith maintained a presence on Dromund Kaas for almost 3000 years, before abandoning the planet for reasons unknown.
- 30 Approximately 900 years ago, Darth Millennial, established his Sith Temple, and established his own cult of Dark Side Prophets. The Prophets of the Dark Side would move off planet sometime prior to the Clone Wars.

Dromund Kaas

Planet Type: Terrestrial

Climate: Varies, wet

Terrain: Swamp, ocean

Atmosphere: Breathable

Gravity: Standard

Diameter: 22,450 km

Length of Day: 24 standard hours

Length of Year: 312 standard days

Sentient Species: Humans, Sith abominations

Languages: Basic

Population: 10,000

Species Mix: 70% Humans, 30% Other

Government: None (religious order in pre-Empire days)

Major Exports: None

Major Imports: None

System/Star: Dromund

Planets	Type	Moons
Dromund Ixin	Barren	0
Dromund Kalakar	Gas giant	6
Dromund Kaas	Terrestrial	2
Dromund Fels	Arid	1
Dromund Tyne	Barren	0

Part II: Arrival

Dromund Kaas is protected by three Golan Defense platforms along with 3 full squadrons of Sith Interceptors. Any ships that arrive in range of the Defense Platforms are targeted by the automated systems unless broadcasting the all-clear signal.

The Golan Defense Platform and Sith Interceptor Squads will engage the PCs ship, while the Sith try take control over the ship, and drag it into the planet...

SKILL CHALLENGE: Landing on Dromund Kaas CL: 18

As you approach the bog planet of Dromund Kaas, a Dark Spirit invades your thoughts... The controls of the ship are wrenched from your controls, sending it on a collision course for the planet itself.

Tanil: The voice and twisted image of Szardra invade your thoughts. “Tanil, welcome to my home... I have long expected you. I look forward to making you into your true self, as I have so many before you...”

Ro: A dark and malevolent spirit invades your mind, “Die Jedi! Die Jedi! Die Jedi!” Your mind fills with thoughts of your darkest moments... Ro is reminded of his time on Despayre; the deaths of the Jedi; the slaughter on Cerea by the Sith...

Torin: A dark vision encroaches into your mind, “Welcome, brother. Here you will learn the true nature of the Force...”

Non-Force Sensitives: A dark foreboding fills your mind. You feel as though your actions are no longer your own... you are moving through quicksand, your actions sluggish and thoughts dark...

Changing Circumstances: Each round, the ship is pulled 2 squares towards the planet. Once it reaches the planet’s surface, the sensors are muddied by a dense fog. The Sith Interceptors give up the chase at this point.

Special Rules: Each round, PC can attempt a Deception, Endurance, or Use the Force check as a Move Action to briefly pull away from the control of the Dark Side. Then the PC can use a Standard Action to attempt the Skill Challenge.

Complexity: 3 (No. of successes before 3 failures: 11 per party)

Suggested Skills: The following are suggested skills for this skill challenge:

- Attack** [DC 24]: Shoot a Sith Interceptor, destroying the craft.
- Deception** [DC 34]: You can attempt to deceive the Sith into believing that they have control over you, so that they diminish their focus. Does not count as a success.
- Endurance** [DC 29]: You focus your will and allow the dark energies to wash over you, but do not overtake you. Does not count as a success.
- Gather Info.** [DC 34]: You attempt to use the connection with the Sith to learn more of where they are, and probe their weaknesses.
- Knowl: Gal. Lore** [DC 39]: Your knowledge of the Force or your enemies gives you an advantage to resist the Sith’s manipulations. Give an ally a +3 bonus to the next check.
- Knowl: Tactics** [DC 39]: Your understanding of the Sith’s attack allows you to better aid your allies to resist. Give each ally a +2 moral bonus to next effort to resist. Does not count as a success.
- Knowl: Tech.** [DC 34]: Your understanding of the ship and its interaction with the atmosphere allows you to manipulate the entry to use the planet’s gravitation forces to your benefit.
- Mechanics** [DC 34]: Repair the ship.
- Perception** [DC 39]: You are able to use the sensors to try and locate a safe landing point or to locate the Sith Temple.
- Persuasion** [DC 44]: You try to persuade the Sith to release you, your ship, or take other action to your benefit.
- Pilot** [DC 29 / DC 34]: You are able to adjust the ship’s course. DC Increases in Atmosphere.

- Use Computer* [DC 39 / DC 44]: Using the Ship's Sensors, you try to locate the Sith Temple, or assist the Pilot alter the course; etc. DC increases to 44 in the atmosphere.
- Use the Force* [DC 34]: Resist the Dark Side Energy.
- Use the Force* [DC 39 / DC 44]: Use the Force to counter the Sith's control over the ship; Or Use the Light Side of the Force to give all allies a +2 Force bonus to next check to resist. DC Increases in Atmosphere.

Challenge Effects: (Choose approximately 1 to 3)

- Containment:* accrue a failure only if none of the heroes earns a success in a single round.
- Degrees of Failure:* at end of challenge, heroes must deal with consequences for each failure accrued
- Extreme Success:* succeeding by 10 or higher earns two successes
- Initiative:* heroes act in Initiative order (useful for challenges during combat or that last a short am't of time)

Success _____: The PCs are able to control the ship well enough to avoid an uncontrolled crash, but the ship still comes in hard, taking collision damage and half to PCs. 8d6+16 (1/2 to those in the ship)

Failure : For each failure, PCs are 1 day's walk from the Sith Temple. At 3 Failures, the ship crashes hard into the swamp, requiring the PCs to find another way off the planet. 8d10+32 (1/2 to those in the ship)

Golan II Space Defense Spacegun II CL 18 x1
Colossal Space Station (Huge)
Init -4; Senses Perception +10

Defenses Ref 11 (flat-footed 11), Fort 64 (12 Armor)
hp 1200; DR 20; SR 130; Threshold 564

Speed None
Ranged +16 (-4 v. smaller than Colossal) Turbolasers
(3 batteries of 6) (5d10x5)
Ranged +6 Proton Torpedos (5) (9d10x2)
Ranged +6 Tractor Beam (special)
Fighting Space 3x3 Starship Scale; Cover total
Base Atk +2; Grp +87

Abilities Str 114, Dex 8, Int 18
Skills Initiative -4, Mechanics +6, Perception +10,
Pilot -4, Use Computer +10

Crew 699 (Skilled); Passengers 220 (troops)
Cargo 10,000 metric tons; Consumables 3 months;
Carried Craft 36 Sith Interceptors; 1 Sith Shuttle.
Payload 50 Proton Toredos.
Hyperdrive None.
Availability Military.

Tactical Fire: 2 Sq. Area is "Difficult" Terrain for enemy ships. Any enemy ship in range makes a DC 29 Pilot Check as a Move action or takes 5d10x5 damage.

Starfighters: (Mark Destroyed)

1st Squad: _____ | 2nd Squad: _____
3rd Squad: _____ | 4th Squad: _____
5th Squad: _____ | 6th Squad: _____

Sith Interceptor CL 9 x6 Starfighter Squadrons of 6 (+2 bonus on attacks or pilot checks / squad member) (1 squad = TCL 54)
Huge Starfighter
Init +16 Senses Perception +12

Defense Ref 15 (flat-footed 9), Fort 21; +3 armor
hp 50; DR 10; Threshold 31,

Speed fly 5 squares (starship scale)
Ranged laser cannons +15 (see below)
Fighting Space 1 sq. (starship scale); Cover total
Base Atk +10; Grp +31
Atk Options autofire (laser cannons),

Abilities Str 32, Dex 22, Con —, Int 14
Skills Initiative +16, Mechanics +12, Perception +12, Pilot +16 / +26 w/ squad, Use Computer +12

Crew 1 (Ace); Passengers none
Cargo 40kg; Consumables 1 day; Carried Craft None
Availability Military; Cost

Laser cannons (+1 attack & damage if target is within 1 sq.)
Atk +15 (+9 autofire), Dmg (4d10)x2

Manuevers:
Thruster Hit (Reaction; If deal crit. hit or damage over DT then, if Attack Roll exceeds Ref. Def. by 0-4, target takes -1 penalty to Ref Def., Initiative, and Pilot checks; If 5-9, then -2 penalty; if 10 or above then -5 and target only flies in a straight line.

Engine Hit (Reaction; If deal crit. hit or damage over DT then, if Attack Roll exceeds Ref. Def. by 0-4 reduce Target's speed by 1 sq.; If exceed Ref. Def. by 5-9, reduce Target's speed by 2 sq.; If exceeds Ref. Def. by 10 or more, speed reduced 3 squares. Repair: Full-round Mechanic's check, DC 20, 25, 30 to repair).

Shield Hit (Standard Action; If attack roll exceeds Ref. Def, deal normal damage, plus reduce target's SR by: If 0-4 over Ref. Def, -5 to SR; If 5-9 over Ref. Def, -10 to SR; If 10 or more over Ref. Def, -15 to target's SR).

Devastating Hit (Standard Action; If attack roll exceeds Ref. Def. by 0-4, +1 die damage; if exceeds Ref. Def. by 5-9, then +2 die damage; if exceeds Ref. Def. by 10 or more, +3 die damage)

Part III: The Swamps of Dromund Kaas



Description:

As you leave the wrecked ship, you find yourself surrounded by a dense, dark trees and vegetation. The entire place feels dark and forbidding. Lightning flashes in the sky overhead, giving you a brief glimpse of the night sky – two moons are visible through the clouds. Slowly, the rain starts to fall, before long the rain storm is in full swing with no sign of letting up.

Dromund Kaas was colonized long before the Great Hyperspace War of 5000 BBY (Before the Battle of Yavin), but its location was unfortunately lost to memory soon thereafter for unknown reasons. Following the crushing defeat during the Great Hyperspace War, the remaining Sith wandered around unknown space until managing to rediscover the previously lost Dromund system. The Sith used this opportunity to begin reconstructing their destroyed society. The Sith built Kaas City as a testament to the power of the Emperor and from there, the Emperor used the planet to experiment with the dark side and to harness its great and terrible power. These experiments changed the planet forever, causing a continuous electrical storm to forever overshadow the planet.

Dromund Kaas is located in the Dromund system, deep in Sith controlled space. The planet is a wet, marshy world, with the majority of the planet covered in either ocean or swamp. These swamps are covered in very thick vegetation. One specific piece of flora, the dart flower, is extremely deadly. This plant, which was either corrupted by the dark side or produced by Sith alchemy, is a small, semi-sentient plant that shoots razor-sharp thorns with deadly accuracy. Dromund Kaas also houses a multitude of creatures that were either imported or created by dark side force users. These creatures include the force-resistant Ysalamiri, the force hunting Vornskr, and the Dianoga. In the swamps of Dromund Kaas it is very easy for a traveler to lose his way and quickly end up dead or worse daring to seek the dark artifacts that might lie within.

SKILL CHALLENGE: Searching for the Sith Temple - CL: 18

Complexity: Variable (See chart on next page)

Each Day: 1 PC needs to make either the Survival or Use the Force Check to determine the direction of travel. Failure by 10 or more, PCs walk in circles for the day; Failure by 5 or less, and PCs realize they are off course and can correct with a new Survival or Use the Force check. Increase Endurance DCs for the day by +2.

Movement – Each PC needs to make movement related skill checks to progress during the day. 3 failures during the day causes the group to lose time traveling. Either costs 1 day of travel, or increase Endurance DC by +2 to continue, but increase the odds of a Night Random Encounter (+5 to d20 for night encounter chance). If an individual needs to carry another member of the party, increase difficulty by +5 (or +3 if shared between 2 members or +2 if shared by the group).

Endurance – At the start of each day, each PC makes an endurance check. Failure and the PCs are -1 persistent step on the CT the following morning. If reduced to 0 on CT, the individual is exhausted, and unable to push on. They are conscious, but will need to be carried in some fashion, or the party will need to take additional time resting. If they take time to rest, +3 to random encounter chance per day of rest (if random encounter, Boonji is part of it).

Suggested Skills: The following are suggested skills for this skill challenge:

- Acrobatics* [DC 24]: You are able to use your acrobatic skills to more quickly cover ground.
- Climb* [DC 24]: You are able to climb over the difficult terrain, moving towards the goal.
- Endurance* [DC 24]: You are able to push your limits on the extended march (everyone makes this at the end of the day, +1 to DC per day of Travel; Failure and -1 persistent step on CT for the next day).
- Jump* [DC 24]: You are able to jump over difficult terrain.
- Knowl: Gal. Lore* [DC 34]: You use your knowledge of the planet and the Sith to give a +3 insight bonus to the next survival check.
- Knowl: Life Sci.* [DC 34]: You use your knowledge of the wildlife to aid in next Survival Check to forage for food. Success grants +3 bonus to Endurance checks for the following day. DC 10+CL of creature to know a bit about any creatures that they come across. May also aid in Survival Check to avoid Random Encounter.
- Perception* [DC 34]: You are able to help spot signs of wildlife, potential natural hazards, and help find the path. Grants +2 insight bonus to next round of Climb, Jump, Acrobatics, or Survival Checks.
- Stealth* [DC 34]: You attempt to cover your tracks and keep the group hidden from the natural predators. Success and Decrease chances of Random encounter.
- Survival* [DC 29]: You try to pick the best route to the Sith Temple, setting the course for the next day's travel. (1 check per day). Additional checks can provide +2 Insight Bonus to movement related checks, endurance checks, or to decrease the odds of a Random Encounter. DC 34 to identify tracks and other animal life signs.
- Swim* [DC 24]: You are able to swim through the swampy water.
- Treat Injury* [DC 34]: Any ally suffering from persistent step on CT from failed Endurance Check can receive treatment with 8 hours rest to recover 1 step.
- Use the Force* [DC 34]: You use the Force to sense the direction to the Sith Temple. DC 39 to sense location of hostile creatures to avoid. Success decreases chance of random encounter. Or, Accept a Dark Side Point to reduce DC to 24.

Challenge Effects: (Choose approximately 1 to 3)

- Catastrophic Failure:* failing a skill check by 10 or more accrues two failures
- Recovery:* a success by 5 or more may be used to remove one failure instead of earning a success
- Second Effort:* hero can make a sacrifice (1 FP) to turn a failed check into a success

Success _____: You manage to find the way to the Sith Temple.

Failure : If 3 failures in 1 day, or fail Survival or Use The Force Check, add 1 day of travel.

Day 1	Day 2	Day 3	Day 4	Day 5
Directions: S / F	Endurance - ALL	Endurance - ALL	Endurance - ALL	Endurance - ALL
---	Directions: S / F	Directions: S / F	Directions: S / F	Directions: S / F
Movement Clmb	Movement Jmp	Movement Swm	Random Enctr	Movement Clmb
Movement Jmp	Movement Clmb	Random Enctr	Movement Acro	Random Enctr
Movement Acro	Random Enctr	Movement Jmp	Movement Clmb	Movement Jmp
Random Enctr	Movement Swm	Movement Clmb	Movement Swm	Movement Acro
Movement Swim	Movement Acro	Movement Acro	Movement Jmp	Movement Swm
Move Failures: Clmb: Jmp: Acro: Swm:	Move Failures: Clmb: Jmp: Acro: Swm:	Move Failures: Clmb: Jmp: Acro: Swm:	Move Failures: Clmb: Jmp: Acro: Swm:	Move Failures: Clmb: Jmp: Acro: Swm:

Individual Successes/ Failures:

Each individual needs to Not fail any Movement check by more than 5; Failure by more than 5 counts as 1 failure for the day. Additionally, each individual needs to succeed at 2 Movement Checks, or garner 1 failure for the day. 3 Failures for the day = 1 additional day's travel.

Tanil's Destiny: Success w/ Directions = +2 bonus on Damage rolls for all in 10 sq. of Tanil; Fail = -2 on damage

Number of Days: (See next page re: "Visions") (Each day, Density of Fog, Concealment at 2d10 squares; Total Concealment +5 squares beyond)
1+

Random Encounters:

Each Day of Travel... d20. Roll of 11 or higher, Random encounter; 10 or less, no random encounter. For any Stealth, Survival or Use the Force Check made to avoid predators, -1 to d20 roll (max. -5).

Day Encounter Table:

1-5 = 2 Noghri Abominations, 1 Swamp Wampa, Sucking Mud, Dart Flowers
6-10 = Ghhhk x2, Strangle Vines, Dart Flowers
11-15 = Ng'ok x2, Noghri Abomination x2, Swamp Gas, Dart Flowers
16-19= Boma x5, Noghri Abomination x2, Dart Flowers
20 = Boonji & Reroll.

Location for Random Encounter: (1d4)

1 = Narrow Patch of ground between watery bogs
2= Cliff next to Water fall above murky swamp
3= Mostly solid ground in thick patch of trees
4= Clearing at the edge of a Lake.

Each Night of Travel... d20; 6 or higher, PCs attract attention of abominations. For any Stealth, Survival or Use the Force Check made to avoid predators, -1 to d20 roll (max. -5).

Night Encounter Table:

1-5 = Knobby White Spider x2, Strangle Vines, Dart Flowers
6-10 = Divto x2, Dart Flowers
11-15 = Ghhhk, Swamp Wampa, Noghri Abomination x2, Swamp Gas, Dart Flowers
16-19= Houjix x4, Flash Moss, Dart Flowers
20 = Boonji & Reroll.

Note: Once Boonji is on their path, he will continue to shadow them for all following random encounters.

Visions

First Night: *Tanil* has a vision of Szardra, although she barely looks like he remembers her. “I hope you are enjoying your stay on Dromund Kaas, Tanil.” She whispers to him, “Have you had a chance to reunite with your long lost companion? He’s waiting for you... who knows, maybe you’re in his sights right this instant...”

Ro has a vision of a three eyed mutant human shrouded in darkness, with a strange red symbol glowing on his hand. Slowly sparkles of light pierce the dark cloak, giving the figure the appearance of being cloaked in the galaxy itself. “I have foreseen your arrival, Jedi. And I have foreseen your downfall. You shall not leave this place alive.” Opposed UtF check w/ Millennial, If Millennial wins, *Ro* persistent -1 on CT the following day.

Torin – Millennial visits him, “The only way to survive this place is to give in to the darkside. Open yourself to the potential of the Dark Side of the Force... otherwise you and your friends are doomed!” Persuasion v. *Torin*’s Will; Success and *Torin* takes 1 DSP for each Force Point used the following day and 2 for each Destiny Point, or *Torin* can take -1 or -2 to CT instead following uses of FP or Destiny Points.

Additional Nights: *Tanil* – continues to hear from Szardra, asking him how he enjoys her creations, and how she looks forward to sharing her “greatest creation.”

Ro – Continues to be taunted by Darth Millennial. Each night another opposed Use the Force check, as Millennial attacks *Ro*’s will.

Torin – Millennial continues to visits him, and continues to attempt to coerce *Torin* to giving in to the Dark Side. He will congratulate *Torin*, should he have taken any Dark Side Points during the day, otherwise he will push him “Imagine how much easier things would be for you and your friends if only you opened yourself to the Power of the Dark Side!” Persuasion v. *Torin*’s Will; Success and *Torin* takes 1 DSP for each Force Point used the following day and 2 for each Destiny Point, or *Torin* can take -1 or -2 to CT instead following uses of FP or Destiny Points.



Knowledge [Galactic Lore] – “Three eyed Mutant” DC 34

Darth Millennial was a three-eyed mutant Sith Lord and Shadow Hand, heir to the lineage of Darth Bane, who lived almost a thousand years ago. Apprenticed to Darth Cognus, Millennial was powerful in the Force and had the ability to see the future. However, he and his Master disagreed on many aspects about the Sith, and Millennial became disillusioned with the Rule of Two, which he felt was far too restrictive, and saw far more sense in Lord Kaan's Rule by the Strong.

Eventually, he left his enraged Master and founded the Dark Force religion—which would later become the Prophets of the Dark Side—on the planet Dromund Kaas. Proclaiming himself as a prophet chosen by the will of the Force, he attracted many Force-users from across the galaxy to his religion before passing away.

Random Encounter Creatures

Boma CL8

Large Jungle Beast 9

Init +5; Senses: Low-light Vision, Scent; Percep +11

Defenses Ref 19 (Natural armor +9, Flat-footed 18), Fort 19, Will 12

HP 160; DR 5; Threshold 24

Speed 6 squares

Melee Bite +15 (1d8+13) and

Melee Slam +15 (1d6+13) or

Melee Slam +19 (2d6+17) with Powerful Charge and Mighty Swing – See **Ramming Attack**

Fighting Space 2x2; Reach 1 square

Base Atk +6; Grp +20

Atk Options Mighty Swing, Powerful Charge, Ramming Attack

Abilities Str 28, Dex 13, Con 28, Int 2, Wis 14, Cha 10

Feats: Mighty Swing, Powerful Charge, Skill Training (Endurance), Toughness

Skills: Endurance +18, Perception +11

Ramming Attack: When an adult Boma makes a successful slam attack at the end of a charge, compare the attack result to the target's Fortitude Defense. If it is higher, the target falls prone. This only works if the target is large size or smaller.

Pack Hunter: +4 with Aid Another

Swamp Walk: Not hindered by difficult terrain in swampy environment.

Tactics – Group of 4 will attack, charging their prey, 1 aids, 1 attacks. Once in range, then bite attacks versus any prone targets. Retreat when bloodied.



Divto Abomination – CL 15

Large Beast 15

Init +11; Senses Perception +12, darkvision, Scent

Defenses Ref 20 (flat-footed 18), Fort 22, Will 14

hp 137; Threshold 32

Speed 8 squares; 1 sq. burrowing

Melee Bites: +16 (1d8+11+ poison) x3 heads and Slam +16 (1d6+11)

Melee Bites: +18 (1d8+11+ poison) x3 heads and Slam +18 (1d6+11) v. Flat Footed Target

Fighting Space 2x2 square; Reach 2 sq. (Threatening)

Base Attack +11; Grapple +18

Abilities Str 18 Dex 14 Con 26 Int 1 Wis 10 Cha 8

Special Abilities: Racial Bonus Skill Training (Init), Nightstalker, Poison, Swallow Whole

Feats Skill Focus (Stealth), Combat Reflexes, Skill Training (Perception), Improved Defenses, Imp. DT, Force Sensitive, Cunning Attack.

Skills Initiative +10, Perception +11, Stealth +13 (+concealment), Survival +6, Use The Force +6.

Nightstalker: naturally have concealment if not moving; Total Concealment in darkness

Poison: 1d20+13 v. Fort Defense of target of bite, -2 persistent on CT +2d6 damage; fail and ½ damage; 10 rnds later, d20+13 v. Fort Def., success and target paralyzed for 4d6 rnds; fail and no effect

Scent: automatically detects opponents w/in 6 sq., full round action to pinpoint exact location, otherwise they only know someone/something is within that 6 square radius)

Swallow Whole: once prey is paralyzed, Divto drags off to a secluded spot and will swallow the prey with its middle head -- 2 small creatures or 1 med. creature take/s 1 minute; victims take 2d6

constriction damage, 1d6 acid damage; attacking inside a Divto, the Divto has a Ref. Def. of 12

Abominable Presence: d20+8 v. Will Def. of any Target that starts w/in 6 sq., -1 on CT)

Tactics: Divtos will hide in the underbrush, sneak up on their prey at night, and attack. As a ghost.

Ghhhk CL 14

Large Beast 15

Init +7; Senses darkvision, Perception +7

Defenses Ref 23 (flat-footed 23), Fort 21, Will 17.
hp 128; Threshold 26

Speed 6 squares, Climb Spd 3
Melee Beak +19 (1d8+12), Claws +19/+19 (1d6+12)
Ranged Poison Gas Spray (1/enc.) +14 v. Fort, (1d6+11), 2 sq. burst – Poison gas cloud (concealment 1 round)
Fighting space 2x2; Reach 2 squares
Base Atk +14; Grp +22
Atk Options Cunning Attack (+2 v. Flat Footed Target),

Abilities Str 20, Dex 10, Con 18, Int 2, Wis 10, Cha 8.
Feats Rancor Crush, Skill Training (Stealth), Skill Focus (Stealth), Crush, Multi-Grab, Pin
Skills Athletics +17, Stealth +12 (can reroll)

Camouflage – No size penalty to Stealth; can reroll.
Snatch – Claw Attack hits, Free Opposed Grapple (1d6+12 damage & -1 on CT, target moved adjacent and pinned)
Arboreal – Ignores Difficult Terrain while climbing trees.

Tactics: Hide in the trees above their targets, the Ghhhk will reach down and grab one or two targets, pull them up into the trees and use their beaks to attempt to break into the skull cavity, then suck out internal fluids/organs.



Houjix CL 14

Large Beast 15

Init +10; Senses darkvision, Perception +7

Ref 27/34 v. AoO (flat-footed 24), Fort 21, Will 17.
hp 128; Threshold 26

Speed 8 squares
Melee Bite +19 (1d8+12) and Tail +19 (1d6+12), or
Melee Bite +17 (1d8+12) and Tail +17 (2d6+12),
Rapid Strike
Fighting space 2x2; Reach 1 squares
Base Atk +14; Grp +24
Atk Options Swarm (+1 attack per adjacent ally);
Moving Target (move 3 sq., +1 Dodge), Rapid Strike.

Abilities Str 20, Dex 16, Con 14, Int 2, Wis 10, Cha 8.
Feats Rapid Strike, Coordinated Attack, Swarm,
Dodge, Mobility, Moving Target
Skills Survival +12

Pack Hunter: +4 on Aid Another

Trip: Hit with Tail, Free Opposed Grapple to trip target.

Devour: Hit with Bite, Free Opposed Grapple, success and devour target (1d8+12 damage per round), target is immobilized, new opposed grapple each round; at Ohp, target is swallowed and takes 1d6 acid damage per round after. After swallowing a target, the Houjix will leave. Any target being devoured by 2 or more Houjixes takes +1d4+5 damage / Houjix pulling at them.

Tactics: Five Houjix's will rush to surround their prey, each round they will move around (at least 3 squares each) then attack again (2 aiding the other 3), unless devouring a target, focusing on any devoured or prone targets. If 3 die, the remaining will flee.



Knobby White Spider CL 14

Huge Beast 15

Init +9; Senses darkvision, Perception +8

Defenses Ref 23 (flat-footed 22), Fort 29, Will 20.
hp 160; Threshold 48

Speed 6 squares

Melee Sting +19 (1d8+15), plus poison and

Bite +19 (2d6+15), or

Melee sting +17 (2d8+15, plus poison) with Rapid Strike and

Bite +17 (3d6+15) with Rapid Strike

Fighting space 3x3; Reach 2 squares

Base Atk +11; Grp +29

Atk Options Rapid Strike, Poison

Abilities Str 27, Dex 14, Con 34, Int 2, Wis 12, Cha 10.

Feats Improved DT, Rapid Strike, Skill Training

(Endurance), Toughness, Improved Defenses, Imp. DT

Skills Endurance +24, Jump +18, Perception +8

Poison – d20+13 v. Fort, -1 on CT; at end of track, immobilized. Attacks each round until cured with DC 15 Treat Injury check.

Ng'ok – CL 13

Large beast 14

Init +11; Senses Low-light +14

Ref 20/30 UtF, Fort 22 /32 UtF,

Will 19 / 29 UtF

hp 139; Threshold 27 / 37 UtF

Speed 8 squares

Melee 2 Claws +17/+17 (1d6+14), Opposed Grapple

as Free action to Pin target, See Stench & Rend

Fighting Space 2; Reach 2 squares

Base Atk +10; Grp +22

Abilities Str 24, Dex 8, Con 20, Int 5, Wis 14, Cha 8

Feats Improved Damage Threshold, Skill Trainx2, Pin

Skills Endurance +17, Initiative +11, Perception +14,

Stealth +1, Survival +14

Terrifying Presence – may re-roll intimidation checks but must keep second result

Stench attack – make 1d20+10 vs Fort against target of Pin feat, -1 on condition track on success

Rend- If successful with both claw attacks in one turn, can rend opponent for 2 extra dice of dam.

Scent- Ignore concealment and cover when making Perception checks to notice opponents within 10 squares and poor visibility when tracking

Force Resistance- A Ng'ok gains a +10 bonus on all defenses against force effects, powers and talents



Noghri Abomination v. 1– CL 5

Small, Noghri, Nonheroic 16

Init +13; Senses Perception +9, Scent, Sense Force +5

Darkside Points 12

Languages Noghri

Defenses Ref 24 (flat-footed 19), Fort 18, Will 11

hp 96; DR 5; Threshold 18

Speed 4 squares

Melee Unarmed +17 (1d8+9), Charging, then

Opposed Grapple (1d8+4 damage, & prone 2 sq).

Ranged +17, by weapon

Base Atk +12; Grp +17

Attack Actions Running Attack

Stava Training (Charge, if hit, grab as Free Action)

Abilities Str 18, Dex 20, Con 16, Int 6, Wis 12, Cha 4

Special Abilities Abominable Presence (d20+4 v. Will

Def. of enemy starting w/in 6 sq., -1 on CT, Fear effect)

Skills Stealth +23

Possessions Combat Gloves, battle armor

Noghri Abomination v. 2– CL 5

Small, Noghri, Nonheroic 16

Init +18; Senses Perception +9, Scent, Sense Force +5

Darkside Points 12

Languages Noghri

Defenses Ref 24 (flat-footed 19), Fort 18, Will 11

hp 96; DR 5; Threshold 18

Speed 4 squares

Melee Unarmed +18 (2d8+9) v. Flat Footed; See

K'Tara Training

Melee Unarmed +16 (1d8+9)

Ranged +17, by weapon

Base Atk +12; Grp +17

Attack Actions Running Attack

K'tara Training (1/enc., when deal damage to FF

Target, unarmed attack v. Fort, success target

incapable of speech until end of your next turn, stunning effect)

Abilities Str 18, Dex 20, Con 16, Int 6, Wis 12, Cha 4

Special Abilities Abominable Presence (d20+4 v. Will

Def. of enemy starting w/in 6 sq., -1 on CT, Fear effect)

Skills Initiative +23, Stealth +23

Possessions Combat Gloves, battle armor

Swamp Wampa Abomination CL 15

Large Beast 15

Init +7; Senses dark-vision, low-light vision;

Perception +6

Defenses Ref 26 (flat-footed 24), Fort 22, Will 17.

hp 158; DR 5; Threshold 20

Speed 8 squares

Melee Bite +17 (2d6+10), and

Claws +17 (1d8+10), Grapple (2d6+10, -1 on CT)

Fighting space 2x2; Reach 2 squares

Base Atk +14; Grp +19

Atk Options Pack Hunter (+4 w/ Aid Another),

Ferocious (reroll failed attack)

Abilities Str 17, Dex 10, Con 22, Int 1, Wis 8, Cha 8.

Special Qualities Abominable Presence (d20+6 v. Will,

anyone starting w/in 6 sq., -1 to CT, Fear Effect)

Feats Force Sensitive, Pin, Crush, Rancor Crush,

Weapon Focus (Simple), Martial Arts I, Improved

Defenses

Skills Acrobatics +12

Ferocious: Reroll a failed attack

Pack Hunter: +4 to Aid Another

Constrict



Random Encounter Hazards

Dart Flower – CL 15

Growing along large networks of thick thorny vines are small black flowers with deep red highlights that seem to call to you as you walk past...

Natural, Poison

Trigger: Tremorsense, 3 sq. radius – anything enters that area or moves through, and the Dart Flower shoots 1 thorn as Reaction.

Attack: Thorn +17 v. Ref. (1d4) and poison +18 v. Fort (3d10) and reduced to 1/2 speed

Skills:

Knowledge (Life Sciences) (DC 32) – The PCs are able to identify the dart flower and know its threatened area and effect of the poison.

Acrobatics (DC 37) – If the PCs know the threatened area, they can tumble through it to avoid the thorns. But they don't know exactly where the thorn is coming from.

Treat Injury (DC 27) – Standard, Treat the Poison to remove the slowed condition.

* * *

Strangle Vines – CL 15

A mass of vines hangs down from the trees, creating a curtain of vegetation that can choke an unwary creature.

Natural

Trigger: A creature begins its turn in a square occupied by the vines.

Attack: +17 v. Ref. (3d8+4) & target -1 on CT & grabbed (opposed grapple 17)

Recurrence Each round at the start of the target's turn as long as it starts within the area occupied by the vines.

Skills:

Knowledge (Life Sciences) (DC 27) – The character identifies the strangle vines. As a result the character and his or her allies gain a +1 circumstance bonus to Ref. Def. v. Vines.

Endurance (DC 32) – If the character is being choked by the strangle vines, for 1 round he or she takes only half damage and does not move down the condition track.

Special – If the attack roll exceeds target's Ref. Def. by 5 or more, the vine is wrapped around the target and the target is choked (-2 on CT)

* * *

Flash Moss – CL 12

A seemingly harmless plant flashes a bright light when it is touched.

Area, contact, energy, natural

Trigger: Something touches the moss; Targets all creatures in 6x6 sq. area.

Attack: +14 v. Ref. Def. (Target is blinded for 1d6 rounds)

Recurrence 1d6 hours.

Skills:

Knowledge (Life Sciences) (DC 26) – The character identifies the nature of the moss, gaining a +2 circumstance bonus to Ref Def. against the hazard.

Perception (DC 21) - The character spots the moss, gaining a +2 circumstance bonus to Ref. Def. against.

* * *

Sucking Mud – CL 13

The patch of ground ahead looks different from the turf you have seen before now, and the small skeletons visible in the dirt unsettle you.

Natural

Trigger: A creature begins its turn in the sucking mud.

Attack: +15 v. Ref. (Immobilized, requiring DC 15 Strength Check), Beginning of each successive turn character sinks (+2 to Strength Check DC). Small – 3 rnds to begin drowning; Medium 4 rnds to begin drowning.

Skills:

Jump – Long Jump DC # squares x5 (w/ 4 sq. running start) or # squares x 10 w/o running start.

Perception (DC 21) – The character spots the mud, gaining +2 Circumstance bonus to Ref. Def. to avoid.

Survival (DC 26) – The character knows a technique to escape from the mud more easily, gaining a +2 circumstance bonus to the Strength Check.

Drowning: A character can hold its breath rounds = Con Score; then Endurance DC 10, +2 each additional round. Failure and -1 on CT, at -5, unconscious, next round dead.

* * *

Swamp Gas – CL 18

A near-transparent cloud of gas is exuded by decomposing matter in a swamp.

Area, atmospheric, fire, natural

Trigger: A spark or fire-starting energy source, such as a blaster bolt, comes into contact with the swamp gas;

Targets all objects/creatures in 3x3 sq. area.

Attack: +20 v. Ref. (3d12 fire damage, miss ½).

Recurrence On Trigger.

Skills:

Knowledge (Physical Sciences) (DC 24) –The character recognizes the presence of swamp gas.

Acrobatics (DC 29) – The character rolls away from the swamp gas as it ignites, gains +2 bonus to Ref. Def.

Part IV: The Ruined Temple

Ahead of you is a clearing, a large open body of water, and beyond you can make out the edges of a ruined Sith Temple. Along the edge of the water are two canoes.

Perception: DC 29 – You see the Noghri Abominations moving in the bushes around you.
DC 34 – You see something moving in the otherwise still water.
DC 54 – You see Boonji in the trees across the lake taking aim.

Crossing the Lake – In the Canoes, Strength DC 10 moves the canoe 1 square, +1 per 5 over.
Swimming – Still Water, DC 15 to move ¼ speed.

Opposition:

Boonji – Sniper from across the lake using normal tactics. (Won't act in first round)
Noghri Abominations – swarm upon PCs as they move towards the water's edge.
Shyraks – Dive bomb PCs in the boats as they try to cross the lake.
Dianaga – Attacks first canoe to go near it, then goes after the swimmers, grappling and pulling them under.

Fire Spurts – CL 18

Following a brief popping sound, a jet of flame burst from the ground.

fire, natural

Trigger: 1d4 rnds after initiative; 1 square, with 1 sq. splash (square chosen 1d6 for row, 1d6 for column, 1d4 for tile)
Attack: +20 v. Ref. (3d12 fire damage, miss ½); Adjacent: +18 v. Ref (3d6) fire damage (1/2 on miss)
Recurrence 1d4 rnds.

Skills:

Knowledge (Physical Sciences) (DC 24) –The character recognizes the popping sounds as Fire Spurts; +2
Circumstance bonus to Ref. Def.
Acrobatics (DC 24) – The character rolls away from the swamp gas as it ignites, gains +2 bonus to Ref. Def.
* * *

Noghri Abomination v. 1– CL 5 x3

Small, Noghri, Nonheroic 16

Init +13; Senses Perception +9, Scent, Sense Force +5

Darkside Points 12

Languages Noghri

Defenses Ref 24 (flat-footed 19), Fort 18, Will 11
hp 96; DR 5; Threshold 18

Speed 4 squares

Melee Unarmed +17 (1d8+9), Charging, then Opposed Grapple (1d8+4 damage, & prone 2 sq).

Ranged +17, by weapon

Base Atk +12; Grp +17

Attack Actions Running Attack

Stava Training (Charge, if hit, grab as Free Action)

Abilities Str 18, Dex 20, Con 16, Int 6, Wis 12, Cha 4

Special Abilities Abominable Presence (d20+4 v. Will Def. of enemy starting w/in 6 sq., -1 on CT, Fear effect)

Skills Stealth +23

Possessions Combat Gloves, battle armor

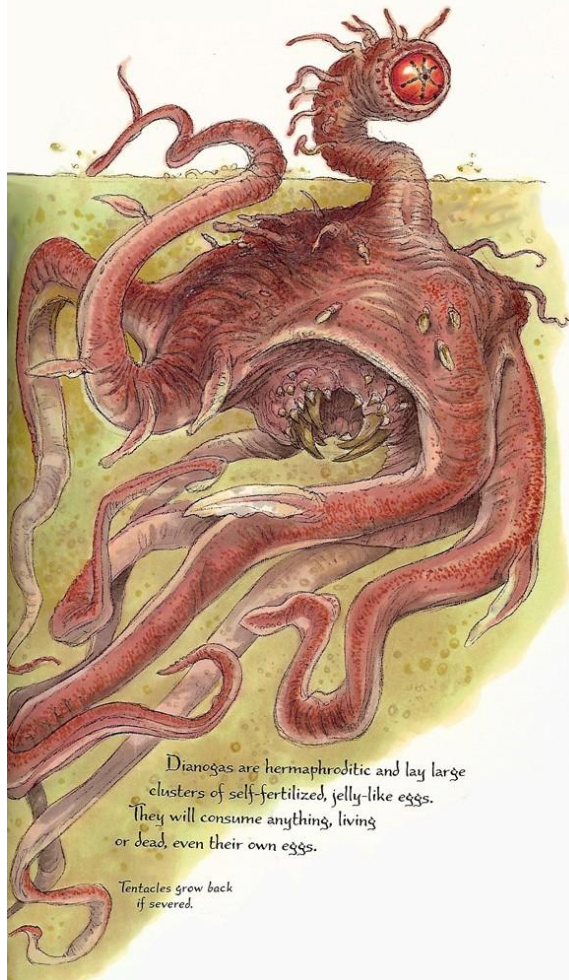
Noghri Abomination v. 2- CL 5 x3
Small, Noghri, Nonheroic 16
Init +18; Senses Perception +9, Scent, Sense Force +5
Darkside Points 12
Languages Noghri

Defenses Ref 24 (flat-footed 19), Fort 18, Will 11
hp 96; DR 5; Threshold 18

Speed 4 squares
Melee Unarmed +18 (2d8+9) v. Flat Footed; See K'Tara Training
Melee Unarmed +16 (1d8+9)
Ranged +17, by weapon
Base Atk +12; Grp +17
Attack Actions **Running Attack**
K'tara Training (1/enc., when deal damage to FF Target, unarmed attack v. Fort, success target incapable of speech until end of your next turn, stunning effect)

Abilities Str 18, Dex 20, Con 16, Int 6, Wis 12, Cha 4
Special Abilities **Abominable Presence** (d20+4 v. Will Def. of enemy starting w/in 6 sq., -1 on CT, Fear effect)

Skills Initiative +23, Stealth +23
Possessions Combat Gloves, battle armor



Dianoga Abomination CL 15
Gargantuan Beast 15
Init +9; Senses dark-vision, low-light vision;
Perception +7, Darkvision

Defenses Ref 21 (flat-footed 19), Fort 27, Will 21.
hp 280; Threshold 49

Speed 4 squares
Melee Bite +24 (2d6+19), Poison, and
Melee Slam +24 (1d8+19).
Poison +17 v. Fort Def., 4d6 and -1 persistent down CT; Whenever Target uses FP, +17 v. Will, +1 to Dark Side Score; DC 25 UfF to neutralize poison upon failed attack; After 5 failures, poison dissipates.
Fighting space 6x6; Reach 4 squares
Base Atk +11; Grp +38
Atk Options Pin, Crush

Abilities Str 34, Dex 15, Con 43, Int 1, Wis 9, Cha 10.
Special Qualities aquatic, camouflage, subterranean ,
Abominable Presence (d20+16 v. Will, anyone starting w/in 6 sq., -1 to CT, Fear Effect)
Skills Stealth +17, Use the Force +7

Shyrak CL 11 x5
Large airborne beast 12
Init +13 (can reroll and keep second result); Senses low-light vision; Perception +3

Defenses Ref 22 (FF 19), Fort 19, Will 17| Dodge
hp 72; Threshold 23

Speed 8 squares (fly) 10 sq. charge/running attack
Melee bite +15 / +23 w/ 2 Aids (1d8+11) or
Melee Bite +17 / +25 (1d8+17), Charge (+1 to attack per sq. moved through, Max. +5)
Base Atk +9; Grp +14
Atk Options confusing swoop, Running Attack

Abilities Str 21, Dex 17, Con 22, Int 2, Wis 12, Cha 10
Special Qualities confusing swoop

Confusing Swoop -- When a Shyrak damages a target with a charge attack, that target cannot make attacks of opportunity against the Shyrak until the end of its next turn.

Pack Hunter – Aid Another +4

Diving Attack – Charge grants +1/sq. moved through (Max. +5); Have a move action after Charge.

Tactics – Groups of 3 swoop in using Diving Attacks, then Confusing Swoop to move off, 2 aiding the main attacker. If target reduced to 0hp, next swoop grabs target and they fly off to trees to feed. If reduced to 1, group stops attacking.

Boonji, Ewok Clone Abomination - 19

Small, Male Ewok (clone), Scout 9/ Bounty Hunter 9

Init +14; **Senses** Perception +16 (reroll), Scent, Low-light (w/ targeting scope), Sense Force (UtF +8)

Force Points 8; **Darkside Points** 14

Languages Ewokese

Defenses Ref 38 (flat-footed 33), Fort 36, Will 30 / 39 v. UtF

hp 208; **DR** 5; **Threshold** 36 | **Second Wind:** 1/day recover 43 hp as swift action.

Speed 4 squares (ignore difficult terrain) (move full speed w/ no penalty to stealth); Fly 6 sq. (Glider)

Melee Knife +16 (1d4+10)

Ranged Heavy Blaster Rifle +22 (3d12+10), pbs

Ranged Heavy Blaster Rifle +19 (3d12+9), 31-150 sq.

Ranged Rock (from glider) +20 (2d6+9)

Base Atk +15; **Grp** +20

Special Actions Total Concealment (If have concealment, gain total concealment)

Hunter's Target (1/enc. Designate target, +9 damage)

Shake It Off (2 swift, +1 step on CT)

Familiar Foe (Observe Target 1 rnd, +4 Attack v. Target, & +4 Ref. Def. v. Target)

Abominable Presence (Enemy Starts w/in 6 sq., d20+5 v. Will Def., Target -1 on CT, Fear Effect)

Attack Actions Target Flat Footed: +2 Attack, -1 CT

Aim: 2 swift or 1 swift if aimed v. Target last rnd, Ignore Cover, Ignore Concealment, +2 Attack, +1d12 damage & -1 to Target's CT

Sniper (ignore soft cover)

Keen Shot (ignore concealment)

Jedi Hunter (+1 die v. Force Sensitives)

Abilities Str 13, Dex 20, Con 20, Int 9, Wis 12, Cha 8

Special Abilities Familiar Foe

Talents Acute Senses, Keen Shot, Surefooted, Hidden Movement, Total Concealment, Dastardly Strike, Hunter's Mark, Jedi Hunter, Hunter's Target, Strong Willed

Feats Shake it Off, Weapon Prof (simple), Point Blank Shot, Precise Shot, Deadeye, Weapon Focus (Rifle), Rifle Master, Forest Stalker, Sniper, Skill Focus (Stealth), Weapon Prof. (Rifles), Careful Shot, Cunning Attack, Skill Focus (Survival), Force Sensitive

Skills Athletics +15, Endurance +17, Perception +16 (reroll), Stealth +29 (reroll, keep best), Survival +21, Use the Force +8

Possessions Heavy Blaster Rifle (Mod., accurate), Targeting Scope (enhanced, low-light vision, reduce range penalty 1 step), Bipod (Move to setup; 2 swift to aim at a target, 1 swift to aim following rounds), Bayonet Ring (for Knife), Double Trigger; Ewok Glider

Tactics Rnd1, Observe Target, Rnd 2- located, Aim (2 Swift); Rnd 3 - Shoot (Standard), Hide (Move, -10); Rnd 4+ Aim (swift), Shoot (Standard), Hide (Move, -10). Once located, move to a new position.



Ruins of the Sith Temple

Survival DC 24 (3 successes to follow tracks) to track the heavy foot traffic in the ruined temple. The tracks seem to congregate around a large statue in the center of the ruins.

Perception DC 29 to notice that the ground around the statue is unusually compressed, suggesting that the statue has moved or something particularly heavy was set on the ground beside it.

Use the Force DC 30 to Move the Statue to reveal the secret passage down.

While PCs investigate the ruins, Boonji will pursue (if still alive), and a 2 packs of Vornskyr Abominations will attack

Vornskr, Abomination CL 13 x6

Medium beast 12

Init +10; **Senses** low-light vision; **Perception** +11

Defenses Ref 24 (FF 15), Fort 21, Will 19 | **Iron Will**

hp 116; **Threshold** 21

Speed 8 squares

Melee 2 claws +13/+13 (1d6+9) and
Bite +13 (1d8+9) and
Tail +13 (1d4+9 plus poison) or

Melee 2 claws +11/+11 (2d6+9) and
Bite +11 (2d8+9) and
Tail +11 (2d4+9 plus poison), **Rapid Strike**

Melee Pack: 2 claws +21/+21 (1d6+9) and
Bite +21 (1d8+9) and
Tail +21 (1d4+9 plus poison) or

Melee 2 claws +19/+19 (2d6+9) and
Bite +19 (2d8+9) and
Tail +19 (2d4+9 plus poison), **Rapid Strike**

Base Atk +9; **Grp** +22

Atk Options Combat Reflexes (5), Poison, Rapid Strike

Abilities Str 16, Dex 18, Con 21, Int 5, Wis 12, Cha 10

Special Qualities Force Perception, low-light vision, Abominable Presence (d20+5 v. Will, Success target -1 on CT, Fear Effect)

Feats Combat Reflexes, Force Sensitivity, Rapid Strike, Skill Training (Stealth), Withdrawal Strike, Weapon Focus (Simple)

Skills Perception +11, Stealth +14, Use the Force +11

Pack Hunter – Aid Another +4

Poison –d20+13 v. Fort Def., Target moves -1 on CT; at -5 on CT, immobilized, not unconscious.

Tactics – Groups of 3 will search out Force Sensitives and attack them.



Part V: Darth Millennial's Temple

Beneath the Statue in the Ruined Temple is a stairway leading below ground into Darth Millennial's Temple. (Monestary Map). Inside the Temple are statues depicting a 3-eyed human wearing a flowing cloak, with his right hand outstretched, it appears that the Galaxy was etched into the palm of his hand.

Notes: Major Dark Side Site

Non-Force Sensitives: lingering dread and malice; haunted and unlucky. "You have a bad feeling about this..."

Force Sensitives: Whenever spend a Force Point, increase Dark Side Score by 1 or -1 on CT; Destiny Point = 2 DSP or -2 on CT.

Dark Siders: If Dark Side Score = $\frac{1}{2}$ Wis or greater, gain +2 bonus on Dark Side Force Powers; Use Talents requiring a Force Point for free.

Darth Millennial will appear on the Throne, after the group has made it deep into his Temple. His Sith Hounds & Massassi Warriors will appear in the alcoves behind them, blocking the exit. Darth Millennial will test the PCs. He will use Farseeing on each of those standing before him, as well as UtF to determine if they are dark or light. Any that fails his quiz, or who he sees as a threat to the Brotherhood of Darkness, will not be allowed to proceed.

SKILL CHALLENGE: Darth Millennial's Test CL: 18

Complexity: 2 (No. of successes before 3 failures: 8 per party / 1 per hero)

Suggested Skills: The following are suggested skills for this skill challenge:

Deception [DC 34]: Convince Darth Millennial that you serve the Dark Side.

Knowl: Gal. Lore [DC 34]: The character's knowledge of the Sith and of Darth Millennial aid in passing the test. +2 bonus to Deception, Persuasion or Use the Force.

Perception [DC 34]: The character's observations of Darth Millennial assist in gauging his reactions to the PCs answers to his test, and thus gain an advantage. +2 bonus to Deception, Persuasion or Use the Force.

Persuasion [DC 34]: Persuade Darth Millennial that he wants to allow the party to pass.

Stealth [DC 34]: Attempt to hide from Darth Millennial's awareness and thus elude the test.

Use the Force [DC 34]: Project through the Force your power, strength, and Dark Side intentions.

Use the Force [DC 44]: Hide your Light Side Presence from Millennial.

Challenge Effects: (Choose approximately 1 to 3)

Individual Effort: each hero must earn 2 successes before party accrues 3 failures

Success _____: Darth Millennial allows you to proceed to the lower levels.

Failure : Darth Millennial summons his guards to destroy the PCs.

Darth Millennial, Sith Spirit – CL 20

Medium, Human Male, Jedi 7 / Sith Apprentice 3 / Force Adept 3/ Force Disciple 3 / Sith Lord 4

Init +12; **Senses Perception** +32**Force Points** 7 (d8s); **Darkside Points** 20**Languages** Sith, Basic, High Galactic, +3**Defenses** Ref 36 / 38 v. LS Force (flat-footed 34), Fort 34 /39 v. UtF / 41 v. LSF, Will 42 | 47 v. UtF | 49 v. LSF | Indomitable (Immune Mind Effecting) & Immune melee, ranged and telekinetic attacks**hp** 138; **Threshold** 42 | 47 v. UtF | 49 v. LSF**Speed** 6 squares**Melee** --**Ranged** --**Base Atk** +18; **Grp** +20**Special Actions** Rapid Reaction (1/enc., 2 reactions to 1 trigger)Dun Moch (Standard, Persuasion v. Will Def.; success target can't use FP or Destiny w/o Dark Side Point or -1 or -2 on CT)Adept Negotiator (Persuasion v. Will Def., success target -1 on CT)Force Harmony (1/enc., use Force Talent requiring FP w/o using one)Visions (See past/future 20 years w/ Farseeing check)Dark Presence (allies w/in 6 sq. gain +1 to all Defenses)Wrath of the Dark Side (20 on Force Power that deals damage, deal ½ damage again next turn)**Force Powers:** Rebuke x6 (UtF = 42) (Can use for ally in 12 squares; even if fail, reduce by 1 step)Farseeing x3Dark Transfer x3 (Standard & FP, Touch Ally that died since last turn gains 80 hp; -1 Persistent on CT for Millennial)Hatred (FP, Standard, Any creature starting w/in 6 squares takes 6d6 damage – Devastating Power)Memory Walk x3 (Standard, 1 target, UtF+2 v. Will Def., 2d6 and Target loses next Standard or Standard and Swift (DC 35))Obscure x2 (Reaction, Enemy makes an attack w/in 12 sq. & LoS; UtF v. Will, Success shot at -5, if misses, compare attack roll to another creature adjacent to intended target with -5)**Force Techniques:** Improved Rebuke, Improved Dark Transfer**Force Secrets:** Remote Power (With FP, any Force Power can originate in a square within 6 squares of you);Quicken Power (Activate Force Power as swift action with FP); Devastating Power (FP + 50% damage)**Abilities** Str 8, Dex 14, Con 8, Int 12, Wis 20, Cha 24**Special Abilities****Talents** Adept Negotiator, Force Persuasion, Force Suppression, Force Harmony, Force Perception, Visions, Dark Side Talisman, Greater Dark Side Talisman, Power of the Dark Side, Dark Presence, Wrath of the Dark Side, Transfer Essence**Feats** Weapon Prof. (lightsaber), Force Training, Force Training, Unstoppable Force, Fight Through the Pain, Force Readiness, Force Training, Improved Defenses, Natural Leader, Skill Focus (UtF), Rapid Reaction, Strong in the Force.**Skills** Perception +32, Persuasion +32, Use the Force +32**Possessions** Dark Side Talisman (Sith Talisman on Throne)**Tactics:** Use Memory Walk and Obscure to limit PCs actions or force them to target each other; Use Dark Transfer to keep Massassi Warriors alive. Use Rebukes to limit PC Force Users. Once all allies defeated, use Hatred as last effort to stop PCs. Then Adept Negotiator to try and weaken PCs further if they remain standing.**Destroying Sith Spirit:** (Knowledge [Galactic Lore] DC 36)

Light Side: UtF – Dark Side Score of User, v. Will Def., Deal 2d6 damage. Lightside Force Power +2d6

Destroy the Anchor: Destroy the Amulet (Ref. Def. 20, hp 138; DR 10)

Tuk'ata Description

A large dark muscular four legged animal with a pair of insect like arms attached to the shoulders. Spikes and horns protrude from the dogs head, which growls with razor sharp teeth. The Hounds eyes glow red and it moves threateningly forward.

Knowledge (Life Sciences)

DC 10 A large odd looking Hound or Dog.

DC 15 The Tuk'ata, or Sith hounds are force-sensitive and guard the tombs of the Dark Lords of the Sith on Korriban for thousands of years. It was not uncommon for a Sith hound to be sealed inside the tombs themselves. A few believe that they were immortal or drew nourishment from the Force to survive. More likely they survived by feeding on small creatures that infested the tombs as sections worn away by time created new openings in the stone walls. The Sith Hound has darkvision.

DC 20 They are fearless guardians and will kill anything that enters a tomb. The Tuk'ata are at least semi-sentient, and speak the Sith language. Smaller groups of them can still be found on other planets with a strong link to the Dark Side.

DC 25 The pair of thin, insect like arms sprouting from atop their shoulders are generally considered to be vestigial wings and are tipped with poisonous stingers. The poison acts on contact, numbing any flesh it touches. When injected into a being's body, the poison shuts down muscles and other vital systems, including the heart and lungs, leading to a swift and painful death.

Tuk'ata Sith Hound

Medium Beast 15

Dark Side 14

Init +14; **Senses** scent, Perception +9

Defenses Ref 28 (Flatfooted 26), Fort 19, Will 20

Hp 101; **Threshold** 19

Speed 7 squares

Melee bite +17 (1d6+12) and 2 claws +17 (1d4+12)

Fighting Space 1 square; **Reach** 1 square

Base Atk +11, **Grp** +16

Atk Options Running Attack, Swarm (+1 to attack per adjacent ally), Flurry (+2 Att / -5 Ref. Def)

Abilities Str 20, Dex 14, Con 12, Int 2, Wis 14, Cha 11

Special Qualities Cunning Beast (When takes damage from melee attack, move 2 squares as a reaction, does not provoke AoO),
Pack Tactics (allies gain +2 bonus to attacks against enemies adjacent to Sith Hound)

Feats Improved Defenses, Running Attack, Weapon Focus (Simple), Coordinated Attack, Swarm, Flurry

Skills Initiative +14

Massassi Sith Abomination CL – 13 x2

Medium, Male Massassi, Soldier 5/Elite Trooper 7

Init +15; **Senses** Perception +14

Force Points 3; **Darkside Points** 8

Languages Sith

Defenses Ref 28 (flat-footed 25), Fort 34 / 39 v. UtF, Will 23 / 28 v. UtF

hp 283; **DR** 3; **Threshold** 44 / 49 v. UtF | Delay Damage, Duty Bound (1/enc., w/ Moral bonus gain 48 hp)

Speed 6 squares

Melee Vibro Axe +26 (2d10+16), Close Quarters, Melee Smash, if over CT, -2 & Target no full or standard next turn or

Melee Vibro Axe +26 (3d10+16), Close Quarters, Melee Smash, Mighty Swing – Full Action, if over CT, -2 & Target no full or standard next turn.

Ranged +12 by weapon

Base Atk +12; **Grp** +18

Force Powers: *Dark Rage* (used in stat block for encounter)

Special Actions Shoulder to Shoulder (+11 hp if adjacent to ally at start of turn)

Attack Actions Stunning Strike; Devastating Strike; Improved Stunning Strike; Withdrawal Strike

Abilities Str 24, Dex 12, Con 20, Int 6, Wis 6, Cha 8.

Special Abilities Delay Damage; Duty Bound;

Warriors Awareness (1/encounter, Retain Dex Bonus to hidden attacker & can't be flanked).

Abominable Presence (d20+7 v. Will Def. of creatures w/in 6 sq., Success, target -1 on CT, Fear effect)

Talents Melee Smash, Stunning Strike, Devastating Strike, Improved Stunning Strike, Close Quarters Fighting, Shoulder to Shoulder, Greater Weapon Focus.

Skills Initiative +15, Perception +14, Use the Force +5.

Possessions Vibro-Axe (Superior Mod. Accurate)

Part VI: Szardra's Laboratory

Notes: Major Dark Side Site continues...

Non-Force Sensitives: lingering dread and malice; haunted and unlucky. "You have a bad feeling about this..."

Force Sensitives: Whenever spend a Force Point, increase Dark Side Score by 1 or -1 on CT; Destiny Point = 2 DSP or -2 on CT.

Dark Siders: If Dark Side Score = $\frac{1}{2}$ Wis or greater, gain +2 bonus on Dark Side Force Powers; Use Talents requiring a Force Point for free.

Beyond Darth Millennial's Throne are two passageways that connect to the large sith Temple/ Laboratory of Szardra. She is expecting the PCs, knowing that Tannil would find a way through Darth Millennial's meager test.

Opposition Notes:

Szardra – Force Grip, Corruption and Wound to hurt the PCs, saving the Mind Tricks to convince Ro and Torin they have lost touch with the Force in her inner sanctum. If defeat seems imminent, she will attempt to flee to the surface. With her death, a Blast of Dark Side Energy will attack all in a 5 square blast (d20+22 v. Will Def., 6d6 damage) and the building will start to collapse. She will protect *Trea*, her and Tannil's daughter/creation.

Trea – *Trea* will stay away from the Dark Side Abomination and not engage in the combat. However, upon Szardra's death, she will unleash the darkside upon whomever deals the fatal blow. She will not want to go with the PCs, but a Persuasion v. DC 24 and she will go.

Khakler – Will do everything he can to protect Szardra. Offense is less important than protecting her.

Sith Abominations – Brainlessly charge the PCs as a means of keeping the PCs from engaging Szardra.

Kaminoan Scientists – They will try to stay out of everyone's way, and fight only if threatened.

Dark Side Abomination – Medium monstrous creature on the table in the center of the room – Szardra's most recent creation. It comes to life on its initiative, and will attack the most powerful light side presence in the room. It will move to be adjacent to as many enemies as possible to hurt as many as possible, and hopefully pin any melee attackers.



Terrain Notes:

3 Bacta Tank type tubes are set up for experiments. A large work table is setup in the center of the chamber. 50 damage to a bacta tank releases corrosive atmosphere around the tank. 1d4 rounds of smoke in 2 sq. burst around tank (d20+20 v. Fort Def., 3d10 damage if inhaled, any reduction in CT is persistent); At 4 rnds, Acid leaks onto the floor, creating a pool of slick terrain (d20+20 v. Ref. Def, 3d8 acid damage) in 4 square burst, creates difficult terrain.

Table: Szardra's experiment table provides Cover; duck behind provides Total Cover. (Large size in middle of room.

Shelves: Sith Artifacts procured by the PCs, along with scrolls, holocrons, etc. adorn shelves along the walls.

Computer Terminals: Computers contain numerous "projects", "specimens" and shipping history, as well as control lighting, doors and containment of tanks. Use Computer DC 34 to hack the system.

Szardra CL – 20

Medium Chiss Female Scoundrel 5/ Jedi 3/ Force Adept 3/ Sith Apprentice 5/Sith Lord 4

Init +14; **Senses** Perception +20

Force Points 7 (roll w/ +1 die); **Destiny Points**: 4; **Darkside Points** 20

Languages Basic, Sith, Chiss, Huttese, +1

Defenses Ref 38 (flat-footed 34), Fort 34, Will 39 / 44 v. UtF

hp 186; **Threshold** 34 / 39 v. UtF | Death Scream +22 v. Will, 6d6 Dark Side Energy 5 sq., & Building Collapse.

Speed 6 squares

Melee lightsaber +19 (2d8+11);

Melee Sith dagger +19 (1d4+11), FP +20, Poison +12 v. Fort Def., 4d6 and -1 on CT; If Target uses FP, +12 v. Will Def., success Target takes 1 Dark Side Point, DC 25 UtF to neutralize poison; 5 consec fail & Poison gone.

Ranged Holdout Blaster +18 (3d4+11)

Ranged Amulet Dark Side Beam, +27 v. Ref (3d8, slashing and Force damage), Range 12 sq.

Base Atk +17; **Grp** + 18

Special Actions

Swift Power (1/day Activate Force Power as a Swift Action)

Krath Surge (1/enc. Swift, +1 die damage or +6 sq. to range of Force Power; adds “Dark Side” descriptor)

Influence Savant (Swift, 1/encounter can return 1 Force mind-affecting force power w/out FP)

Suppress Force (Reaction to enemy in 12 sq. making UtF check; Spend Mind Trick, oppose enemy’s UtF, equal or exceed & Target’s UtF skill negated – Target convinced they are cut off from the Force)

Closed Mind (Any mind effecting power is rolled twice, use lowest roll)

Esoteric Technique (Spend FP to activate Talent; gain 13 hp)

Affliction (whenever damage single target with Force Power, Target takes 2d6 dmg at start of its next turn)

Drain Force (1/enc., Reaction, When damage Force User w/ Force Power, regain spent Force Power, Target loses Force Point)

Force Readiness (Use FP as a reaction)

Force Powers (UtF +25) (18)

Mind Trick x4 (UtF 35) (Suppress Force)

Rebuke x4 (Can use to protect ally w/in 6 sq.)

Corruption [Dark] x3 (Standard, 12 sq., UtF +4 v. Fort Def., 6d6 Dam., If exceed DT, ½ damage next turn; DP, Takes ½ damage for 5 rounds)

Move Object x3 (UtF v. Will, 7d6 damage or DC 30, 9d6 damage; DP damage x2)

Wound [Dark] (Standard, 6 sq., UtF +4 v. Fort Def., 5d6, if exceed DT, persistent step; FP for +2d6)

Force Scream [Dark] (Standard, All in 12 sq., UtF +4 v. Fort Def., Target’s DT is reduced by 5 and it takes 4d6 damage; DC 30 = 5d6; Force Point to reduce DT by -10).

Force Grip x2 (Standard, 6 sq. & LoS, UtF v. Fort Def., 7d6 damage, Target limited to Swift, FP for +2d6 damage; Maintaining is Standard, DC 15+Damage taken; DP - Maintain No Action for 5 rnds)

Force Techniques Improved Rebuke; Force Point Recovery; Force Power Mastery (Mind Trick)

Force Secrets Multi-target Power (FP to Target second Target; DP for 5 Targets); Quicken Power

Abilities Str 12, Dex 8, Con 10, Int 18, Wis 20, Cha 20.

Special Abilities Indomitable (immune fear), Temptation (Standard action, persuasion check v. Will Def. single opponent in line of sight; success, target is filled with fear or anger. If target spends FP before next turn, 1 DSP or -1 on CT, spend a Destiny Point, 2 DSP or -2 on CT);

Special Qualities – Sith Scholar (Extensive study of Sith Artifacts, and ownership of same has given Szardra an innate understanding of the Darkside, she can take 10 on any Darkside Force Powers).

Talents Power of the Dark Side, Swift Power, Krath Surge, Influence Savant, Suppress Force, Closed Mind, Esoteric Technique, Sith Alchemy, Cause Mutation, Sith Alchemy Specialist, Affliction, Drain Force

Feats Force Sensitive, Force Training, Force Training, Force Training, Unstoppable Force, Predictive Defense, Unleashed, Skill Focus (Deception), Skill Focus (UtF), Force Readiness, Weapon Prof. (simple, pistols, lightsaber), Point Blank Shot.

Skills Acrobatic +14, Deception +25, Gather Info. +20, Initiative +14, Knowledge (Galactic Lore) +19, Knowledge (Life Sciences) +19, Perception +20, Persuasion +20, Use the Force +25.

Possessions Lightsaber (modified, damage); comlink, all-temperature cloak (sith robes, Dark Side Energy), datapad and various sith artifacts. Sith Amulet, Sith Talisman, Encrypted Comlink, Datapad, Code Cylinder

Khakler CL 18

Small, Noghri Male, Sct 5, Sold 12 / Martial Artist 1

Init +29 (reroll); **Senses** Perception + 17 (scent 10 sq.)**Force Points** 7; **Darkside Points** 16**Languages** Honoghran, Basic.**Defenses** Ref 39 / 44 v. AoO (flat-footed 31), Fort 33, Will 31 | Thrall of the Sith: +5 to Def. v. The Force.
hp 238; **Threshold** 33**Speed** 4 squares (no penalty to stealth)**Melee** +22 unarmed (1d8+18) (+5 v. DT, if over, -2 on CT)**Ranged** +21 blaster pistol hvy (3d8+9)**Base Atk** +16; **Grp** +31 (can reroll)**Special Actions** Harm's Way (swift action, take all attacks aimed at adjacent ally)Total Concealment (If concealed, gain total concealment)Indomitable (1/day +5 on CT)**Attack Actions** Whirlwind (area attack),Trip/Throw (Grappled opp. ends up prone 1 sq. beyond reach, takes unarmed attack damage)Stava Training (when making a grab you are 1 size larger, v. a charging opponent can make a grab if atk is successful, must be wearing light or no armor)**Abilities** Str 16, Dex 20, Con 16, Int 14, Wis 16, Cha 4.**Special Abilities** Scent (10 sq., ignore concealment and cover for purposes of perception), Primitive, Intuitive Init.**Talents** Improved Stealth, Hidden Movement, Total Concealment, Harm's Way, Melee Smash, Stunning Attack, Indomitable, Devastating Attack (simple), Wpn Specialization (simple weapons), Expert grappler, Stava Expertise**Feats** Martial Arts I, Shake It Off, Weapon Prof (simple), Melee Def., Mobility, Dodge, Skill Focus (stealth), Whirlwind Attack, Wpn Prof. (pistols), Martial Arts II, Skill Focus (initiative), Martial Arts III, Trip, Throw, Wpn Finesse, Wpn Focus (simple), Running Attack, Stava Training.**Skills** Endurance +17, Initiative +24 (reroll), Mechanics +16, Perception +17, Pilot +19, Stealth +29 (reroll), Survival +17.**Possessions** Combat Gloves (Mod. damage), Medkit & Medpacks; all-temp cloak; Blaster pistol, hvy. Camo-poncho (desert)**Kaminoan Scientist** – CL 10 x3

Medium, Male Kaminoan, Noble 10

Init +6; **Senses** Perception +13**Force Points** 5; **Darkside Points** 16**Languages** Basic, Kaminoan, +11**Defenses** Ref 26 (flat-footed 21), Fort 22, Will 25**hp** 44; **Threshold** 22**Speed** 6 squares**Melee** unarmed +6 (1d4+4)**Ranged** holdout blaster pistol +9 (3d4+6)**Base Atk** +7; **Grp** +8**Special Actions** Enemy Tactics (Benefit from enemy's moral/insight bonuses)**Abilities** Str 8, Dex 12, Con 8, Int 20, Wis 16, Cha 8**Talents** Educated, Engineer, Enemy Tactics, Wealth, Connections**Feats** Skill Focus (Treat Injury), Linguist, Weapon Prof. (simple, pistols), Skill Focus (Knowledge [Life Sciences]), Skill Focus (Knowledge [Technology]), Skill Focus (Use Computer), Experienced Medic, Surgical Expertise, Predictive Defense, Skill Focus (Mechanics), Tech Specialist, Point Blank Shot**Skills** Deception +9, Gather Information +9, Knowledge (Bureaucracy) +15, Knowledge (Galactic Lore) +15, Knowledge (Life Sciences) +20, Knowledge (Social Sciences) +15, Knowledge (Technology) +20, Mechanics +20, Perception +13, Persuasion +9, Treat Injury 18, Use Computer +20.**Possessions** Holdout Blaster, Code Cylinder, Datapad, medical kit.

Elite Tuk'ata Sith Hound, Huge Abomination CL 22

Huge Beast 20

Force Points 8; **Dark Side** 14**Init** +18; **Senses** scent, Perception +11 (scent, low-light vision); **UtF** +10**Defenses** Ref 40 (Flatfooted 37), Fort 33 /38 v. UtF, Will 25 / 30 v. UtF, natural armor +20, Iron Will (Abom. Trait)
Hp 245; **Threshold** 43 / 48 v. UtF**Speed** 8 squares**Melee, Full Round** bite +24 (2d6+19) and 2 claws +24/+24 (1d8+19) (+2d6 if both claws hit same target) and Tail +24 (1d4+19) or**Melee, Standard** 2 claws +24/+24 (1d8+19) (+2d6 if both claws hit same target)**Fighting Space** 3x3 squares; **Reach** 2 squares (3 w/ tail)**Base Atk** +15, **Grp** +24**Atk Options** Instinctive Attack (When use FP to add to attack, can reroll d20 and take better result)Pounce (Jump, Immediate Attack, success target is prone)Roar (Move, +15 v. Will Def. enemies w/in 6 sq., success target must move away and -1 on CT, mind affect)Tail Sweep (1/enc., Standard (or part of full rnd, replacing Tail attack) +24 (1d8+19, prone) 3 sq. blast.)**Force Powers:** (**UtF** +10) Crucitor (Reaction, Increase DT v. Single attack; DC 15=+5; DC 20=+10; DC 25=+15; DC 30=+20; FP to increase by +5)Lightning Burst (Standard, UtF+2 v. Ref. Def. of all adjacent creatures; 3d8 damage, -1 to defenses; ½ damage on miss)**Abilities** Str 28, Dex 16, Con 30, Int 1, Wis 12, Cha 10**Special Qualities** Pounce (No running Jump req'd; No AoO; if land into or adjacent to enemy, free attack, success then trip)Rend (+2d6 damage if hit with both claws)Roar (Move, Persuasion v. enemies w/in 6 sq.; Success target must move away and is -1 on CT; mind affecting)Abominable Presence (Any creature starting w/in 6 sq., attack d20+10 v. Will, -1 on CT, Fear Effect)**Skills** Athletics (Jump) +19, Initiative +17, Persuasion +15 /+17 Intimidate, Use the Force +10**Equipment** Battle Armor, Medium (Mod, Improved Dex) (Sith Alchemy – Imposing Form).**Tactics** Pounce into middle of group; free attack and trip middle target, then Lightning Burst (use FP to increase attack roll); Following Rounds use Roar + Full Attack (include Tail Sweep if 2 or more targets in blast area).**Mini** – Shad's Armored Guulvorg.**Noghri Abomination** v. 1– CL 5 x6 in waves

Small, Noghri, Nonheroic 16

Init +13; **Senses** Perception +9, Scent, Sense Force +5**Darkside Points** 12**Languages** Noghri**Defenses** Ref 24 (flat-footed 19), Fort 18, Will 11**hp** 96; **DR** 5; **Threshold** 18**Speed** 4 squares**Melee** Unarmed +17 (1d8+9), Charging, then Opposed Grapple (1d8+4 damage, & prone 2 sq).**Ranged** +17, by weapon**Base Atk** +12; **Grp** +17**Attack Actions** Running AttackStava Training (Charge, if hit, grab as Free Action)**Abilities** Str 18, Dex 20, Con 16, Int 6, Wis 12, Cha 4**Special Abilities** Abominable Presence (d20+4 v. Will Def. of enemy starting w/in 6 sq., -1 on CT, Fear effect)**Skills** Stealth +23**Possessions** Combat Gloves, battle armor

Dark Side Abomination – 12

Medium, Conglomeration, Beast 9

Init +5; **Senses** Perception +17, Blind, Uses the Force to Sense Surroundings**Force Points** 9; **Darkside Points** 10**Languages** Sith

Defenses Ref 25 / 35 v. UtF (flat-footed 24 / 34 v. UtF), Fort 29 / 39 v. UtF, Will 25/ 35 v. UtF**hp** 120; **DR** 5; **Threshold** 29/39 UtF | *Bloodied* – Force Scream (immediate reaction)*Force Absorption*: Dark Side Force Powers Grant temp hp = UtF check; Vulnerable to Lightside FP (+5 dam)

Speed 2 squares**Aura** 3 Sq. Radius (Creature w/ DS Score = Wis gains 9 temp hp; All other Creatures 1d6 Force damage)**Melee** Bone Spear +18 (1d12+20), If exceed DT, Target slowed (impaled), +1d4 damage start of next turn, and
2 claws +18/+18 (1d8+15), and
1 clawed foot +20 (1d6+15), target is tripped.**Melee** Bone Spear (minor) +18 (1d12+20) v. Prone Target, exceed DT, Target is pinned; Bone Spear stuck as well.
+1d4 damage start of next turn**Ranged** Bone Spear +14 (1d12+10), 6 squares. If Target adjacent to wall, and Attack exceeds DT, Target pinned;
+1d4 damage start of next turn**Base Atk** +6; **Grp** +11**Force Powers**: Dark Rage (+6 attack & Damage until end of Encounter (w/ FP) – Used in Stat Block)Force Scream (UtF+2 v. Fort Def. of *all* in 12 sq. that can hear; Target's DT is -5, 2d6 damage;
DC 25 = 3d6; DC 30=4d6 (Huge has +10 bonus)

Abilities Str 20, Dex 12, Con 20, Int 3, Wis 12, Cha 16**Special Abilities** Dark Side Aura. Resist Force (while in Dark Side Site +5 to Def. v. UtF in minor, +10 in major)**Feats** Force Sensitive, Force Training, Skill Focus (UtF), Weapon Prof. (Simple), Weapon Focus (Simple)**Skills** Use The Force +17**Possessions** Bone Spear (Jagged Weapon)

Trea – CL 0

Small, Chiss – Zeltron, Female Child (~ 3yrs), Nonheroic 1

Init +0; **Senses** Perception -1**Force Points** 3; **Darkside Points** 5**Languages** Basic, Sith

Defenses Ref 10 (flat-footed 10), Fort 7, Will 9**hp** 2; **Threshold** 7 |

Speed 6 squares**Melee** Unarmed -3 (1)**Ranged** +0, by weapon**Base Atk** +0; **Grp** +1**Force Powers**: None Trained. Upon death of Szardra, she will react by drawing upon the Dark Side of the Force
Force Lightning (+15 v. Ref. Def. of Target w/in 6 sq., 8d6 & -1 on CT; ½ damage on miss)

Abilities Str 5, Dex 11, Con 5, Int 17, Wis 9, Cha 17**Feats** Skill Focus (UtF), Force Sensitive, Weapon Prof. (simple), Skill Focus (Persuasion)**Skills** Deception +8, Knowledge (life sciences) +8, Persuasion +13, Stealth +10, Use The Force +13**Possessions** Dark Robes

SKILL CHALLENGE: Escape the Temple! CL: 15

Complexity: 2 (No. of successes before 3 failures: 8 per party)

Suggested Skills: The following are suggested skills for this skill challenge:

- Acrobatics* [DC 22]: You dodge falling debris, making your way towards the entrance.
- Climb* [DC 22]: You climb over a pile of debris to make your way towards the entrance.
- Jump* [DC 22]: You jump over a crack forming in the ground towards the entrance.
- Knowl: Phys. Sci.* [DC 27]: Your knowledge of engineering gives you a benefit towards avoiding the debris; Grant you and allies +2 Insight bonus to making the exit.
- Perception* [DC 27]: You see where the temple is falling around you to gauge where to go next. Grant yourself and allies a +2 competence bonus on next movement/use the force check.
- Use the Force* [DC 27]: Use the Force to Prevent debris from landing on your head; +5 per additional ally you try to protect.

Success _____: You manage to get out of the Temple before it finished collapsing upon itself.

Failure : For each failure, 3d6 damage from falling debris to whomever failed to make the check. After 3 failures, the party is too slow to escape...

Digging out – Use the Force (move object) and Move light Object x5; Strength Check DCs 15 x5, and other methods to pull themselves out. Everyone makes Endurance DC 22, failure and -1 CT when emerge from the Temple.

Part VII: The Gauntlet

By unleashing the darkside energy to collapse the temple, Szardra has drawn all manner of sith abominations to the Ruined Temple. If the PCs succeeded on the escape skill challenge, start with wave 1. Otherwise, wave 1 and wave 2 together.

As you exit the Temple, followed by a cloud of dust, you hear anguished cries of various wildlife all around you. A moment later, a pack of Houjix charge into the ruins...

Wave 1: 5 Houjix

1d4 rounds+1

Wave 2: 3 Kinrath & 2 Boma

1d4 rounds+1

Wave 3: 3 Boma and 3 Vornskrs

1d4 rounds+2

Wave 4: Repeat Wave 1 and repeat gauntlet.

Continues until PCs get back across the lake, or get the Shuttle to arrive from the Golan Defense Platform (takes 10 rounds after calling them)

Sith Shuttle:

The Sith Shuttle arrives with a squad of Sith Troops and a couple pilots. The pilots are easily overpowered. The Sith Squad takes a little convincing.

Sith Squad CL – 11

Large, Human, Nonheroic 20/Sold 2/ET 1

Init +20; **Senses** Perception +18

Force Points 1; **Darkside Points** 12

Languages Sith, Basic

Defenses Ref 22 (flat-footed 18), Fort 26, Will 16 | Delay Damage

hp 500; **Threshold** 41

Speed 6 squares

Melee Unarmed +23 (1d6+2) (area attack)

Ranged Heavy Blaster Rifle +28 (3d12+4) (for each 3 over Ref. Def of target, +1 die damage) 1 sq. splash

Ranged Heavy Blaster Rifle +26 (4d12+4) (for each 3 over Ref. Def of target, +1 die damage) 1 sq. splash

Base Atk +18; **Grp** +22

Attack Actions Coordinated Barrage (If combine fire & exceed Ref. by 3, +1 die damage) (C 28)

Abilities Str 21, Dex 16, Con 22, Int 12, Wis 14, Cha 8.

Special Abilities Delay Damage

Skills Initiative +20, Perception +18

Possessions Sith Armor, Heavy Blaster Rifle

Chiss Sith Officer CL – 12

Medium, Human, Nonheroic 4/Sold 1/Noble 3/Officer 7

Init +15; **Senses** Perception +15

Force Points 3; **Darkside Points** 13

Languages Sith, Basic, High Galactic, Huttese, Ryll, Military Sign Language

Defenses Ref 27 (flat-footed 24), Fort 25 / 30 v. UtF, Will 27 / 32 v. UtF

hp 115; **Threshold** 30 / 35 v. UtF

Speed 6 squares

Melee unarmed +13 (1d4+5)

Ranged Blaster Pistol +17 (4d6+6)

Base Atk +13; **Grp** +16

Special Actions *Born Leader* (Swift) +1 insight bonus to attacks;

Battle Analysis (Swift) Know which allies/enemies in LOS at ½ hp or less.

Tactical Saavy – If an Ally spends a FP, add +2 to attack bonus.

Deployment Tactics – (Swift) Allies gain either +2 bonus v. flanked targets or +2 to Ref. v. AoO.

Field Tactics – (Swift) All allies w/in 10 sq. in cover gain +10 cover bonus, until start next turn.

Assault Tactics – (Swift) Designate 1 target, allies +1d6 to target with melee or ranged attacks.

Aid Another (+4 Attack; +1 die damage if attack exceeds Ref. Def. of target by 3)

Abilities Str 10, Dex 16, Con 12, Int 14, Wis 13, Cha 16.

Special Abilities Command Cover +3; Shared Talent

Skills Initiative +15, Knowledge (Tactics) +19, Persuasion +16, Perception +15, Treat Injury +15

Possessions Blaster Pistol (mod Improved accuracy), Sith Uniform, Encrypted Comlink.

Part VIII: Leaving Dromund Kaas

If the PCs go back to their ship, they will need to repair the ship (Mechanics checks per rules). Leaving Dromund Kaas will require flying past the Golan Defense Platforms and Sith Fighters again.

If the PCs use the Sith Shuttle, they will need to bluff their way past the Golan Defense Platforms to get to the edge of the system to enter hyperspace. Failure and the Golan Defense Platform will open up on the PCs.

Deception DC 34 to bluff the Golan Defense Platform Commander.

If necessary, Nu-Class Attack Shuttle – Clone Wars p. 172.