

STAR WARS
FORCE
AND DESTINY

CHRONICLES OF THE GATEKEEPER



Adventure Module

STAR
WARS
ROLEPLAYING

STAR WARS
FORCETM
AND DESTINY
ROLEPLAYING GAME

CHRONICLES OF THE GATEKEEPER

It is a dangerous time for those strong in the Force. The Jedi Knights are no more, and the evil Galactic Empire seeks to scour their memory from the galaxy. Without the Jedi Order, those attuned to the Force often wander adrift, vulnerable to the agents of the Empire and the lure of the dark side.

Yet, the teachings of the Jedi live on, scattered across the stars. One such repository of wisdom is the holocron of the Jedi Knight Suljo Warde. This record, and its gatekeeper, await discovery by the Force users destined to exhume Warde's legacy....

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The holocron was heavy in Suljo Warde's hand, almost as if weighed down by the knowledge sealed inside. Warde almost chuckled as his old master's voice came to his mind unbidden. "Knowledge is the heaviest burden." Had his teacher ever actually said that, or did it just sound like the sort of heavy-handed wisdom she would come up with? He'd have to ask her when he returned from this tour of duty with the Grand Army of the Republic.

"Did you say something, Suljo?" the young Mirialan asked. He turned from the controls of the starship to address the Jedi, breaking him from his reverie.

"Was I muttering to myself, Gel? Sorry, I guess I'm getting more like my old teacher every day. I'll have to introduce you to my master when we get to Coruscant."

"Wow, a Jedi Master. I never thought I'd get to meet a Jedi Master. I mean, not that I'm not impressed by you as a Knight and all... but a Master!" The youth trailed off, his excitement obvious. Warde smiled. The teenager had considerable potential. A bit old to start training, perhaps, but Warde had a feeling Gel Marcolf was going places, and the Jedi Order would be remiss not to at least put him to the test. The young pilot had saved his life on Eriadu when he had been fleeing from Separatist assassins, at the very least.

The holocron tugged at Warde's mind again, and reflexively, he peered forward in time. The vision came as a brief flash of a future. A war without end, raging across the stars for decades and claiming the lives of his comrades, his master, his friends, Gel. He shook his head. It was just one possible future. Just one of many, as the Jedi Masters always said. He wouldn't let that come to pass.

Still, he withdrew the holocron from his robes and studied it for a moment. In the kyber crystals it contained, Suljo Warde had sealed all of his knowledge of the Force, a crystalline record that would live long after he became one with the Force. It was a way to project his wisdom not just across space but across time. Into the future, whether it was the one he foresaw or not.

Warde focused on the holocron this time, staring through the ghostly forms of unborn realities. His mind's eye came to rest on a group of figures slinking in shadow, their features indistinct but their desperation clear. Darkness closed in on all sides. Suddenly, one reached down and withdrew it: the holocron, glimmering against the dark.

"You all right, Suljo? Hey, Suljo!"

The Jedi Knight shook himself again, breaking free from the remnants of the vision clinging to his conscious mind. "Yes, I'm fine. Sorry, I hate to delay our arrival any longer, but we need to make a stop on the way to Arbooine. There's something I have to do. Take us to these coordinates once we come out of hyperspace." He punched in a destination and then set himself to the task of removing the kyber crystals within the holocron.

Warde stood on the surface of the craggy little world. It seemed auspicious enough. Out of the way, but not so far-flung that nobody would ever find what he had hidden there. Sooner or later, some explorer or smuggler or fugitive would come across the holocron, and if they were worthy, the gatekeeper would guide them from there.

He returned to the ship, where Gel was waiting. "What did you need to do here, anyway, Suljo?"

Warde didn't speak, instead tossing something to the young Mirialan. Gel's hand snapped out and he caught the glimmering shard.

"Good reflexes. Know what that is?"

Gel studied it for a moment, looking closely at the stone before turning to look quizzically at the Jedi.

"It's called a kyber crystal. You could say it contains some of my wisdom."

"It feels kind of light. Does that mean that you—"

"Aren't very wise? Very funny. Don't think I didn't make that same joke with my master when I was a student. Of course, she made me run laps around the temple afterward."

"Does that mean that I'm your student? I'll run laps and everything!" Excitement shone in the youth's eyes.

Warde sighed. He didn't want to get Gel's hopes up prematurely, despite the young man's potential. "Don't tire yourself out just yet. You're pretty old to start the training. But keep that crystal safe for me, would you? For now, anyway. Someday, someone else might need it. If they're worthy, pass it along to them. That is my first charge for you, and we'll see how you do at that."

"Sure!"

The two boarded the vessel, the remaining pair of kyber crystals clicking together periodically in Warde's pocket as he walked. Even if someone found the holocron, chances were slim that they'd be able to assemble all of it. But it wasn't impossible. That future he had seen wasn't preordained, at least no more than any other, or so the masters said. Still, he couldn't shake the image of it. Entrusting his power to unknown future successors was a risk, but didn't all teachers take that risk by training students? At least the gatekeeper would be there, a small reflection of himself to guide anyone capable of learning his power of foresight.

The matter settled, Warde focused, forcing it from his mind. He had prepared as best he could, and now he had to stop dwelling on uncertainties and focus on the present. Arbooine would be key to victory over the Separatists in the coming months, and after that, who knew what the future really held?



INTRODUCTION

CHRONICLES OF THE GATEKEEPER is an adventure for the *Star Wars: FORCE AND DESTINY* Roleplaying Game. In the course of the story, the Player Characters (PCs) discover a holocron, a powerful relic of the Jedi Order that contains important knowledge of the ways of the Jedi. The artifact's holographic gatekeeper guides them in the footsteps of the Jedi Knight Suljo Warde to discover the truth of Warde's fate and the unique Force power he developed (see **Force Power: Warde's Foresight** on pages 10–11). The PCs travel across numerous worlds, from verdant backwaters to glistening cities to ancient realms overflowing in the Force, in their search for Warde's legacy.

A central focus of this adventure is the importance of Morality and the temptations of the dark side of the Force. As the PCs follow along the path of Suljo Warde, they face challenges similar to those he confronted. Like Warde, they are forced to confront situations that could cause harm to others and must consider such thorny questions as whether the good of the many outweighs that of the few. The PCs must find their own answers about power and what duties it entails.

Players who continue reading beyond this point risk spoiling the adventure for themselves. In this introduction, Game Masters can find the following information:

- **Adventure Overview:** A synopsis of the events that transpire during the course of the adventure.
- **Adventure Background:** Information about the life of Suljo Warde during the Clone Wars, and how his choices shaped the situations the PCs will encounter now.
- **Important Characters:** An overview of some of the most central NPCs featured in this adventure.
- **Introducing the Force into Campaigns:** Guidance for GMs on integrating this adventure into **EDGE OF THE EMPIRE** and **AGE OF REBELLION** campaigns.
- **Using Morality in the Narrative:** Advice for GMs on how Morality can help to shape the story and the PCs.
- **Force Power: Warde's Foresight:** A new Force power that PCs can unlock over the course of the story.

ADVENTURE OVERVIEW

After unexpectedly discovering a Jedi holocron, the PCs learn from its gatekeeper that it was created by a Jedi Knight known as Suljo Warde. In addition to acting as a repository of Jedi lore and Warde's own knowledge, the holocron informs the PCs of Warde's unique Force power, an ability to foresee the actions of others. However, fearing the potency of this ability, Warde did not include its full secrets in the holocron, instead recording his knowledge on a trio of kyber crystals that he either carried with him or entrusted to his allies.

In order to learn this potent Force power and the rest of Warde's story, the PCs must retrace Warde's steps to find the kyber crystals, guided by the holocron's gatekeeper. Along the way, they learn that Warde's powers could not protect him from his own future. Warde's ability played a key role in his doom, and the nature of his fate only becomes apparent as the PCs near the end of their quest.

First, the PCs travel to the remote forest planet of Arbooine, where Warde had begun to set the groundwork for a Republic outpost during the days of the Clone Wars. Warde had installed his friend Gel Marcolf there as the temporary leader of the community of Quolas and had asked him to await Warde's return with additional Republic forces. As the gatekeeper tells the PCs, Warde saw great promise in the young man. However, in the years since, Marcolf has grown callous and resentful. Unaware of the true ramifications of his Force sensitivity, Marcolf has unconsciously used his abilities to hold onto his position, despite the residents' desire to govern themselves. Whether the PCs want to help Quolas or simply obtain the crystal there and move on, they must deal with Marcolf one way or another. In the process, they uncover that Warde's next destination was Cato Neimoidia.

On Cato Neimoidia, the PCs begin to learn of Warde's own downfall and of the legacy of pain he left behind. The wounds of Warde's actions are still fresh for the residents of the bridge-city of Jorra. To learn more of what transpired there and where Warde went next, the PCs must either take steps to undo the damage he inflicted or take advantage of his legacy of fear and pain. By speaking with survivors and finding clues, the PCs learn that Warde succumbed to the temptation offered by his power, striking preemptively against a Neimoidian delegation when he foresaw treachery. In the eyes of the residents of Jorra and his fellow Jedi, this was nothing less than murder. With a better picture of events, the PCs must navigate a crumbling ruin, the site of a fearsome battle between Warde and two of his fellow Jedi, in order to lay their hands on the next kyber crystal and learn of Warde's final destination—Moraband, a dread world of legend. Although the gatekeeper is appalled by the twist Warde's life took, it urges the PCs to complete the journey and hopefully to salvage something from Warde's legacy.

Knowing that the mortally wounded Warde fled to Moraband and finding his final resting place are two different matters. To help them learn the coordinates for the forgotten Sith homeworld, the gatekeeper guides the PCs to a submerged Jedi facility on the aquatic moon of Delriss. After braving the dangers therein and retrieving Moraband's coordinates, the PCs have the information they need to complete their journey.

Arriving on Moraband, the PCs must face not just corporeal foes, but their own fears made manifest by the dark place. After surviving the challenges of Moraband, they meet a strange hermit, who promises to lead them to Warde's tomb. He brings them to an ancient Sith palace deep in the lifeless

wastes, where he reveals himself to be, in fact, Suljo Warde—still alive, but consumed by the dark side. He believes that the PCs have arrived to kill him, and he has come to fervently believe that this destiny cannot be averted. However, Warde is a powerful opponent and does not intend to die without a fight. To obtain the final crystal and see **CHRONICLES OF THE GATEKEEPER** to an end, the heroes must either defeat Warde or somehow guide him to the path of redemption.

By the end of the adventure, the PCs will have traveled across the galaxy to learn about the history of the Jedi, gained full access to a unique Force power, and vanquished a powerful Force user who has fallen to the dark side—whether by laying him low once and for all or by helping him find a spark of hope on a world of despair. They will have faced the same challenges that Warde did, and either learned from his mistakes or repeated them.

ADVENTURE BACKGROUND

Suljo Warde was a Jedi Knight in the latter days of the Republic. Like all Jedi Knights of the time, he fought in the Clone Wars, serving as a general in the struggle to keep the Republic together in the face of the Confederacy of Independent Systems. Warde grew particularly skilled in the use of a Force power that allowed him to foresee, to an extent, the future choices and actions of others. In battle, this gave him the ability to predict the movements of his foes, adding to his reputation as a master of the lightsaber. As he further honed his abilities, he was able to tap into the Force to see further afield and ahead, predicting the actions of others further in the future and foreseeing even the repercussions of those actions. In wartime, this ability was invaluable, as Warde could predict not only the tactical choices of soldiers, but even the diversions and feints made by the Separatist leaders on a particular front. With this power, he was able to save many lives and turn numerous battles before they even began.

Although Warde could foresee the decisions and actions of others, he could not truly know his own fate. After receiving ominous but unclear images of his future, and perhaps that of his order, he crafted a holocron to preserve his knowledge—that of his power of Foresight in particular—and the teachings of the Jedi. However, due to concerns about what this power could do in the wrong hands, he separated some of that knowledge into three kyber crystals rather than including the information in the holocron. He left one of the crystals with his friend Gel Marcolf, a Force sensitive whom Warde hoped to induct into the Jedi Order.

Warde took Marcolf with him to the planet Arbooine, scouting for a location for a Republic base. Warde desired the support and assistance of the locals, but he found the town of Quolas caught up in a bitter and bloody battle for control between the Helshar and Tumris families. Warde knew that he had to stabilize the community before he could go about establishing a Republic base, but also that placing either family in power would only exacerbate the struggle. He decided to place Marcolf as acting magistrate of the town until he could return with additional Republic forces, at which point the Republic could help the locals to work out the conflict and select one of their own as reeve. However, this was not to be.

After leaving Marcolf on Arbooine, promising to return, Warde was caught up in the battle for control of the Separatist stronghold of Cato Neimoidia. After taking the bridge-city of Jorra, Warde was assigned to the garrison stationed there, along with two fellow Jedi Knights. Despite Warde's requests to return to Arbooine and fortify the Republic base there, the Jedi Council felt his abilities would be of more use in Jorra.

Maintaining Republic control of Jorra was a grueling mission, one that took its toll on the Jedi and clone troopers stationed there. Warde, in particular, suffered due to his prognosticative abilities. Many of the Neimoidians living in the city served as spies for the Separatists, and some even acted as saboteurs. Republic soldiers were subject to frequent guerrilla attacks and acts of assassination. Each time Warde failed to predict an incident, he blamed himself. Soon, he took to arresting citizens based on no evidence other than his predictions. Rather than reducing violence, this increased the resentment of the populace, turning sentiment further against the Republic and toward the Separatists.

During this period, Warde became more and more withdrawn and moody, lashing out verbally at the troops under his command and even his fellow Jedi. As Warde's actions left him increasingly ostracized by his allies, this in turn fed his paranoia, and he soon saw betrayal everywhere. He began avoiding even the troopers directly under his command, believing the clones intended to betray him. Although Warde believed his powers could accurately predict the future, each sentient has at least some control over its own destiny. As Warde turned others against him through his actions, the future changed, and the future in which he came into conflict with his allies became more likely, further twisting his visions. Perhaps the dark side of the Force had already begun to affect Warde. Over time, his affliction only grew worse.

Tensions finally came to a head when a delegation of Separatist diplomats arrived in Jorra to try to negotiate a planetwide cease-fire. Foreseeing that the Separatists had no intention of honoring these negotiations and, in fact, planned to use the cease-fire as an opportunity to launch a surprise counterattack, Warde tried to warn the other Jedi. His comrades advised patience and insisted on seeing the negotiations through in earnest.

Furious and seeking to prevent a devastating betrayal, Warde attacked the Separatist envoys, fighting past their droid bodyguards and cutting down the unarmed Neimoidians. Appalled at his murderous actions, the other Jedi sought to subdue Warde. In the ensuing battle, Warde was grievously wounded, but his power of foresight led him to victory, leaving one of the Jedi dead and the other dying. Realizing what he had become, the horrified Warde fled Cato Neimoidia, dropping one of his kyber crystals during the battle. Warde reached out with the Force for his own destiny, and saw that he would draw his final breaths on the ancient Sith homeworld, Moraband. Whether his visions were true or clouded by the dark side, the former Jedi disappeared. Given the extent of his injuries, the other Jedi believed him dead. They certainly never imagined that he would travel to Moraband.

Warde still survives on Moraband. There, he waits out his days, tormented by his own visions, awaiting the time when a group of Force sensitives end his miserable existence.

IMPORTANT CHARACTERS

The following NPCs play an important role in the events of **CHRONICLES OF THE GATEKEEPER**.

THE GATEKEEPER

The gatekeeper of Suljo Warde's holocron is, like most gatekeepers, modeled on its creator. Although not truly sentient, the gatekeeper is at least as intelligent as the most sophisticated droids. The gatekeeper possesses all of Suljo Warde's memories as of the time of its creation. Appearing as a holographic projection of Warde, the gatekeeper guides the PCs in Warde's footsteps and in the ways of the Jedi.

SULJO WARDE

A human Jedi Knight who served the Clone Wars, Warde left behind a holocron containing the secrets of a unique Force power he had developed. To unlock the mystery of Warde's abilities sealed in the holocron, the PCs must uncover the truth of his story's end and reach the location they believe to be his final resting place—Moraband.

GEL MARCOLF

Gel Marcolf is the Force-sensitive reeve of the tree-city of Quolas, on the planet Arbooine. Warde placed Marcolf in power and entrusted him with one of the kyber crystals necessary to unlock the full potential of his holocron. In the present day, the Mirialan is a bitter and cruel overlord who holds onto power and enforces his will through his unconscious use of the Force. See page 38 for Gel Marcolf's profile.

ODIR TUMRIS

Odir Tumris is the patriarch of one of Quolas' two powerful feuding clans. Odir has led his family for many years, and he remembers ruefully the day Suljo Warde and Gel Marcolf first came to Quolas. Odir could be convinced to aid in an attempt to remove Marcolf from power, but only to claim it himself. See page 32 for Odir Tumris' profile.

KOH HELSHAR

Koh Helshar is the matriarch of one of Quolas' most influential families. In her twilight years, Koh is coming to regret the feud between her family and the Tumris clan. She continues to play her part in the struggle, but she hopes for a day when the two families make peace and commit their resources to the good of Quolas. See page 32 for Koh Helshar's profile.

PATHRAN HELSHAR

Pathran, the hot-blooded youngest son of Koh Helshar, is the leader of a small but growing would-be resistance movement. This group consists largely of Quolas' youth, individuals who have lived under Marcolf's rule for their entire lives and long for change. Pathran and his followers have not made their move yet, as they fear acting before they have the necessary resources. See page 31 for Pathran Helshar's profile.

DUKE ERRON IRBIAN

The Imperial ruler of Jorra. Duke Irbian is not aware of the PCs and their goals at the outset, but if it should come to light that they are digging into the sealed legacy of the Jedi, he is likely to involve himself in the hopes of advancing his career. See page 46 for Duke Erron Irbian's profile.

ONREIN HASAR

A Neimoidian crime lord whose ambition is eclipsed only by her hatred for Suljo Warde, Onrein Hasar still holds a terrible grudge over the fall of Cato Neimoidia. This malice extends to any other Force users—including the PCs, if she should discover them picking at the old scars. See page 67 for Onrein Hasar's profile.

TH-313 "TACKER"

A clone trooper who served with Warde during the Clone Wars, Tacker has fond memories of Warde. He secretly regrets the loss of the Jedi Order, and he can be convinced to help the PCs. See page 65 for Tacker's profile.

ADVENTURE SUMMARY

CHRONICLES OF THE GATEKEEPER traces the PCs' journey in the footsteps of Suljo Warde as they travel across the galaxy, learning what it means to wield the Force. Warde's actions years ago—both good and ill—created ripples that the PCs must navigate as they seek the knowledge and power he hid in three kyber crystals scattered across the galaxy.

In **Episode I: The Gatekeeper's Legacy**, the PCs encounter the gatekeeper of Warde's holocron, either by finding a holocron or discovering the gatekeeper in one they already possess. This imprinted personality of Warde at the height of his power leads them to the world of Arbooine, where they must journey to the arboreal city of Quolas to find Gel Marcolf, one of Warde's old associates. But Marcolf has become bitter and twisted by the dark side, and he oppresses the local Sathari with his powers. The PCs must decide how to use their own strength here, whether that means working with Marcolf to get what they desire or unseating the tyrant to seize the crystal.

Episode II: Chasing Ghosts leads the PCs to Cato Neimoidia, a world upon which Suljo Warde left deep scars during the Clone Wars. The bridge-city of Jorra still remembers Warde's desperate cruelty as the dark side tightened its grip on his heart, and the PCs must deal with the consequences. Whether this means destroying their foes without mercy, as Warde once did when he faced seemingly insurmountable odds, or finding a way to begin healing the torn city, the PCs must choose for themselves.

By **Episode III: Chronicles' End**, the PCs have discovered Warde's fate: desperately injured from his battle on Cato Neimoidia, Warde fled to Moraband, where his wounds must surely have claimed his life. In this episode, the PCs must first uncover the location of the dread home of the Sith and then make the trek to reach it. There, Suljo Warde's final kyber crystal waits for them—along with the terror that plunged Warde himself into darkness decades ago.

INTRODUCING THE FORCE INTO CAMPAIGNS

Although designed for use with **FORCE AND DESTINY**, **CHRONICLES OF THE GATEKEEPER** can also be used with the **EDGE OF THE EMPIRE** and **AGE OF REBELLION** roleplaying games, providing an effective means of introducing the Force into a campaign. The adventure hinges on a holocron, an ideal means by which characters with newly discovered Force sensitivity can learn more about themselves and the legacy of the Jedi.

For an **EDGE OF THE EMPIRE** or **AGE OF REBELLION** campaign that already includes one or more Force-sensitive characters, introducing a holocron provides an excellent way for the characters to improve their Force abilities. Whereas a living tutor might require such characters to leave their comrades, a holocron is portable and can allow them to focus on learning whenever they have some downtime.

Warde's holocron also provides an effective explanation of how characters acquire the knowledge that a Force-sensitive specialization can represent during play, even if they had no prior knowledge of the Force. The discovery of a holocron might reveal a PC's previously unknown Force sensitivity.

This does not mean that exposure to the holocron somehow increases characters' connections to the Force; rather, it allows them to tap into aspects of themselves they were not aware of. Such revelations might

occur when the PCs examine the holocron or try to open it, only to find that despite all their attempts, it activates at the touch of a particular character (or characters) only. The meaning of this might not even be apparent until the PCs learn what the holocron is from its gatekeeper.

If any of the players opt to create a Sathari character (see page 15), such characters can be another avenue by which the PCs become entangled in Warde's legacy. Perhaps the Sathari PCs have friends or family in the tree-city of Quolas who request their aid in overthrowing the tyrannical Gel Marcolf.

EDGE OF THE EMPIRE

Although it was written with **FORCE AND DESTINY** in mind, a Game Master (GM) could easily introduce **CHRONICLES OF THE GATEKEEPER** into an **EDGE OF THE EMPIRE** campaign. While the adventure works best if at least one PC is Force-sensitive, one or two such characters could be more than enough to connect a group of renegades to the adventure.

The legacy of Suljo Warde—the kyber crystals he left behind—provides a considerable incentive for any developing Force Sensitive Exile. Further, to the right buyer, artifacts of the Jedi can be an incredible source of profit—perhaps even enough to clear the Obligation of an **EDGE OF THE EMPIRE** character, or at least take a sizable chunk out of a debt and buy the character a reprieve. In fact, different PCs' having different ends in mind for the kyber crystals could provoke extremely interesting party dynamics, such as if one member tries to learn from the crystals, a second attempts to hawk them on the black market, and a third becomes obsessed with their historical significance.

Since **EDGE OF THE EMPIRE** PCs are unlikely to possess a holocron already, introducing the adventure can be as simple as running **Finding the Holocron** (see page 16), with a few minor changes to reflect the fact that the PCs probably are not all Force-sensitive. Alternatively,

EDGE OF THE EMPIRE PCs might come across a holocron in any number of other ways, from receiving it as payment from a cash-strapped employer to finding it from a junker's dusty shelf. While the gatekeeper is less inclined to assist PCs to whom it cannot impart its teachings, it does what it deems necessary to get itself into the hands of someone who can benefit from its knowledge.



Over the course of the adventure, there are numerous opportunities to delve into the seedy underbelly of the galaxy that defines **EDGE OF THE EMPIRE**. Should the PCs become embroiled in the conflict on Arbooine, the Sathari rebels or Marcolf's enforcers (or both) might need weapons, supplies, or equipment that the PCs could provide. Cato Neimoidia is a hotbed of criminal activity; if they don't get on Onrein Hasar's bad side, the PCs could likely use her as a contact for future jobs. Since the events of the Clone Wars, there has been a demand for weapons and other proscribed items within Hasar's criminal syndicate. The PCs might find themselves welcome allies of Hasar—and bitter enemies of Duke Irbian, whose peace they are disturbing with their criminal activity. Finally, Moraband itself is a potential treasure trove of valuable Sith artifacts, and the fact that it has been hidden by the Empire for years only makes it a more tempting target. Of course, many of these dark relics are likely very dangerous, but that is exactly the sort of risk that many **EDGE OF THE EMPIRE** characters are all too happy to take.

AGE OF REBELLION

Members of the Rebellion and Force sensitives during this time share a key problem: both are hunted by the Empire, which seeks to eradicate them. Thus, **CHRONICLES OF THE GATEKEEPER** could fit into an **AGE OF REBELLION** campaign, perhaps to introduce the mystical elements of *Star Wars* into a military-focused game. Once the gatekeeper learns of the rise of the Empire and the destruction of the Jedi, it needs little motivation to work with those who are fighting the Empire, even if they are not Force-sensitive. After all, the gatekeeper possesses Warde's military knowledge from the Clone Wars, which can be a considerable asset. Beyond strategic expertise, it also knows of bases and caches from the war.

AGE OF REBELLION characters could easily acquire the holocron through the events in **Finding the Holocron** (see page 16). Alternatively, they could lift it off a high-ranking Imperial agent, steal it from an Imperial vault, or otherwise liberate it from their enemies. Once they have the holocron, the PCs should quickly realize that Warde's legacy would be extremely destructive in the hands of Imperial agents; thus, the gatekeeper and the PCs have a reason to cooperate to make sure it stays out of the Empire's grasp. This could tie in to the Duties of specific PCs or to the group's overall efforts.

The Galactic Civil War can play a very important role in **CHRONICLES OF THE GATEKEEPER**, if the GM so chooses. Arbooine is an Imperial-held world, and Marcolf is a recognized Imperial representative, even though he was installed during the Republic's rule. Striking a blow at him and freeing the Sathari could help convince them to support the Rebel Alliance with supplies and soldiers, and also aligns well with the ideological goal of many **AGE OF REBELLION** characters to see tyranny toppled wherever it lurks. However, Lieutenant Salial Devrays could cause real problems for Rebel agents on Arbooine, and they might need to find a way to outwit or eliminate her. On Cato Neimoidia, the soldiers of the Rebellion might have to contend with Duke Irbian, who has kept a tight grip on the world because of its history with the Separatists. If a Rebel presence were to become known on Cato Neimoidia, however, it might find assistance from Onrein Hasar, who still nurses a grudge against the Republic and the Empire that has replaced it. While Hasar is a wicked crime lord, she could become a valuable ally to the Rebellion. Finally, uncovering the world of Moraband might appeal to **AGE OF REBELLION** characters simply because the Empire has worked so hard to erase it. Whatever awaits on this world might pose a threat to the Empire itself—an opportunity few Rebel agents can afford to pass up, even if it is fraught with danger.

USING MORALITY IN THE NARRATIVE

In many ways, Morality is the focus of **CHRONICLES OF THE GATEKEEPER**. Though the PCs do not discover it until **Episode II**, Warde himself ultimately fell to the dark side. By following in his footsteps, the PCs come face to face with his mistakes and can either learn from them or repeat them. To integrate this theme, the adventure provides considerable guidance on using Morality, at various points offering suggestions about Conflict for certain actions or inactions and ideas about how to engage PCs with different emotional strengths and weaknesses.

GM and players alike should consider the roles they want Morality and the incessant lure of the dark side to play in their story. The PCs' ethical choices should have narrative effects beyond the use of Conflict to impact Morality. Taking the high road and sparing a fallen foe should have both benefits and costs; the PCs should feel the ramifications of such decisions, whether for good or for ill. Cutting down a single foe might end the threat that enemy poses as an individual. However, champions of the Force must often face challenges and quandaries that cannot simply be slain, even with a lightsaber, and sometimes violence breeds only more violence.

As the PCs travel to the worlds Warde touched, they should consider both his intentions and the impacts he made on these places, and decide whether to right the things he set wrong. As Force sensitives with less direct moral guidance than the Jedi of old, the PCs must determine for themselves what their own responsibilities to the galaxy entail.

For **EDGE OF THE EMPIRE** and **AGE OF REBELLION** characters, the concept of ethical use of power is still important, even though it doesn't have a mechanical effect. Questions of right and wrong confront outlaws and Rebel fighters as much as they do Force sensitives. Outlaws must navigate the overlap between criminal behavior and doing what is necessary to survive, and Rebels must weigh the value of victory in war against its toll. GMs could even introduce the Morality mechanic for some or all characters in those games (either in addition to or replacing Obligation or Duty) to represent the fact that Force users' concerns take on a different tenor from those of their less mystical allies. See page 338 of the **FORCE AND DESTINY** Core Rulebook for more guidance on using Morality alongside Obligation or Duty.

FORCE POWER: WARDE'S FORESIGHT

Suljo Warde was particularly skilled at prognostication, and he refined this ability considerably over the course of his life, gaining the capacity to predict how people would react before they had even made up their own minds. Though Warde is long gone from the galactic stage, the PCs can unlock the secrets of this power by training with the holocron he left behind.

For all the might it offers, however, this power can be a double-edged blade. While it grants insight, it does not reveal the one, certain truth. The future is mercurial and ever-changing. Countless possible influences, including the user's own actions, factor into the choices that other people make. This power can save a Force-sensitive's life, but it can also raise disquieting questions. Can a user be sure that his own choices did not, in fact, cause his foe to act as he predicted? Does that mean that striking preemptively makes him complicit?

Thus, while those who have mastered this power of prediction can know a likely outcome, they always risk forcing a particular future into being because their choices in response to that very premonition. Using this power requires incredible wisdom and restraint, lest its wielder become trapped in a grim prison of self-fulfilling prophecy.

If the PCs can master it, this variant of the Foresee Force power (see page 290 of the **FORCE AND DESTINY** Core Rulebook) can give them a substantial edge at the negotiating table and in battle. Using it on a foe can let a character act first, striking before the enemy even has a chance to draw. Users must discover for themselves if they can deliver justice with a clear heart or if they will be consumed by the darkest futures that they observe. Although the two overlap thematically in some ways character can learn both Foresee and Warde's Foresight, and these Force powers behave as independent powers for all mechanical purposes.

BASIC POWER

Warde's Foresight differs from many other prophetic abilities in that it focuses very narrowly on a specific person. At the most basic level, it observes not the future of the cosmos but the fate of a particular individual. However, even these hints that Warde's power of prophecy grants are only likelihoods. The future is volatile, shifting with the choices of individuals. Even the decision whether or not to act on these visions of possible futures can alter results they foreshadowed. The basic power has one way to spend Force points:

- The user may spend 1 to gain hints about what an individual within short range is likely to do in the near future. In structured gameplay, this knowledge does not typically extend beyond the end of the current encounter.

UPGRADES

Upgrades to Warde's Foresight are largely focused on increasing its combat efficacy. Each upgrade either gives the user new ways to predict the actions of potential foes or enhances these effects. It allows the wielder not only to avoid an attack before it is launched, but also to strike preemptively.

Control Upgrade: When making a skill check to determine Initiative, the Force user may roll a Warde's Foresight power check as part of the pool. He may spend 1 to add automatic ☆ to the first check he makes this encounter (after the Initiative check). The user may activate this multiple times, adding additional automatic ☆ to the check each time.

Control Upgrade: When performing a Warde's Foresight power check as part of an Initiative check, the user may spend 1 to add automatic ☹ to the first check he makes this encounter (after the Initiative check). The user may activate this multiple times, adding additional automatic ☹ to the check each time.

Control Upgrade: Once per encounter, the user may use the basic power as a maneuver.

Control Upgrade: When performing a Warde's Foresight power check as part of an Initiative check, if the user did not use 1 to generate 1, each ally adds automatic ☆ to the results of his Initiative check. If the user used 1 to generate 1, the user may immediately perform an action before the encounter begins, but each enemy in the encounter adds automatic ☆ to the results of his Initiative check.

Duration Upgrade: Spend 1 to have the bonuses granted by this power apply to all relevant checks for a number of rounds equal to the number of Duration upgrades purchased. The user may not activate this multiple times.

Magnitude Upgrade: When performing a Warde's Foresight power check as part of an Initiative check, the user may spend 1 to add automatic ☆ or ☹ to the first check one ally within short range makes this encounter (after the Initiative check). The user may activate this multiple times, adding additional automatic ☆ or ☹ to that ally or another ally's check each time.

Range Upgrade: Spend 1 to increase the power's range by a number of range bands equal to the number of Range upgrades purchased. The user may activate this multiple times, increasing the range by this number each time.

Strength Upgrade: Spend 1 to gain 1 equal to Strength upgrades purchased on the user's next check against the target (or directly involving the target, in the case of a non-combat check). The user may not activate this multiple times.

Force Power Tree: Warde's Foresight

Prerequisites: Force Rating 1 +

FORCE ABILITY

Available with the holocron.

① Unlocked upon acquiring the kyber crystal in **Episode I**.

② Unlocked upon acquiring the kyber crystal in **Episode II**.

③ Unlocked upon acquiring the kyber crystal in **Episode III**.

WARDE'S FORESIGHT BASIC POWER

The Force user can feel the Force flowing around another specific individual to gain insight into what that person might do.

The user may spend 1 to gain hints about what another individual within short range is likely to do in the near future.

COST 10

RANGE

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 5

CONTROL

When making a skill check to determine Initiative, the Force user may roll a Warde's Foresight power check as part of the pool. He may spend 1 to add automatic ✨ on his first check this encounter.

COST 10

STRENGTH

①

Spend 1 to add 1 equal to Strength upgrades purchased to user's next check against the target.

COST 10

CONTROL

②

Once per encounter, use the basic power as a maneuver.

COST 10

DURATION

②

Spend 1 to have the bonuses the power grants apply to all checks for rounds equal to Duration upgrades purchased.

COST 10

DURATION

①

Spend 1 to have the bonuses the power grants apply to all checks for rounds equal to Duration upgrades purchased.

COST 10

RANGE

②

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 5

DURATION

②

Spend 1 to have the bonuses the power grants apply to all checks for rounds equal to Duration upgrades purchased.

COST 10

CONTROL

②

When performing a Warde's Foresight power check as part of an Initiative check, spend 1 to add 1 on user's first check this encounter.

COST 15

MAGNITUDE

③

When performing a Warde's Foresight power check as part of an Initiative check, spend 1 to add ✨ or 1 to ally's first check this encounter.

COST 10

STRENGTH

③

Spend 1 to add 1 equal to Strength upgrades purchased to user's next check against the target.

COST 10

CONTROL

③

When performing a Warde's Foresight power check as part of an Initiative check, if the user did not use 1 to generate 1, each ally adds automatic ✨ to the results of his Initiative check. If the user used 1 to generate 1, the user may immediately perform an action before the encounter begins, but each enemy in the encounter adds automatic ✨ to the results of his Initiative check.

COST 15

FORESIGHT AND FORESHADOWING

As Yoda says, "Difficult to see. Always in motion, the future is." In other words, it is important that the future not be immutable, because one of the underlying themes of *Star Wars* is that destiny is forged not only through prophecy, but also through the choices that individuals make when faced with predictions of their possible futures.

On the other hand, the players would likely find it frustrating if their new Force power wasn't useful because the future is too mercurial to predict at all, and so the GM should strive to balance the effectiveness of Warde's Foresight with the idea that destiny is what one makes of it.

One way to address this is to make sure that the character always learns something useful from using Warde's Foresight. Even if a vision does not come to pass, perhaps it reveals a detail that is true—and useful—about the person it concerned. For example, even if a mysterious Force sensitive does not choose to unleash blasts of withering energy on the user of Warde's Foresight in response to an impertinent question, knowing that the character has the capacity to do so is valuable in and of itself. The vision might not come true, but it still reveals truth. Warde's Foresight can and should reveal things that don't come to pass, but it generally should not show visions that are completely impossible.





THE GATEKEEPER'S LEGACY

"To know the future is to know true doubt."

—Suljo Warde, Jedi Knight

In this first act of the adventure, the PCs unearth the long-forgotten holocron of the Jedi Knight Suljo Warde and begin their quest for the kyber crystals that unlock its potential. This search begins at Warde's last known location, Arbooine. This first episode includes the following sections:

- **Finding the Holocron (Optional):** The PCs respond to the distress signal of the *Silver Star* freighter and discover Suljo Warde's lost holocron.
- **Destiny Calls:** The PCs meet the holocron's gatekeeper and learn of the history and powers of the Jedi Knight Suljo Warde.
- **Off the Beaten Path:** The PCs travel to the remote planet of Arbooine and must make their way through its deadly forests.
- **Quolas:** The PCs reach the tree-city of Quolas.
- **Living in Fear:** The PCs learn of Gel Marcolf's reign of fear and cruelty, and of the many injustices the residents of Quolas suffer. They have several opportunities to offer aid to the Sathari living there.
- **The Tyrant:** The PCs deal with Marcolf, one way or another, and retrieve Warde's kyber crystal.

If the PCs do not already have a suitable holocron, this episode opens with an exciting encounter that leads the PCs to Warde's holocron. The holocron then points the PCs to the world of Arbooine, where they pick up the trail of Suljo Warde. After arriving on Arbooine, the PCs must brave the dangers of the forest to reach the city of Quolas, Warde's last known whereabouts. The rest of the episode takes place within the great tree-city of Quolas. There are many ways in which the chapter could unfold, depending on how the PCs decide to go about their mission. Their objectives are to find out where Warde went after Quolas and to obtain the kyber crystal currently in the possession of Gel Marcolf, who has ruled Quolas since Warde placed him in charge.

After the PCs obtain the holocron and reach Quolas, they are free to explore the tree-city however they like in order to find information and gather allies against Marcolf. The PCs have many options for dealing with Marcolf, ranging from peaceful negotiations to all-out assault supported by residents of the city. The PCs' actions during their time in Quolas influence the options available, as well as their likely outcomes. Regardless of how the PCs tackle these challenges, they are successful once they obtain Marcolf's kyber crystal and learn of Warde's next destination—Cato Neimoidia, a world ravaged by the Clone Wars.

ARBOOINE

Astronavigation Data: Arboo system, Arboo sub-sector, Outer Rim region

Orbital Metrics: 413 days per year / 28 hours per day

Government: locally ruled settlements

Population: 70 million (99% Sathari, 1% other)

Languages: Arbori, Basic

Terrain: forests, inland seas

Major Cities: Zeilo (capital), Quolas, Porthor

Areas of Interest: tree-cities

Major Exports: wood and woodwork

Major Imports: technology

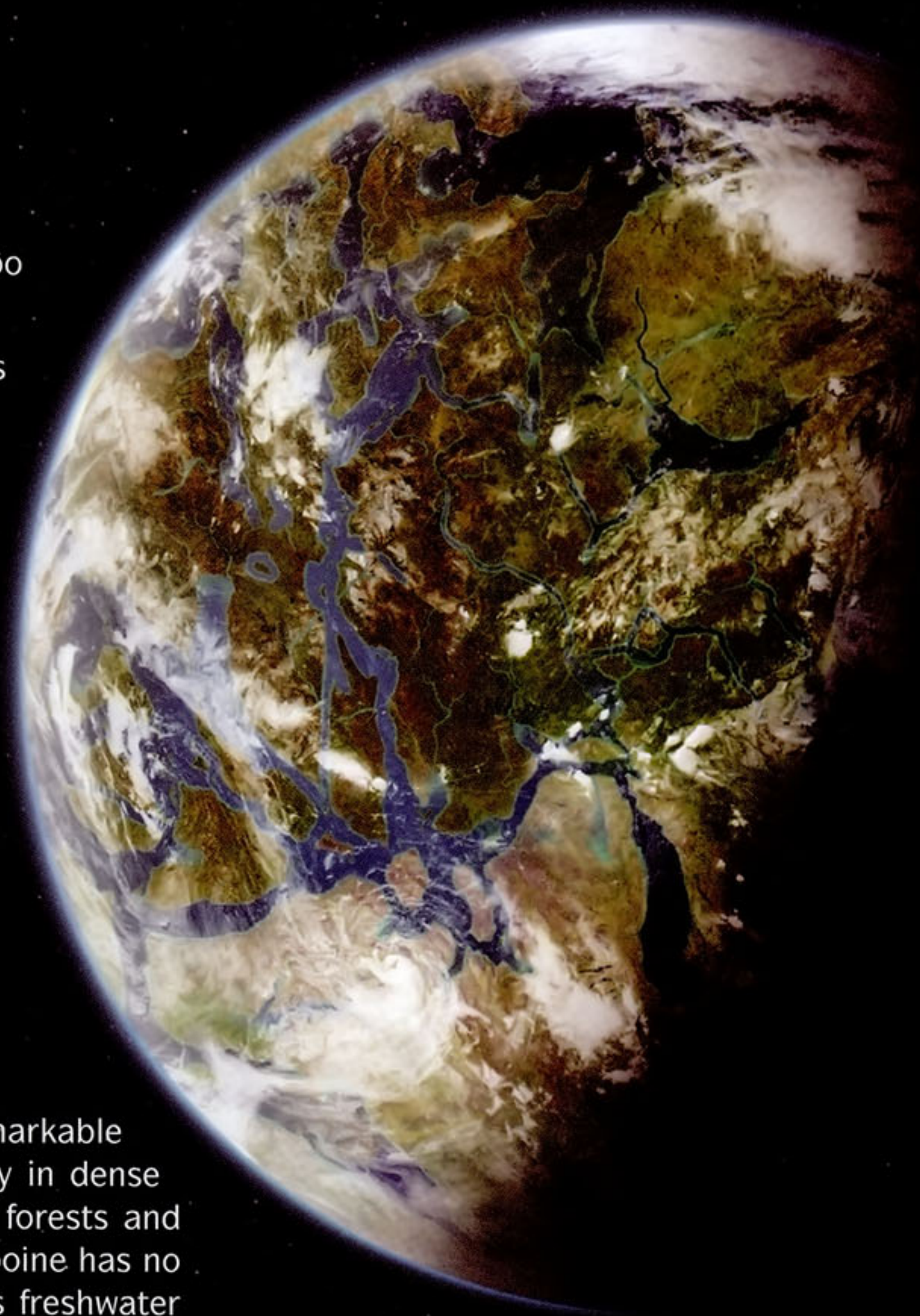
Trade Routes: Diophos Spur

Special Conditions: none

Background: Arbooine is a largely unremarkable and backwater world, covered almost entirely in dense and impenetrable temperate, ancient-growth forests and topped with small icecaps at both poles. Arbooine has no true oceans to speak of, but it has countless freshwater rivers and lakes, varying in size from small pools to inland seas. The planet is home to many native species, including harmless herbivores, such as the tarvix, and dangerous predators, like the venomous bearsloth.

Out of all of Arbooine's native life, only a single sentient species calls it home. The Sathari are a humanoid species of avian descent who have lived on Arbooine for countless eons. Although Arbooine was ostensibly a part of the Republic for millennia, the Sathari are an insular people who declined to take any noticeable role in galactic politics.

Arbooine's sentient population is relatively small; Republic estimates placed it at roughly 70 million, sparsely distributed. The planet's largest and most dense settlement by far is its capital city of Zeilo, also home to Arbooine's only spaceport. Other settlements are scattered across the planet's surface, many established in the vast elrit trees. Still others range from villages of wooden houses to domes of metal and stone to nomadic tent-camps.



The name "Arbooine" was given to the planet by an uninspired Republic cartographer when the Sathari name for the world proved unpronounceable in Basic (and without a beak). The planet came to the attention of the Republic High Command during the Clone Wars because of its proximity to the Diophos Spur, a little-used route into Separatist space. The Grand Army of the Republic planned to use Arbooine as a staging post for a surprise assault into Separatist territory, but the base there was abandoned as battle lines shifted.

Since that time, Arbooine has once again faded from the galactic stage. Although Arbooine is a part of the Empire, Imperial forces are seldom seen there. However, within the last year, Imperial Command has determined that Arbooine's remoteness and countless kilometers of dense forest make it a possible location of a hidden Rebel base. In response to recent Rebel attacks in the region, Imperial forces have been dispatched to search and secure the planet as needed.

SATHARI CULTURE

The avian Sathari are the only sentient species native to Arbooine. Although generally predisposed to cool temperament, many Sathari take any insult or slight, particularly against their clan, quite seriously. Sathari are eminently capable of holding a grudge.

Most Sathari value family and loyalty to kin above all else. As with most sentient species, the Sathari concept of family is based on blood relationships. Although it happens in only the rarest of circumstances, Sathari do believe it is possible to form a familial bond

with someone unrelated by blood. In many ways, this is like a marriage, as not only is the chosen sentient now considered a member of the clan, but so are that being's descendants and family. The addition of a choice-kin to a Sathari family requires the approval of the clan's elder. For a non-Sathari to receive this honor requires more than just a strong friendship, but an experience or level of trust that truly marks the choice-kin as family. The adoption of a choice-kin is a cause for great celebration, and the party that ensues after the formal ceremony might go on for days.

SATHARI CHARACTERS

During the course of the adventure, the PCs travel to Arbooine, home of the insular Sathari species. If it becomes necessary to create a replacement character during this part of the adventure, the GM might allow players the choice of Sathari as a species. Similarly, if using **CHRONICLES OF THE GATEKEEPER** as the beginning of a campaign, the GM might give players the option of this species, tying them further into the events of the game. This might even lead to an alternate beginning of the adventure, perhaps with the PCs traveling to Arbooine to end Marcolf's tyranny, and only discovering the holocron during the process.

SATHARI

Sathari are a humanoid species of avian ancestry native to the planet Arbooine. Sathari are rarely encountered away from their home planet, for Sathari culture values family above all else. For Sathari, to travel off-planet or even to leave their hometown is seen as abandoning family, so few depart. Sathari are fiercely loyal to their family and friends, but many Sathari are known to harbor significant grudges against their foes.

Though the Sathari's ancestors were likely once capable of true flight, this ability disappeared millions of years ago. However, their avian heritage is apparent in their plumage, which varies in color and pattern by individual, and in their rapid, precise movements. Of particular note are the facial plumes of the Sathari, which grow outward from near the beak or eye. These long, tufted feathers can extend up to a meter in adult Sathari. The relatively subtle sexual variance of the Sathari species leads to adult males frequently having four such feathers and adult females frequently having two, although various genetic, environmental, cultural, and individual factors mean that plumage, sex, and gender vary across a spectrum and can appear in any grouping. Although Sathari average from 1.7 to 2 meters in height, they weigh significantly less than humans of similar size. Sathari skeletons are far less dense than those of most humanoid species, allowing them to move more quickly and dexterously, but leaving them more susceptible to fractures and other damage. Sathari possess four clawed digits, including one that is opposable, on their hands and three clawed toes, one of which is largely vestigial, on their feet. Like most species of large fauna that evolved on Arbooine, Sathari have four eyes.

Sathari speech is by turns measured and raucous. Conversations are often begin restrained, then suddenly burst into lively discussions that sound like chirping chaos to many outsiders. Sathari rhetoric and plans alike tend to be swift and exact. Most Sathari prefer to study a challenge for a long time before implementing an efficient solution rather than working in stops and starts and adapting the plan on the fly.

SPECIES ABILITIES

1	3	2	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 8 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Sathari begin with one rank in Coordination. They still may not train Coordination above rank 2 during character creation.
- **Glider:** A Sathari can fall safely from any height and can glide over small gaps or distances while falling. While conscious, a Sathari character does not suffer damage from falling (see page 221 of the **FORCE AND DESTINY** Core Rulebook).



FINDING THE HOLOCRON (OPTIONAL)

Before the PCs can begin their journey to unlock the power of Warde's Foresight, they must first discover Suljo Warde's holocron. This encounter is designed to be flexible, so that GMs can easily insert it into an ongoing campaign almost anywhere the PCs might be. The point of the encounter is to deliver the holocron into the PCs' hands. A secondary purpose is to introduce the idea that even possessing a holocron can be dangerous. Although this fact takes a backseat to the PCs' own quest for Warde's secrets during most of the adventure, it becomes relevant again at various times during the adventure. Some GMs might want to introduce additional encounters throughout the adventure and make this a larger element of the plot, to remind the PCs they are not the only ones interested in the Jedi's legacy and to keep them moving.

The adventure assumes that the attackers in this encounter are bounty hunters hired by the Empire to eliminate the freighter's crew. The crew attracted attention when suspiciously departing an orbital station near Cato Neimoidia—though their secret was not sedition, but something far more dangerous than the Empire suspects. If the GM has already established prominent enemies for the PCs, the identity of the bounty hunters' employer can be changed to fit the campaign, or the bounty hunters can be replaced with servants of the PCs' archfoe.

This encounter assumes that the PCs are on board a ship, whether it is their own or one on which they have booked passage. However, if need be, the GM can adapt the encounter so that it takes place in a spaceport, with the PCs fortuitously in the vicinity when the attack begins.

ANOTHER HOLOCRON?

If the PCs already have a holocron, perhaps as a result of the events in **MOUNTAINTOP RESCUE**, the adventure in the **FORCE AND DESTINY BEGINNER GAME**, the GM has a few options for starting this adventure. If they have not yet activated the holocron or have not yet become familiar with its gatekeeper, the GM can simply have it be Warde's holocron, leading them directly into **CHRONICLES OF THE GATEKEEPER**. However, if the GM has already established that the holocron contains a drastically different gatekeeper or had a different creator, it is necessary to provide the PCs with Warde's holocron separately. For a group of Player Characters to possess more than one holocron could be problematic for some campaigns, and it could give the PCs the idea that holocrons are common—which could not be further from the truth. If preferred, the GM could arrange for the PCs' holocron to become lost or stolen, with their attempts to recover it leading them to Warde's holocron instead. Such attempts could even form the basis for one or more adventures in themselves, concluding with a hint that the PCs' holocron is aboard the *Silver Star*, leading to the encounter presented here.

DISTRESS CALL

This encounter can begin when the PCs next travel to another star system. Immediately after exiting hyperspace, their ship receives an automated distress signal over the subspace transceiver. The signal's origin is nearby, and it takes the PCs only minutes to reach it. When they do, read or paraphrase the following aloud:

Drifting in space is a severely damaged freighter, smoke trailing from its mangled thrusters and blaster-streaks marring its hull. Its transceiver identifies it as the transport vessel Silver Star, a tramp freighter. Docked with the larger vessel is a smaller craft, which is undamaged. Its transceiver signal is masked—a clear indicator of pirates or other criminals. With the attackers already aboard, the crew of the Silver Star might not have much time left!

Hopefully, the PCs do not need any further motivation to assist a simple merchant vessel in need. However, if the PCs have already begun down the path to the dark side and need some incentive, the GM might point out that a surprise attack on the attackers could net them the spoils from both the damaged G9 *Rigger*-class freighter (which is inoperable now) and the assailants' *Pathfinder*-class scout ship.

ABOARD THE SILVER STAR

By the time the PCs arrive, the *Silver Star* has already suffered severe damage from the surprise attack, leaving it immobile. Of its seven crew members, two have died due to hull breaches or detonating ship systems, and the boarders intend to leave no survivors. Unless the GM rules otherwise due to the PCs' quick thinking and actions, the assailants kill the last of the crew just as the PCs board the ship.

THE ATTACKERS

The assailants are no mere pirates, but bounty hunters working under a secret contract with Duke Erron Irbian, an Imperial official from Cato Neimoidia who hired them to eliminate the crew of the *Silver Star*. The team consists of four bounty hunters led by a human named Nex Pavros. Use the **Guilded Bounty Hunter** profile (see page 404 of the **FORCE AND DESTINY Core Rulebook**) for all four, but replace the disruptor pistol with a heavy blaster pistol for all except Pavros.

The bounty hunters have orders to intercept the *Silver Star* and kill Captain Aenet and her crew. Duke Irbian believes them to be smugglers working for the Rebellion because they fled an orbital station under his jurisdiction. To avoid blame from his superiors, the duke wants to make them vanish without attracting attention to the matter, so the bounty hunters intend to make it look like a pirate attack. They have no interest in the actual cargo of the ship, which is mostly simple dry goods.

Although ruthless and efficient, the bounty hunters are contract killers rather than true soldiers. They attempt to kill the PCs immediately upon discovering their presence, both to prevent them from interfering and because they plan to leave no witnesses. The bounty hunters use the narrow confines of the ship and the fact that they have had several minutes longer than the PCs to become familiar with its layout to their advantage. They take cover behind bulkheads and attempt to ambush the PCs where possible. If at least two of the bounty hunters are slain or incapacitated in combat, the rest flee back to their ship and attempt to escape—for now, at least. Although the bounty hunters are remorseless killers, murdering one who is attempting to flee should cause a PC to gain at least 5 Conflict.

THE CREW'S FATE

Unless the PCs act particularly swiftly and decisively upon detecting the distress signal, the crew of the *Silver Star* are all dead by the time the PCs deal with the bounty hunters. Immediately after stepping aboard the ship, the PCs hear blaster fire as the bounty hunters gun down the last of the crew.

As they investigate the ship, the PCs find the grisly results of the bounty hunters' work. One of the crew is dead in the cockpit, one is prone on the floor, and another is in a seat, draped across the computer terminal that conceals the holocron. A fourth lies on the floor of the engineering compartment, scorched and shredded from an explosion in the initial attack. The remaining three all died due to blaster or disruptor fire near the airlock as they tried to prevent the bounty hunters from boarding.

In describing this scene, the GM should take the opportunity to reinforce the horror of this senseless violence, reminding the PCs of the importance of Morality and the value of sentient life. Further, the GM should encourage the players to roleplay their characters' reactions to the scene, giving them a chance to show their

WHO WERE THEY?

The grizzled Captain Saral Aenet and her crew were traders, a fact that the PCs can ascertain from the ship's logs and physical evidence. Though the crew were not formally rebels, Aenet had no love of the Empire. The crew dealt in various legal goods but also occasionally traded in antiquities. When they stumbled across a holocron in a market, Aenet remembered the device from stories of the Jedi in her childhood and decided to secret it away from the Empire's reach. Unfortunately, the *Silver Star's* swift departure attracted the attention of Duke Irbian, who callously decided to have the crew killed on suspicion of sedition. When the PCs reach Cato Neimoidia in **Episode II: Chasing Ghosts**, they might encounter Duke Irbian and have a chance to pay him back for his cruelty.

PCs' moral outlooks and possibly even to gain some new insights into the characters' personalities. Such character exposition is especially helpful if the PCs have only just met.

THE HOLOCRON

After they board the *Silver Star*, the bounty hunters split up in order to finish off the remaining crew members. Once the PCs drive off or defeat the bounty hunters, they are left with something of a mystery. Rather than preserving the cargo in order to transfer it to their vessel, as pirates would normally do, the bounty hunters began breaking open cargo containers and prying wall and floor panels loose in their hunt for any survivors. The cargo hold is completely wrecked, with canned foodstuffs and loose medical supplies strewn all about. It is clear that the bounty hunters were searching for anyone left alive, to erase the evidence of their crime.

The holocron is hidden in a secret compartment installed many years ago for the express purpose of concealment. This compartment is behind a computer terminal in the ship's cockpit. The first PC to enter the cockpit feels the presence of the Force, followed by a distinct pull as the Force guides the PC toward the holocron. If the group prepares to leave the ship before looking in the cockpit, one of them feels drawn toward it. As the PCs get closer to the holocron, the pull becomes stronger, guiding them to the computer. Gaining access to the holocron necessitates the computer's removal. Doing so requires an **Average (◆◆) Mechanics check**. On a failed check, the PC still dismantles the computer but also damages it in the process, erasing what remained of the ship's records. A result of ☹ indicates the computer is completely ruined and must be replaced, while each ☹ result inflicts 1 strain on the PC, who suffers painful electric jolts. After removing the computer, the PCs find a hidden panel behind it. Within lies a cube of gleaming metal roughly fifteen centimeters across and laced with glittering blue markings—Suljo Warde's holocron.



DESTINY CALLS

Once the PCs have the holocron in their possession, they must identify it and activate it. Fortunately, as they are Force sensitives, the holocron reacts to their presence even if they do not know what it is. Any character can attempt an **Average (◆◆) Knowledge (Lore) check** to recognize the holocron for what it is. A character who identifies the holocron upgrades the ability of the skill check to activate it once. The check is usually a **Hard (◆◆◆) Knowledge (Lore) check**, as described on pages 190–191 of the **FORCE AND DESTINY Core Rulebook**. If a character has a Morality of 30 or less—that is, has fallen to the dark side—add ■■■ to the check.

Although the GM should allow all the PCs to attempt skill checks to identify or activate the holocron, the progression of the adventure depends on their gaining access to the gatekeeper; bad dice rolls at this point should not derail the adventure. Like all holocrons, this one possesses an intelligent holographic gatekeeper, generated by the holocron's Force-attuned organotechnological systems. Further, in constructing his holocron, Suljo Warde foresaw at least some details about its future users, knowledge that he passed on to the gatekeeper. If the PCs are initially unsuccessful in activating the holocron, it eventually activates in response to the touch of one of the characters. This could occur immediately or when one of the PCs idly handles the holocron later on, after they resume their journey, depending on what the GM thinks would have more impact. However, the holocron does not activate automatically for any character who has fallen to the dark side.

THE GATEKEEPER

When the PCs first activate the holocron, read aloud or paraphrase the following:

Abruptly, the holocron hums and rises a few centimeters into the air as it separates along previously invisible gaps and realigns itself into a diamond shape. A blue, holographic image appears of a youthful, dark-haired human man in the robes of a Jedi.

The hologram nods to you and smiles slightly but sincerely. "Greetings, students. I am Suljo Warde—well, his memory, at least. I am the gatekeeper of this holocron, which Suljo Warde created to store his knowledge of the Force and the ways of the Jedi."

At this point, the gatekeeper answers any questions the PCs have as to its nature, the holocron, and the identity of its creator. The GM should keep in mind that the gatekeeper only possesses knowledge of Warde's life up to its last contact with him on the way to Arbooine. It can only offer conjecture as to later events (the idea that Warde would fall to the dark side simply does not occur to the gatekeeper, for instance). The holocron stores a considerable amount of knowledge about the nature of the Force and the ways and history of the Jedi, but simply activating the holocron does not render

it an open repository for the PCs' research. As its name implies, the gatekeeper guards access to this information and reveals it only when it deems a student ready. In addition to being a sophisticated artificial intelligence that could easily be mistaken for a true sentient, the holocron has kyber matrices, which mean the gatekeeper is attuned to the Force. Much like its creator, the gatekeeper uses the Force to read the intentions of those who access it. Therefore, tricking or coercing the gatekeeper into revealing knowledge before the user is ready is all but impossible; PCs would do well to treat it with the respect due to the Jedi after whom it is patterned.

The gatekeeper's knowledge of galactic events is only current as of the time it was last activated, and the holocron has gone unused since the latter days of the Clone Wars, before the rise of the Empire. Consequently, the gatekeeper knows nothing of the Empire or the destruction of the Jedi. It has no reason to think the Jedi are no longer the same powerful order they were at the time of its creation, and so it does not ask about them. When or if the matter comes up depends entirely on what the PCs say and what questions they ask. Should the gatekeeper learn of the fate of the Jedi, it is mournful, but resolute.

In personality, the gatekeeper is much like Warde was when he created it. It is patient, good-humored, and desires to teach, but can be very stubborn when its pride is wounded. It also has his habit of finishing people's sentences (though it often does so incorrectly, as cannot imitate his power of foresight). Below are some likely questions the PCs might ask and the gatekeeper's responses:

"What is a holocron?"

"For now, think of a holocron as a receptacle of Jedi lore and lessons." The gatekeeper smiles. "Those teachings include the secrets of the technology it uses, but like much of the knowledge the holocron contains, I can only teach it to those who show that they are worthy."

"What is a gatekeeper?"

"Well, I'm not a spirit or ghost. A gatekeeper is a Force-imprinted artificial sentience that inhabits a holocron and allows its users to access the information it contains. Like most gatekeepers, I am based on the personality and memories of the Jedi who created me. Think of me as an echo of him—Suljo Warde"

"Who was Suljo Warde?"

"Suljo Warde was, or perhaps is, a Jedi Knight who fought in the Clone Wars. He may still be alive, although it has been some time since I was created. The Clone Wars must surely have ended by now, correct?"

USING THE GATEKEEPER

GM s can use the gatekeeper much as they would any other plot-central NPC, although they should always keep its nature in mind. Of course, the nature of a holocron's gatekeeper is complex. It is more than just an artificial intelligence; in fact, its mind is more like a sentient's than any droid mind could ever be. This is because it is modeled so exactly on its creator, and not merely using technological means, but also drawing on the Force to copy the creator's mind and spirit. Generally, interacting with the gatekeeper is just like it would have been to interact with Suljo Warde at the time of the holocron's creation—like talking with a cool and capable Jedi Knight in his prime.

As well as guiding the plot of the adventure, the gatekeeper can serve as an ally and mentor for the PCs. If the heroes have not previously had much opportunity to learn about the Jedi and their ways, the GM can use the gatekeeper to impart such knowledge, to an

extent depending entirely on the GM's preferences. Within the game, this represents both the limits of the gatekeeper's knowledge and the fact that it does not reveal information to users until they are ready. Since the PCs are not Jedi Knights, the gatekeeper views them very much as pupils, treating them as a Jedi Master might a Padawan. If the GM wishes, the gatekeeper could tutor the PCs in the ways of the Jedi, much as a living mentor might. The gatekeeper is more likely to recommend that the PCs visit the Jedi Temple on Coruscant to seek entry to the order. Upon learning why this is not possible, the gatekeeper might very well forego the usual procedures and teach the PCs directly. Of course, the most potent of its knowledge is locked away in the kyber crystals, which the PCs must retrieve. Once they do, the holocron can guide the PCs to become something very close to the true Jedi of old.

“Why were you created?”

“Many Jedi create holocrons. Especially during times of war and uncertainty, wisdom can be rare, and it must be preserved.” The gatekeeper takes on a wistful expression. “The Clone Wars devastated so many worlds, and took an especially harsh toll upon the Jedi Order. Too many promising Jedi Knights fell in battle, and nobody had time to train successors. A holocron is a means of safeguarding wisdom against the uncertainty of the future, so Warde likely had good reason to believe his own future could be cut short at any time.”

“What do you want us to do? / What's in it for us?”

“Currently, this holocron is incomplete. If you recover the other three kyber crystals that contain Warde's knowledge of the Force, I can fulfill my purpose and pass on his wisdom to you.”

WARDE AND THE HOLOCRON

Suljo Warde created the holocron to store his knowledge, including the secrets of the Force power he developed, Warde's Foresight. Although holocrons have numerous fail-safes to ensure that only qualified Jedi access their deepest secrets, not the least of which is the gatekeeper itself, Warde feared what his power of foresight could do in the wrong hands. This is the primary reason why he separated some of the holocron's information into three kyber crystals.

The PCs can only learn simple applications of Warde's Foresight until they attain the first kyber crystal, as outlined on pages 10–11. Additionally, as long as they have Warde's holocron in their possession, the Player Characters treat Brawl and Vigilance as career skills.

WARDE'S LEGACY

Once the PCs have had the opportunity to ask a few questions, or when they ask what happened to Warde or what the gatekeeper can teach them, read aloud or paraphrase the following:

The flickering holographic image nods knowingly. “Suljo Warde was known for many accomplishments and feats, both before and during the Clone Wars. His greatest contribution to the Jedi Order, however, was his refinement of the ability to predict the future. Although many Jedi are capable of foreseeing future events, Warde's ability was different. Rather than focusing on visions of events yet to come, Warde perceived the future decisions, actions, and intentions of other sentients. Not only could Warde see beyond lies and deceptions, he could predict another's decisions long before that person even contemplated the matter.

“The secrets of this technique, as well as the most sensitive knowledge Warde possessed, are not contained in this holocron, but in a set of three kyber crystals he created alongside it. This holocron is the only means by which to read those crystals.

“Suljo Warde completed the construction of this holocron while on the planet Arbooine. He entrusted one of the crystals to a young Force-sensitive Mirialan named Gel Marcolf. He saw great potential in Marcolf, whom he hoped would become his Padawan. Warde kept the other crystals with him, and where they are now, I cannot say. If you hope to learn the technique behind his predictive abilities and unlock the full potential of this holocron, you must travel to Arbooine and retrace Master Warde's steps.”

OFF THE BEATEN PATH

Having learned some of Suljo Warde's history and the nature of the holocron, the PCs must travel to the remote planet of Arbooine in order to follow Warde's trail and (though they cannot know this for sure) find the first crystal. Along the way, the PCs can converse further with the gatekeeper to find out more about Suljo Warde and the history of the Jedi, if the GM wishes. The GM should remember that the holocron was created before Warde's fall to the dark side and knows nothing of Warde's life, or galactic events, after Warde's visit to Arbooine.

Arbooine is located in the far spinward and galactic East reaches of the Outer Rim, joined to the Corellian Run by the much lesser-known Diophos Spur. The time it takes to get there depends on the PCs' starting location. As Arbooine is a backwater world, the journey should take at least a day, and possibly several. GMs who prefer to highlight Arbooine's remoteness and to incorporate additional challenge can call for an **Average (◆◆) Astrogation check** to chart a course. The holocron does contain Arbooine's coordinates, but its information on hyperroutes is many years out of date. It can provide **□□** to the Astrogation check. If the PCs fail the check, they still arrive at Arbooine, but it takes double the expected time. In addition, when they do finally arrive, each PC suffers 1 strain for each **☉** on the check, due to the stresses of the roundabout journey.

At some point, the PCs are likely to speak further with the gatekeeper about Marcolf and Warde's trip to Arbooine. Alternatively, they might not learn this information until after their arrival, depending on how frequently they consult the holocron. When they ask for additional information or the GM decides it is time for the gatekeeper to tell them more, read or paraphrase the following aloud:

"Suljo Warde met Gel Marcolf on when they were attacked by Separatist assassins on Eriadu, and he sensed that the young Mirialan was strong in the Force. He hoped to induct him into the Jedi Order and perhaps even take him on as a Padawan after the war. As of my creation, however, Warde had not yet explained this to Marcolf. He was not yet mature enough."

The gatekeeper crosses his arms and gazes upward, as if remembering. "Suljo Warde had Marcolf with him when he headed to Arbooine to set the groundwork for a Republic base. The area surrounding the town of Quolas was an ideal location. At the time, Republic intelligence indicated that Quolas was torn by a violent feud between two families, those of Helshar and Tumris. The Sathari of Quolas are fundamentally good people, but prone to long-held grudges. Warde brought Marcolf with him in the hopes that the young man might learn something about conflict resolution and the real responsibilities of a Jedi Knight."

If the PCs have not yet explained the rise of the Empire and the loss of the Jedi to the gatekeeper, the GM might also have the gatekeeper mention that Marcolf is likely a Jedi Knight by this time.

ARRIVAL ON ARBOOINE

Arbooine is a sparsely settled and overwhelmingly rural planet. There are no system monitors or traffic control to greet the PCs, and the world has only a single, basic spaceport, located near the capital of Zeilo, halfway across the planet from the PCs' destination of Quolas. When the PCs arrive at Arbooine, read or paraphrase the following aloud:

As you break through Arbooine's atmosphere, a dense, impenetrable canopy of green spreads out before you, broken here and there by mountains and massive lakes. The gatekeeper provides you with coordinates for the town of Quolas, but when you arrive, the thick foliage prevents you from visually confirming the settlement's exact location, let alone landing there. Finally, you spot a clearing along the bank of a river, several kilometers from where you believe the town to be.

The nigh-impenetrable forest canopy, hundreds of meters tall, prevents the PCs from verifying Quolas's location or landing nearby, forcing them to set down some distance off and make the rest of the journey on foot.

The forests of Arbooine are ancient and overgrown, with a dense canopy that rarely allows more than a small amount of sunlight through. Innumerable unique species of trees and other plants dominate the surface, which is also home to countless native animal species. Arbooine is particularly known for the variety of tree known as "elrit." The oldest elrit trees are hundreds of meters across and taller still. Some of these trees are still growing, but even the dead ones remain standing, such is the strength of their trunks. Such ancient trees are often built up and hollowed out where they stand and used as dwellings, with the largest encompassing whole towns and cities, as is the case with Quolas.

THROUGH THE ANCIENT FOREST

To reach Quolas, the PCs must make their way through the lush and deadly forests of Arbooine without losing their course. Although the journey is not particularly far, the native flora and fauna can pose challenges, and simply navigating between the massive trees and around other natural barriers proves difficult.

Making their way through the wilds to reach Quolas requires a PC to make an **Average (◆◆) Survival check**. If the PC succeeds on the check, the group make the journey

within a single day, reaching Quolas by nightfall. The GM can refer to **Table 1–1: Spending ☹, ☹☹, ☹☹☹, and ☹☹☹ in the Arbooine Wilds** for ideas for additional complications and boons resulting from the Survival check.

If the PC fails the check, the PCs will not reach Quolas until the next day. They must establish a camp for the night, as traveling in the forests of Quolas, even with glow rods and other equipment, is highly dangerous and quite likely to result in the group becoming lost. This is obvious to any PC and does not require a check, but the gatekeeper can also voice this opinion if the PCs need additional encouragement to stop for rest. Of course, if the PCs insist on pressing on through the night, the GM should call for a **Hard (◆◆◆) Perception or Vigilance check** from each. Failed checks might cause PCs to tumble into pits (traps made by the locals, natural occurrences, or the lairs of dangerous animals), fall prey to ambush by a bearsloth or other predator, become hopelessly lost, or suffer any of the negative results shown on **Table 1–1: Spending ☹, ☹☹, ☹☹☹, and ☹☹☹ in the Arbooine Wilds**.

A GM who wants to highlight the challenges of the journey or simply commit more time to this part of the adventure might call for a series of checks, adding ■ or □ to subsequent checks based on the results of prior checks.

Regardless of the PCs' success or failure on the first (and any subsequent) Survival checks, they experience a number of encounters during their journey, described below. Some of these encounters are labeled as optional; the GM could allow the PCs to skip them if they are particularly successful on Survival checks (or if the GM simply wishes to advance the narrative to their arrival at Quolas).

TABLE 1–1: SPENDING ☹, ☹☹, ☹☹☹, AND ☹☹☹ IN THE ARBOOINE WILDS

Cost	Effect
☹	Exertion or a natural hazard causes each PC to suffer 1 strain.
☹☹	One of the PCs is bitten by a venomous animal, which then retreats into the shadows. Treat the PC as being exposed to bearsloth venom (see page 22).
☹☹☹ or ☹☹☹	The PCs become lost and take an additional day to reach Quolas. At the GM's discretion, they encounter a bearsloths or some other hazard of the forest during this time spent aimless.
☹☹☹	The character finds a fresh stream or edible fruit, and the PCs recover 1 strain each.
☹☹☹☹	The PCs find a large chunk of amber hanging from the side of a massive tree. It has encumbrance 4, rarity 3, and can be sold in Quolas for the equivalent of 500 credits.
☹☹☹☹☹ or ☹☹☹☹☹	If the PCs fail the check, the group finds a safe place to camp and can try again the next day. If the PCs succeed, the party reaches Quolas in half the normal time.



BEARSLOTH ATTACK

Venomous bearsloths are among Arbooine's most dangerous predators, posing a threat even to a well-prepared group of travelers. This is due to the bearsloth's strength and venom as well as its natural ferocity and fearlessness. These massive, four-eyed predators are ambush hunters, striking the unwary from the trees and letting their venom do the hard work. This combat encounter can occur at any time during the Player Characters' trip. The GM have this encounter occur at night (if the PCs set up camp), or in conjunction with a natural hazard such as a cliff or river, for an especially effective ambush.

In this encounter, the PCs are attacked by a lone bearsloth. Bearsloths are adept at moving undetected between branches and across the surfaces of trees, which they use to their advantage when attacking. When the bearsloth attacks the PCs, it attempts to ambush them from above and initially targets the character at the rear of the group. Each PC makes an **Opposed (☹☹☹) Perception or Vigilance check** against the bearsloth's **Stealth** skill (which is already reflected in the difficulty above). Any character who fails this check increases the difficulty of the subsequent Initiative check by one (usually resulting in a difficulty of **Easy [◆]**) and adds ■ for each ☹.

The bearsloth is hunting for food, and once any of the PCs fall unconscious due to wounds or strain, the creature attempts to haul its victim up into the trees to consume at a later time. Its extra set of forelimbs allows the bearsloth to carry a silhouette 1 creature without slowing or being hampered in traversing the trees. Unless stopped, the bearsloth carries its victim to its nest, hollowed out in the upper reaches

of one of Arbooine's great trees, to devour at its leisure (a delay that can give vanquished PCs an excellent second chance to awaken and escape later, if the GM is feeling merciful).

Although vicious, bearsloths are wild creatures ruled by instinct. A bearsloth flees once it suffers a Critical Injury or wounds in excess of half its wound threshold. However, it soon returns, again ambushing the PCs. Knight-level PCs should be beset by a group of three bearsloths in the first ambush.

BEARSLOTH [RIVAL]

Bearsloths are dreaded and vicious predators native to Arbooine. These large, shaggy beasts possess six limbs, each tipped with fearsome claws that aid them in traversing the forest canopy and slaying prey. Bearsloths use their camouflage patterning and natural stealth skills to ambush their victims, and make no distinction between wildlife and sentient prey. Even more than their ferocity, bearsloths are known for their venomous bite, which slowly kills their prey.



Skills: Brawl 3, Cool 3, Stealth 3, Survival 2.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).

Abilities: Arboreal Predator (bearsloths treat trees and branches as normal terrain and do not make checks or spend extra maneuvers in order to move along them vertically or horizontally), Envenomed Bite (whenever the bearsloth successfully attacks a target [whether or not it deals damage], the GM may flip a dark side Destiny Point to have the target suffer the effects of being exposed to bearsloth venom), Silhouette 2.

Equipment: Claws and fangs (Brawl; Damage 6; Critical 3; Range [Engaged]; Linked 1).

NATURAL HAZARDS

Many dangers lurk in Arbooine's wilderness apart from the predatory fauna. The PCs could encounter one or more of these natural hazards at any point in their journey. The GM

should consider these encounters optional and can skip them, if preferred, to progress the narrative to the PCs' arrival in Quolas. Alternatively, the GM might introduce one of these complications when a PC generates ☹ on a Survival check.

RIVER

The PCs come to a river flowing swiftly through a deep but narrow canyon. To get across, they must brave a very old and very unstable-looking rope bridge. If the PCs cross the bridge one at a time and move slowly and cautiously, the bridge creaks and sways, but holds. However, if more than one character is on the bridge at one time or a character tries to cross the bridge quickly, the PCs on the bridge must each make an **Easy (◆) Coordination check**. Upgrade the difficulty of the check a number of times equal to the sum of the silhouette values of all characters on the bridge, and add one or more ■ if characters attempt to move quickly. Any PC who fails the check is pitched off the bridge, although the GM might allow the PC spend ☹ from the check to grab a precarious handhold. ☹ indicates that the bridge breaks somewhere near the middle, possibly sending characters plummeting to the water, at short range, below.

Alternatively, the PCs could follow along the canyon's edge until they find a place where the river is closer to ground level, or they could even climb down. Crossing the swift waters without a bridge is not easy, requiring an **Average (◆◆) Athletics check**. A character who fails the check is washed downstream and temporarily separated from the group, traveling a number of range bands away from the group equal to the number of ▼ generated. ☹ indicates that the character is dragged underwater and risks drowning (see **Suffocation** on page 221 of the **FORCE AND DESTINY** Core Rulebook).

DEAD END

The PCs come to a cliff that blocks their path, whether they find themselves at its top or its base. Getting past this obstacle requires either many hours of backtracking and finding an alternate route, or climbing down (or up). Trees and smaller plants grow sporadically from the cliff face and ledges, offering handholds and obstacles that could potentially arrest a character's fall, should the PC's grip loosen. Scaling the cliff requires a **Hard (◆◆◆) Athletics check**, although the GM might reduce the difficulty if the PCs have climbing

BEARSLOTH VENOM





Uenomous creatures are found throughout the galaxy. Through bites or, less commonly, claws or other means, such a creature can inject venom into its victim, turning what appears to be a mere flesh wound into a death sentence. Fortunately, the venom of the Arboinian bearsloth is not immediately lethal, as it is used to weaken and slow prey enough for the bearsloth to catch it. It does, however, linger a particularly long time in a victim's system, chipping away at its stamina. Thus, the venom is especially dangerous to travelers far from civilization.

At any dose size, this poison has a **Daunting (◆◆◆) difficulty** (which the target resists with Resilience). If the target fails, the poison causes an immediate




Critical Injury, but instead of rolling on the Critical Injury Result table, the character automatically suffers the following special Critical Injury:

Wracking Venom (Hard [◆◆◆]): Whenever this character would otherwise suffer 1 or more wounds or 1 or more strain, this character suffers that number of wounds or strain plus 2 instead.

Bearsloth venom can be harvested, though those Sathari hunters brave or foolhardy enough to learn the means to extract it rarely share their methods. Still, many hunters use it in their diiros, and in the marketplaces of Quolas, this poison costs 150 credits per dose and has a rarity of 3.

gear. The GM can spend  or    to have a climbing character lose his grip, which could mean a fall from short or medium range if the PC is not secured in some other way.

PREDATOR'S DEN




The PCs come across the den of one of Arbooine's many dangerous predators. The den is a large burrow in the forest floor with an opening about a meter across, descending at a shallow incline for some distance. If the PCs find the burrow as a result of  or  generated on a Survival check, the GM might have the PC leading the group fall into the burrow, suffering 1 strain in the process. If not, the GM might call for all the PCs to make Perception or Vigilance checks with a difficulty based on the foliage density and available light. The PC who fails the check and generates the most  could "discover" the pit by falling in, as above.

The nature of the den is evident from the many bones scattered about, some of them humanoid. PCs would be wise to leave the den as quickly as possible, and the GM might include appropriately fearsome sounds coming from within or nearby to motivate them. However, unless the PCs insist on lingering or exploring deeper into the pit, they are not attacked by bearsloths (see page 22) or any other local creatures.

TRAVELERS (OPTIONAL ENCOUNTER)

While making their way through the forest, the PCs encounter a group of twelve Sathari travelers moving in the opposite direction, along with four tarvixes (see page 24) loaded with supplies. The group is a traveling family of merchants and traders, who carry both news and goods from one tree-

city or village to the next. Such travelers are among the few Sathari who wander far from their home villages.

The Jiarlo family is friendly, although curious to see non-Sathari on Arbooine. Kirril Jiarlo is the family's elder, and he does most of the talking in interactions with the PCs. Unless the PCs make an effort to hide first, the Sathari slow down and Kirril enthusiastically greets the PCs. The Jiarlo are happy to trade goods with the PCs or simply swap information; they assume the PCs are traveling from another community, and they are eager for news. The small caravan has basic supplies, including many items of technology, which are in high demand among the isolated Arbooinian communities. The merchants also have five doses of bearsloth antivenom. This remedy can also be found in Quolas, with a typical cost of 100 credits and a rarity of 3; any character who applies a dose may either gain    to checks to resist the effects of the poison until the end of the encounter or immediately remove one instance of the Wracking Venom Critical Injury. The price is negotiable, and the Jiarlos are also willing to trade for technology or other equipment not commonly found in Quolas (or on Arbooine at all).

The Jiarlos are coming from Quolas, having stopped there briefly. The traders can provide the PCs with directions to Quolas and apprise them of the remaining distance. As long as the PCs are relatively friendly, the Jiarlos also warn them just before departing that Quolas is led by a cruel reeve, and they caution them to be careful. They also give the PCs a recommendation on where to stay: the farm of Jyl Korlis (see page 32), who rents out space to travelers and is largely uninvolved in the conflict between the Tumris and Helshar clans.

QUOLAS

Although not as large as Arbooine's capital of Zeilo, Quolas is nonetheless among Arbooine's more sizable settlements. That being said, the residents of the city proper number fewer than ten thousand, speaking to Arbooine's sparse population. The inhabitants of Quolas are entirely Sathari, with the exception of the town's leader, Gel Marcolf, and a small Imperial garrison nearby. Fortunately for the PCs, contact with the Empire and their versatile vocal chords mean that most Sathari in Quolas can speak Basic intelligibly.

Quolas is built within the gargantuan boughs of one of Arbooine's most ancient elrit trees. Most structures are nest-like orbs that serve as lodgings and shops, but the Sathari have also carved into portions of the tree, even tunnelling into the root system. The leaves of the vast elrit tree cast a facsimile of dusk over much of Quolas during the day, and their rustling fills the air at night.

Quolas has many large, open areas, allowing residents to see directly from one level to another and providing an open, airy feel quite at odds with what outsiders might expect from a town nestled beneath the canopy of a tree, even one of such size. Even in the hollowed-out portions of the trunk, the Sathari favor wide spaces in which they can stretch

their wings. This approach was not possible in the tunnels that reach root system, where cramped corridors and small rooms create a claustrophobic environments.

Arbooine's tree-cities are known for the beauty and complexity of their carved and woven wood. The skill and craftsmanship required simply to reshape such an environment is evident enough, but artisans have additionally carved exquisite patterns and works of art into the wood of the interior and exterior alike. These images, varying from abstract patterns to sculptures of animal life and important ancestors, emerge directly from the bark of the tree and other surfaces.

Natural sunlight is the primary source of illumination in Quolas, refracted through large amber lenses set high in the tree. Strategically situated mirrors carry the light all the way to the base of the settlement and even down into the root system. When night falls, glow rods and torches provide illumination as needed, although most of the residents set their own schedules by the rising and setting of the sun. Artificial light is most needed along the exterior platforms and battlements, to allow the night watch to guard against bearsloths and other predators. For this purpose, torches are often used, as fire has the added benefit of frightening many of the animals.

NOTABLE LOCATIONS

The following section describes some of the notable locations in Quolas. This is not a definitive list, and the GM should add new locations as they become relevant based on the needs of the narrative and the PCs' actions.

Quolas's unique construction means that it differs in many ways from other cities the PCs may have visited. Hundreds of meters in diameter, the tree that houses Quolas is massive by any standards—and although it would be impossible for the trees of most planets, this colossus nevertheless encompasses Quolas's layout. The town is arrayed largely vertically, as the tree is many times taller than it is wide.

Although not all of the residents of the central tree consider them to be truly a part of Quolas proper, some citizens reside in smaller trees joined to the main trunk by rope bridges. These satellite settlements became necessary as Quolas's population expanded beyond the capacity of the original tree, as large as it is.

Within Quolas, travel between levels consists largely of stairs, ramps, and bridges carved directly into the wood, as well as ladders and even a few rope-drawn elevators. For those needing to travel quickly, tarvixes provide relatively comfortable transportation, at least for those experienced at riding these beasts. Native Sathari, of course, simply glide from higher levels to the ones below.

MAIN GATE

There is only a single entrance to Quolas at ground level: a large metal gate set directly into the exterior of the massive tree. At least one guard is posted at all times. Quolas receives visitors only infrequently; raising or lowering the gate is something of an ordeal, requiring great effort to turn the crank that hoists it. The gate is kept closed at most times, though this is mostly a token gesture, as it could hardly keep out an Imperial force intent on entering the city. If merchants, farmers, or travelers are coming and going, the gate might be left open for short periods during the day, but the guards are extremely unwilling to open the gate except by absolute necessity at night.

BATTEMENTS

Arbooine's forests are home to many dangerous predators; its communities must always be on guard. A single bearsloth sneaking into a community could cause many needless deaths, and Arbooine's history is riddled with just such tragic incidents. In ancient days, the battlements were needed to defend against raids by rival communities, but such incidents are all but nonexistent in present times. Battlements are carved from the exterior of Quolas's tree at irregular intervals to provide guards with a view of climbing predators, the forest floor, and neighboring trees.

TARVIX STABLES

The reliable tarvix is a native Arbooinian creature that the Sathari domesticated for use as a riding and pack animal thousands of years ago. The stable is positioned several floors above ground level, as tarvixes are primarily arboreal beasts. Residents of the town often keep their own tarvixes at the stable for care, while the stable also rents the animals to visitors on occasion, although such occurrences are rare. Stable hands live in housing not far from the actual stables. Although the facility has no dedicated guards, night watch do pass by during rounds to ward against tarvix theft.

Renting a tarvix costs 25 credits per day. Replacing a lost or dead tarvix costs 1,000 credits.

TARVIX [RIVAL]

The tarvix is a domesticated riding beast common throughout Arbooine. This arboreal mammal has four small eyes toward the front of its squat head, although it depends more on its acute sense of smell to find its way. It has a thick coat of dark bristles, which offers some degree of protection against bearsloths and other predators. Although not particularly fast, tarvixes are tough and dependable, and just as adept at scaling trees as walking on the forest floor.

4	3	1	2	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		W. THRESHOLD		M/R DEFENSE	
5		15		0 0	

Skills: Athletics 2, Brawl 1, Perception 2.

Talents: None.

Abilities: Arboreal Creature (tarvixes treat trees and branches as normal terrain and do not make checks or spend extra maneuvers in order to move along them vertically or horizontally) Silhouette 2.

Equipment: Claws and teeth (Brawl; Damage 5; Critical 4; Range [Engaged]).



HOMES

Hanging, spherical homes are scattered throughout Quolas at all levels. Generally, the larger homes of the more prosperous families are situated physically higher, with the home of the reeve close to the apex of the tree. Quolas is divided between the feuding families of Tumris and Helshar, and this is evident in the layout of the town's homes, although it is not immediately obvious to visitors.

Although the division is a jagged line at best and changes periodically, each of the two families possesses a large district for its members and supporters. These districts each encompass half of the tree, divided vertically, in the levels directly below the reeve's property, although there are many exceptions. Of course, the families' reach extends down to the base of the tree and even into the roots, but the lines are not so clear in such areas.

SATHIR TEMPLE

The Sathari believe that the spirits of the deceased rejoin the natural world, and so their religious beliefs involve reverence for ancestors and nature equally, for these are one and the same in their eyes. Sathir Temple embodies these beliefs in its closeness to nature, but of course the same is true of the entire city of Quolas. The temple is relatively small and simple, at least by the standards of many worlds, but the artistic skills of the Sathari are on full display within and without. Nearly every surface of the temple is laced with decorative carvings, many of them representing the town's ancestors.

GUARDHOUSES AND PRISON

For a settlement of its size, Quolas maintains a surprising number of guards. This is partially out of necessity, for the community must always be watchful for predators. In recent years, however, the city's security has swelled at Marcolf's order. The reeve uses guards, some completely loyal to him, others acting out of fear, to maintain his grip on the town and deal with any residents who speak out or act against his rule.

Small guardhouses are situated within the exterior wall of the city, adjacent to battlements and watchtowers. The primary guard station is a larger structure that also includes Quolas's prison. Although the prison saw little use before Marcolf's tyranny began, these days it is almost always full to overflowing with political dissidents and those suspected of violating one of the reeve's many draconian rules.

The prison has been outfitted with more advanced technology and building materials than are generally found in Quolas, including metal cells as well as electrified projection fields for containing the most dangerous occupants.

THE REEVE'S MANOR

Gel Marcolf occupies the reeve's manor, the residence at the very highest point of Quolas and among its largest. In his decades of rule, Marcolf has greatly increased the size of this already impressive estate, adding additional suspended chambers and seizing adjacent property. The manse is opulently furnished with artwork and technology, which has

been imported from other planets at great cost to Quolas's residents. Here, the reeve lives in luxury, attended by servants and protected by armed guards.

A TOWN DIVIDED

For generations, the influential Helshar and Tumris families have dominated life in Quolas, constantly vying for superiority in matters of economics, politics, and social affairs. Even those few residents of Quolas who cannot tie their own ancestry to one of the families in some way or another are often forced to take a side—or have one assigned to them based on some misinterpreted statement or action.

A generation ago, the struggle finally reached the point of open conflict. As members of both families laid claim to the position of reeve, Quolas's highest authority, violence erupted between the families and their supporters. To bring some stability to the town, Suljo Warde invoked his authority as a Republic general to place his young friend Gel Marcolf as the temporary magistrate, promising to find a peaceful resolution to the issue upon his return.

Warde never did return, and after the end of the Clone Wars and the rise of the Empire, the residents of Quolas demanded that Marcolf relinquish his position. Refusing, Marcolf drew upon guards loyal to him and mercenary thugs from outside the community, and upon his own unconscious Force sensitivity, to crack down on dissent and maintain his position. With the blessing of Arbooine's Imperial governor, who was pleased as long as taxes were paid on time, Marcolf claimed the title of reeve for himself.

Today, the houses of Helshar and Tumris continue to play a major role in Quolas, although their influence has been sidelined by Marcolf's governance. Both families resent this state of affairs, but Marcolf maintains an iron grip on the community. Perhaps were they to cooperate, the two families could oust Marcolf from power, but their rivalry keeps them too weak to challenge him.

ENTERING QUOLAS

After surviving the bearsloth and the other dangers of Arbooine's forests, the heroes finally reach their destination, the town of Quolas. When they do, read or paraphrase the following aloud:

Before you looms an elrit tree of truly gargantuan proportions, dwarfing those around it. Easily three hundred meters across at its base, the trunk rises high into the forest canopy, almost disappearing from sight. This is no mere tree, however, as evident from the many suspended, woven orbs, carved structures, and the bridges connecting it to surrounding trees. This is your destination—the city of Quolas.

Quolas only infrequently receives visitors—especially from off-planet—and the two guards looking down from above the gate are surprised to see the PCs. They ask the PCs about their identities and their reason for visiting, partially as a

formality, but also because they are genuinely curious. The guards are initially suspicious, both because they are unaccustomed to outsiders and because they fear doing anything to evoke Marcolf's displeasure.

Despite their suspicion, the guards are unlikely to deny access unless the PCs act in a particularly threatening way. If the PCs mention Suljo Warde or ask about Marcolf, the guards answer honestly that Marcolf is reeve, but they also go to alert him about these newcomers' interest as soon as possible.

Once the PCs pass through the gate and into the city, they see the awe-inspiring result of thousands of years of carving. The many overlapping layers of the city rise high into the tree, its bridges, platforms, and dwellings crisscrossing and all but obscuring the highest reaches.

QUOLAS GUARD [MINION]

Although traditionally tasked with protecting and aiding Quolas's inhabitants, in recent years the town watch's primary responsibility has become enforcing Marcolf's cruel and senseless edicts and rounding up dissenters. Although many guards resent the current situation, others are fiercely loyal to Marcolf, enjoying the power they wield in his name. Quolas guards often ride tarvixes during patrols and in battle.

Stat block for Quolas Guard [Minion]:

- Brawn: 2
- Agility: 3
- Intellect: 2
- Cunning: 2
- Willpower: 2
- Presence: 2
- Soak Value: 4
- W Threshold: 4
- M/R Defense: 1 | 0

Skills (group only): Coordination, Melee, Ranged (Light), Survival.

Talents: None.

Abilities: Glider (a Quolas guard can glide over small distances while falling and does not suffer damage from falling while conscious).

Equipment: Slugthrower pistol (Ranged [Light]; Damage 4; Critical 5; Range [Short]), diiro (Melee; Damage 3; Critical 3; Range [Engaged]; Defensive 1), two doses of bearsloth venom (see page 22), padded armor (+2 soak), binders.

QUOLAS GUARD CAPTAIN [RIVAL]

Captains of the Quolas guard are experienced veterans of many bearsloth and raider attacks. Although some of these officers owe their positions—and loyalty—to Marcolf, others fondly remember the time before he held power.

Stat block for Quolas Guard Captain [Rival]:

- Brawn: 3
- Agility: 3
- Intellect: 2
- Cunning: 2
- Willpower: 2
- Presence: 2
- Soak Value: 5
- W Threshold: 13
- M/R Defense: 1 | 0

TABLE 1-2: ARBOONIAN MELEE WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Diiro	Melee	+1	3	Engaged	2	0	250	2 (Arbooine only)	Defensive 1

Skills: Coordination 2, Discipline 2, Melee 3, Ranged (Light) 3, Vigilance 1.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).

Abilities: Glider (a Quolas guard captain can glide over small distances while falling and does not suffer damage from falling while conscious), Restraint (increase the difficulty of a Melee or Ranged [Light] attack check by one in order to inflict Stun damage and gain the Knockdown quality; spend to grant this ability to a Quolas guard minion group at short range for one round).

Equipment: Slugthrower pistol (Ranged [Light]; Damage 4; Critical 5; Range [Short]), diiro (Melee; Damage 4; Critical 3; Range [Engaged]; Defensive 1), ten doses of bearsloth venom (see page 22), two doses of bearsloth antivenom (see page 23), padded armor (+2 soak), binders, comlink.

THE DIIRO

Often carried by Quolas's guards and hunters, the diiro is a common Arboonian weapon, tailored to the needs of the Sathari. The weapon consists of a hollow but sturdy haft of wood about a meter long, tipped with a small but very sharp alloy blade. The diiro is lightweight but capable of deadly precision strikes in the hands of a skilled user. To further cut down on weight, the blades of most diiros are also hollow. In many cases, they contain a reservoir of venom extracted from a bearsloth, a zabros, or another of Arbooine's unique plants and animals. This ensures that although the cuts delivered by a diiro are seldom severe on their own, the weapon is nonetheless capable of bringing down even the largest of Arboonian predators in short order.

A diiro can be loaded with up to three doses of any poison (most locals use bearsloth venom, described on page 22). Whenever the wielder successfully attacks a target with a diiro (whether or not damage is dealt), the target also suffers the effects of being exposed to the poison it contains.

Due to its lightweight construction, when a diiro suffers one or more levels of damage due to a result on a combat check or the effects of the Sunder quality, it receives one additional level of damage (see Table 5-4: Repairing Gear on page 166 of the FORCE AND DESTINY Core Rulebook).

See Table 1-2: Arboonian Melee Weapons (below) for a diiro's full profile.



LIVING IN FEAR

During this part of the adventure, the PCs have the opportunity to explore Quolas and learn more about Gel Marcolf's unjust rule. It should be clear that the residents are deeply unhappy about the situation but also too fearful to do anything about it, or even to speak openly (with some notable exceptions: see **The Man Who Would Resist** on page 30).

The PCs might be surprised to learn that Gel Marcolf is still in power, and the gatekeeper certainly is. The gatekeeper is also quite perplexed that Marcolf is such a vindictive and tyrannical leader, as Warde had high hopes for the man in his youth. Of course, it should be apparent that the PCs must deal with Marcolf one way or another. As the gatekeeper can remind them, Marcolf likely still possesses the kyber crystal Warde left to him. How the PCs decide to deal with Marcolf is another matter, and their options are influenced by their actions during their time in Quolas (see **The Tyrant** on page 34).

After arriving in Quolas, it does not take long for the PCs to become aware of the fearful atmosphere of the city. The PCs might have already learned of the city's cruel reeve from speaking with the traveling Jiarlo clan (see page 23). If not, the PCs should soon figure it out for themselves. How this happens depends on the PCs' actions, but the GM should try to make the realization gradual, with the PCs quickly perceiving something is wrong but not grasping the full scope or reason right away. In addition to the encounters presented later in this section, which all serve to reinforce just how unjust and cruel Marcolf's governance is, the following example clues might alert PCs that something is amiss:

USING MORALITY IN QUOLAS

During their time in Quolas, the PCs are sure to have many opportunities to intervene and assist the residents. Whether or not they take these opportunities is a moral choice for the PCs to make. If the PCs repeatedly fail to do anything to ease the suffering of Quolas's residents, the GM might consider informing them that they will suffer 1 Conflict each for allowing such cruelty to persist. The GM should consider the PCs' reasons and perhaps even ask the players to explain. The residents of Quolas have been living under these conditions for years, and if the PCs truly think the best way to resolve the situation and remove Marcolf from power requires them to avoid disrupting the status quo for the time being, or to avoid revealing themselves prematurely, they should not gain Conflict. However, if the PCs simply do not see it as their responsibility to help, or selfishly believe that doing so might interfere with their own mission, this should be worth some small amount of Conflict. As always, referring to a PC's emotional strength and weakness might help explain that character's motives and behavior.

- Residents are reluctant to talk about the town's leadership or about Suljo Warde, if asked. This is fairly obvious, but the GM might call for an **Easy (◆) Perception check** or the use of the Sense Force power to detect that fear lies behind the avoidance.
- Guards patrol the town constantly, watching for signs of disobedience or dissent. Observant PCs might notice that citizens go out of their way to avoid the town watch or act fearful in their presence, averting their eyes and speaking softly. Further, the PCs might see guards verbally chastising residents for minor perceived infractions, or physically assaulting them.
- A pall of fear hangs over the town. It is apparent in the way residents move quickly through the streets, avoid eye contact with the PCs, and even conduct simple business. A successful **Easy (◆) Vigilance check** or use of the Sense Force power allows a PC to pick up on this atmosphere.

EXPLORING QUOLAS

This part of the adventure is nonlinear, and the PCs are free to go about their mission in Quolas however they see fit. This section describes a number of encounters that serve to reinforce Marcolf's cruelty and allow the PCs to influence life in Quolas, for better or worse. Their actions here are also likely to influence how they ultimately deal with Marcolf. Openly acting against him is sure to mark them as enemies, while discretion could allow the PCs to learn more about Marcolf and use this to enter his good graces. Of course, it's possible the PCs might decide to go straight to Marcolf's manor, although this is unlikely to be very successful without first laying the groundwork (see **The Tyrant** on page 34).

In addition to the encounters included in the following pages, the GM is encouraged to develop additional encounters based on the PCs' activities and the players' interests. The GM might also need to improvise in response to unexpected decisions on the PCs' part. When developing new encounters, the GM can look to the information about Quolas that begins on page 23 and the NPCs presented on pages 31–32, who could appear in a variety of circumstances.

Unlike travel in more conventional cities, traveling around Quolas requires primarily vertical movement. To get from place to place, the PCs must ascend spiraling ramps, climb stairs and ladders, and even use some rope-drawn elevators. Another option is to rent tarvixes from the stables, as the large mammals can easily climb through the city (see page 24).

ASKING ABOUT MARCOLF

The PCs are likely to ask residents of the town, even guards, about Marcolf. Generally, citizens are unlikely to speak ill of their reeve to strangers, and they might even become suspicious that the PCs are spies serving Marcolf. Although the townspeople are unwilling to state their true thoughts initially, the PCs might learn much from what they do not say. In a more general discussion that touches on the subject of Marcolf, the town's governance, or Suljo Warde, the PCs can make an **Easy** (◆) **Perception check** to detect that a person is intentionally avoiding the topic at hand. If they ask directly about someone's opinion on Marcolf, the person is likely to simply lie unless the PCs have already earned that individual's trust. To see through such cautious deceits, a character can make an **opposed Discipline check** against the NPC's **Deception**, which is usually **Average** (◆◆).

Some residents might be willing to speak more openly if the PCs earn their trust or convince them that they are in Quolas to do something about Marcolf. PCs might accomplish this with successful use of the Charm or even Negotiate skill. As always, however, actions are more convincing than words: the most effective way to truly earn the respect and esteem of the residents of Quolas is by easing their suffering.

In either case, NPCs who trust the PCs might speak about the cruelty Marcolf has inflicted on the city and how he has changed through the years, as well as expressing their own personal hatred for the reeve.

Initially, Marcolf was a just and fair leader, respecting the citizens' beliefs, history, and wants. As the years went by and Warde never returned, however, Marcolf grew increasingly callous in his governance, subjecting the residents of Quolas to arbitrary laws and harsh punishments. He began to expand the city's force of guards while subverting it to his own ends as his personal enforcement tool. Those guards who were unwilling to enact Marcolf's unjust policies either quit, were forced out, or were themselves imprisoned.

Depending on how the PCs go about asking their questions, who they ask, and how discreet they are, they might attract the attention of the city guards, the resistance, or Marcolf himself. GMs might determine that ☉ ☉ ☉ or ☹ on PCs' social skill checks to obtain information results in a visit from the guards; ☹ ☹ ☹ or ☹ on these checks might lead to a meeting with Pathran Helshar, the leader of the resistance movement against Marcolf's rule, earlier than would otherwise have been the case (see **The Man Who Would Resist** on page 30).

LIFE IN QUOLAS

Life in Quolas has become progressively worse as the years of Marcolf's rule have slogged on. Originally, Warde's decision to place Marcolf in charge of the town had achieved the desired effect. The overt conflict between the Tumris and Helshar clans subsided, and normalcy returned to the town. As the years went on and Marcolf cemented his power, however, he began subjecting the people of Quolas to unjust rules and punishments, while helping himself to whatever resources he desired. Today, the hunters, farmers, artisans, tailors, and every other resident of Quolas must toil constantly simply to survive, as Marcolf continually demands increases in taxes and tribute, effectively taking most of what they produce either for himself or to sell for his own gain.

WARDE'S DESTINATION

In addition to investigating Marcolf and preparing to confront him, the PCs might ask Quolas's residents directly about Warde's intended destination when he left their city. Most older residents of the town have an ill opinion of Warde, to say the least, for the part he played in their current situation, while younger residents might not even recognize the name. Those who know of him likely have not given much thought to his fate after leaving Quolas, although they might offer some unpleasant wishes. However, Koh Helshar and Odir Tumris interacted directly with Warde much more than most in his attempts to resolve their feud and, later, to explain the wartime Republic laws that gave him the authority to place Marcolf as interim ruler of Quolas.

Warde told them both that he was traveling to Cato Neimoidia, promising to return as soon as he could

to reach a permanent resolution to the problem. The name of that planet meant little to either of them, and they have not thought about it in years. At the GM's discretion, either of these characters might be able to recall the information, although a successful Charm check might be required to convince them to focus enough to dredge up such old memories.

If convinced to discuss Warde, both mention that his intentions seemed good at the time, but he obviously failed to bring about the peace and stability he had promised the Sathari in the long term. Helshar attributes this to Warde's having fundamentally misunderstood Marcolf's character and the people of Quolas, while Tumris believes that Warde did not really care about the people of Quolas, only about his mission on their world, as evidenced by his failure to return as he had pledged.

There is little centralized government on Arbooine, and Quolas is largely self-sufficient. As a result, Marcolf is subject to no real oversight, while his mismanagement of the town's resources has very tangible and serious effects on the residents. While Marcolf and his guards dine on the best game and fruits of the harvest, many of the residents are close to starving. Even those who produce the town's food supply must hand over most of it to Marcolf or risk arrest. Many guards take whatever they want, either under Marcolf's orders or simply for themselves as one of the "perks" of their job.

DESTROYING HISTORY

As Marcolf's ego and insecurities have grown, he has sought ever more outlandish ways of demonstrating his power and authority. Recently, he ordered the destruction of several of Quolas's ancient relief sculptures depicting the city's history and ancestors, in order to replace them with images of himself. The PCs might hear about this travesty from residents of the city after earning their trust, or they might come across the activity in progress.

The work is occurring in a high level of the city, around the Pillar of Ancestors, a column carved and woven directly from the core of the tree out into the open air amidst its branches. The column ascends hundreds of meters, and the art on its surface is thousands of years old, recording the history of Quolas from its earliest days.

Whether already aware of the problem or not, the PCs find a dozen artisans engaged in the act of carving away the ancient images, in order to replace them with representations of Marcolf's "great deeds." A Quolas guard captain and four guards (see page 26) oversee the work, ensuring it is done according to Marcolf's wishes. Gathered all around, town citizens of all ages watch the work mournfully. When the PCs arrive, read or paraphrase the following aloud:

Before you stands an ancient, ornately carved column that extends hundreds of meters into the sky. At the base of the column, a number of guards are attempting to contain a crowd of angry Sathari. As you approach, you overhear shouts from the assembled citizens and see that both sides are growing increasingly agitated. Violence hangs in the air, palpable but not yet realized.

The PCs have the opportunity to intervene and stop this injustice. If they take a stand, the artisans and gathered citizens follow their lead. If the PCs indicate they will do nothing or start to leave, however, one of the artisans throws down his tools and refuses to work. As the guards try to force him to resume, the other craftspeople throw down their tools as well, to the cheers of the crowd.

How events proceed depends on the PCs' involvement. If the PCs don't intervene, the guards call for backup and soon the crowd is dispersed, with all of the artisans and many of the other citizens arrested. In the process, a significant number of them are injured by the guards, and several are even killed. If the PCs stand by and watch this unfold without helping or simply leave and allow it to occur, each receives a minimum of 3 Conflict for permitting multiple abuses and deaths to occur when they could have prevented them.

The PCs might try to defuse the situation without violence. Although admirable, this is quite difficult because the guards are either loyal to Marcolf or fearful of his retribution should they fail to carry out his orders. To represent this, the GM might ask for **competitive Leadership, Coercion, or Charm checks vs. Marcolf's Leadership** (🟡🟢🟣) or **Coercion** (🟡🟢). Such checks should, at the least, suffer one or more ■ due to the guards' ingrained fear of Marcolf. As always, the GM should be open to whatever ideas the PCs come up with. For instance, the PCs might distract the guards or allow themselves to be arrested while the workers flee.

If the PCs attack or threaten the guards, they call for backup. After one round, two more guards, who were patrolling nearby, arrive. After that, it takes at least two rounds before any additional guards show up. The exact numbers and timing should depend on the circumstances (and the PCs' combat abilities). The longer a fight goes on, the more the alarm is raised and the faster the guards arrive, including many mounted on tarvixes. Although the PCs are likely more than a match for a small group of guards, it is unlikely they can take on the entire watch.

However, the guards continue to join the battle in small groups, affording the PCs the opportunity to defeat a wave of guards and then escape. Of course, any combat with the city's guards marks the PCs as wanted criminals.

BRUTAL JUSTICE

While traversing the streets of Quolas, the PCs come across a pair of guards beating an unarmed citizen. Others in the area avert their eyes and move on, too afraid to intervene. Whether the person is guilty of an actual petty crime, has merely violated one of Marcolf's unreasonable edicts, or was simply in the wrong place at the wrong time is left to the GM to determine. Regardless, such unwarranted violence is a grave injustice, which the PCs are morally obligated to stop. If they do nothing, the PCs each receive 1 Conflict.

THE COSTS OF DOING BUSINESS

Each week, Marcolf and his brutal minions levy new "taxes" on the people of Quolas. In practice, this amounts to little more than extortion. While all townsfolk suffer from these taxes, shopkeepers and business owners are particularly affected, as they are running out of goods for Marcolf's guards to take.

The PCs are likely to become aware of such activities at least once during their time in Quolas, and likely on many occasions. It is one of the prime complaints the citizens have about Marcolf, and it happens so regularly that the PCs might even witness it directly.

A good time to introduce this encounter is when the PCs visit a store or cookshop, whether to buy something or just for information. The PCs might walk in on a shakedown in progress, or bump into the guards on their way out. Guards might even interrupt the PCs' own interaction with a shopkeeper in order to demand the weekly payment. In any case, the PCs witness the owner trying to explain that he does not have the payment. As the PCs might learn, this is because Marcolf continues to increase his demands on the businesses, in both credits and shares of goods and supplies, regardless of the owners' actual profit or stock. As the PCs arrive, read or paraphrase the following aloud:

The guards approach the shopkeeper, their weapons hanging menacingly at their sides. "I...I don't have the payment for this week. There has been a shortage of supplies, so I haven't had any inventory to sell..." The shopkeeper trails off as the guards close in and their hands move to their weapons.

Without the PCs' help, the guards harass the shop owner, accusing him of lying and hiding what is the reeve's due, before proceeding to damage the shop and merchandise and finally arresting him. If the PCs watch this without doing anything to intervene, they gain 1 Conflict.

THE MAN WHO WOULD RESIST

Pathran Helshar is the leader of a small but growing resistance movement against Marcolf's rule. The group has not yet acted openly, as Helshar fears that premature action could lead to retribution against the townsfolk, and against his family in particular. Many members of the resistance have similar concerns, although others are eager to begin their revolution in earnest and depose the tyrannical Marcolf.

There are a number of ways the PCs might learn of Pathran's resistance or come into contact with him. Asking around among the city's residents and successful social skill checks might elicit mentions of an underground resistance, especially if the PCs have earned the trust of some of the citizens. If the PCs have voiced their opposition to Marcolf or aided citizens suffering under his rule, and particularly if they have acted openly to defy Marcolf or have fought against his guards, Pathran or someone acting on his behalf might approach the PCs to suggest a meeting.

MEETING PATHRAN

When the PCs meet Pathran Helshar, it is in an old and forgotten chamber deep in the root-tunnels below Quolas. A member of the resistance guides the PCs through the twisting maze to the chamber where Pathran awaits. This area sees little traffic and no regular guard patrols, making it a reasonably safe location for members of the resistance to congregate. When the PCs meet Pathran, read or paraphrase the following aloud:

In the low-ceilinged root chamber, a young Sathari with blue plumage marked by a shock of white feathers on his face sits at a simple, wooden table, while several more Sathari stand off to the side. They are armed, but their slugthrowers and diiros are holstered and stowed away on their persons. He parts his beak in what you now recognize as a smile and gestures to the chairs across from him. "Please, sit. We have much to discuss."

How the meeting with Pathran proceeds depends on what the PCs have to say and what he already knows of them, or thinks he does, based on the reputation they have garnered during their time in Quolas. Pathran is likely cautious at first, but the prospect of aid from outside the city is exciting to him. He seeks to verify that the PCs are earnest in their desire to see Marcolf removed from power and brought to justice for his crimes, but he also wants to find out why. Pathran knows that Arbooine receives few offworld visitors, and thus that the PCs must have some other reason for being in Quolas. If they tell the truth, Pathran's face sours at the mention of Suljo Warde. Although he resents Warde for installing Marcolf as reeve, Pathran is not prejudiced against Force users in general, placing more importance on the PCs' intentions and feelings about Marcolf.

The discussion between Pathran and the PCs should be informative to both parties. Pathran answers honestly any questions the PCs have about his motivations or the nature of the resistance, as long as they earn his trust first. If Pathran is impressed with the PCs and convinced of their own motivations, he invites them to join the resistance. However, he does not go so far as to suggest an assault on Marcolf. Pathran believes that caution is still necessary and that the resistance needs to grow and obtain additional supplies, especially armor and weapons, regarding which he requests the PCs' aid. The PCs are an unexpected boon to Pathran's plans, potentially accelerating a process that could have taken much longer in the absence of powerful Force users.

USING THE RESISTANCE

There are a number of ways the resistance could help the PCs accomplish their goals. Likewise, the PCs might see deposing Marcolf as a worthy end in itself, and they might seek to aid the resistance for that reason. In any case, the PCs and the resistance are likely to have goals that align, making mutual assistance valuable to both groups. For more on the results of working with the resistance, see **Revolution** on page 34.

Once they earn Pathran's trust, the PCs have the opportunity to steer the resistance toward a course of action. Without their intervention, the resistance continues much as it has for the last few years, recruiting slowly but steadily in secret, laying the groundwork for future actions. Through effective roleplaying and use of social skill checks, the PCs could convince Pathran to help them overthrow Marcolf, to provide them with secret support while they accomplish their mission, or to engage in other options the PCs come up with.

As the resistance is an unofficial and largely informal network of like-minded individuals, even Pathran does not have a clear idea of how many people are members. The number is constantly changing as members reach out to other residents. And, of course, different individuals have different degrees of commitment. Some who have ostensibly joined the cause might balk at actually acting when the time comes, and some others might be willing to provide supplies and information but draw the line at fighting against Marcolf's guards. Ultimately, with the respect Pathran holds among the Helshar family and its allies, he could reliably mobilize a force of upwards of two hundred individuals to launch an assault on the reeve's manor. Although this number rivals or exceeds Marcolf's guard force, of course, most of these citizens have little or no fighting experience.

If a game profile for the resistance fighters is necessary, use the **Quolas Citizen** profile on page 32.

PATHRAN HELSHAR [RIVAL]

Pathran Helshar is the idealistic youngest son of Koh Helshar. While his siblings honor their mother's request for patience in dealing with Marcolf's rule, Pathran believes that only an armed uprising can deliver the city from tyranny, and that conditions will only get worse the longer Marcolf retains power. Pathran is eager for any assistance offered in deposing Marcolf and values the PCs as allies. He is an honorable man, and his motivations are well-intentioned, but Pathran's lack of experience could lead to poor decisions for which the entire city might suffer.

2	3	2	2	2	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 3		W. THRESHOLD 12		M/R DEFENSE 1 0	

Skills: Coordination 2, Leadership 2, Melee 2, Perception 2, Ranged (Light) 2, Ranged (Heavy) 2, Survival 2.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).

Abilities: For Quolas! (as an action, make an **Average** [◆◆] **Leadership** check to add [] to all combat checks by allies

USING MORALITY

Although the assistance Pathran and his resistance could provide the PCs in an attack on Marcolf might prove invaluable, there is no escaping the fact that such an assault would cost many lives. Although the PCs are not responsible for creating the resistance, if they encourage Pathran to act overtly against Marcolf, they must bear at least some of the responsibility for the consequences. One question the PCs should ask themselves is what their motivations are, and the GM might prompt such a discussion, particularly if the Morality of one of the PCs has been triggered for the session. If the PCs truly believe the best thing for the residents of Quolas is to openly rebel against Marcolf, this decision could engage an emotional strength, with Justice and Enthusiasm being particularly appropriate. If the motivation is selfish, however, and the PCs see the resistance only as a tool to help them achieve their own goals, this could engage an emotional weakness, such as Recklessness or Cruelty.

within short range for one round), Glider (Pathran Helshar can glide over small distances while falling and does not suffer damage from falling while conscious).

Equipment: Slugthrower rifle (Ranged [Heavy]; Damage 7; Critical 5; Range [Medium]), diiro (Melee; Damage 3; Critical 3; Range [Engaged]; Defensive 1), thick furs and leathers (+1 soak), two doses of bearsloth venom (see page 22).



QUOLAS CITIZEN [MINION]

The people of Quolas are a downtrodden lot after decades of Marcolf's misrule, but they are not so broken in spirit that they will decline to rise up if the opportunity presents itself. Many are still old enough to remember a time before Marcolf.



Skills (group only): Coordination, Melee, Ranged (Heavy), Survival.

Talents: None.

Abilities: Glider (a Quolas citizen can glide over small distances while falling and does not suffer damage from falling while conscious).

Equipment: Slugthrower rifle (Ranged [Heavy]; Damage 7; Critical 5; Range [Medium]), diiro (Melee; Damage 2; Critical 3, Range [Engaged]; Defensive 1), one dose of bearsloth venom (see page 22), thick furs and leathers (+1 soak).

QUOLAS ELDER [RIVAL]

Quolas elders often represent their families' interests to the city, the reeve, and other houses. Traditionally, elders are respected figures within the community, though Marcolf has largely ignored or marginalized them over the decades. As such, most are extremely dissatisfied with the current state of politics in Quolas. However, Marcolf's mysterious abilities and, more importantly, the Empire's support of his rule have made the surviving elders extremely cautious, and they wish to choose their moment with care.



Skills: Coordination 2, Leadership 2, Melee 2, Negotiation 3.
Talents: Inspiring Rhetoric (as an action, may make an **Average** [◆◆] **Leadership check**; each ✨ removes one 1 strain or wound from one ally within short range; each 🔄 removes 1 additional strain or wound from an affected ally).

Abilities: Glider (a Quolas elder can glide over small distances while falling and does not suffer damage from falling while conscious).

Equipment: Diiro (Melee; Damage 2; Critical 3; Range [Engaged]; Defensive 1), five doses of bearsloth venom (see page 22), ornate thick furs and leathers (+1 soak).

RESIDENTS AND RESENTMENTS

Although no one in Quolas is unaffected, the following NPCs have particularly suffered under Marcolf's rule. These NPCs are not tied to concrete scenes, but they are described (along with their grievances), so that the PCs can encounter them in whatever ways seem appropriate during their time

in Quolas. GMs can use these NPCs as the need arises in the story, whether as the basis for additional encounters or simply to add background color to the PCs' experience as they spend time in Quolas.

KOH HELSHAR

The aged leader of the Helshar clan, Koh believes that the best way to ensure her family's future, and that of Quolas, is to endure Marcolf's rule. She is somewhat aware of her son Pathran's involvement in a rumored resistance movement, and she urges him to refrain from acting against the reeve. If Koh learns of the PCs' intent to depose Marcolf, she might approach them and ask them to reconsider, or try to resolve their issues with Marcolf without risk to the citizenry.

Although Koh continues to play a role in her family's competition with the Tumris clan, she has grown weary of it and hopes for a day when they can settle the feud. If the PCs were to try to broker such a truce, Koh would give her full support. However, she draws the line at using the families' combined resources to try to depose Marcolf.

If needed, Koh Helshar uses the **Quolas Elder** profile.

ODIR TUMRIS

Several years younger than Koh, the patriarch of the Tumris family is still a Sathari of quite advanced years. Odir hates Marcolf, and Warde, with a passion. Over the years, he has convinced himself that without Warde's interference, the Tumris clan would have triumphed over its rivals and placed one of its own in the position of reeve. The desire to see his clan ascendant overrides even his fear. Odir could be convinced to strike against Marcolf if he felt victory was likely.

Odir is willing to consider joining forces with the Helshars, but only until Marcolf is deposed. Although he is not part of the underground resistance, he shares Pathran Helshar's goals, if not his motivations. If Odir were to ally his clan with the resistance or the Helshar family to overthrow Marcolf, he would certainly act as quickly as possible to claim power for himself unless somehow prevented from doing so.

If needed, Odir Tumris uses the **Quolas Elder** profile.

JYL KORLIS

Jyl Korlis is one of Quolas's many farmers who make their livelihood tending and harvesting the huge mushrooms and other fungi that grow on the exterior of the tree-city. In recent years, Marcolf has demanded more and more of the harvest as a tithe, claiming the choicest morsels for his own table while selling the rest outside the city and keeping the profits.

As a result of this taxation, Jyl has begun renting out her now empty warehouse space to travelers for the equivalent of 10 credits per room per day. She will accommodate the PCs hospitably if they can pay, and she can inform them of local events, such as the conflict between the Helshar and Tumris clans. Jyl can be convinced to back the resistance with little difficulty, as long as the PCs have demonstrated to her that they have a good chance of succeeding.

If needed, Jyl Korlis uses the **Quolas Elder** profile.

OPTIONAL ENCOUNTER: IMPERIAL INTERFERENCE

This is an optional encounter that the GM can insert at any point during the PCs' time in Quolas, even during their confrontation with Marcolf, if preferred. The encounter is not necessary for the PCs to complete their mission (in fact, it is not directly related), but rather introduces additional complications and challenges.

Although Arbooine has been of little interest to the Empire, it has recently come under suspicion as the possible location of a hidden Rebellion base. Imperial forces have been dispatched to the planet to search for signs of Rebels, as well as to instill the fear of the Empire in the locals and remind them of the consequences of harboring Rebels. To this end, a small detachment of stormtroopers led by an Imperial officer has come to Quolas.

The Imperial force consists of nine stormtroopers, a stormtrooper sergeant (see pages 407–408 of the **FORCE AND DESTINY** Core Rulebook), and Lieutenant Salial Devrays. To represent the lieutenant, use the **Stormtrooper Sergeant** profile, but increase her Presence to 3, replace her stormtrooper armor with an officer's uniform (+1 soak), and replace all of her weapons with a blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting).

Upon arrival, the Imperials head directly to the reeve's manor, where they meet with Marcolf to discuss any suspicions he might have about Rebels in the area and reinforce the need to root them out. If the PCs are already meeting with Marcolf, whether cordially or otherwise, this might interrupt their own discussion, which could be quite problematic.

Even if they have no affiliation with the Rebel Alliance, the PCs are certain to become suspects if the Imperials become aware of them, as non-Sathari are exceedingly rare on Arbooine. Of course, the heroes' actual reasons for being in Quolas are just as incriminating if not more so, should the Imperials learn

them. The PCs' best option is probably to avoid encountering the Imperials. However, if the PCs have made themselves known to Marcolf, he is almost certain to give them up unless they have struck some sort of deal.

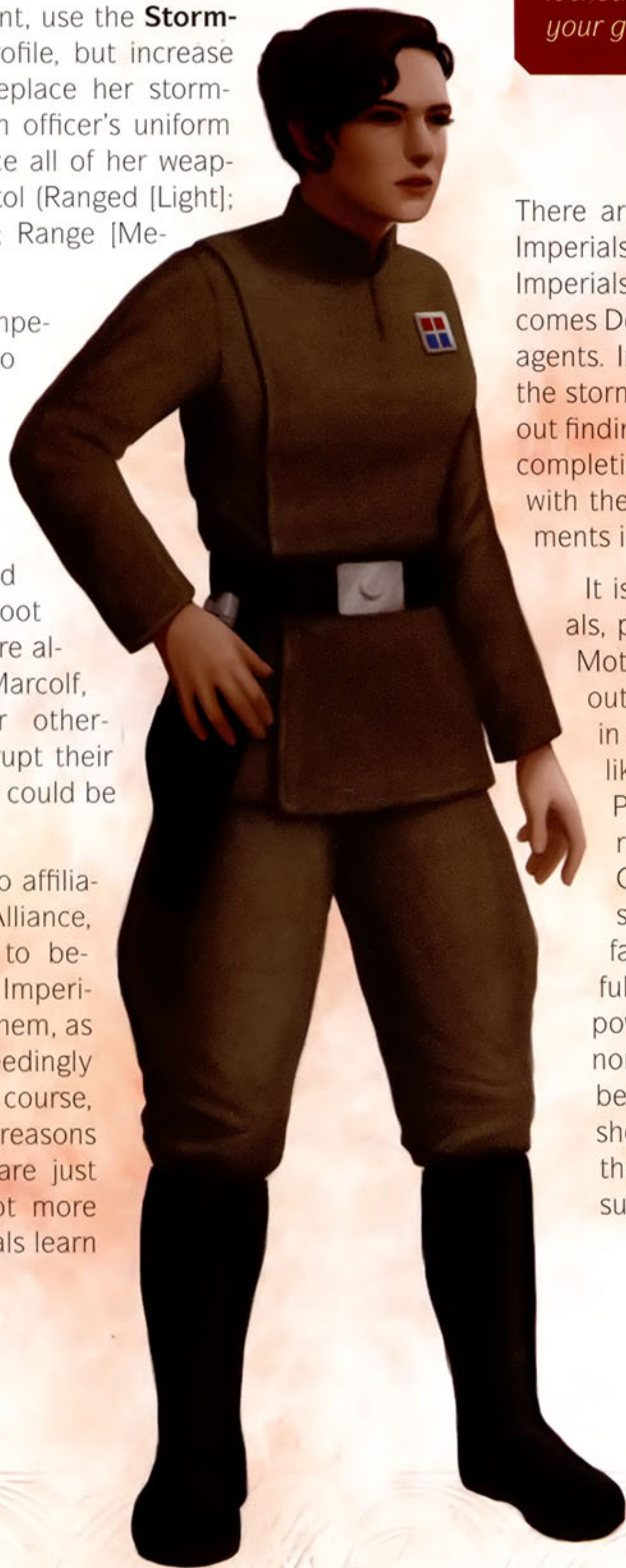
Similarly, if the PCs have become well known among the populace, it is likely that someone might give them up out of fear when questioned by the Imperials. In both cases, the GM must determine whether the PCs are revealed, based on their actions in Quolas and their interactions with the relevant NPCs. If preferred, the GM can call on the PCs to make a competitive skill check, using an appropriate social skill against Lieutenant Devrays's Coercion skill, to determine whether fear or loyalty to the PCs wins out. Should the PCs encounter Lieutenant Devrays, read or paraphrase the following aloud:

A group of Imperial soldiers approaches, marching swiftly past you on the way to some pressing business. The party consists of a group of ten stormtroopers accompanying an officer of higher rank—a lieutenant, from her uniform. As the stormtroopers pass, their heads remain locked forward, but the lieutenant's eyes sweep over your group before returning to focus on her task.

CONFRONTING THE IMPERIALS

There are a number of ways the PCs might confront the Imperials. If Marcolf or a resident of Quolas informs the Imperials about the PCs' presence, finding the heroes becomes Devrays's top priority, as she is certain they are Rebel agents. In this case, even if the PCs successfully hide from the stormtroopers, Devrays is unlikely to leave Quolas without finding them first, which presents an obstacle to the PCs' completion of their mission. Although she would like to deal with the problem herself, Devrays might call for reinforcements if the PCs prove elusive.

It is also possible the PCs might seek out the Imperials, perhaps to protect the townsfolk, to play to a PC's Motivation, or simply to get dealing with the Imperials out of the way so the PCs can continue their mission in Quolas. In any of these cases, the confrontation is likely to escalate to violence. Devrays insists that the PCs surrender for questioning, and she responds to resistance by ordering her stormtroopers to attack. Of course, the truth (that they are Force sensitives seeking the lost legacy of a Jedi) would make them a far more tempting target. If the PCs, through successful use of the Deception skill or the Influence Force power, convince Devrays that they are neither Rebels nor Force sensitives and have a legitimate reason for being in Quolas, she is willing to let them go. The GM should add one or more ■ to any Deception checks the PCs make against Devrays due to the extremely suspicious circumstances.



THE TYRANT

The PCs' original goal in coming to Quolas was to find Suljo Warde's next destination and to obtain the kyber crystal left in Marcolf's possession. Since learning of Marcolf's unjust reign as the city's reeve, the PCs very likely have also added removing him from power to their goals. If not, they must still deal with Marcolf in one way or another in order to obtain the kyber crystal.

How the PCs go about this, and how events unfold, depends greatly on their previous actions in Quolas. PCs who have fought with the city guards are marked as enemies of Quolas and of Marcolf in particular, and a peaceful meeting is unlikely. Conversely, if the PCs have laid low, or even turned in resistance members, they might be welcome guests in Marcolf's home.

Regardless of the circumstances, the PCs are most likely to meet Marcolf in his estate in the highest reaches of the tree-city. The reeve's manor is reached by a broad bridge, and it has four guards stationed at the front entrance at all times. Additional guards are posted throughout the manor, ready to respond to any threat to their master.

When the PCs first arrive at the reeve's manor, read aloud or paraphrase the following:

The reeve's manor is by far the largest building in the boughs of the tree-city. Although it was originally a single, massive orb of woven wood, it is clear where Marcolf has added to the original structure with rooms, towers, balconies, and two extra levels. The manor is accessible by a single, wide bridge. In the nearby branches sit several adjacent guardhouses, servants' quarters, and a private tarvix stable, all conveniently accessible from the main house. Guards stand at the main entrance and patrol along the walkways of the complex. Marcolf's dwelling looks prepared for a siege.

DEALING WITH MARCOLF

When the time comes to meet Marcolf, the PCs could potentially visit as honored guests, or they may be brought before him as prisoners—whether in fact or because they allowed themselves to be captured. They might even have to fight their way in, all depending on how they handled prior encounters and the reputation they have earned in Marcolf's eyes. The resources and allies the PCs have acquired during their time in Quolas also influence the options available to them and their potential success. The PCs might fight Marcolf alone, assist Pathran Helshar's resistance group in removing Marcolf from power, attempt to trade with him for the kyber crystal, or simply steal the crystal from him.

Whichever approach the PCs take, mentioning Warde is certain to get Marcolf's attention, but it could also cause problems. Marcolf has grown resentful of his friend, feeling that he abandoned him on this backwater nowhere-world while going on to greater things for himself. Discovering that the PCs seek

WHERE IS THE CRYSTAL?





Of course, rather than bargaining or fighting, the PCs might just want to steal the kyber crystal from Marcolf and be on their way. Regardless of their plan, the location of the kyber crystal is important for the outcome of this episode. Most of the time, Marcolf wears the kyber crystal on a chain around his neck. At night, he locks it in a chest at the foot of his bed. Picking the lock requires a **Hard (◆◆◆) Skulduggery check**.

to learn from Warde, even through the medium of a holocron, is likely to drive Marcolf into a rage. If he realizes its nature, Marcolf tries to seize the holocron by guile or by force.

ASSAULT AND MANOR SECURITY

The PCs might decide that the only way to deal with Marcolf is through violence. This is a realistic evaluation; however, as always, if the PCs seek to inflict unnecessary harm or death, the GM should give them some amount of Conflict. If the PCs decide to attack Marcolf personally or with the aid of the resistance without even trying to parley with him, they each earn 1 Conflict.

Marcolf surrounds himself with guards at all times. At least eighteen guards and one captain patrol his estate day and night, and a contingent accompanies him whenever he travels about the city. The PCs might feel confident fighting their way through this force, or they might try to sneak in to face Marcolf. Infiltrating the reeve's manor requires **opposed Stealth checks vs. the guard captain's Vigilance (◆◆)**.

Additionally, fearing assassination attempts, Marcolf has purchased sensor units from off-planet to monitor all windows and secondary entrances to his manor. Bypassing these subtly placed systems requires a character to first detect them with an **Average (◆◆) Vigilance check** or **Hard (◆◆◆) Perception check**. Deactivating a unit requires a **Hard (◆◆◆) Skulduggery** or **Computers check**. A result of  or  trips an alarm, while a PC can spend  or  to deactivate the entire electronic security system from a single node.

Depending on the time of day, Marcolf is most likely to be reviewing accounts in his study, dining in his feast hall, or practicing his swordsmanship in his gardens. Of course, upon encountering intruders, Marcolf immediately calls for his guards, who are never more than a room away. For more on running a fight between the PCs and Marcolf, see **Combating the Reeve** on page 37.

REVOLUTION

If the PCs have allied with Pathran Helshar's resistance, they might enlist its aid in an assault on Marcolf's estate. Although Pathran has been cautious so far, mostly for fear of the reeve himself, the PCs might, through roleplaying and successful social skill checks, convince him to launch an all-out attack, provide a small force of fighters to accompany them, or lend some other form of support.

KNIGHT-LEVEL PLAY

Gel Marcolf, though capable at political maneuvering, is not an overwhelmingly powerful fighter in single combat. Most of his power comes from the influence he exerts over Quolas and from his many guards. For less experienced heroes, Marcolf and his guards, particularly guard captains, should provide a suitable challenge. However, Knight-level characters might very well cut through the opposition without difficulty. Of course, it is sometimes appropriate to let the players enjoy the superiority of such potent characters, but an easy victory against Marcolf could make for an anticlimactic end to the adventure's first act.

If the GM wants Marcolf to pose a greater threat, Marcolf could have dramatically improved his skills with a blade and Force abilities over the years. Perhaps

he even could have realized that he has a potent connection to the Force and that this is what Warde saw in him. Additionally, Marcolf could wield a lightsaber that he acquired through a black-market contact, at great expense to his city. For added complication, the lightsaber hilt would have lacked a crystal, leading Marcolf to use Warde's kyber crystal in the lightsaber. The PCs must figure this out and remove the crystal. These changes are certain to have an impact on the story development and the PCs' interactions with Marcolf, so the GM should decide whether to incorporate them before the PCs actually confront the reeve.

For advice on adjusting Marcolf's profile to reflect a more potent personal combatant, see the next **Knight-Level Play** sidebar on page 38.

A full-scale attack can initially overwhelm the manor's defenses, but additional guards arrive within minutes. Unless the PCs remove Marcolf swiftly, the result is all-out war between the resistance members and the full weight of the city's guard force. Such a battle results in the deaths of many members of the resistance, and likely a number of civilians caught in the crossfire. If the PCs focus on Marcolf rather than assisting in the larger battle, the casualties could be even higher. As described in the **Using Morality** sidebar on page 31, instigating a revolt that causes unnecessary deaths might add to the PCs' Conflict, especially if they do so for their own selfish reasons.

For more on Pathran's resistance and the forces he can muster, see page 30.

MEETING

If the PCs have not already marked themselves as enemies by fighting guards or helping townsfolk defy Marcolf's edicts, they might be able to arrange a peaceable meeting with the reeve. After the PCs have been in Quolas for some time, particularly if they reveal themselves to be Force sensitives or otherwise draw attention, they might be approached by guards and "asked" to meet with Marcolf in his great hall.

Should the PCs travel to the reeve's estate immediately upon arriving in Quolas, the guards initially turn them away. Marcolf is a busy and powerful individual who does not make a habit of granting audiences simply upon request. However, if the PCs reveal anything of their true reasons for wishing to see Marcolf, he dispatches guards to collect them once word reaches him.

Before the PCs' meeting with the reeve, his guards demand that the PCs turn over any weapons, and then they search them. If the guards discover any lightsabers during the search, they bring them to Marcolf's attention, which is sure to influence the following meeting.

When the PCs finally meet Marcolf face to face, read or paraphrase the following aloud:

As you enter the great hall of the reeve's estate, flanked by guards, a Mirialan waits for you, his hands clasped behind his back and a fine purple cloak around his shoulders. His dark hair is graying at the temples, and his eyes are sunken, his face creased seemingly before his time. The man observes coldly as he greets you: "Welcome to my home. I am Gel Marcolf, reeve of Quolas. I trust you have enjoyed your stay in my city."

How the conversation with Marcolf proceeds depends greatly on what the PCs reveal of their identities and reasons for seeking him. Marcolf begins by asking the PCs to explain the reason for their visit to Quolas, although he might feign cordiality at first, offering them refreshments and making pleasantries. The PCs might either tell the truth or have a cover story prepared, but if Marcolf suspects them of lying at any time, it raises his ire and could quickly lead to their arrest.

If the PCs ask Marcolf about Warde, he grows suspicious. He explains that Warde befriended him as a young man when they saved each other's lives escaping assassins on Eriadu, and that the two traveled to Arbooine. He claims that Warde had promised him a grand destiny (though Marcolf is wary enough of Imperial scrutiny not to mention the Jedi directly just yet), but installed him on Quolas to rule so that a Republic base could be established. Of course, Warde never returned, and the war eventually ended without ever reaching Arbooine. Marcolf has grown hateful of Warde for abandoning him here. He certainly has no desire to help others learn Warde's secrets, which he would prefer for himself. Marcolf might even have the PCs arrested if they have not already won his esteem through their actions or successful social skill checks.

If Marcolf learns of the PCs' holocron, he desires it for himself. Although he does not comprehend what his being Force-sensitive truly entails, as a one-time friend of Warde, he believes the holocron rightfully belongs to him. If the PCs are unwilling to hand it over, Marcolf has no hesitations about ordering his guards to arrest them and take it by force.

BARGAINING

Marcolf is not generally one to do favors for others. Even should the PCs meet with him under cordial circumstances, he does not provide them with either the information or the kyber crystal they need without receiving something in return. First, there is the problem of Marcolf's jealousy of anyone else who might obtain Warde's secrets or tutelage. Overcoming this requires successful opposed social skill checks against Marcolf. Even if the PCs manage to get into Marcolf's good graces, they must offer something valuable, especially in exchange for the kyber crystal.

Marcolf is a wealthy man with an entire city under his rule. Credits are not of interest to him, at least not in the quantities the PCs are likely to have access to. Few objects are equal to the kyber crystal's value in Marcolf's eyes. Any item would need to be similarly unique, and certainly something the PCs are not keen to give up.

If the PCs convince Marcolf that they are his allies, he might be amenable to sharing resources: that is, combining the kyber crystal and holocron to learn its secrets. Unfortunately, there is one major wrinkle with this method: the gatekeeper. Knowing of Marcolf's crimes, the gatekeeper deems him unworthy of accessing the holocron's knowledge. Should the gatekeeper deny him, it drives Marcolf into a rage, and he orders the PCs restrained for attempting to trick him. He then tries every method he can think of to get the holographic reflection of his former mentor to offer up its secrets to him, though he makes no real progress in this regard.

Marcolf is willing to trade the kyber crystal for one thing—the leaders of the rumored underground resistance. If the PCs physically hand over Pathran Helshar, Marcolf agrees to exchange the kyber crystal. However, Marcolf only honors this deal if he thinks the PCs are powerful enough to threaten him. When the exchange takes place, one of the PCs must make an **Opposed (◆◆◆) Coercion check** against Marcolf's **Discipline** to get him to keep his word. Otherwise, he refuses to hand over the crystal even once Pathran is in his hands, instead thanking the PCs for their service to Quolas before ordering them to leave. Handing over Pathran to face torture and execution is worth 5 Conflict.

PRISONERS

If the PCs cause trouble in Quolas or displease Marcolf, they might find themselves placed under arrest. Although the PCs are likely more than a match for even a group of guards, it's possible they might be overwhelmed. Alternatively, they might surrender to avoid bloodshed, or simply to gain access to Marcolf. Regardless of the reasons for the arrest, it is highly unusual for strangers to visit Quolas, let alone break its laws; Marcolf orders the prisoners brought before him personally, possibly after a night in prison.

As prisoners, the PCs are brought before Marcolf's throne in binders. Although the tone of the meeting is certainly quite different, in many ways such an encounter might unfold as described under **Meeting** on page 35. However, the PCs suffer **■ ■** on all social checks to convince or manipulate Marcolf if they meet him as his prisoners.

MAP OF THE REEVE'S MANOR



THE LIMITS OF FORESIGHT

It is possible the PCs might become doubtful of Warde's predictive abilities and the utility and efficacy of the Warde's Foresight Force power after seeing how wrong Warde was about Marcolf. One way to keep the adventure on track if this happens is through the gatekeeper's wisdom. As the gatekeeper can explain to the PCs, the capacity for evil is in all sentient beings, and everyone is susceptible to the lure of the dark side. Although the Force connects all things, allowing for predictions and prophecies, actions can have far-reaching consequences, and the ripples of a single event might alter the destinies of many. Those destined for great good also have the potential for great evil, and even something that seems inconsequential at the time can set them down a different path.

certainly need the assistance of Pathran Helshar's resistance or some other help. As always, the GM should feel free to adjust the number of enemies to ensure a challenge for the PCs without overwhelming them.

Marcolf is consumed with anger at Warde and the galaxy, which drives him in combat. However, he values his own life above all and would prefer to have his guards fight his foes for him. When a fight first breaks out, Marcolf attempts to stand back while his guards deal with the PCs, only drawing his sword and entering the combat when it becomes necessary. Additionally, as soon as it becomes clear the fight is going against him, either because he suffers any amount of damage or because the PCs defeat his guards, Marcolf flees. The PCs must pursue him through the halls of the estate, battling past guards who emerge to block their path. As the PCs defeat further guards and continue their pursuit, Marcolf flees from the building, requiring the PCs to chase him throughout his complex and possibly further into the city or even outside the tree itself. When the PCs enter their climactic battle with Marcolf, read or paraphrase the following aloud:

The reeve looks at you, and you feel the power of his hate swelling—not just hate for you, but for his own past powerlessness.

"Coming here was a mistake. I alone am the heir of Warde's legacy! Even if he abandoned me, he owes me that much! I won't let you steal it from me!"

As Quolas is a vertical city, a pursuit through it is dangerous and exciting, requiring characters to sprint across narrow or rickety bridges, leap from platforms, swing on ropes, and attempt other dangerous "shortcuts." For examples of ways to spend dice symbols on combat checks as well as on Athletics, Coordination, and other skill checks necessary to traverse the environment, see **Table 1–3: Spending ☉, ☼, ☽, and ☿ in the Tree-City**, below.

COMBATING THE REEVE

Whether they arrive at his manor expecting a fight or negotiations break down during their meeting, it is likely that the PCs must face Marcolf in combat. Although Marcolf is probably no match for the PCs on his own, he is always surrounded by numerous guards, with more only a comlink call away. Marcolf is nonetheless a competent fighter, and he has trained consistently with the cortosis sword left to him by Warde, as well as practicing his marksmanship on many hunting expeditions through the Arbooinian wilds.

Usually, Marcolf is accompanied by a minion group of three Quolas guards (see page 26), with another group of three close enough to arrive within one round. An additional minion group arrives every two rounds after that. Under normal circumstances, eighteen guards are on duty at the palace at a time, with a single Quolas guard captain (see page 26) overseeing them. However, if Marcolf is expecting trouble, this number might be doubled or even more, with several captains present and reinforcements arriving very quickly. To succeed in such circumstances, PCs almost

TABLE 1–3: SPENDING ☉, ☼, ☽, AND ☿ IN THE TREE-CITY

Dice Symbols	Effect
☼ ☼	The active character almost loses his grip or footing and must spend his next maneuver to maintain it. The active character drops his weapon over a ledge.
☼ ☼ ☼ or ☽	The active character falls a distance of short range to a platform or street below (see page 221 of the FORCE AND DESTINY Core Rulebook).
☽ ☽	The bridge, platform, rope, ladder, or even building the active character is on breaks and falls into the city, causing substantial collateral damage. The character falls to the ground or a lower platform, which is at medium range or farther away.
☉ ☉	The active character's advantageous position adds ☐☐ to his next Athletics or Coordination skill check.
☉ ☉ ☉ or ☽	The active character uses the environment to his advantage, such as by swinging from a rope in order to attack or leaping down onto a foe, and adds ☉ to his next combat check. The target of the attack is knocked off a surface and falls to a point determined by the GM.

GEL MARCOLF [NEMESIS]

Gel Marcolf has acted as Quolas's leader since Suljo Warde placed him in the position of interim magistrate, promising to return with Republic forces and reach a permanent solution to the city's conflict. At the time, Marcolf was an ambitious young man, but fair, and he worked hard to uphold the ideals he thought Warde would have wanted. As the years went by and Warde did not return, Marcolf grew bitter, coming to believe that his friend had abandoned him for greater things, leaving him stranded on the remote planet. Rather than leaving Arbooine to look for Warde or find his own destiny, Marcolf cemented his position as reeve of the town, crafting a persona of a strong leader in the hopes that it would bring him a sense of self-worth. He found no happiness in power, and so he frequently vented his own anger and resentment through draconian proclamations and harsh punishments.

All this time, Marcolf has continued to hone his own Force abilities without even realizing it. While Marcolf believes himself to be a natural leader whose skills are wasted on such a backwater city, the loyalty and fear he commands from his subordinates is due largely to his use of the Force. Though Marcolf does have some genuinely admirable qualities, he long ago succumbed to spite, and thus is only able to maintain his rule thanks to the power of the dark side.

There is one way in which Marcolf has honored Warde's requests in the years since he left. He has continued to train with the ancient cortosis sword left by his onetime mentor, which he wears sheathed at his side at all times as a sort of badge of office—and a reminder of the cost of disobedience. Though he is hardly the equal of a Jedi of old, Marcolf's relentless effort to eliminate his own perceived weaknesses means that he has become quite skilled with the blade.

Marcolf cuts an imposing figure, dressed in armored purple robes and with his cortosis sword at his side. Now of middling years, he has dark hair graying at the temples. His face is shadowed by years of unwittingly harnessing the dark side.

Marcolf knows that Warde went to Cato Neimoidia after Arbooine. If defeated or convinced to aid the PCs, he reveals this fact.

If the PCs inquire with the gatekeeper about Marcolf prior to or after their meeting, it offers the following reflections on Warde's former student and friend:

"Gel Marcolf. A youth of considerable potential, both as a leader and in the Force. Warde met him on Eriadu, and brought him to Arbooine when he was assigned there. Warde had hoped to take him on as a Padawan to guide him in developing these abilities.

He is clever and strong of will, but sometimes lacks insight. He has trouble understanding his own positive qualities, and instead focuses on trying to eliminate his weaknesses. Warde suspected that the loss of his family contributed to his desire to become powerful, but had hoped that with time, his confidence in himself would grow.

If he has a real weakness, it is that he expects the worst in others and in himself, and this makes him predictable."



Skills: Coercion 2, Discipline 3, Leadership 1, Melee 3, Perception 2, Ranged (Light) 2.

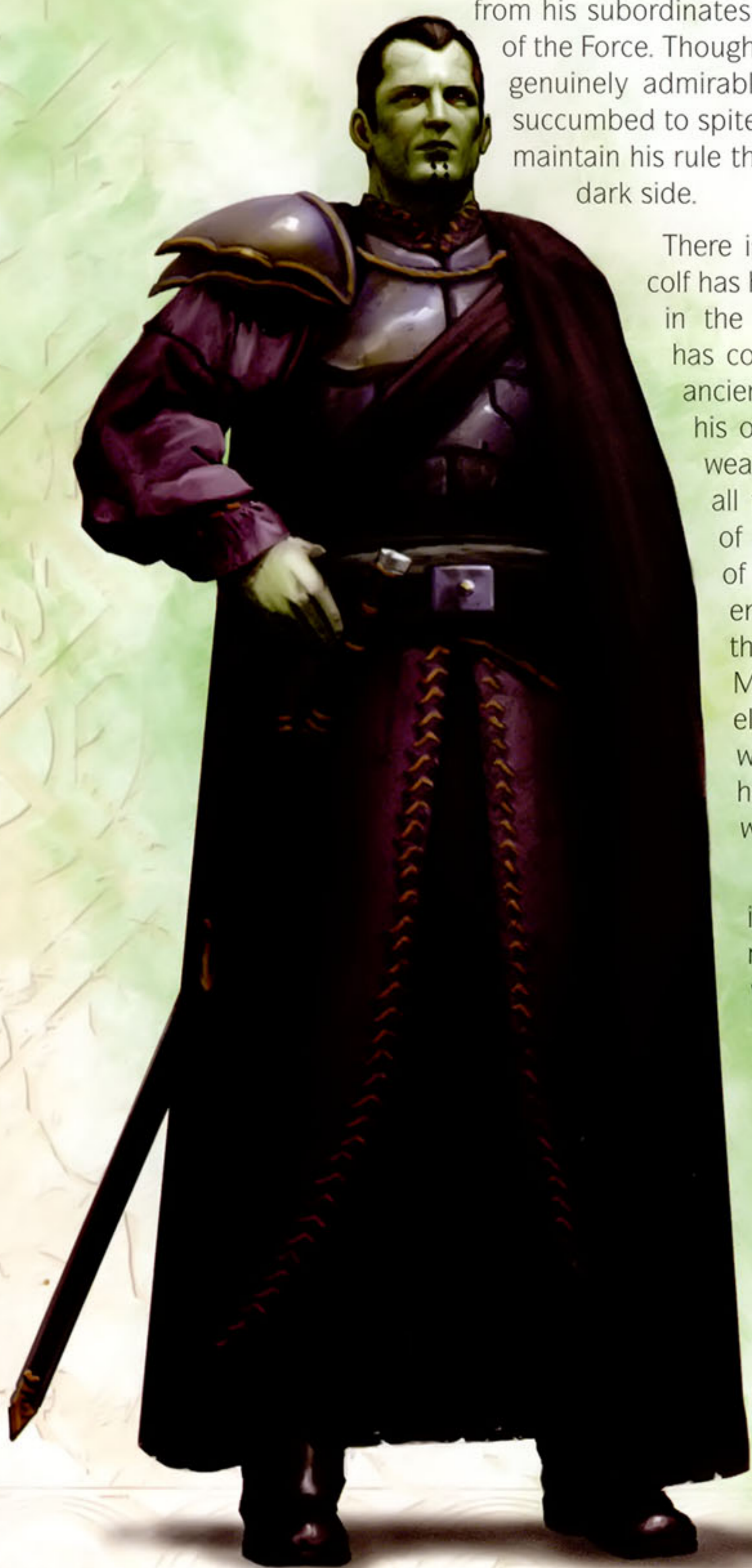
Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Force Rating 2, Enhanced Leader (add \square equal to Force rating to Leadership checks; spend \ominus to add \star or \odot to the result), Parry 3 (when struck by a melee attack but before applying soak, suffer 3 strain to reduce damage by 5).

Abilities: Dark Side Force User (uses Dark Side results instead of Light Side results; see page 281 of the **FORCE AND DESTINY** Core Rulebook), Force Power: Battle Meditation (spend \ominus to add one automatic \star to the checks of up to four friendly targets for one turn, but using \bullet reduces their Willpower by one; targets must make an **Easy** \blacklozenge **Discipline check** if they wish to resist orders given as part of this power).

Equipment: Cortosis sword (Melee; Damage 5; Critical 3; Range [Engaged]; Cortosis), blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), 2 stun grenades (Ranged [Light]; Damage 8; Critical —; Range [Short] Blast 8, Disorient 3, Limited Ammo 1, Stun Damage), armored robes (+2 soak, +1 defense), comlink, kyber crystal amulet.

KNIGHT-LEVEL PLAY

For a more potent Marcolf, increase his Force rating to 3, his Adversary talent to 2, and his Parry talent to 4. Add three ranks in the Lightsaber skill, add +6 to his wound threshold and +6 to his strain threshold, and give Marcolf a basic lightsaber (Lightsaber; Damage 6; Critical 2; Range [Engaged]; Breach 1, Sunder).



CONCLUSION

At the end of this episode, the PCs should be in possession of the first kyber crystal and the knowledge of Warde's next destination—and theirs—Cato Neimoidia. Additionally, the events of this episode might have major ramifications for the city of Quolas. The GM must determine the results for the city, positive or negative, based on the PCs' choices and alliances. Of course, if the PCs leave soon after accomplishing their goals, they might not even be aware of the results.

CONSEQUENCES FOR QUOLAS

What happens to Quolas after the PCs leave depends greatly on their decisions, whether they thought about the potential repercussions in advance or not. This presents a great opportunity to remind the PCs (and players) that their actions have consequences, and that the power they wield allows them to influence events in ways other sentients cannot.

The following are some possible results of the PCs' actions:

- If Marcolf is still in power, he is likely to be a more vindictive leader than ever, either because he feels duped by the PCs or humiliated in defeat, or because he has learned more about the resistance. This could mean increased arrests, less freedom, and more suffering in general for the citizens. If the resistance has not already struck against Marcolf, it no longer has the choice of refraining.
- If Marcolf is dead or in prison, the power vacuum is almost certain to reignite the old feud between the Helshar and Tumris families unless the PCs resolve things. A civil war within the city could be catastrophic.
- If the battle between the PCs and Marcolf caused a great deal of collateral damage, the citizens of Quolas might be months or years in rebuilding. This could even overshadow the benefits of the PCs' actions.
- If the PCs removed Marcolf from power and helped broker a truce between the clans, Quolas could enter a new golden age. Its residents are sure to fondly remember the PCs for generations and might even honor them by engraving their likenesses on the Pillar of Ancestors. A choice-kin bonding could even be in order.

THE KYBER CRYSTAL

The PCs can use the first kyber crystal to unlock further secrets in the holocron, including more information about the Jedi Order. When the PCs open the holocron and place the kyber crystal inside, its faces rotate to form new patterns.

After the PCs integrate the new crystal, the gatekeeper informs them that it can teach them more about the nature of the Force, the Jedi Order, and Warde's prophetic ability. Though much of the information about the Jedi Order's structures and beliefs was once commonplace, it is now extremely difficult to find due to the Empire's harsh oppression. It also knows Warde's destination after Arbooine: Cato Neimoidia.

The gatekeeper can instruct the PCs in more advanced uses of Warde's Foresight. These consist of the upgrades listed as being unlocked on the acquisition of the kyber crystal in **Episode I** (see **Force Power: Warde's Foresight** on pages 10–11).

Further, if the PCs do not already have lightsabers, the gatekeeper can also offer guidance on constructing hilts for these weapons (see page 177 of the **FORCE AND DESTINY** Core Rulebook). If the GM wishes, this might be a good opportunity for an interlude session or two as the PCs undertake the spiritual journey to acquire these weapons of the ancient Jedi.

EPISODE I XP REWARDS

Standard experience point rewards for **Episode I**:

- Killing Marcolf or forcing him to flee Quolas: 5 XP
- Removing Marcolf from power without killing him, so that he can face justice for his crimes: 10 XP
- Brokering a truce between the rival clans: 10 XP
- Stopping the desecration of the Pillar of Ancestors: 5 XP
- Assisting Quolas's citizens in the **Living in Fear** section (see pages 27–33): 1–5 XP for each citizen assisted
- Avoiding Lieutenant Devrays and her stormtroopers or dealing with them in a way that does not lead to Imperial retribution against the city: 5 XP

As always, the GM should award bonus XP for good role-playing and engaging with the PCs' Motivations.

USING MORALITY

The PCs' decisions in Quolas have serious results, whether for good or for ill. The GM should make this clear to the players, particularly if they did not think about the full consequences beforehand. Additionally, the fallout from Quolas can reinforce that even well-intentioned actions can have negative consequences. Warde's choice to place Marcolf in charge of Quolas is a prime example, but if the PCs remove Marcolf from power without any thought to his successor, the effect could be just as severe, reigniting the bloody feud between the rival clans.

If the PCs abandon the town in a worse state, or in one as poor as that in which they found it, the GM should consider awarding Conflict. If the disruption the PCs cause results in innocent deaths, either from civil war or increased brutality by Marcolf, this might be as high as 4 or 5 Conflict. However, if the PCs remain in Quolas to help with the rebuilding and ensure that the rival clans set aside their differences for the good of the city, the GM might even increase their Morality directly by one or two points, depending on how much time and effort they dedicate.





CHASING GHOSTS

"Trust is a luxury I can no longer afford."

—Suljo Warde

In the second episode of **CHRONICLES OF THE GATEKEEPER**, the Player Characters follow Warde's trail to the world of Cato Neimoidia. Here, they piece together the events of Warde's tragic fall to the dark side, and they learn of his final destination. This chapter includes the following sections:

- **The Holocron Expanded:** With the crystal they recovered, the PCs unlock new abilities from the holocron.
- **Shadows of the Past:** This section describes the events surrounding Warde's fall in detail.
- **Jorra:** An overview of the city in which Warde fell to the dark side, and the events that occur on the PCs' arrival.
- **Old Wounds:** The PCs find that the citizens of Jorra hate Warde to this day, but to learn why, they must make amends for the Jedi's transgressions or draw on his legacy to intimidate the citizens.
- **The Whitescar Syndicate:** Perhaps the most impactful and long-lasting legacy of Warde's activities on Jorra, the Whitescar Syndicate is a powerful cartel.
- **War Stories:** The PCs meet with individuals who knew Warde and have firsthand knowledge about what occurred during his final days on Jorra.

- **Legacy of Disgrace:** The PCs must venture into the ruined undercity of Jorra to recover the next kyber crystal and learn Warde's final destination.

After arriving at the bridge-city of Jorra, the PCs discover that the city is still suffering from the scars of war, and from Warde's actions in particular. As they explore the city and investigate the events surrounding Warde's time on Jorra, the PCs meet many individuals who remember the fallen Jedi with hatred, as well as a few who still recall him fondly. During their time in Jorra, the PCs must overcome challenges posed by a hostile citizenry, a dangerous criminal cartel, and the city's current Imperial master, Duke Erron Irbian. In order to uncover the truth of what transpired on Cato Neimoidia, the PCs must either right, in some small way, the wrongs Warde committed and earn the trust of the city's inhabitants, or they must draw on the fear of the Jedi and of Warde that persists in the city to this day.

The PCs must track down old friends and enemies of Suljo Warde in Jorra, following the trail of scars the former Jedi left on the city to a battlefield from the Clone Wars where the defeated do not rest easy. After surviving battle-droids ambushes, the PCs find the next kyber crystal and learn Warde's final destination—Moraband.

CATO NEIMOIDIA

Astronavigation Data: Cato Neimoidia system, Colonies region

Orbital Metrics: 278 days per year / 25 hours per day

Government: federation under Imperial control

Population: 8.5 million (Neimoidian 99.9%)

Languages: Pak Pak, Basic

Terrain: temperate plains and forests, mountains, rock arches

Major Cities: Zarra (capital), Tarko-se, Jorra, At-la'o

Areas of Interest: bridge-cities, rock arches

Major Exports: droids, technology, processed foodstuffs

Major Imports: labor, raw materials, luxury goods

Trade Routes: Quellor Run

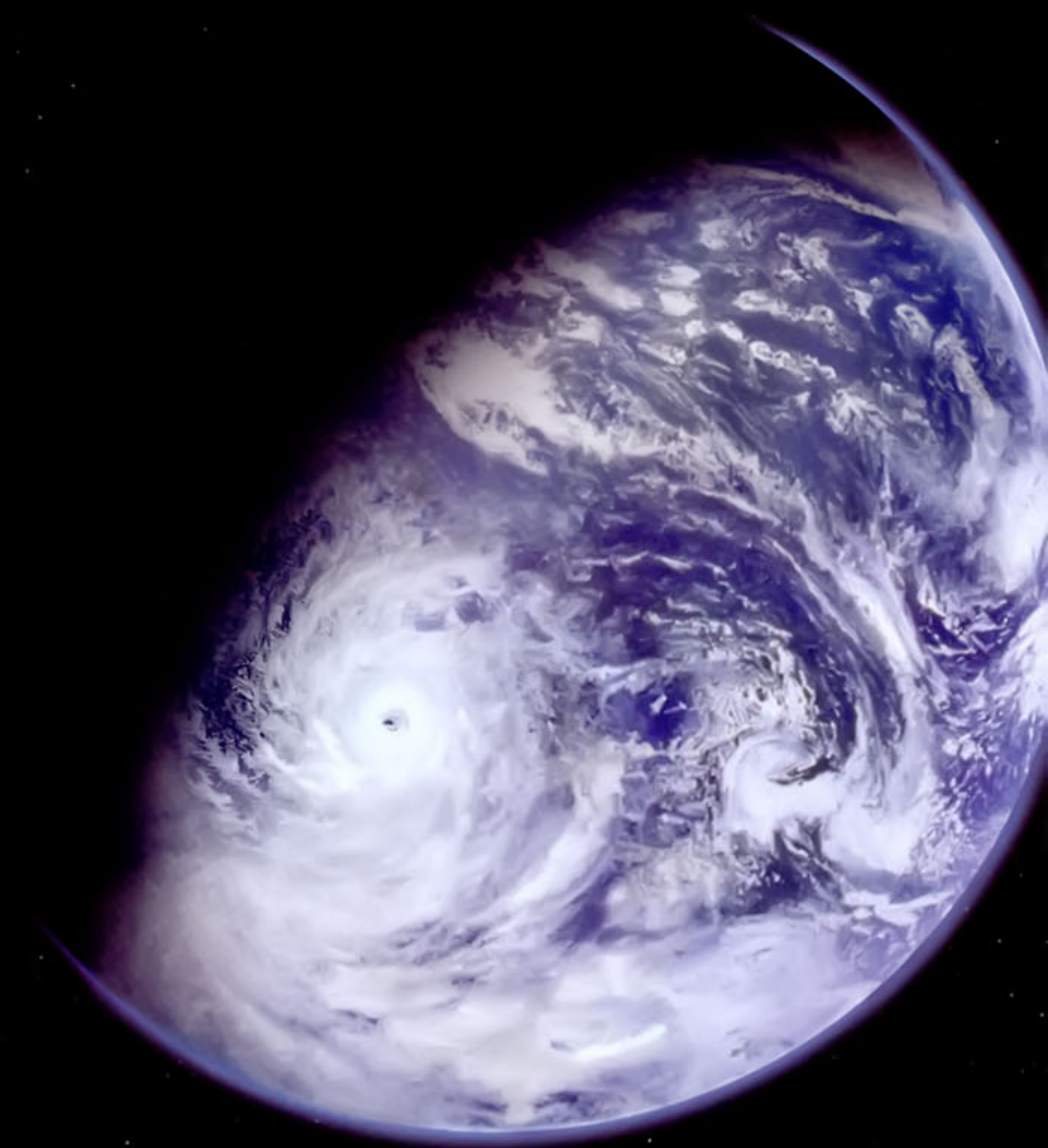
Special Conditions: none

Background: Cato Neimoidia is the oldest and most influential of the purse worlds, themselves the most economically and politically important of the Neimoidian colony worlds. Cato Neimoidia is the seat of centralized government for nearby Neimoidian colony worlds, and it is also a center for trade and commerce across the galaxy. Although it has fallen from the heights of its economic and political power before and during the Clone Wars, Cato Neimoidia remains an important planet for trade and production.

Cato Neimoidia's population is small compared to that of many urban planets, but the residents are heavily concentrated in the bridge-cities. Each bridge-city spans the length between two rock arches, although the designs of the cities vary greatly. Some bridge-cities hang suspended from tension cables, while others are solid arcs rising into the sky. Although most of the planet is wilderness, each bridge-city is a heavily built-up urban center. As the perimeters of each city are defined by the limits of its bridge, Cato Neimoidia's cities have expanded upward through the years, with towers reaching high above the bridges and, in some cases, descending far beneath. Some bridge-cities are located close enough to one another that speeder traffic regularly moves between them, while others are separated from their neighbors by hundreds of kilometers.

A largely temperate and humid planet, Cato Neimoidia is dominated by mountains, deep ravines, dense forests, and towering mesas. The planet is home to a variety of flora and fauna, including the predatory kreehawk, the peaceful loros, and the burrowing treveel. Much of Cato Neimoidia's wilderness remains untouched and even unexplored. Although many bridge-cities feature multiple factories, the unique method of the cities' construction nonetheless ensures a minimal impact on the surrounding environment.

Neimoidian settlers were originally attracted to the world by its rough landscape, which is almost impossible to traverse by most means. This served as a sort of natural



safeguard for vaults in which to store the riches so valued in Neimoidian culture. For thousands of years, Cato Neimoidia was home almost exclusively to affluent and influential Neimoidians. This has begun to change in the years since the Clone Wars, as Imperial control of the Trade Federation and the loss of the Separatist Alliance have had disastrous effects on the coffers of many residents.

ARMED DROIDS ON CATO NEIMOIDIA

Since the end of the Clone Wars, militant droids of any stripe, including police droids, have become somewhat rare on Cato Neimoidia and the other purse worlds. This is largely due to restrictions the Empire places on the use and production of combat droids on the Neimoidian worlds. Battle droids of any kind are completely outlawed, although certain police droids armed with non-lethal weapons and programmed to do no harm to sentients are permissible. However, in continuing efforts to distance themselves from the past and shed their reputation as cowards who hide behind their droids, Neimoidians make do with sentient police in most cities. These forces consist largely of younger Neimoidians who have reached maturity in the years following the rise of the Empire, as they are less averse to danger and to getting their own hands dirty than their forebears.

THE HOLOCRON EXPANDED

The kyber crystal obtained from Gel Marcolf stores additional information about the Jedi Order and the abilities of Warde's Foresight, as well as additional memories of Warde's life from after the creation of the initial holocron. Among these memories are the orders Warde received from the Jedi Council to interrupt his mission on Arbooine and travel to Cato Neimoidia to assist the Republic's efforts to take the important city of Jorra. The memories also convey the frustration he felt at this change of plans and at having to temporarily abandon Marcolf.

Combining the crystal with the holocron does not require the PCs to make additional checks, as the gatekeeper is happy to instruct them in the process, but it should make for an exciting moment for the PCs nonetheless. Although the addition of the crystal expands the knowledge and memories of the gatekeeper, it has no discernible effect on its personality.

Once the kyber crystal has been inserted into the holocron, if the PCs have not already learned this information, the gatekeeper can explain to them that Warde traveled to the city of Jorra, on Cato Neimoidia, and why. However, Warde's memories stop shortly after he received his orders, just before he departed for Cato Neimoidia. The gatekeeper knows nothing of the events that occurred after Warde arrived.

PERILS OF FORESIGHT

Once the PCs combine the crystal and holocron, the gatekeeper can teach them the upgrades listed as being unlocked by the new kyber crystal (see page 11).

When the PCs use the power of Warde's Foresight, the GM can use this opportunity to provide subtle hints about what led to Warde's fall. In particular, if a PC uses the power to predict aggression from an NPC and launches a preemptive attack, the GM can grant an amount of Conflict corresponding to the severity of the PC's response, following the guidelines in **Table 9–2: Common Conflict Penalties** on page 324 of the **FORCE AND DESTINY** Core Rulebook. Similarly, if a PC uses the power of Warde's Foresight to see that an NPC is lying or planning to betray the PCs, perhaps by reporting their presence to the Imperial forces, that PC might be tempted to take violent action. In any case, the GM should warn the player in question first, as usual when distributing Conflict, and should consider explaining that an unprovoked attack is still an unprovoked attack, even if the decision to do so is informed by a reliable knowledge of the future. Actions speak louder than words, and much louder than another sentient's thoughts or intentions.

SHADOWS OF THE PAST

During this episode, the Player Characters have the opportunity to piece together the events surrounding Suljo Warde's fall to the dark side, while dealing with its aftermath. In fact, the lingering effects of Warde's actions are an important clue in and of themselves. Local hostility toward Force users in general, and Warde in particular, might serve as the PCs' first indicator that things went horribly wrong for Warde on Cato Neimoidia.

The information presented in this section provides further background for the GM; the PCs should not learn it all at once (and might never have a truly complete picture). Some of this information was known only to Warde and his closest associates, while other facts were known throughout Jorra, or came to light after Warde left the planet. For more on how the PCs can discover this information and what different NPCs know, see **Questions and Evasions** on page 53.

BATTLE FOR JORRA

Suljo Warde arrived on Cato Neimoidia under orders from the Jedi Council, having been called away from the base on Arbooine to focus on this pivotal world. As the oldest of the Neimoidian purse worlds, Cato Neimoidia was a vital seat of power for the Trade Federation—even more crucial than the Neimoidian home planet in many ways. Many important leaders of the Trade Federation and officers of the Separatist

cause had strongholds and property on Cato Neimoidia, and the bridge-cities were home to advanced factories producing battle droids, vehicles, and materiel for the war.

At this time, Warde's powers were at their height. In addition to being a potent combatant, able to cut a swath through the Neimoidians' droid forces, Warde was able to influence the tide of battle at a higher level. With deep concentration, Warde would look into the Force to predict the key decisions of Separatist leaders. He could foresee the plans not only of Separatists on the planet's surface, but also of those on ships throughout the system, even when separated by vast distances. In this way, Warde predicted the movements of the droid army and the Separatist fleet, allowing the Republic forces to begin their own responses to strategic and tactical decisions even before the enemy generals knew what they would do. The tide of battle soon turned.

The bridge-city of Jorra had held the Grand Army of the Republic at bay for many months, protected by potent defense lasers, vulture droids, and a sizable contingent of battle droids. The city's droid forces were constantly resupplied by its numerous factories, ensuring that no matter how many droids the Republic forces destroyed, more were always ready to take their place. Warde played a pivotal role in the taking of the city, accurately identifying where the enemy commanders would leave their defenses vulnerable and leading the Republic forces to strike at critical foundries.

SLIDE INTO DARKNESS

Three Jedi led the Republic forces in the successful invasion of Jorra: Suljo Warde, the Ithorian Kaddo Moll, and the Twi'lek Jiv Durael. In the aftermath of the battle, all three remained to fortify the Republic's position in Jorra, as it was vital to the Republic's plan to retake the rest of the planet. Warde was anxious to return to Arbooine with additional forces to finish what he had begun there, but the Jedi Council felt his talents would be of better use on Jorra, where his ability of foresight could help ensure that the city remained in Republic hands. Although Warde followed the Council's orders, his resentment ate away at him.

The Jedi oversaw the transformation of Jorra into the Republic's stronghold on Cato Neimoidia. While the Republic spoke of it as liberation, many of the city's residents saw it as an occupation. From the very beginning, Separatist spies and saboteurs took advantage of this to stymie the Republic's efforts. Although Warde's abilities were useful in detecting traitors and thwarting attacks, he could not predict the decisions of an entire city, and many residents continued to aid the Separatists. Another limitation to Warde's abilities came, in his view, from the rules of the Jedi Order and the laws of the Republic. Without hard evidence to back them up, Warde's predictions were insufficient to hold civilians suspected of spying or providing other assistance to the Separatists for more than a short time. As the war went on and Warde continued to be prevented from acting on his predictions, he grew increasingly frustrated. As his cynicism began to color his actions, the Jedi Knight began to bring his darkest visions into being more and more frequently. Warde began to stretch, and even exceed, the legal limits of his authority to hold suspects.

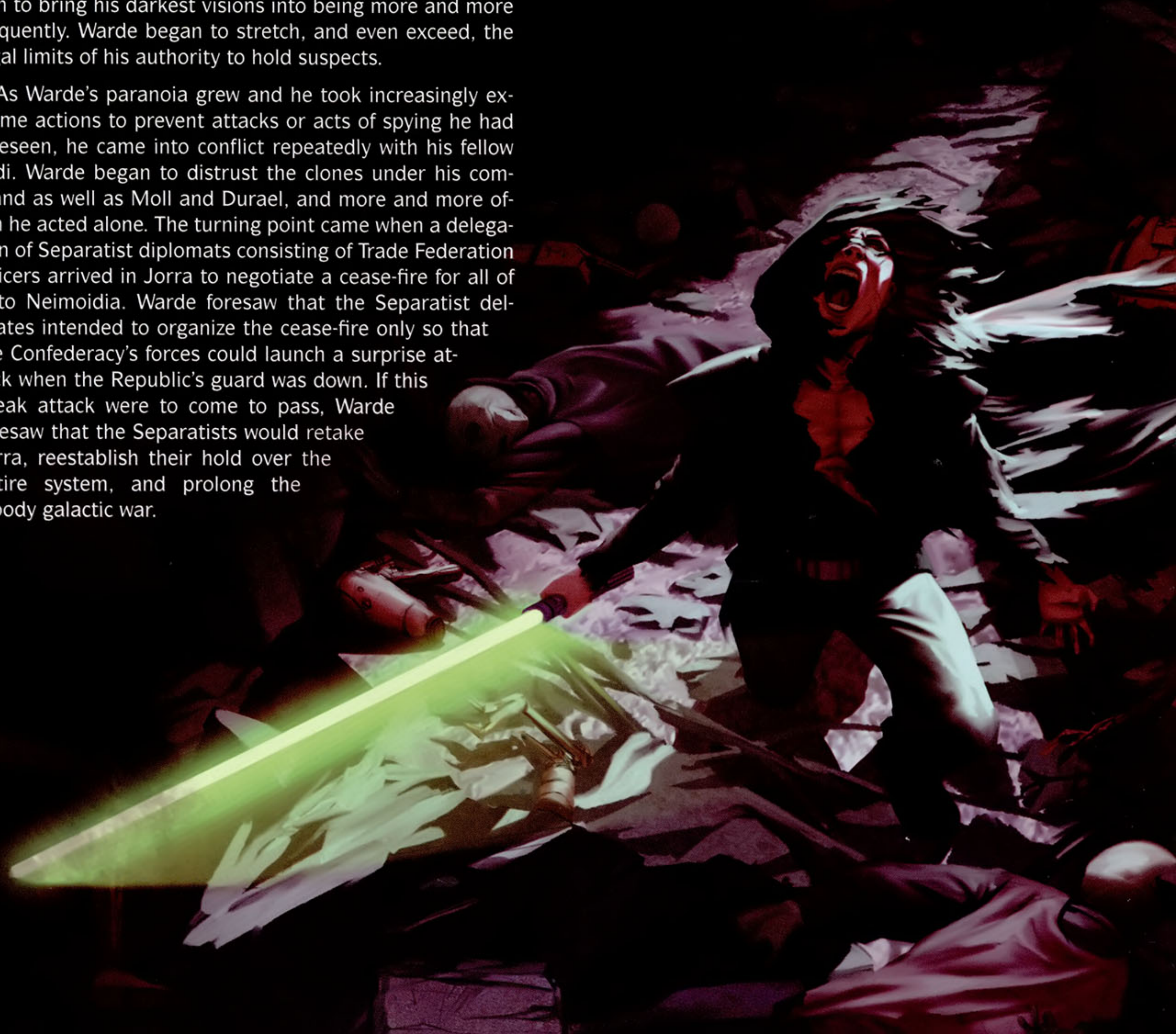
As Warde's paranoia grew and he took increasingly extreme actions to prevent attacks or acts of spying he had foreseen, he came into conflict repeatedly with his fellow Jedi. Warde began to distrust the clones under his command as well as Moll and Durael, and more and more often he acted alone. The turning point came when a delegation of Separatist diplomats consisting of Trade Federation officers arrived in Jorra to negotiate a cease-fire for all of Cato Neimoidia. Warde foresaw that the Separatist delegates intended to organize the cease-fire only so that the Confederacy's forces could launch a surprise attack when the Republic's guard was down. If this sneak attack were to come to pass, Warde foresaw that the Separatists would retake Jorra, reestablish their hold over the entire system, and prolong the bloody galactic war.

Warde warned Kaddo Moll and Jiv Durael, but the two Jedi had come to fear the repercussions of acting prematurely based on Warde's predictions. They insisted that the negotiations proceed as planned, and that a cease-fire was the best thing for the many citizens of Cato Neimoidia. Warde's powers confirmed that his fellow Jedi no longer believed in him or his abilities, and that they would blindly trust the Separatists' promises. Feeling betrayed, the enraged Warde slew the delegates, bringing an abrupt end to the negotiations.

A JEDI NO LONGER

Appalled at his actions, Warde's fellow Jedi attempted to place him under arrest. Although the formal expulsion came later, after Warde had crossed lightsabers with Moll and Durael, it was clear he had fallen, and become an outcast from the Jedi Order. Warde's battle against Moll and Durael raged throughout Jorra's ventral Sankar Palace. Although his mind was now clouded by the dark side, Warde's abilities continued to aid him in battle, allowing him to predict the actions of his two opponents. In Warde's mind, this once again proved the accuracy of his foresight.

Finally, Warde punctured Durael's defenses and ran him through, killing his former comrade. At this moment, things changed. The other Jedi had previously decided to do whatever it took to bring Warde to justice alive. Seeing her friend and fellow Jedi dead, Moll now decided that Warde must be stopped at any cost.



With this twist of fortune, Warde's predictions were muddled just long enough for the Ithorian to strike a grievous and seemingly mortal blow against him. With his foresight clearing, Warde slashed deeply into Moll, leaving her dying as, despite his wound, he fought his way past clone troopers to his waiting starfighter.

Although mortally wounded, Moll sent a message to the Jedi Council, warning them of what had transpired. Warde fled Cato Neimoidia, and the fallen Jedi was never found by any of his former comrades. Shortly after Moll sent her message, Separatist droid forces attacked Jorra in retribution. With the battle continuing to rage, the Jedi were never able to recover the bodies of their fallen comrades, as the Jedi Order was destroyed before the fighting on Cato Neimoidia concluded.

THE AFTERMATH

Warde might have seen the truth when he predicted the Separatists would not honor a cease-fire, or the dark side of the Force might have twisted his foresight. Regardless, his

JORRA

The bridge-city of Jorra is a shadow of its former self. Like other cities on Cato Neimoidia, Jorra is built across the top and underside of a massive bridge suspended over verdant, misty forests. Buildings extend both up and down from the hanging structure. Both sides of the city were devastated during the war. Cato Neimoidia, even more than other purse worlds, was ravaged by constant fighting during the Clone Wars, and Jorra suffered even more than most bridge-cities after Warde's betrayal. Whereas Cato Neimoidia had once benefited greatly from the profits of the Federation, the Separatists' defeat and the dissolution of the merchant combine left the planet economically shattered, just as the war left its cities scarred.

Although many factors contributed to their suffering during the war, the people of Jorra place the largest part of the blame squarely on the shoulders of Suljo Warde, and not entirely without reason.

IMPERIAL RULE

Since the end of the Clone Wars, the Empire has kept a tight grip on the Neimoidian purse worlds, due to their strong ties to the Trade Federation and the Separatists. Constant Imperial scrutiny ensures that the Neimoidians do not attempt a new secession or provide overt assistance to the Rebel Alliance and other revolutionary groups.

Most Neimoidians have tried to distance themselves from the Trade Federation and its crimes; so much so, in fact, that entire segments of Neimoidian culture have shifted away from their onetime focus on economic competition and glorification of avarice. Of course, other Neimoidians disagree with this cultural transition, and a few continue their mercantile pursuits with greater tenacity than ever.

actions ensured there would be no peace on Cato Neimoidia until the conflict was resolved with the foundation of the Empire. In the aftermath of the delegates' murders at Warde's hands, the Confederacy of Independent Systems redoubled its efforts to retake Jorra, and the residents of the city openly rose up in revolt against the Republic occupation. With the Jedi dead or gone and the Republic forces in disarray after the recent betrayal, the city's defenses were vulnerable against attacks from both within and without.

For the duration of the war, Republic and Separatist forces battled for control of Jorra, with neither side able to decisively take the city. The consequences for Jorra and its inhabitants were grave. The underside of the bridge-city saw the worst of the fighting, and it was all but destroyed. Survivors fled to the upper city, leaving the underside an abandoned ruin. Even after the war, the once-prosperous Neimoidians lacked the resources to rebuild all of Jorra. They focused their efforts on the upper city, repairing it to the best of their abilities while leaving the ventral districts abandoned.

Regardless of their true feelings, most Neimoidians publicly profess utmost loyalty to the Empire. Many secretly resent it, longing for the days of Neimoidian economic ascendancy and wondering what might have been had the Separatists won the war. As a consequence of their hatred for the Jedi, the citizens of Jorra actually have greater loyalty to the Empire than many other Neimoidians. For many of Jorra's older citizens, especially, the memories of Warde's atrocities outweigh their resentment of Imperial rule.

DUKE IRBIAN

The current ruler of Jorra is Duke Erron Irbian. The duke and the stormtroopers and officers under his command are among Cato Neimoidia's few non-Neimoidian residents, though they are not citizens of the planet and are not counted in official census reports. Although the presence of the duke and his stormtroopers maintains a fear of the Empire among Jorra's residents, Irbian takes little interest in the day-to-day affairs of the city. He sees his primary responsibilities as reminding the citizenry of their loyalty to the Empire and ensuring that the factories output weapons, vehicles, and droids for Imperial use.

In truth, the criminal organization called the Whitescar Syndicate has just as much, if not more, influence over the civic affairs of the city as Irbian does. This does not seem to bother the duke, as long as the criminal element has no thoughts of revolt and the Empire receives its due. Irbian is extremely suspicious of potential rebel activity. He devotes considerable energy to making sure that any conceivably seditious acts are punished swiftly and, more importantly to his ambitions, before his superiors catch wind of them.

As Neimoidian society largely tries to distance itself from the days of the Trade Federation, some particularly enterprising individuals have sought to curry favor with their Imperial overlords. Irbian has recruited a number of such individuals to serve as spies, providing incentive with both promises of financial reward and threats of retribution should they decline. These spies report to the duke's advisors on anything and everything that happens in the city; any information of possible interest or use gets filtered up to Irbian himself. The spies' purpose is primarily to ferret out anti-Imperial sentiment and any hints of Rebellion activity in Jorra. Of course, a group of Force sensitives asking around about the history of a Jedi Knight is certain to draw the duke's attention.

DUKE ERRON IRBIAN [NEMESIS]



Skills: Charm 2, Coercion 3, Cool 2, Deception 3, Discipline 2, Education 2, Knowledge (Core Worlds) 3, Leadership 3, Ranged (Light) 2, Streetwise 1, Vigilance 2.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Plausible Deniability 2 (remove ■■ from all Coercion or Deception checks).

Abilities: Imperial Valor (may perform a maneuver to cause all ranged attacks targeting the duke to instead hit one ally or helpless enemy he is engaged with, until the beginning of his next turn).

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting).



KNIGHT-LEVEL PLAY

At some point during the PCs' time in Jorra, they are likely to come to the attention of Duke Irbian, the city's Imperial ruler. When dealing with lower-XP characters or Force sensitives who lack the accoutrements of the Jedi, the duke is likely to rely on his own forces to handle the PCs. However, if he must contend with Knight-level characters, the duke is smart enough both to know that capturing or killing such potent Force users would be a great boon to his career and to know that he cannot trust the stormtroopers under his command to do so on their own.

To deal with true inheritors of the Jedi legacy, the duke turns to a human bounty hunter named Dalan Oberos, who specializes in dealing with such enemies of the Empire. During the Clone Wars, Oberos first came into conflict with Jedi while completing contracts from Count Dooku and the Separatist Alliance. In the earlier days of the Empire, he further cemented his reputation by tracking down and bringing in Jedi survivors and other Force sensitives. In more recent

years, such bounties have become fewer and further between, and the bounty hunter is eager for the opportunity to test his mettle and earn a considerable commission from Duke Irbian.

Oberos could attack the PCs at nearly any time after the duke becomes aware of their presence and nature. For best effect, the GM can have the bounty hunter surprise the PCs during another encounter or simply while walking the streets of Jorra, suddenly swooping down on them using his jetpack.

The bounty hunter is remorseless and indefatigable, hunting Force sensitives the way a Core Worlder might hunt exotic game. If the PCs do not deal permanently with Oberos, he has the potential to become a recurring enemy. Oberos has built his reputation on killing or capturing Force users and Jedi, and he is unwilling to accept defeat or failure once he selects a target. Even if the PCs deal with Irbian, Oberos is certain to continue pursuing them beyond Cato Neimoidia.

DALAN OBEROS [NEMESIS]



Skills: Discipline 3, Melee 3, Ranged (Light) 3, Ranged (Heavy) 3, Vigilance 2.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Expert Tracker (removes from checks to find or follow tracks; Survival checks made to track targets take 50% less time than normal), Quick Draw (may draw or holster a weapon as an incidental), Spare Clip (does not run out of ammo on).

Abilities: Practiced Resistance (upgrade the difficulty of Force power skill checks targeting Oberos once).

Equipment: Custom slugthrower carbine (Ranged [Heavy]; Damage 8; Critical 3; Range [Medium]; Auto-fire, Cortosis rounds [spend or from combat check to short out and deactivate target's lightsaber; lightsaber cannot be reactivated until the last Initiative slot of the next round], Superior), cortosis gauntlets (Melee; Damage 6; Critical 4; Range [Engaged]; Cortosis), cortosis-laced battle armor (+1 defense, +2 soak, Cortosis), thermal detonator (Ranged [Light]; Damage 20; Critical 2; Range [Short]; Blast 15, Breach 1, Limited Ammo 1, Vicious 4), jetpack.

LAYOUT AND IMPORTANT LOCATIONS

Like all of Cato Neimoidia's bridge-cities, Jorra is heavily built up, with skyscrapers and palace spires both rising high above the surface of the main bridge structure and descending far below it. As the profits of the Trade Federation grew, so did the city, to accommodate its increasing population and the egos of its rulers and wealthiest inhabitants.

Currently, only the areas of the city on the upper side of the bridge are officially inhabited, although criminals and outcasts sometimes seek refuge in the isolation of the ventral city. This region is off-limits for a reason, however, as the severe damage suffered in the war severely impacted the structural integrity of the numerous overlapping buildings and transit-ways. In the absence of repairs and maintenance since the war ended, the area's condition has only worsened.

Jorra's dorsal region is somewhat formally divided into a number of districts, although the lines are not always clear-cut. Although homes are most heavily concentrated in the residential district, for instance, they can be found throughout the city. Residents often refer to the districts when providing directions to (or context for) a particular location. When it was occupied, the underside was likewise organized.

Residential District: The residential district includes habitation complexes, apartments, and colony-houses for the city's poorer residents, including many once-wealthy people

displaced after the war. Alongside homes, the residential district includes many cantinas, cafes, eateries, and other bustling local businesses.

Factory District: Jorra is still a major manufacturing center, its factory district producing everything from space-worthy ration packs to computers, droids, and airspeeders. Various local commercial interests own the many factories, but in these times, the Empire ultimately profits from production.

Commercial District: The commercial district was once the thriving heart of Jorra, where the Trade Federation and its partners conducted business with representatives of the Banking Clan, the Corporate Sector, and a thousand other companies and institutions. Although the commercial district is still a major economic center, its spires are not as busy as they once were, and Imperial bureaucrats monitor all transactions.

Palace District: The palace district contains the manses and estates of the city's wealthy and prosperous, primarily individuals and families involved in the Trade Federation and others with successful commercial interests. However, many of the palaces belong to families whose fortunes have turned since the end of the Clone Wars. Although they retain their property, these Neimoidians have lost their grip on the galactic economy, and their homes have fallen into disrepair.

DUCAL PALACE

The seat of Imperial power in Jorra is the Ducal Palace, from which Erron Irbian maintains the Empire's rule over the city. Irbian rarely interacts with the Neimoidian residents, even delivering his edicts to (and gathering reports, both open and clandestine) from the local government through aides and lesser bureaucrats. He seldom leaves the palace. The towers of the palace complex rise from the southeastern tip of the bridge, overlooking the palace district on one side and the drop into the mists below the city on the other.

The Imperial barracks adjoin the palace, ensuring that a coterie of stormtroopers is always available to protect its master or to enforce his might on the citizens. Stormtroopers from the barracks regularly rotate shifts at the Southside Prison and undertake occasional patrols through the city to remind the residents of the Empire's watchful eye.

SOUTHSIDE PRISON

Jorra's main prison facility hangs from the southern tension cables that support the entire city. The imposing structure is accessible only by air via the landing pads emanating from its upper levels and by a magrail tunnel that terminates in the bridge's core levels between the upper city and the ruins below. The automated train can be shut down remotely both from the security checkpoint at the terminal and from the main security offices in the prison. The prison's isolation from the rest of the city serves as both a psychological and a physical deterrent against escape for the more than one thousand prisoners held within. Reasons for the inmates' incarceration include everything from petty theft and spice dealing to murder and anti-Imperial sentiment. Several prisoners who were arrested based on Warde's suspicions remain in the prison and are likely to be there for the rest of their lives.

TORNA'S CAFE

Torna's Cafe is a Jorra institution that has been around for decades. Like most of the city, it sees less business than it once did, but it remains a popular hangout for everyone from shift workers to successful trade brokers, thanks in part to its location at the intersection of the commercial and factory districts. During the Clone Wars, the cafe was known as a hotbed of anti-Republic sentiment and a popular meeting spot for planning acts of resistance. Today, this reputation continues, and the cafe often harbors some degree of anti-Imperial muttering. The current proprietor, Hinv Opan, tries to keep this to a minimum.

Although the staff and customers of the cafe are just as wary of outsiders as everyone else in Jorra, PCs who espouse anti-Imperial beliefs might find the occupants willing to share useful information. Although Opan sympathizes with these views, the cautious Neimoidian's primary interest is keeping his cafe from attracting any Imperial attention, and he might ask the PCs to leave if they stir up trouble.

Torna's Cafe maintains a job board where people in need of specialized labor often post advertisements. If the GM needs to introduce a plot hook for **Healing the Wounds** (see page 54) or other sections, this can be one place to do it.

DROPVIEW CANTINA

The Dropview is so named because it sits on the very edge of the bridge-city, its terrace overlooking the long drop to the mists below. The cantina juts from the rim of the bridge itself and is accessible directly from the docks. While most establishments in Jorra are frequented only by Neimoidians, the Dropview attracts spacers, traders, and even corporate visitors looking for a little excitement.

The far wall of the cantina is lined with floor-to-ceiling windows, providing a view of the open air. The decor of the Dropview consists of Clone Wars memorabilia, which some residents of the city find highly distasteful. This includes everything from pieces of armor to mounted droid parts, weapons, and propaganda items from both sides.

Although on paper the cantina is a joint venture of the Jorra Spaceport Authority and the investor Kelo Poy, the Whitescar Syndicate is the real controlling interest, and the cantina is a common location for meetings between representatives of the criminal cartel and its offworld partners and clients.

ARRIVAL

Although the entire city is built around a massive bridge between two of Cato Neimoidia's great stone arches, it is accessible only by air. The gargantuan metal cables and support beams that keep the bridge-city in place are not designed for crossing; to do so is extremely dangerous—and is thus a favorite pastime of the city's swoop gangs. To reach Jorra, the PCs must arrive by ship at one of the city's spaceports.

Numerous public and private docking hangars are built into the sides of the bridge itself, but a number of factories and wealthy residences, and of course the Ducal Palace, have their own private landing pads. The PCs might attempt to use one of these to gain quicker access to the city and bypass the usual docking procedures, but they must have a convincing story in order to do so.

As the PCs descend toward the city, read or paraphrase the following aloud:

The bridge-city of Jorra stretches between a pair of towering rock arches. Lofty palaces and habitation complexes rise from the sprawling urban architecture that covers every centimeter of the bridge's surface. Bridges, walkways, and platforms connect the buildings at all levels, while speeders zip between buildings and under bridges.

As you come closer to the city, the underside of the bridge comes into view. Buildings of all shapes and sizes descend from the bridge, mirroring the city above. Whereas the upper city is alive and vital, however, the hanging city is dark, its bridges collapsed and its towers crumbling—a dark mirror of the upper half.

LANDING BAYS

Although Jorra receives less traffic than it did in its prime, it continues to draw merchants, traders, and other visitors on a near-constant basis. Cato Neimoidia is no Outer Rim world: PCs accustomed to coming and going while drawing little attention might be in for an unpleasant surprise. If the PCs have hired transportation, arriving in the city is a relatively swift affair, at least as long as the captain who brought them has his credentials in order. Spaceport security performs a cursory check of the PCs' identification and sweeps them for contraband. If the PCs have their own ship, port control verifies the captain's license and ship registration. In addition, the port charges a docking fee of 50 credits per day, which must be paid before the port control releases a ship's docking clamps. The PCs can pay for any number of days up front or at their time of departure.

THIS LOOKS SUSPICIOUS (OPTIONAL ENCOUNTER)

The GM can insert this optional encounter as the PCs make their way through spaceport security. If the GM prefers to get right to the events in the city proper, or simply to avoid potentially major complications at this point, he can skip it.

As the PCs pass with the rest of the crowd through port security, they are singled out for a more thorough search, perhaps due to their unusual appearance or simple bad luck. A pair of Neimoidian security personnel scans each of the PCs, including their packs, using a handheld scanner. If the scan shows anything out of the ordinary, the guards perform a manual search. They are primarily looking for restricted weapons or grenades of any type, but also for any contraband.

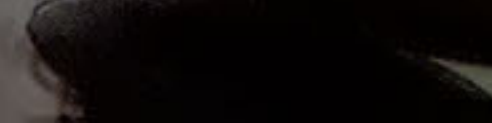
Generally, the scanner automatically detects blasters, grenades, and other advanced weapons, including lightsabers. If any PCs previously stated that they are concealing weapons, or spend a Destiny Point to say they did, the GM should allow them to make an **opposed Skulduggery check** against the scanner's effective **Perception** (●◆◆), with the addition

of ■ and □ depending on the size of the item and any other relevant factors. Blaster pistols and smaller are permitted in the city, but heavy blaster pistols, carbines, and rifles of all types are not. Grenades are highly illegal, with the exception of EMP grenades. Should the guards find any weapons, the PCs have the option of returning banned blasters to their ship, while the guards attempt to confiscate grenades—and lightsabers. In addition, they attempt to hold the PCs for questioning. The guards do not immediately resort to violence, so the PCs have an opportunity to use social skill checks, Force powers, and bribery to get out of trouble (or dig themselves in deeper, depending on their success or failure).

If security searches the PCs, they also find the holocron. If the PC with the holocron attempted to bring it along, that PC should make an **opposed Skulduggery check** against the security officer's **Perception**, suffering ■■ due to the holocron's size and shape. Alternatively, the GM can spend a dark side Destiny Point to have security automatically find the holocron while searching the PCs.

Should security discover the holocron, they become very suspicious. Unless the PCs act quickly to convince them it is not dangerous or illegal, they escort the PCs to a holding room for questioning, while temporarily confiscating the holocron. There are a number of ways the PCs might avoid this situation or get out of it after being detained, from social skill checks, to Force powers, to violence—although taking lethal action against security personnel who are simply doing their jobs should be worth some Conflict, at the GM's discretion. If the holocron is activated, especially in a public place, it is highly likely someone recognizes the gatekeeper as Suljo Warde, immediately drawing hostility toward the PCs. The gatekeeper, for its part, is baffled by this hostility, as it lacks Warde's memories of his time on Cato Neimoidia.

To represent spaceport security, use the **Provincial Law Enforcement Officer** profile on page 403 of the **FORCE AND DESTINY** Core Rulebook.



OLD WOUNDS

In order to find the next kyber crystal and discover what became of Suljo Warde, the PCs must explore Jorra and uncover the truth of what happened there. To do so, they must speak with the city's residents, although some details can also be found in sealed records and Imperial archives. Discovering the truth is no simple matter, however, as the pain Warde left behind still haunts the city. Most residents are unwilling to speak of such matters with outsiders, and others might even become suspicious. To gain the cooperation of Jorra's residents, the PCs must either earn their trust or resort to intimidation. Depending on how the PCs proceed, they might conduct this part of the adventure by discreetly asking around. If they are even less discreet, they may find themselves hiding from an entire city up in arms to destroy them for their tenuous connection to the Jedi of old.

The PCs must be cautious when interacting with those sympathetic to Warde and the Jedi Order. Although these individuals can help them greatly, they have spent years denying and hiding their true thoughts about Warde and the Jedi. Helping the PCs risks drawing both the ire of their fellow citizens and the attention of Duke Irbian. The PCs must decide if their own mission is worth such risks and how far they are willing to go to protect those who jeopardize their own security to help them.

FORCE USERS IN JORRA

Many residents of Jorra well remember Warde's cruelty and harsh measures, and even those of the younger generation have heard the damning stories. The fact that the other Jedi often intervened to release prisoners or prevent Warde from taking action has been mostly forgotten. Many of the Neimoidians loathe Jedi and, to an extent, any user of the Force, equating them with Warde. Whether or not the PCs encounter this right away depends on how open they are about their own abilities and sympathies.

PCs who dress in robes styled after those of Jedi, and particularly those who openly carry lightsabers, are likely to discover these resentments early, while those who are more circumspect might find out only when they begin asking questions about Warde. Ultimately, this depends on the

PCs' own activities and whether they are open about their identities and purpose or attempt to conceal these facts. It is almost certain that the PCs have given thought to the need to conceal their Force sensitivity before, especially on worlds with an Imperial presence. More likely than not, standard procedure is to hide any lightsabers the group might have and to refrain from openly using Force abilities. However, the PCs' entire reason for being in Jorra is to follow the trail of a Jedi Knight and learn his secrets. In doing so, the PCs are certain to raise some curiosity as to the reasons for their interest. This would likely be the case almost anywhere, but it is especially noticeable on Jorra, where hatred of Jedi and Force users runs strong to this day.

As soon as the PCs begin asking about Jedi or Warde, locals are certain to become suspicious. Usually, it is unnecessary for PCs to outright lie about being Force users, as the subject likely seldom comes up. In Jorra, however, the populace is even more suspicious and fearful of Force users than are residents of the Empire's most fanatically loyal cities. Consequently, questions about Warde are likely to provoke questions in response, first about the reason for the PCs' interest, and then more probing questions, possibly leading to accusations of Force sensitivity and Jedi sympathy.

Responses from citizens of Jorra depend on whether they perceive the PCs as simply being interested in Warde or as allies of the Jedi, or of Warde in particular. For most citizens, there is little distinction between a Force user and a Jedi. These situations are addressed under the **Unwelcome Visitors** and **Enemies of the City** sections (see page 51).

For more on how to handle inquiries about Suljo Warde or the Jedi, see **Questions and Evasions** on page 53.

THE HOLOCRON

The most telling link the PCs have to Warde is his holocron. Although only Force users can activate the holocron, others might observe the PCs using it, especially if it does not occur to them to be careful.

The gatekeeper looks just like Warde at the time of his stay on Cato Neimoidia. An observer is unlikely to be able to

USING MORALITY

As they learn more of what transpired when Warde was on Cato Neimoidia, the PCs should come to see the impact of Warde's moral choices. This presents an opportunity for the PCs to learn from the mistakes of a full-fledged Jedi. For individuals perhaps following in the tradition of the Jedi, this can be a powerful cautionary tale. However, some PCs might not see Warde's actions as mistakes, believing that using the Force to launch preemptive strikes is justified. Such reasoning, of course, leads to the dark side, as it did for Warde. PCs who do not realize this are likely to follow in the forsaken Jedi's footsteps.

Broadly speaking, the PCs may take either of two approaches in handling their investigation in Jorra and gaining the cooperation of the locals. The first, and the more likely for PCs who see the error of Warde's ways, is to do what they can to help with the lingering problems engendered by Warde's actions, in order to ease the locals' pain. The second is to draw upon the fear of the Jedi still felt in the city to intimidate the residents into cooperating. This latter path is a dangerous route, certain to earn the characters a large amount of Conflict and lead them closer to the dark side, truly following in Warde's footsteps.

identify a holocron but might (almost correctly) presume the gatekeeper to be a holographic recording. However, some individuals, particularly if they observe the gatekeeper and PCs carrying on a conversation, might instead believe that Warde is still alive and the PCs are in communication with him—perhaps even working for him. As outlandish as that might seem, hatred and fear can cloud the judgment of any sentient. Were rumors to spread that the PCs are allies of Warde, it could have dire repercussions, from citizens refusing to answer the PCs' questions to angry mobs attacking them or Onrein Hasar bringing down the full wrath of the Whitescar Syndicate.

UNWELCOME VISITORS

The Neimoidians are a largely insular species; most of their interaction with outsiders occurs only during business transactions. Right from the start, the locals treat the PCs with suspicion simply because they are offworlders. The PCs find themselves being watched carefully by passing pedestrians and even shopkeepers, and no one comes forward to offer assistance to these newcomers.

Although businesses are more than willing to cater to them, the PCs find little pleasantness or welcome from the city's residents. Even more so than other Neimoidians, the people of Jorra are highly suspicious of outsiders, due in no small part to Warde's actions. Residents answer harmless questions with only the most basic information. All social skill checks suffer ■ when dealing with residents of Jorra, while questions about Suljo Warde are significantly more difficult (see **Questions and Evasions** on page 53).

MAINTAINING MYSTERY

The Seek and Foresee Force powers can provide a unique challenge to the GM in sections like this chapter. After all, if the PCs can know the direction that leads to a familiar object or see the future with a Force check, how can the GM create a mystery?

While Seek and Foresee are indeed potent abilities, they are not without limits. The PCs have not had direct contact with the kyber crystal that is their objective, so they cannot pinpoint it precisely with Seek, nor does Foresee offer certainties about its location.

However, Force powers should still provide valuable information to the PCs. While Seek or Foresee shouldn't lead the PCs directly to the answer, they can help bring them closer to it. The PCs might feel drawn toward one of the NPCs in **Healing the Wounds** (see page 54) when Seeking the crystal, or they might Foresee that helping that person will be a step in the right direction.

KNIGHT-LEVEL PLAY

The number of combat encounters that occur while the PCs explore Jorra and investigate Warde's activities depends largely on how they go about doing so, as well as on the response this prompts from the populace. In Knight-level play, extra considerations generally revolve around providing appropriate combat challenges for the PCs. While combat might well occur during this section, the very presence of Knight-level characters serves to naturally increase the challenge of social encounters within the city.



Knight-level characters face additional difficulties in concealing their nature from a hostile galaxy. For one thing, such PCs are likely to carry lightsabers and to utilize them as their primary—or only—weapon. While it is certainly possible to conceal lightsabers, some Knight-level characters might not do so, as the additional time taken to retrieve a stowed lightsaber could mean the difference between life and death. Even if the PCs do hide their lightsabers, the first combat encounter is likely to reveal them. In a densely populated city, especially one with a deep-seated fear of Jedi, news of such weapons is certain to travel fast.

ENEMIES OF THE CITY

If the PCs reveal themselves as Force users, intentionally or not, things become much more complicated. Questions about Warde increase the Neimoidians' suspicions about the PCs; in response, the Neimoidians might question them regarding their interest or shut down a conversation entirely (see **Questions and Evasions** on page 53). Any overt use of Force powers or lightsabers prompts both fear and anger in witnesses, and word soon begins to spread throughout the city. In addition to making it even harder to get information from the locals, this is certain to attract the attention of Onrein Hasar and her Whitescar Syndicate, and of the scheming Duke Erron Irbian.

If residents believe the PCs to be Jedi or Force users (and most do not make a distinction), they utterly refuse to cooperate and might even physically try to drive the PCs away. PCs walking down the streets might encounter citizens fleeing and barring their doors as well as mobs threatening the PCs and ordering them to leave the city. How such incidents play out depends on the PCs' own actions. However, the residents' hatred for Warde and the Jedi is sufficient that at the slightest provocation they might fight the PCs with any weapons at their disposal, at least until they witness the PCs' combat prowess firsthand.

WELCOMING COMMITTEE (OPTIONAL ENCOUNTER)

This encounter can occur at any time once the PCs have revealed themselves as Force users or allies of Warde. As the PCs walk down the street or emerge from a building, a mob of Jorra's citizens approaches and bars their path, brandishing a combination of clubs, knives, blasters, hydrosappers, and whatever other weapons they might lay their hands on. The mob consists of one minion group of four Neimoidian citizens for each PC. The leader of the mob begins by telling the PCs to leave and threatening them. If the PCs try to pass by or flatly refuse to leave, the mob turns violent and attacks. However, the PCs can avoid combat by talking down the angry mob or simply by agreeing to leave. **Charm** or **Negotiation** checks to calm the mob are opposed by **Discipline** ([, based on the suggestions on page 51 and other circumstances). The Coercion skill might also convince the mob to back off, but threats and intimidation are worth 1–3 Conflict, based on their severity. When the PCs approach, read or paraphrase the following aloud:

As you make your way down the street, you notice a group of locals beginning to coalesce behind you, cautiously tailing your movements. Disconcertingly, some of them seem to be carrying weapons—many improvised, but still tools that could be used for violence. Their focus is on you, and they begin to draw closer...

If the PCs do not at least attempt to talk the group down or otherwise avoid violence, they each earn 3 Conflict for fighting. If they attack the mob first, the PCs receive 6 Conflict each. If the PCs kill or injure any citizens during this fight, the difficulty of social skill checks to find information about Warde increases by one. There should also be narrative consequences, such as more mobs seeking retribution, attacks by the Crimson Kreehawks (see page 57), or patrols of stormtroopers looking for the PCs—Duke Irbian cares little for his subjects, but even he cannot allow a massacre in the streets.

NEIMOIDIAN CITIZEN [MINION]

Most citizens of Cato Neimoidia are individually timid, but fear is a powerful motivator. Rumors of Jedi or allies of Suljo Warde are sufficient to rile up an angry mob.



Skills (group only): Melee.

Talents: None.

Abilities: Strength in Numbers (minion groups of Neimoidian citizens possess the Discipline and Cool skills as long as no member of the group has been killed or incapacitated).

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting) or truncheon (Melee; Damage 3; Critical 5; Range [Engaged]; Disorient 2).



QUESTIONS AND EVASIONS

Although the PCs know that Suljo Warde traveled to Jorra under orders from the Jedi Council thanks to the gatekeeper's account, they have no idea what happened next. If the PCs dress as Jedi, carry lightsabers, or openly use Force powers, the strong negative response might serve as their first hint that Warde is not fondly remembered by the city. If the PCs are more circumspect, this revelation might come once they begin asking about Jedi during the Clone Wars or about Warde in particular.

Without any concrete information to act on, the PCs are likely to begin their investigation by asking around the city to learn more about Warde. If the PCs are trying to be more discreet, they might instead ask more broadly about what happened in the city during the Clone Wars. After learning of the Whitescar Syndicate and how much influence it has within the city, they might also want to learn more about this organization. The PCs can use any social skills the GM deems appropriate for gathering information, particularly Charm or Deception, although Negotiation is appropriate if the PCs seek out an infochant. Coercion is also an option, but as usual, threats earn a PC 2 Conflict. For gathering information about the Clone Wars or the Whitescar Syndicate, the difficulty for any social skill check is **Average** (◆◆), but as outsiders, the PCs also add ■ to the check, plus any other situational modifiers the GM deems appropriate. For guidelines on the information a successful check reveals, see **Table 2–1: Social Skill Check Results in Jorra**.

Obtaining information about Warde is harder, and more likely to lead to trouble. Until the PCs do something to earn the residents' trust, almost anyone they might talk to is hesitant to speak of Warde, out of a combination of fear, mistrust of outsiders, and anger. In order to acquire any truly useful information about Warde through peaceful means, the PCs must first undo at least some small part of the damage he left behind. **Charm** or **Negotiation checks** to gather information about Warde are **Formidable** (◆◆◆◆◆) and suffer ■, or more if the PCs are known to be Force users. If the PCs are able to gain the trust of the community (see **Healing the Wounds** on page 54), this check can become much more manageable, even for PCs who are less focused on social skills. If the PCs fail such a check with ☹ or ☹☹, the GM is encouraged to use that to send the PCs in the direction of one of the encounters from **Healing the Wounds**, to help make the check easier next time.

Alternatively, PCs willing to draw upon the fear Warde evoked in the community can find information much more quickly through coercion and threats. If the PCs are suspected Force users, reveal this while questioning citizens, or indicate that they are operating at the behest of Warde himself, **Coercion checks** are **Average** (◆◆). If the threats are particularly frightening or directly invoke Warde's name, the check also gains □ (although it retains any ■ for the PCs' outsider status). Using Warde's legacy of fear in this way earns any PC doing so 5 Conflict (this includes the standard Conflict amount for making threats). In addition to the other results of the check, ☹, ☹☹☹, or ☆☆☆ mean the PCs learn the name of Tieka Dalken, who knew Warde when he lived in Jorra (see **An Old Debt** on page 56).

TABLE 2–1: SOCIAL SKILL CHECK RESULTS IN JORRA

Topic	Cost and Result Options
Suljo Warde	☆☆: The residents of Jorra came to despise Warde, who arrested many people on suspicion of treason.
	☹: Warde was stationed at Jorra with two other Jedi.
	☹☹: Warde took part in cease-fire talks with Separatist diplomats in a secret location.
	☹☹☹: Something went horribly wrong during the talks, leading to a bloody battle. Warde fled in his starfighter immediately afterward, but the other Jedi died in the clash.
The Clone Wars	☆☆: Jorra was a center of the fighting for Cato Neimoidia and suffered greatly. It is still rebuilding.
	☹: The underside of the bridge-city was hit the hardest, and by the end of the war it was unfit for habitation. It is now off-limits.
	☹☹: The fighting could have been stopped by negotiations held in Jorra, but the Republic instead lured the Separatist delegates into a trap and killed them.
	☹☹☹: One of the clone troopers who fought in the war is still in Jorra. Despite his age, he has beaten the odds and remained in service. He is now a stormtrooper captain under Duke Irbian.
The Whitescar Syndicate	☆☆: The Whitescar Syndicate appeared after the Clone Wars and quickly took control of all crime in Jorra before the Empire established its hold on the city.
	☹: The syndicate is the real power in Jorra; its control extends even to legitimate businesses and corporate interests. It is known for a propensity for violence.
	☹☹: The group's influence encompasses many of the criminal enterprises across Cato Neimoidia, and it conducts business across the sector and beyond. The Crimson Kreehawks are one gang in its employ.
	☹☹☹: Rumor has it that the leader of the syndicate, Onrein Hasar, was a powerful member of the Trade Federation during the Clone Wars.

THE WRONG QUESTIONS

Asking about Warde is not only difficult—it is dangerous. In addition to the risk of attracting angry residents it carries (see **Welcoming Committee** on page 52), news of outsiders inquiring about Suljo Warde is likely to filter back to both Duke Irbian and Onrein Hasar through their respective spies and informants.

If the PCs generate ☹ on any skill checks to gather information about Warde, it indicates that Onrein Hasar takes an interest in them. ☹ ☹ means the PCs attract Duke Irbian's attention. Neither takes immediate action against the PCs, but they do begin monitoring them. The results of this are left to the GM to determine based on the events of the narrative; see **Duke Irbian** on page 45, and **The Whitescar Syndicate** on page 57, for some possibilities. In addition, the PCs might notice that they are being watched by spies among the general populace or by obvious criminal scum in the syndicate's employ.

A result of ☹ on a check to gather information about Warde indicates that a group of Crimson Kreehawks swoop gangers (see page 58) comes after the PCs to either to find out what they are up to or to teach them a lesson, depending on what sorts of questions the PCs have been asking. There are two minion groups of two gangers each, mounted on swoop bikes, although the GM should increase this number if the PCs have shown themselves to be dangerous.

THE LIMITS OF QUESTIONS

Asking around can gain the PCs some useful basic information about the condition of Jorra and what happened during Warde's time there, but it won't give them everything they need. Only a few people know the details of what happened or where. The location of the cease-fire negotiations was kept secret for security reasons, and only those who were there truly know what transpired. There are only two survivors of the events who know the exact location of Warde's final battle against his fellow Jedi: the aged stormtrooper captain once known as "Tacker" and the criminal mastermind Onrein Hasar. To learn their identities, the PCs must follow a trail that begins with Tieka Dalken (see **An Old Debt** on page 56).

HEALING THE WOUNDS

Although the PCs can overcome the suspicions of Jorra's residents well enough to get some basic information about Warde's activities, obtaining truly useful information requires that the PCs earn the residents' trust. Without doing more, the PCs can only hope to learn general information. By performing tasks to assist the citizens and ease the suffering either directly or indirectly caused by Warde, the PCs can gain the cooperation of the residents, who become more willing to offer information. Mechanically, this is represented by removing the ■ the PCs initially received on social skill checks for being outsiders and by reducing the difficulty of checks to gather information about Warde.

Each time the PCs successfully solve a problem for the residents of Jorra, or make an earnest or convincing effort to resolve it (whether it is convincing enough is subject to the

USING MORALITY

During this section of the encounter, PCs can obtain the information they need faster, more easily, and without needing to complete additional tasks if they resort to coercion and threats instead of tactful negotiations. This is fully intentional—the path of cruelty and evil is often a quick and easy route to immediate results. In fact, this is much the same conundrum that drew Warde closer to his own fall: the choice of respecting the processes of law or summarily eliminating perceived threats. The GM can use the moral quandary facing the Player Characters to draw a parallel to Warde's own actions once they discover the truth.

Gaining the trust of Jorra's citizens requires a great deal on the PCs' part, and it is an uphill battle due to the mistrust the citizens already have toward the PCs. Offering assistance to sentients who hate and despise one requires great conviction and virtue. Even those of strong moral character are likely to have difficulty giving their help to those who do not want it. The temptation to respond to vitriol and threats with the same is strong; this paradox represents a great opportunity for roleplaying and for the GM and players to address some of the moral questions that lie at the heart of **FORCE AND DESTINY**.

GM's discretion), they remove ■ imposed by being outsiders from social skill checks and reduce by one the difficulty of social skill checks to gather information about Warde (see page 53). In addition to making skill checks to gather information on Warde easier, assisting the people of Jorra is the primary way for the PCs to learn about Tieka Dalken (see **An Old Debt** on page 56)—other than resorting to threats and intimidation, that is. The PCs can find out about Tieka with a ☺ result on a social skill check after completing at least one task to help the city, and they automatically discover the information on a successful check after completing three such tasks.

Several possible ways for the PCs to help the community and earn its trust are described in this section, but the GM should feel free to come up with additional encounters and scenes that play to the PCs' interests and abilities. How the PCs begin undertaking tasks to assist the residents of Jorra depends on the needs of the narrative and the PCs' own initiative. Some groups, perceiving that the city's residents do not trust them, might take it upon themselves to seek out opportunities to prove their goodwill. Alternatively, the GM might simply introduce one or more of the following situations as the PCs explore the city. An NPC whom the PCs approach for information might even directly ask them to provide some sort of assistance before giving the requested information. Should the PCs witness an opportunity to help relieve the community from any suffering caused by Warde and choose not to help, the GM should impose from 1–5 Conflict, based on the severity of the situation (see **Table 9–2: Common Conflict Penalties** on page 324 of the **FORCE AND DESTINY** Core Rulebook).

SPICE PROBLEMS

Spice use is endemic among both survivors of the Clone Wars and jaded youth in Jorra. This problem is far too large for the PCs to eradicate (although dealing with the Whitescar Syndicate would go a long way), but they can show the community their good intentions by doing what they can. Jendo Shriin (use the **Spice Pusher** profile on page 405 of the **FORCE AND DESTINY** Core Rulebook) is a particularly vicious spice dealer who operates in the residential district. Shriin, an energetic younger Neimoidian with a wicked grin and a mean streak, targets those who are down on their luck or still suffering from wounds, mental or physical, from the Clone Wars. Convincing Shriin to take up a less destructive line of work—whatever that might entail—helps to earn the community's esteem. When the party encounters Shriin, read or paraphrase the following aloud:

You turn a corner and nearly bump into a lithe, tough-looking Neimoidian. She grins at you with a decidedly predatory expression and inquires, "Interested in purchasing any spice? If you want it, I've got it—or I can get it!"

MEDICAL AID

Many of Jorra's older residents live with the permanent effects of injuries suffered during the fighting in the city during the Clone Wars. Such effects range from persistent pain to cardiac conditions and more. In these hard times, many of Jorra's poorer residents do not receive the medical care they need, at least not on a regular basis. PCs with ranks in Medicine can spend some time tending to Jorra's suffering residents; a successful **Average (◆◆) Medicine check** indicates that the character's efforts are effective. As a result,

SHADOWS OF WAR

Many of the troubles facing the community trace back not only to the war, but also directly to the Whitescar Syndicate, a criminal cartel that came to power in the war's aftermath. In fact, although few know it, the origins of the syndicate are the direct result of Warde's actions: the group's founder and leader, Onrein Hasar, was the only Separatist delegate to survive Warde's attack.

As the PCs learn more about the problems confronting Jorra, they might correctly deduce that the criminal underworld is at the heart of matters. From there, they might learn about the syndicate and decide to destroy it in order to help the community. Such an endeavor is no small feat, but completing it immediately earns the trust and respect of most of the city's residents. Should the PCs succeed in this task, citizens are happy to come forward and assist them with whatever information they need, with no further social skill checks required.

For more on the syndicate, see page 57. For **Onrein Hasar's** profile, see page 67.

word spreads. PCs might also use the Heal Force power, although most of Jorra's residents are deeply distrustful of the Force: successful social skill checks (or clever misdirection) might be necessary to convince them to submit to the process. PCs without training in the Medicine skill or the Heal Force power could use their own funds to hire a doctor or could even steal medical supplies from the Imperial barracks or Ducal Palace.

LOST TREASURES

Kuto Jaral was once a successful officer of the Trade Federation with a lavish estate on Jorra's underside. After the Empire largely took control of the Trade Federation, Jaral's position became significantly less lucrative. He lives with his family in a modest home in the commercial district but regrets having to leave behind mementos of better days. Jaral was forced to evacuate his old estate during the Clone Wars, leaving behind almost everything he owned. Access to the undercity is forbidden by law, and Jaral has always been too cautious to attempt to retrieve his belongings, if they are even still there.


Now entering old age, Jaral would be truly grateful to anyone who might brave the dangers of Jorra's ventral side to retrieve any of his personal items in his former home that are still intact. When the party encounters Jaral, read or paraphrase the following aloud:

Before you, you see an older Neimoidian, his clothes simple and without ornamentation but clearly well-tailored. He mutters something nervously to himself, and then approaches. "I...I had heard that you could help me with something. I have a task—a task for which I offer generous compensation—that I cannot complete. For years, I've ignored the problem, but as I grow older, I wish more and more to see this resolved. A great many of my personal belongings are still in my ancestral home, but none within the city dare venture down to the underside—myself included. They molder there, and do nobody any good. If you'd be willing to assist me, I'd be happy to compensate you for your effort."

Jaral's most valued possessions—mostly odds and ends from his former life—were kept in a secure vault in the lower levels of his estate, and he believes they are still safely inside. Getting to them requires first crossing to the bridge's underside (see **Through the Darkened City** on page 67). Once there, the PCs must cautiously make their way to the lowest story of the estate, requiring **Average (◆◆) Athletics** or **Coordination checks** to avoid crumbling walkways and floors (with failure inflicting delay or strain on the PCs, or creating new complications). Accessing the vault itself requires a **Hard (◆◆◆) Skulduggery check**. If the PCs bring Jaral his belongings, he pays them 500 credits each. The items—several datapads with old holopics, a locket, a small chest full of knickknacks, and a modest fortune in now-worthless war bonds issued by the Confederacy of Independent Systems—are largely of sentimental value, but the Neimoidian is very glad to have them back nonetheless. If the PCs retrieve the items and choose not to return any of them for some reason, they should suffer 1–3 Conflict for this minor theft.

THE WRONG CROWD







Tohn Kreiwic is a young Neimoidian who recently signed up with the Crimson Kreehawks gang (see page 57). Tohn's father, Beln, a factory worker, believes his son is a good person who has become mixed up with a bad element. He would welcome the assistance of anyone who could convince Tohn to leave the gang.

The PCs can find Tohn working the streets of Jorra, selling spice and collecting protection money from cafes, cantinas, and shops. Convincing him to leave the gang requires a **Hard (◆◆◆) Charm** or **Negotiation check**, with  added for good arguments, including mentioning his father's concern. Of course, no one leaves the Kreehawks peacefully; if the PCs do convince Tohn to quit the gang, they must protect him and his family from retribution.

REUNION

Sanna Olpan has not seen her son Gren since Suljo Warde arrested him during the Clone Wars, accusing him of planning to act against the Republic. Sanna still believes her son, who was barely more than a child at the time, intended no such thing, but regardless, she hates Warde for what he did. Sanna does not know if her son is still in the Southside Prison (see page 47), which is now overseen by Duke Irbian's Imperial forces, or if he is even still alive, but she does tell the PCs that he can be identified by a scar across his chin from an accident in his youth. The Imperial jailers have ignored her requests for information. Although she hopes to see her son again, Sanna Olpan would welcome any small amount of information on him that the PCs can provide.

The PCs have a number of options for finding out Gren's condition. Whether the Neimoidian is in prison, dead, off-planet, or even a member of the Whitescar Syndicate is left to the GM to decide. The following are some of the ways the PCs might discover Gren's fate; they might have to try several avenues in order to eliminate possibilities before arriving at the truth:

- Slicing into the prison's computer systems to check the prisoner records requires a **Daunting (◆◆◆◆) Computers check**. If the check generates    or , the prison security forces trace the slicing attempt and dispatch a squad of stormtroopers (two minion groups of three stormtroopers each and one stormtrooper sergeant; see pages 407–408 of the **FORCE AND DESTINY Core Rulebook**).
- Breaking into the prison, which requires a combination of Skulduggery, Stealth, and Deception checks, depending on the PCs' plan of action. **Stealth** and **Deception checks** oppose the **Perception** and **Discipline** of the target. Unlocking any outer doors to access the prison or cells requires a **Daunting (◆◆◆◆) Skulduggery check** or **Hard (◆◆◆) Computers check**.
- Asking around the dock area with a **Hard (◆◆◆) Charm** or **Streetwise check** (this option is only effective if Gren was released from prison).  or  on these checks might attract the attention of the Whitescar Syndicate, particularly if the GM decides that Gren has turned to crime.

AN OLD DEBT

Whether by helping the community or resorting to threats and intimidation, the PCs eventually learn of Tieka Dalke, a young Neimoidian who knew Warde personally. Warde rescued Dalke and her family when they were caught in the line of fire during the Republic's initial assault on the city. Dalke was barely more than a grub at the time, and the experience had a profound impact on her. Even after everything else that happened, she believes Warde was fundamentally good.

The PCs can find Dalke in her small apartment in the residential district. Although less so than most of Jorra's citizens, Dalke is still somewhat wary of outsiders. However, if the PCs have earned the community's trust, or if they explain their interest in Warde to her, she is happy to tell her story and point them toward someone who can provide more information.

When the PCs meet with Tieka Dalke, read aloud or paraphrase the following:

Tieka Dalke's skin is mottled well beyond her years, a sign of great stress among Neimoidians. She smiles when asked about Suljo Warde. "I did know Suljo, when I was barely older than a grub. I know what everyone says about him, but Suljo was a good man and a good Jedi. He saved my family when we were caught in the middle of a battle, and I know we would have died without his help. They say he was cruel and unfairly punished and imprisoned Neimoidians, but those were difficult times for everyone. There were many spies; he was only doing what he thought was necessary."

Although Dalke does her best to help the PCs with any information she can provide, she truthfully does not know much more about what happened. She was only a child at the time, and most of what she does know is secondhand. Dalke can provide the following additional information:

- Warde was involved in a fight that broke out during negotiations with Separatist delegates, and Neimoidians blame Warde for prolonging the fighting.
- After the incident with the Separatist delegation, Warde left Cato Neimoidia and never returned.
- Warde changed as he spent more time in Jorra. Tieka saw him less and less often, and when she did, he was withdrawn and worried, no longer friendly and optimistic.
- Most people in Jorra call Warde a criminal and a murderer, but Tieka does not think that is true.

Once Dalke has answered the PCs' questions, or if they ask about other contacts, she directs them to Tor Haido (see page 59). Read or paraphrase the following aloud:



Tieka Dalke looks downward with a frown. "I wish I could help you more, but I was just a child, and Suljo didn't tell me much. Maybe Tor Haido has the information you're looking for. He was a friend of Suljo, I think, and helped him out. I have not seen Tor in years, but I believe he's still a supervisor at factory DE-13." She smiles. "I hope you find what you're looking for. Suljo was a good man, no matter what anyone says."

THE WHITESCAR SYNDICATE

The Whitescar Syndicate is the most powerful criminal cartel on Cato Neimoidia, with interests and influence reaching across the sector and even beyond. The syndicate controls almost all crime in Jorra, often through intermediaries so that low-level thugs, gangers, and pushers do not even realize they work for the Whitescars. While Duke Irbian looks down on the city from his palace towers, the true power behind day-to-day operations in the city lies with the Whitescar Syndicate. There is hardly a business or private citizen who does not pay tribute or protection to the cartel, and even the major corporations that do their business in the city have made certain arrangements with the group.

There are a number of ways the GM can use the syndicate during the adventure, depending on the PCs' actions during their time in Jorra. Whatever the PCs do, it is certain to come to the attention of the syndicate sooner or later, as nothing happens in Jorra without the cartel's approval. What happens next depends on whether the PCs' activities are of interest to the group or not.

The syndicate might take an interest in the PCs as a result of their efforts to assist the community (see **Healing the Wounds**, page 54), as several of the options for assistance involve the criminal organization, at least indirectly. In fact, the Whitescar Syndicate's existence might be the strongest and most harmful legacy of Warde's deeds; through it, many seemingly unrelated problems can be tied back to Warde's fateful decision.

Although few know the full details, Onrein Hasar's advisors and lieutenants are aware of her interest in Force users and Suljo Warde (see **Origins of the Syndicate**, below). News of Force users in the city, or of a group of outsiders asking about Warde, is certain to gain Hasar's interest before long, possibly as a result of  or  on skill checks to gather information in Jorra.

ORIGINS OF THE SYNDICATE

The Neimoidian Onrein Hasar is the founder and leader of the Whitescar Syndicate. After her early years, Hasar left the Neimoidian homeworld to begin her career on Cato Neimoidia. Hasar's natural aptitude for negotiations and strategic thinking quickly propelled her through the ranks of the Trade Federation, despite her youth. At the outbreak of the Clone Wars, Hasar was an upcoming executive in the largely male-dominated organization. Although she never served in a military capacity, Hasar played a part in the logistics of the war effort on several fronts before becoming a diplomat. Hasar helped to negotiate the entry of three systems into the Separatist Alliance before her assignment to the cease-fire talks on Cato Neimoidia.

Of the diplomats assembled in Sankar Palace, Hasar alone survived Suljo Warde's brutal attack, and only narrowly. Hasar was left mauled and barely clinging to life, with much of her face burnt and sliced away, and various all-but-fatal

wounds across much of her body. During the Separatist counterattack, commando droids retrieved Hasar, who spent the remainder of the war recuperating from her injuries. The end of the Clone Wars and the changes to Neimoidian culture and the Trade Federation, as well as her own injuries, put an end to Hasar's corporate ambitions. Bitter and angry, Hasar turned to the only avenue by which she could hope for financial success and power on her own terms—crime.

In the aftermath of the war, the bridge-cities of Cato Neimoidia were in tatters, Jorra in particular. Residents were starving and without supplies, and as the newly arisen Empire subjected the world as a whole to the New Order, most neighborhoods were left without any law enforcement or protection. It was in this crime-fertile environment that Hasar began her career anew, starting from nothing to build a criminal empire involved in everything from narcotics manufacture and distribution to protection rackets, gunrunning, and slavery.

GROUP ORGANIZATION

The Whitescar Syndicate incorporates many gangs and smaller criminal organizations. Some of these report directly to Onrein Hasar or her lieutenants, while others simply pay tribute to the cartel so that they can conduct their own business in the city. Consequently, the makeup of the organization is diverse and diffuse, with a dizzying web of relationships and allegiances connecting its disparate parts. This would make the group difficult for the authorities to dismantle, even if they were not already on Hasar's payroll.

While the syndicate's membership is spread across the city, Onrein Hasar inhabits a lavish manor-spire in the palace district. From here, she manages her criminal empire, leaving her estate only for matters of great import. Similarly, she rarely accepts visitors except on the most pressing issues; most business she handles through intermediaries or holographic messages. Although it appears to be another opulent estate at first glance, Hasar's headquarters is more like a fortress than a palace. Automated security systems ranging from holocams to blast doors ward against attacks from rivals or law enforcement. Alongside biological guards, Hasar keeps armed droids, in clear defiance of Imperial law.

THE CRIMSON KREEHAWKS

The Crimson Kreehawks are one of many gangs of rebellious and violent youth displaced by the war or angry about Imperial rule. Many members are acting out against the perceived weakness of their parents' generation, which they blame for the harsh losses the Neimoidian species suffered in the wake of the Clone Wars. They go to reckless and deadly extremes in deviating from the caution and "cowardice" of previous generations of Neimoidians.

Like most gangs in Jorra, the Kreehawks answer to the Whitescar Syndicate. The Crimson Kreehawks are primarily a swoop gang, engaging in everything from extortion to

spice dealing to eliminating upstart gangs that refuse to pay the proper tribute to Hasar. Most members are jaded and spiteful, and have a complete disregard for the safety of themselves and those around them. When not busy with a job, gang members often engage in extremely dangerous, even lethal, swoop races along the city's support cables and sometimes even through the undercity.

KREEHAWK GANGER [MINION]

Jaded adrenaline junkies with a contemptuous disregard for their own safety and a burning desire to prove themselves, the young Neimoidian members of the Crimson Kreehawks gang make for dangerously unpredictable opponents.



Skills (group only): Brawl, Piloting (Planetary), Piloting (Space), Ranged (Light).

Talents: None.

Abilities: None.

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), brass knuckles (Brawl; Damage 3; Critical 4; Range [Engaged]; Disorient 3), heavy clothing (+1 soak), Mobquet Flare-V swoop bike with garish paint job.

LOR KELN (KREEHAWKS LEADER) [RIVAL]

Lor Keln is the cruel, one-eyed leader of the Crimson Kreehawks, reporting directly, if infrequently, to Onrein Hasar. Keln takes a perverse joy in inflicting pain on her enemies, preferring to humiliate foes before delivering a killing blow, unnecessarily prolonging fights.



Skills: Brawl 2, Piloting (Planetary) 3, Ranged (Light) 2, Streetwise 2, Vigilance 1.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).

Abilities: Push the Limit (as an incidental, add to Piloting (Planetary) checks by voluntarily inflicting 2 system strain on vehicle).

Equipment: Custom heavy blaster pistol (Ranged [Light]; Damage 8; Critical 3; Range [Medium]; Stun setting), vibroknucklers (Brawl; Damage 4; Critical 2; Range [Engaged]; Pierce 1, Vicious 1), armored clothing (+1 defense, +1 soak), Mobquet Flare-V swoop bike with particularly garish paint job.

MOBQUET FLARE-V SWOOP BIKE

The Mobquet Flare-V is among the fastest swoops on the market, and it is notoriously difficult to pilot. As this combination makes for a highly dangerous vehicle, the Flare-V is generally used only by gangs and truly reckless thrill-seekers.



Vehicle Type/Model: Swoop/Flare-V.

Manufacturer: Mobquet Swoops and Speeders.

Maximum Altitude: 400 meters.

Sensor Range: None.

Crew: One pilot.

Encumbrance Capacity: 3.

Passenger Capacity: 1.

Price/Rarity: 5,000 credits/4.

Customization Hard Points: 1.

Weapons: None.

USING THE SYNDICATE

In addition to the **Gang Attack!** encounter (see page 61), the GM should feel free to involve the Whitescar Syndicate in the other events of this episode (and even the next) to whatever extent he feels appropriate, based on the needs of the story and the PCs' actions. Characters who talk about Warde openly or reveal themselves as Force users are likely to receive early and frequent visits from the syndicate, initially in the form of its Crimson Kreehawks swoop gangers, but perhaps later with more powerful representatives of the gang.

The criminal organization's goal in initial encounters is to learn what the PCs' mission is and whether it infringes on the syndicate's business. Once Hasar becomes aware of the PCs' connection to Warde, she is likely to desire a personal visit. Whether this entails capturing the PCs or arranging an (allegedly) peaceful meeting depends on the PCs' actions thus far and on whether they responded to the Kreehawks' intimidation and questions with violence.

The adventure assumes that the PCs learn more about Warde's fall through the series of encounters described under **War Stories** (see page 59). However, groups that take an interest in the Whitescar Syndicate or who continue to draw its attention might encounter Onrein Hasar earlier than expected, potentially enlightening them about Warde's fall earlier than expected as well. For more on a meeting with Hasar, see **The Other Survivor** on page 66.



WAR STORIES

Although dark rumors and harsh words about Suljo Warde abound, few residents of Jorra have a complete or accurate picture of Warde's activities in their city, especially given the Empire's current suppression of all matters related to the Jedi Order. For many, his paranoia and seemingly indiscriminate accusations of spying and sedition were enough to label him an enemy of the city. Most know that Warde played a part in halting the peace talks that might have spared Jorra from the constant fighting that almost destroyed it, but only those who were present know the full details of what happened.

In this section, the PCs follow a series of leads to meet with individuals who interacted personally with Warde. Each has a unique opinion on Warde and personal reasons that make cooperating with the PCs difficult. To get the information they need, the PCs must convince each NPC to talk, whether through diplomacy and charm or intimidation.

THE INFORMANT

Tor Haido worked for Suljo Warde as an informant and double agent. He did this largely out of self-interest, as he anticipated that the Republic would be successful and he could profit from having assisted it. But after Warde ruined his own reputation, Haido found himself needing to distance himself from Warde, unable to profit from a Republic victory after all. Now, he resents Warde for putting him in this situation. The PCs can learn of Tor Haido from Tieka Dalken (see page 56) or from successful skill checks to gather information, at the GM's discretion. Once they know of Haido, it is not overly difficult to find him at factory DE-13 in the factory district. The PCs can reach the factory by hiring a speeder or by travelling on foot, although walking Jorra's streets, bridges, and walkways can be time-consuming, especially for those unfamiliar with the city.

DE-13 is a towering factory complex; smoke and sparks belch forth from pipes and chimneys that emerge at sundry

odd angles. As with most structures in Jorra, its limited horizontal space requires the factory to make the most of the available vertical space. DE-13 primarily manufactures droid parts and computer components.

To meet with Haido, the PCs can enter either through the front doors or the loading docks. If the PCs use the front, they encounter an administrative droid behind a large desk. The droid asks them to sign in and wait to speak with a TaggeCo. representative. If the PCs ignore the droid and enter the factory area, it objects and warns them of safety hazards but does not attempt to stop them.

If the PCs head around to the back of the factory, they find loading entrances, complete with landing pads for shuttles or speeders, both at street level and at higher levels. If the PCs enter through one of these, factory workers might simply give them puzzled looks, tell them to use the front, or ignore them.

UNWANTED ATTENTION

By this time, the PCs have almost certainly revealed their interest in Warde, likely to a number of citizens. Unless the GM decides otherwise because the PCs have been exceptionally discreet, this information has filtered up to Onrein Hasar. The ruler of the Whitescar Syndicate is not keen on the idea of strangers exploring her city and asking questions about her sworn enemy. She wants to know what they are after, and who has it. To this end, she has tasked the Crimson Kreehawks gang with following the PCs and reporting on their behavior.

On the way to the factory, have each PC make a **Hard (◆◆) Perception check** or an **Average (◆◆) Vigilance check**. Characters who succeed on the check realize they are being followed or watched. Two gangers on swoops are working in concert to keep tabs on the PCs. If the PCs are in a vehicle, this means the gangers are following them. If they are on foot, the gangers are monitoring them from a distance

before using the swoops' greater speed to arrive ahead of them and continue the observation.

If the PCs reveal that they detected the gangers in any way, the gangers break off the observation and flee on their swoops. However, they soon resume tailing the PCs, unless the PCs give the gangers the slip with a **Hard (◆◆◆) Stealth check**. See **Gang Attack!** (on page 61) for the consequences of leading the gangers to Haido's factory.

MEETING HAIDO

Haido is usually found in his office, a midsize room, accessible by gantries, that overlooks the factory floor. When the PCs arrive, read or paraphrase the following aloud:

Climbing the bare metal stairs, you reach Tor Haido's office. The room is sparsely furnished, with a computer terminal set atop a utilitarian metal desk. A large floor-to-ceiling window overlooks the primary manufacturing area, a network of conveyor belts, smelting tanks, assembler droids, and overlapping walkways several stories tall. A middle-aged Neimoidian turns from the window as you enter, and his face falls visibly. He clears his throat and attempts to regain his composure. "Yes, may I help you?"

Tor Haido is not at all pleased to see the PCs. He has heard that a group has been asking around about Warde, and he has feared that their questions would lead them to him. Haido knows that Warde has many enemies in the city still, not the least of which is the Whitescar Syndicate. He knows the criminal group has targeted Warde's former compatriots, allies, and sympathizers in the past but is not sure why.

Fearful of revealing himself as an old ally of Warde's, Haido initially acts as if he does not know why the PCs are here and assumes they are on TaggeCo. business. If the PCs ask about Warde, Haido is evasive, claiming he never met the man. Getting Haido to admit his involvement with Warde or to provide any other useful information requires the PCs to make successful social skill checks.

The PCs might attempt to convince Haido to help them with an **opposed Charm check vs. his Cool (◆◆◆)**. However, Haido strongly resents Warde, as Warde's actions precluded Haido from profiting from their relationship or even from his status as a Republic supporter. Consequently, Charm checks receive ■■. PCs who want to hide the reasons for their own interest in Warde might use false pretenses to try to convince Haido to reveal information, with an **opposed Deception check vs. Haido's Discipline (◆◆)**. PCs might also intimidate Haido, with **opposed Coercion checks vs. Discipline (◆◆)**. Particularly incisive threats, such as to reveal his affiliation with Warde to the Whitescar Syndicate or the Empire, gain □. As always, threats like this earn a PC 2 Conflict. In addition, lying about their reasons for investigating Warde earns the PCs 1 Conflict, unless they offer a good explanation of how their actions will benefit others.

Depending on how much time the GM wants to spend on this scene, he might require only a single successful skill check or might reveal only a single answer or piece of information per check, the usefulness or completeness of the information being based on the amount of ☹ generated.

Tor Haido can provide the following information, as well as general facts about Warde that the PCs might have missed in their investigation so far:

- Haido met Warde soon after the Republic took the city. Warde enlisted Haido's assistance as an informant. Haido is not sure why he was singled out, but it is because Warde foresaw that Haido would not betray him.
- Haido helped Warde to root out Separatist spies and insurgents for several months, but he grew concerned as Warde began to arrest an increasing number of citizens with no real evidence.
- Haido felt no particular loyalty toward the Republic but thought that the Separatist Alliance would lose the war. He hoped that getting into the good graces of a Jedi would help him after the war.
- He saw Warde less frequently as time went on, since Warde relied less on Haido's information and more on his own powers to reveal enemies.
- Shortly before Warde left Cato Neimoidia, Haido found out about a Separatist spy named Zel N'got, whose mission was specifically to monitor and report on Warde. Haido did not have a chance to tell Warde before the "disaster." N'got still lives in the city, in the upper levels of an apartment tower in the residential district.
- Haido does not know exactly what happened during the failed cease-fire talks, only that they turned into a battle and that Warde fled the planet immediately after.

TOR HAIDO [RIVAL]

Tor Haido is a Neimoidian male of late middle age. Unremarkable and unassuming, he works as a factory supervisor, which suits him. During the Clone Wars, Haido briefly served as an informant for Suljo Warde and the Republic. As Warde became increasingly paranoid and vindictive, Haido began to fear for his own safety. In the years since Warde left, he has tried to hide his affiliation.



Skills: Cool 1, Discipline 1, Mechanics 2, Negotiation 1, Perception 1, Skulduggery 1.

Talents: None.

Abilities: None.

Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting).

GANG ATTACK!

Tor Haido was right to fear that the PCs would draw attention to him. If the Crimson Kreehawks gangers successfully followed the PCs to the factory (see **Unwanted Attention** on page 59), the gangers contact their leader and wait for backup.

Shortly, additional gangers arrive and prepare to attack, intending to capture the PCs and their contact at the factory. In fact, Onrein Hasar's orders were for the gang to only spy on the PCs for now, but as the gangers wait outside the factory, they soon become impatient. Lor Keln, the gang's leader, decides that the quickest way to get the information Hasar wants is to beat it out of the PCs.

Unless the PCs successfully evaded the gangers on the way to the factory, the attack begins just as the PCs have obtained the information they need from Haido. Alternatively, the GM might have the gang attack after the PCs fail several skill checks to get information from Haido. At the GM's discretion, evading the gangers delays them in finding the factory but does not stop them, as they either pick up the PCs' trail or backtrack and gain the information from Tieka Dalken. When the attack begins, read or paraphrase the following aloud:

Suddenly, the roar of antigrav engines drowns out Haido's voice, as several swoops careen through the open loading doors of the factory. Neimoidian gangers waving blaster pistols begin indiscriminately firing on the factory's droids and sentient workers as they zoom toward your position.

The attackers consist of Lor Keln (see page 58) and one minion group of two swoop-mounted Kreehawk gangers per PC (see page 58). If the PCs are particularly combat capable or are Knight-level, the GM should add an additional ganger to each minion group. The gangers begin at the loading doors set in the wall opposite the supervisor's office, at long range. The gangers use their speed and mobility to their advantage, trying to stay out of the PCs' reach. The enemies use the Stun setting on their blaster pistols at first, but they switch to lethal damage once the PCs kill any of their number. The window of Tor Haido's office imposes ■■ on combat checks made through it, but it is destroyed after three such combat checks (or if someone spends a maneuver shattering it).

The PCs might direct Haido and any other sentient workers present through the doors to the other interior factory offices, which do not face the warehouse and are where the corridors are too narrow for the swoops to follow. The doors are at medium range from Haido's office, and the gangers move to block them immediately. If the PCs do make it to the building's administrative section, Keln orders a few of her thugs to debark in the garage and follow on foot while she and the rest exit and circle the building, ensuring the PCs do not escape without a fight.

The gangers retreat once half their number or their leader is defeated. If Tor Haido is seriously injured by the gangers, the PCs gain 2 Conflict each; if he dies, they gain 4 each.

FANCY FLYING

The factory is a huge space but has barely enough room for the swoops to maneuver between the machinery and walkways. Only a self-destructively aggressive pilot would try it—meaning it is quite a thrill for the Kreehawks. Flying within the factory requires Piloting (Planetary) checks for difficult terrain, as described on page 246 of the **FORCE AND DESTINY** Core Rulebook, with ■■ for the additional hazards posed by moving machinery. At the GM's discretion, the NPCs only make Piloting checks for difficult terrain in direct response to PCs' actions (such as hurling objects into their way or luring them into a hazard), ensuring that the PCs have a challenging fight and the gangers do not all crash their own swoops immediately due to poor dice rolls. Any PC who steals a swoop should follow the normal rules for terrain.

The factory environment offers numerous possibilities for spending dice symbols on Piloting checks and combat checks. The factory is filled with metal walkways, moving conveyor belts, automated assembly arms, vats of chemicals, and even crucibles of molten ore. The GM should work with the players to come up with exciting and cinematic results. The following are some options:

- ☉ on a combat check causes the target to tumble (possibly from atop a speeder) into a hydraulic compactor, causing an automatic Critical Injury at +50 unless the target escapes by succeeding on an **Average** (◆◆) **Athletics** or **Coordination** check.
- ☼ on a Piloting check means an automated assemblage armature swings out in front of the vehicle, knocking the target from the speeder.
- ☽☽ on a ranged combat check causes the walkway or platform the target is standing on to collapse, possibly causing falling damage (see **Table 6–9: Falling Damage** on page 221 of the **FORCE AND DESTINY** Core Rulebook) or pitching the target into an open vat or piece of machinery.
- ☼☼☼ or ☼ on a Ranged combat check ignites a nearby canister of flammable liquid, which explodes and deals 15 damage with the Burn 2 quality (see **Burn [Active]** on page 162 of the **FORCE AND DESTINY** Core Rulebook) to the active character and any PCs or NPCs engaged with that character.

ESPIONAGE

Zel N'got was already well into his middle years at the outset of the Clone Wars, and he is now an old man. N'got served as a spy and sometimes saboteur for the Confederacy of Independent Systems, assisting in efforts to undermine the Republic's hold on Jorra prior to the cease-fire talks. Although Tor Haido discovered N'got's activities, Warde slew the delegates and fled the city before Haido could report it. In the ensuing chaos as both sides fought to retake the city, N'got escaped retribution. However, since that time, he has lived in constant fear that the Empire might discover his activities or even that Warde himself might return and seek vengeance. His paranoia has grown over the years, and he has taken increasing measures to protect himself from his potential and (for now) imagined enemies.

N'got lives in a run-down, abandoned apartment building in the residential district. Over time, he has overtaken the top several floors, continually fortifying them against intrusion. Each night, he sleeps in a different apartment, and he has spent the last few years securing the upper floors with a variety of security devices and traps.

When the PCs arrive at N'got's building, read or paraphrase the following aloud:

It is raining by the time you reach the apartment tower where you were told you could find Zel N'got. The building has clearly seen better days. Like the neighborhood around it, the structure still shows scars from the Clone Wars, while peeling paint, smashed windows, stained duracrete, and rusting metal evince years of neglect.

SMOKE, MIRRORS, AND TRAPS

Before they can confront N'got and learn what he knows, the PCs must navigate his building and evade or survive the numerous traps he has placed. Depending on the GM's preference and how much the players enjoy the challenge, this part of the adventure might be resolved narratively with just a skill check or two, or it might take the bulk of a session.

Like many buildings in Jorra, the apartment tower can be entered either at "ground" level or from one of the many elevated walkways and streets that connect the bridge-city's structures. Taking an elevated street allows the PCs to enter the building at level 40 or at level 50, the top floor. N'got has secured floors 42 through 50, although the PCs are unlikely to realize this and might spend some time working their way up through the eerily abandoned structure.

Particularly if the PCs enter on a lower level, the GM should take some time to create atmosphere during their exploration of the seemingly deserted tower, building tension before they encounter N'got's first trap. The building is abandoned except for N'got and occasional vermin. Beyond any sounds they make themselves, all the PCs hear is the rain trickling down through the damaged structure and the occasional hum of a speeder passing outside.

The number of traps and security measures the PCs must overcome is left to the GM's discretion, as is the order in which they are encountered. This section contains a few traps the PCs might come across. GMs are encouraged to devise additional challenges for them to experience before they finally reach N'got. Although N'got has focused on heavily securing specific floors, traps might also be encountered throughout the building. The more dangerous the traps the PCs encounter, the more difficult their decisions are when they finally come face to face with the aged and infirm N'got.

N'got has rigged a number of security devices throughout the building, both to alert him to intruders and to trigger an assortment of traps to incapacitate or delay them. The detection measures include a variety of scanners, infrared trip-lasers, pressure plates, and more. When the PCs approach

a trigger, the GM should call for an **opposed Perception** (if the PCs are actively searching) or **Vigilance check** (if the PCs are unaware) **vs.** N'got's **Mechanics** (●●◆◆). The apartment complex is dimly lit: checks suffer ■■ for conditions unless the PCs have light sources or other devices to help them detect the traps. If the PC leading the way fails to detect a trap's trigger, it activates. Once the PCs have identified a trap, they can avoid it with a **Hard** (◆◆◆) **Coordination check** or disarm the trap with an **opposed Mechanics check** (●●◆◆).

In addition to alerting N'got to their presence, tripping a sensor might activate one or more of the following traps, chosen by the GM:

Gas Dispenser: The trigger activates a canister of choking gas. Each character in short range of the trap makes a **Hard** (◆◆◆) **Resilience check**. Any character who fails the check suffers 3 strain plus 1 additional strain for each ☹️. ☹️ on the check indicates the character is Immobilized for 1 round.

Stun Charge: The trigger device is rigged to a stun charge, possibly simply a stun grenade. The character who activates the trap and everyone within engaged range must make an **Average** (◆◆) **Coordination check** to shield their eyes or dive out of the way. Those who fail suffer 8 strain plus 1 additional strain for every ☹️ and are Disoriented for three rounds. ☹️ on this check indicates the character is knocked unconscious for three rounds (or longer, at the GM's discretion).


Detonite Charge: Although most of N'got's traps are non-lethal, a few can be deadly. The GM might have the PCs encounter a detonite charge in order to further provoke the PCs and make their decisions about how to deal with N'got more difficult. Any character who fails the **Vigilance** or **Perception check** to notice the trap in time suffers 10 damage, plus 1 additional damage for each ☹️, and suffers a Critical Injury on ☹️. This damage is reduced by soak as normal. In addition to injuring the PCs, a detonite charge could cause further damage to the building, possibly collapsing corridors or even leaving the nearby walkways unstable.

CATCHING N'GOT



Although it might be possible for very stealthy and cunning PCs to reach N'got without tipping him off to their presence, it is more likely that they trigger one of his security devices or traps, alerting him and giving him time to flee. However, even if N'got detects the PCs quickly, the Neimoidian is old and slow, and must be cautious in order to avoid his own traps. Consequently, the PCs should have ample time to catch up to him. If the PCs evade all of N'got's traps, they eventually find him in one of the sparsely furnished apartments, tinkering with one of his many devices. If he does learn of their presence, he tries to flee, most likely to an elevated walkway leading from the level 40 floor or the roof.

N'got seldom leaves his building, although he monitors the local transmissions and might be aware of the PCs' presence in Jorra if they have attracted attention. In either case, he assumes the worst upon seeing the PCs or detecting their presence in his building, believing them to be either Imperial agents or allies of Warde seeking to bring him to justice. He immediately tries to flee—or continues fleeing—while drawing his holdout blaster and firing a few shots to slow down the PCs.

The encounter with N'got is not intended to be a true combat encounter. Even in his prime, N'got was no warrior, and in his old age he represents little or no threat to the PCs, even with his holdout blaster. Rather than using the rules for combat and rolling initiative, the GM should narrate that N'got's initial shots miss the PCs. If the PCs decide to respond with violence, the GM should decide whether to call for combat checks or simply narrate the results based on the PCs' stated intentions. Injuring or killing N'got should not be a challenge for the PCs, which should be clear to them. Even at a distance, it is obvious that N'got is frail, and that either his aim is poor or he is firing warning shots. The GM should warn the PCs that responding with bloodshed will grant them Conflict. As always, resorting to violence as a first option should earn the PCs 3 Conflict. Further, seriously injuring N'got in order to incapacitate him causes the PCs 6 Conflict, while killing him is worth 10 Conflict. In light of N'got's limited speed and vigor, the PCs should be more than able to disarm him and neutralize the threat without injuring him. In addition, the PCs can convince N'got to give up and talk to them using any appropriate social skill checks.

Should the PCs encounter N'got as he flees across a bridge to an adjacent building or roadway, the situation becomes even more tense. The bridges to the apartments are poorly maintained and currently slick with rain. If the PCs attack N'got or cause him to panic, it could send him toppling from the bridge. A result of  on any of N'got's combat checks or any attacks the PCs make against him indicates that N'got loses his footing and falls. At the GM's discretion, he might grab a handhold. The elderly Neimoidian is too weak to pull himself up, but he might be able to hang on long enough for the PCs to reach him.

WHAT HE KNOWS

Once the PCs catch up to N'got, getting him to talk is another matter. His primary fears are retribution from the Empire, Warde, or the Whitescar Syndicate. If the PCs can reassure him that they do not intend him harm, or that his helping them might lessen future danger, he is not opposed to sharing what he knows. The main difficulty with this is the PCs' connection to Warde. However, because the PCs have never actually met Warde (and likely believe him dead, with good reason), they should be able to convince him while remaining honest. As always, lying for purely personal gain is worth 1 Conflict, while resorting to intimidation or threats incurs 2 Conflict. Social checks to convince N'got to render information should be opposed by his **Discipline** ( ) or another appropriate skill at the GM's discretion.

Once the PCs earn his trust or otherwise convince him to cooperate, Zel N'got can provide the following important items of information:

- N'got served as a spy, observing and reporting on the Republic's activities in Jorra, including those of Warde and his fellow Jedi, Kaddo Moll and Jiv Durael.
- Suljo Warde and the other Jedi met with a Separatist delegation for cease-fire talks, but something went wrong and the meeting erupted into violence.
- As far as N'got knows, the cease-fire talks were sincere, and not a ploy on the part of the Separatists.

SHOOTING FIRST...

Aside from the moral implications of attacking N'got, the entire reason the PCs sought him out in the first place was to obtain information. If they injure or kill him before talking with him, finding what they need becomes much more difficult. If something unfortunate should befall N'got, it is important to the plot of the adventure that the PCs learn how Captain Tacker (TH-313) and Onrein Hasar were involved with Warde, or that they somehow come into contact with them. One way to accomplish this is to include the information on a datapad or computer in N'got's apartment. Alternatively, especially if the PCs have been operating overtly and mentioning Warde's name in public, the GM might have one of these NPCs arrange a meeting with the PCs. Depending on the situation and the PCs' actions, the overture might take the form of a somewhat cordial invitation to meet with Hasar, a clandestine arrangement to meet with the captain, or the PCs' being arrested by stormtroopers or ambushed by gangers.

- Of the three Jedi, only Warde survived the battle, and he left Cato Neimoidia immediately afterward. The common belief in Jorra is that whatever transpired, it was Warde's fault.
- After the disastrous negotiations, N'got received no further contact from his handlers in the Trade Federation.
- Two sentients who were present during the talks—and during Warde's final hours on Cato Neimoidia—still live in Jorra: TH-313 and Onrein Hasar.
- TH-313 was a clone trooper commander at the time, working closely with and reporting to Suljo Warde. He remained stationed on Jorra for the remainder of the Clone Wars before being reassigned, and he returned again several years ago. He is now a stormtrooper captain serving under Duke Irbian.
- Onrein Hasar was a diplomat for the Confederacy of Independent Systems and a member of the delegation for the cease-fire talks. N'got knows this only because of his involvement with the Separatists; today, she is known to most of city as a successful but reclusive business executive, and she is known to a few as the secretive leader of the Whitescar Syndicate.

If the PCs question N'got about Hasar or TH-313, he can supply some additional information, provided they have already established some degree of goodwill or have succeeded at appropriate social skill checks:

- After the disastrous negotiations and Warde's disappearance, the city's residents hated him more than ever, and the sentiment among the clone troopers and other Republic agents in the city also swung against him. However, rumors were that TH-313 remained loyal to Warde.
- Onrein Hasar hates Warde, although she has never explained, at least to N'got's knowledge, what exactly he did to draw her enmity.

ZEL N'GOT [RIVAL]

Zel N'got served as a spy for the Confederacy of Independent Systems during the Clone Wars. He is now in his old age, and his constant anxiety in the intervening years has further taken its toll on him. Although his mind is still sharp, N'got is physically weak. While his priority is his own survival, N'got strongly resents the Republic's victory in the Clone Wars and the Empire's control of Cato Neimoidia, for which he still places part of the blame on Suljo Warde.



Skills: Computers 2, Cool 1, Discipline 1, Mechanics 2, Perception 1, Ranged (Light) 1, Skulduggery 1, Stealth 1.

Talents: None.

Abilities: None.

Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), 2 stun grenades (Ranged [Light]; Damage 8; Critical —; Range [Short]; Blast 8, Disorient 3, Limited Ammo 1, Stun Damage).

THE SOLDIER

Although TH-313 is more sympathetic to Suljo Warde and to the PCs' quest than Onrein Hasar is, meeting with him is nonetheless a difficult proposition. TH-313, once known as "Tacker" to his fellow clones and the Jedi commanding them, is among the few original clone troopers still serving in what is now the Empire's stormtrooper corps. In fact, his command position within the stormtrooper corps is a rarity, for most clone troopers were forcibly retired at the war's end, with a few remaining as instructors. Duke Irbian and other figures of authority on Cato Neimoidia know his value, which has helped him maintain his position. Despite his accelerated aging and the bodily aches and pains that accompany it, TH-313's mind is still keen as ever. As a captain, he is answerable only to Duke Irbian in the Imperial power structure in Jorra. However, this does not mean he can do as he pleases—far from it. TH-313 must be wary of the attention of the duke and wary of his own subordinates, and assisting the PCs could cost him much more than just his command.

After learning of TH-313 from Zel N'got, the PCs have a few options for arranging (or stumbling into) a meeting with the stormtrooper—none of them easy. It is likely that the PCs have misgivings about meeting with a stormtrooper, even if he does have the information they need. They might even treat him as an enemy by default, planning to capture and question him.

How the PCs meet TH-313 depends largely on their actions thus far. If the PCs were detected via Duke Irbian's scanners, they might find themselves in conflict with his forces, perhaps meeting TH-313 in battle or in its aftermath.

If the PCs take the initiative, they might show up at the Imperial barracks openly or in disguise, send the captain a message (perhaps drawing on old Republic military codes), sneak into the facility to meet him, allow themselves to be captured by Imperial forces, or engage in one of a number of other possibilities.

While the GM should be open to any plans the PCs concoct, one option, if the PCs draw attention to themselves or make their interest in Warde public, is for TH-313 to seek them out. However, whether he does this to assist them, because he is under orders from Duke Irbian, or both is another matter. If the PCs are unable to come up with a plan for meeting the stormtrooper captain, or if their plan fails, the GM can have Tacker contact the PCs discreetly or, if things go awry, meet them in their holding cell. When the PCs first encounter Tacker, read or paraphrase the following aloud:

The stormtrooper approaches you and slowly removes his helmet. Underneath is the aging face of a man who has seen many battles, his close-cropped hair turning white in some places. "I'm TH-313—you can call me 'Tacker,' though not that many people do these days. I have a funny feeling that this meeting wasn't just chance. You remind me a lot of someone I knew once, a long time ago..."

MEETING TH-313

How a meeting with TH-313 proceeds is largely dependent on the circumstances leading up to it. If the PCs have run afoul of the duke without their true motives having become apparent, TH-313 might consider them to be much like the other criminals and scum he encounters. If, however, he knows of their connection to Warde, Tacker is likely to be more sympathetic, perhaps even assisting them in whatever ways he can without exposing himself to retribution from his superiors. This might include circumspectly helping the PCs to escape from Imperial custody, misdirecting the stormtroopers under his command to avoid fighting the PCs, or simply sharing the details of Warde's final hours on Cato Neimoidia with the Player Characters.

TH-313 was there when Warde slew the Separatist delegates and battled his fellow Jedi, and so can explain the events in detail and with as objective a view as is possible. His explanation includes the following important information:

- Warde was well liked by the soldiers under his command, though he became increasingly strained and volatile during his time on Cato Neimoidia. He was a good tactician and strategist, but not a great one, and the losses wore heavily on him.
- Warde betrayed his fellow Jedi during the cease-fire talks that took place in Sankar Palace, located on Jorra's ventral side.

STORMTROOPER CAPTAIN TH-313 [RIVAL]

- Warde foresaw that the cease-fire talks were a sham, and that the Separatists would launch an attack once the Republic forces on Cato Neimoidia lowered their guard. He tried to warn the other Jedi, but they insisted on proceeding with the talks.
- After the Separatist delegation arrived, Warde attacked them, killing them all—to the best of Tacker's knowledge.
- The other Jedi, Kaddo Moll and Jiv Durael, were unable to stop Warde before he slew the diplomats, but they did react by immediately attempting to subdue him. In the ensuing battle, Warde slew both his former comrades, while suffering serious wounds himself. The battle occurred in the lowest levels of the palace, those farthest from the bridge foundation.
- Although Warde lived long enough to flee the planet in his starfighter, TH-313 is certain that the Jedi's wounds were fatal—Warde suffered several slashes and was impaled at least once by his former comrades in the battle. He does not know where Warde had intended to go.

TH-313, sometimes known as Tacker, served under Suljo Warde during the Clone Wars. Tacker was very fond of Warde and held him in high esteem. His respect for Warde remained even as sentiment began to turn against Warde due to the harsh measures he took to maintain Republic control of the city. Clone troopers rarely questioned their superiors' orders, and though Tacker had some reservations about Warde's methods, he never gave voice to them openly. As a combatant, Tacker saw Warde as peerless even among the Jedi he knew and served. He can recount numerous anecdotes in which Warde's power of foresight saved his life and those of his fellow soldiers. If the PCs engage him in conversation about Warde and the days of the Clone Wars, he also tells them of the Jedi Knight's skill with the lightsaber, his ability to lift objects with his mind, and the superhuman feats he performed in combat, leaping from one foe to another with incredible speed. Tacker expresses regret that such warriors are so rare today, and encourages them to pursue their own gifts as the Jedi of old once did.

Even after Warde massacred the Separatist delegation and fought against his fellow Jedi and the clone troopers, Tacker still felt that Warde was a good man who had cracked under terrible conditions. He regrets being unable to help Warde when he snapped, and he hopes that his former comrade-in-arms at least found peace in death. Since that time, TH-313 has continued to do the only thing he knows how—follow orders and fulfill his duties. In a strange turn, he was reassigned to Cato Neimoidia some years ago.

Tacker is not particularly fond of Duke Irbian, whom he sees as an over-ambitious administrator rather than a true leader. Thus, he carries out his work dutifully, but without the zeal of many agents of the Empire.

Although he laments Warde's attack—and many other events of the Clone Wars—Tacker always trusted Warde's predictions and still believes he was correct that the delegates would not have honored an agreement. TH-313 wishes things had happened differently, and that the others had listened to Warde and avoided the bloodshed, but he does not believe Warde is entirely to blame. He feels that Warde was a noble man placed in a difficult position by the events of wartime. And although he has never said so out loud, part of him is relieved that no Jedi were alive on Jorra Order when 66 was enacted. His memories from the events surrounding Order 66 are still jumbled, and he is not certain on reflection how he and the other clone troopers were compelled to carry out such a destructive operation.

As with other NPCs whom the heroes encounter during this part of the adventure, the PCs' simply meeting with TH-313 could have drastic repercussions for him. If Tacker's fellow stormtroopers or the duke become aware, it might expose him as a Jedi sympathizer—a sure death sentence. If the PCs, through carelessness or callousness, reveal Tacker's cooperation to the other Imperials, they should receive from 1 to 4 Conflict depending on the nature of their actions and the results for TH-313.



3	3	2	2	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		W. THRESHOLD		M/R DEFENSE	
5		20		0 0	

Skills: Athletics 2, Deception 1, Discipline 2, Leadership 3, Melee 2, Ranged (Heavy) 2, Ranged (Light) 2, Resilience 2, Vigilance 2.

Talents: Adversary 1 (upgrade the difficulty of all combat checks against TH-313 once).

Abilities: Bad Knee (if TH-313 generates ☉ ☉ ☉ or ☹ on an Athletics, Brawl, or Melee check, he is immobilized for one round).

Equipment: Two SE-14r light repeating blaster pistols (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Auto-fire, Stun setting), vibroknife (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), 2 frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6, Limited Ammo 1), stormtrooper armor (+2 soak), utility belt, extra reloads.

THE GATEKEEPER'S PERSPECTIVE

As the PCs begin to uncover the truth of what occurred on Cato Neimoidia, it surprises perhaps no one as much as it does the gatekeeper. Warde created the gatekeeper and imprinted his psyche in the holo-cron when he was at the height of his career as a Jedi, before the dark side of his foresight doomed him to paranoia and hatred. Although the gatekeeper is an artificial being, its connection to the Force puts it in a unique position. In many ways, including its mindset, it is more like a living sentient than a droid. PCs who interact with the gatekeeper and inform it of their discoveries might detect a visible emotional response of sadness in the holographic entity.

It is possible that the PCs might begin to question whether they want to continue in their quest and master Warde's Foresight, attributing Warde's fall to his use of the ability. The gatekeeper encourages the PCs to continue in their mission, and its reasons for doing so are completely honest and good-intentioned. The gatekeeper reflects Warde at his height, and it has not wavered as Warde himself did. The gatekeeper believes that despite what happened to Warde, his power of foresight can be a powerful tool for good. Additionally, the gatekeeper can suggest that only by learning what truly happened to Warde—and his final fate—can the PCs avoid a similar destiny.

THE OTHER SURVIVOR

Although N'got might warn the PCs against it, and any additional research into Onrein Hasar identity reveals her as a dangerous criminal leader, the PCs might still decide to seek out Hasar for her insight into Warde's actions, either in addition to or instead of seeking out Tacker. It is also possible that the PCs might come face to face with Hasar for other reasons, perhaps as a result of interfering with the Whitescar Syndicate's business. In either case, a meeting with Hasar can be as dangerous as it is enlightening.

After learning her identity, the PCs can request a meeting with Hasar by appearing at her manse directly or by sending a message through criminal or legitimate channels, as she maintains a guise as a successful, yet reclusive, investor and trader. Hasar meets personally with very few individuals; most of her business is conducted through intermediaries and subordinates. However, if the PCs mention Warde, it grabs her curiosity. Alternatively, the PCs might force a meeting by fighting or sneaking their way into her estate.

MEETING HASAR

Onrein Hasar is always accompanied by her two IG-100 MagnaGuard droids (see page 409 of the **FORCE AND DESTINY** Core Rulebook). Ever since Warde's attack, Hasar has been paranoid about betrayal, and she does not trust sentient bodyguards. Although such combat droids are illegal on Cato Neimoidia, Hasar's status, wealth, and power afford her certain liberties. The fact that she almost never appears in public makes it easier to avoid legal issues regarding the droids.

If the PCs arrange a meeting with Hasar, she is also accompanied by two minion groups of three syndicate thugs each (use the **Kreehawk Ganger** profile on page 58). Regardless of whether the meeting takes place in Onrein's estate, an abandoned warehouse, or the Dropview Cantina (see page 48), additional gangers are certain to be waiting in the wings to attack the PCs if necessary. It should be clear that Hasar is a cautious and capable mastermind, and that picking a fight with her is no small decision.

Hasar is both calm and intimidating during the meeting, her synthesized voice projecting little emotion, only menace. A consummate professional, she approaches the meeting

with the PCs as a business meeting, whether it is arranged as such in advance or they confront her unexpectedly. If the meeting is arranged on her terms, Hasar is willing to hear the PCs out and might even cooperate with them, particularly if she thinks they can lead her to Suljo Warde. On the other hand, if the PCs break into her manor or ambush her during an excursion, she is less patient.

As someone who was present during the event, Hasar can provide the PCs with full details on Warde's actions during the negotiations, at least from her perspective. If the PCs earn her cooperation or somehow deceive or coerce her into relaying her experience, read or paraphrase the following aloud:

Hasar takes in a rattling breath through her implanted respirator before speaking. "The negotiations were earnest on our part. We saw the destruction that the war had already brought to Cato Neimoidia, and we knew the damage that prolonging it could do. This planet was—is—home to many influential Neimoidians and, more importantly, the some of Trade Federation's most crucial investments, factories, and offices. We had nothing to gain from destroying our greatest purse world."

She pauses before continuing. "We had only just started negotiations when it happened. Something seemed... off. Warde stared at us solemnly, speaking little. Suddenly, he came across the table, his lightsaber in hand. He cut down the others, Niot, Pelri, Morm—and me. The others died instantly, I think. I stayed conscious for several agonizing minutes as the other two Jedi fought him, but I don't know what happened after that."

In addition, Hasar can tell the PCs that the negotiation-turned-slaughter took place at Sankar Palace, on Jorra's underside, and specifically in the tower's lowest levels—those farthest from the bridge "floor." Because she was unconscious for his departure, and much of the rest of the war, she does not know where Warde went after the battle. She is very interested in finding out, however, because she craves vengeance for what Warde did to her. Although it is unlikely, whether or not she shares this information with the PCs depends on her perception of them and the nature of their own interest in Warde.

ONREIN HASAR [NEMESIS]

Onrein Hasar was once a successful executive in the Trade Federation and, once the Clone Wars broke out, an influential diplomat for the Separatist Alliance. She was one of the delegates who arrived in Jorra to negotiate a cease-fire, and was the only one to survive Warde's assault. Although she lived, Hasar was wounded almost unto death, and the evidence of the attack is clear to this day. Scar tissue laces much of Hasar's face, and her gray skin is gnarled from a lifetime of strife. Her glaring cybernetic eyes stare out from among the surgical grafts and cybernetic components. An implanted respirator unit projects an intimidating synthesized voice and the wheeze of cybernetic lungs. Although usually hidden beneath opulent robes reminiscent of the greatest of Trade Federation leaders, the rest of Hasar's body features similar mechanical replacements for the flesh and bone Warde took from her.

Although she has built a thriving criminal empire, this is not the life Hasar had planned. To this day, she hates Warde, and it is this spite that drives her in all she does. Hasar would savor the opportunity to vent that rage on any whom she perceives as allies of Warde, whether or not they have ever actually met the fallen Jedi.












Skills: Coercion 4, Cool 3, Deception 4, Discipline 4, Knowledge (Underworld) 4, Leadership 3, Melee 2, Negotiation 3, Ranged (Light) 2, Streetwise 3.

THIRST FOR VENGEANCE

Although TH-313 is certain that Warde died from his wounds after fleeing Cato Neimoidia, Onrein Hasar is not so sure. After all, she overcame the odds to survive the near-fatal injuries Warde inflicted on her. Beyond this, her desire for vengeance is so strong that she simply cannot accept the fact that Warde might be beyond her grasp. If Onrein Hasar believes the PCs can lead her to Warde, she cooperates and gives them the information they need to continue their quest. However, unless the PCs specifically suggest that they help her find Warde, she prefers to use them to do so unknowingly. Consequently, she conceals this motivation and feigns a reluctance to cooperate, so that the PCs do not become suspicious.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Intimidating 2 (suffer up to 2 strain to downgrade the difficulty of a Coercion check or upgrade the difficulty of an opponent's Coercion check a number of times equal to the strain suffered).

Abilities: Fearsome Aspect (add  to all Coercion checks).

Equipment: Modded blaster pistol (Ranged [Light]; Damage 8; Critical 3; Range [Medium]; Stun setting, Superior), refined cortosis staff (Melee; Damage 5; Critical 5; Range [Engaged]; Cortosis, spend    or  on own combat check or    or  on attacker's combat check to short out target or attacker's lightsaber; lightsaber cannot be reactivated until after the last Initiative slot of the next round)), armored robes (+2 soak, +1 defense), comlink.

LEGACY OF DISGRACE

Having pieced together at least a rough account of what transpired during Warde's time on Cato Neimoidia and having learned the location of the event that truly brought Warde to the dark side, the Player Characters likely realize that they must travel to his last known location in Jorra—Sankar Palace. If they do not come to this conclusion on their own, the gatekeeper can suggest going to Sankar Palace based on the evidence presented to it (or merely suggest seeking Warde's last known location broadly, letting the PCs fill in the specific through their own investigations). Only here can they hope to discover Warde's—presumably final—destination after fleeing Cato Neimoidia.

Sankar Palace, like the rest of Jorra's ventral districts, has been abandoned since the Clone Wars. In the intervening years, the already-damaged building has only deteriorated further. After Warde's betrayal, the palace became a focal point in the fighting, suffering extensive damage from blasters, missiles, and more, leaving it a crumbling, unstable ruin dangling precariously from the bridge platform above. Simply making their way through the undercity and navigating the crumbling palace spire is a potentially deadly challenge

in itself, but the PCs must also contend with dangerous remnants of the Clone Wars: battle droids, which slumber now but awaken at the first disturbance to resume fighting the bloody war that ended long ago.

THROUGH THE DARKENED CITY

To reach Sankar Palace, the PCs must journey through the bridge's dorsal sub-layers and out the other side, to the ventral undercity. This half of Jorra was devastated during the Clone Wars. It is now abandoned, save for the occasional outcast or outlaw. Because the underside is off-limits to citizens, the PCs face something of a challenge simply to get there. They might sneak past port security to cross through the landing bays or try to find some abandoned back-tunnel. Such routes are known to the city's criminal elements, and the PCs might even learn of them from Onrein Hasar, if they convince her to support their mission. Most dangerously, the PCs might use Force powers or climbing gear to descend.

Upon the PCs' reaching the underside of Jorra, read or paraphrase the following aloud:

Jorra's once-prosperous ventral districts are now a dark, foreboding ruin. Not a single building you pass is free from damage, and most are in shambles. The effects of war are clear, and the passing years have only caused further decay. Towers hang precariously over the abyss, while many bridges simply end in midair.

REACHING THE PALACE

The GM can handle the journey to Sankar Palace narratively or confront the PCs with one or more encounters to challenge them on the way. In either case, the GM should highlight the dangers of simply navigating the ruins of the city. After all, any ruined building is dangerous to enter, but a crumbling building hanging from a damaged foundation over a kilometers-long drop is exponentially more so.

Due to the nature of the ventral city, the PCs must navigate bridges, elevated walkways, stairs, and even the occasional ladder. Many roadways stop abruptly, requiring them to take shortcuts through collapsed towers or to double back and find another way. Many of the walkways and other structures are barely stable, and the PCs witness chunks of cement falling away into the abyss at their passing. The GM might even call for Vigilance, Athletics, or Coordination checks to avoid pitfalls, although the difficulty should be no more than **Average** (◆◆), and PCs should be allowed to spend ☹ to grab a handhold long enough for an ally to reach them. Falling to an untimely death is hardly a fitting demise for an aspiring hero, of course, so PCs who fail a check should land on a platform below, alive but possibly injured, and in a dangerous predicament.

THE HANGING TOWER

Eventually, the PCs reach Sankar Palace, the site of Warde's fall to the dark side. When they arrive, read aloud or paraphrase the following:

Before you, Sankar Palace plunges downward into the mists. As one of Jorra's "tallest" ventral buildings, it descends farther below the bridge foundation than do the surrounding structures. Unnervingly, its condition is decrepit. Massive holes in the structure show where it was bombarded decades ago, and the occasional kreehawk emerges from a smashed window. You feel as though you can sense a dark cloud still lingering at the lowest levels: the memory of a great tragedy.

As with the PCs' trek through the city, the GM can either simply narrate the PCs' moving lower through the palace or require skill checks to avoid crumbling floors, collapsing ceilings, and other dangers. The edifice creaks in the wind as they pass, and bits of stonework fall from the ceiling. The PCs should have the impression that the building could collapse with little provocation.

SLEEPING DANGERS

After Warde's attack on the delegation, Sankar Palace became a focal point for the fighting as the Separatists sought to retake the city. This is evident in the extensive damage the building sustained—blaster marks score the walls and armored corpses still lie in corridors—but alongside the scrapped battle droids of the old war, something dangerous still lurks. As fighting ended in Jorra, certain droids remained in Sankar Palace, obeying their programming and last directive. No common battle droids, these were BX commando droids and droidekas, cunning and resilient enough to be the last combatants standing in the palace. With no enemies to combat, the droids entered a low-power state and waited out the years, salvaging parts and power cells from the ruined droids littering the corridors as needed.

At some point as the PCs work their way down through the palace—tension mounting as they explore the seemingly abandoned structure and witness the signs of long-ago battle—the droids attack these intruders. There are nine commando droids and one destroyer droid (droideka), the former operating in three minion groups of three each. For particularly combat-capable or Knight-level characters, the GM should add two commando droids to each minion group and one to two additional droidekas.



The PCs do not encounter the droids all at once. Initially, the commando droids attempt to lay an ambush for the PCs in a dark stretch of corridor. In this initial encounter, the PCs face two minion groups. As the PCs approach the ambush, the character in front should attempt **an opposed Vigilance check vs. the droids' Stealth** ([] for a minion group of three). A successful check means the PC sees the droids in time, and combat begins immediately, with the PCs using Cool for Initiative. If the PCs fail the check, they use Vigilance for Initiative, and each minion group gains [] on its Initiative check thanks to their preparations.

When the PCs encounter the first pack of droids, read or paraphrase the following aloud:

The wreckage around you is silent, save for the occasional scrabbling of vermin and the incessant drip of water from somewhere nearby. As you progress across the war-torn terrain, your footsteps crunch on something. You look down, and see the wreckage of a battle droid shredded by fire, its interior rusted out. Suddenly, red lights begin to blink on inside the scrap piles around you, and a number of ancient, rusty commando battle droids clank into position to attack!

If the droids are obviously outmatched or lose half their number, they attempt to retreat in order to reconvene with the other commando droids and launch another attack. Depending on how well the PCs fight, they might face a number of surprise attacks as the commandos continue to harry them during their advance through the palace.

The PCs encounter the destroyer droid last, just before reaching their destination. The droideka rolls into view from a side corridor as the PCs approach the massive doors of the meeting chamber, beginning the combat at long range. Any surviving commando droids attempt to surprise the PCs during the second round of combat. Making things more difficult, in order to move from medium range to short range of the door—and droideka—a character must cross a chasm that takes up most of the floor. The lowest level of the tower is destroyed, so the chasm opens directly to a drop to the valley floor below. Skirting around the gap counts as difficult terrain (see pages 219–220 of the **FORCE AND DESTINY** Core Rulebook). The GM can spend generated by characters near the chasm to cause them to fall in, while on combat checks targeting characters near the hole might knock them through. At the GM's discretion, a player whose PC falls through the hole may flip a Destiny Point to catch a handhold, land on a passing speeder truck, or otherwise miraculously survive this likely lethal fall.

BX COMMANDO DROID [MINION]

Relics of the Separatist droid army of the Clone Wars, BX-series commando droids served as infiltrators and assassins. More cunning, skilled, durable, and dangerous than the more common B1 battle droids, commando droids were more expensive to produce, and their use was thus limited to vital missions and support duties.

While their less deadly counterparts are still seen occasionally across the galaxy, serving at the behest of criminals and mercenaries, active commando droids are, thankfully, all but unheard of in current times.

3	3	1	2	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		W THRESHOLD		M/R DEFENSE	
5		5		0 0	

Skills (group only): Cool, Melee, Ranged (Heavy), Ranged (Light), Stealth.

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins).

Equipment: Blaster carbine (Ranged [Heavy]; Damage 9; Critical 3; Range [Medium]; Stun setting), vibrosword (Melee; Damage 5; Critical 2; Range [Engaged]; Defensive 1, Pierce 2, Vicious 1), frag grenade (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6, Limited Ammo 1), stun grenade (Ranged [Light]; Damage 8; Critical –; Range [Short]; Blast 8, Disorient 3, Limited Ammo 1, Stun Damage).

DROIDEKA (DESTROYER DROID) [RIVAL]

Droidekas, greatly feared by Republic troops during the Clone Wars, were manufactured by the Colicoid species. These durable droids are capable of collapsing into a wheel-like form for swift movement or unfolding into a tripod walking gun platform protected by a powerful deflector shield. A single droideka can unleash tremendous salvos of blaster fire while remaining all but immune from return fire thanks to its shields, making droidekas more than a match for many times their own number in soldiers. Thankfully, few of these fearsome machines remain active.

5	3	1	1	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		W THRESHOLD		M/R DEFENSE	
8		18		0 0	

Skills: Gunnery 2, Perception 3, Resilience 3.

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins), Fire Sweep (as an action, a droideka can make a **Hard** [] **Gunnery check** to inflict one hit that deals base damage with its built-in twin heavy blasters on up to two targets within medium range, plus one additional target per on the check; it can only hit each target once this way), Shield Projector (maneuver to activate or deactivate; while active, gains defense 2 and upgrades the difficulty of all combat attacks targeting the droideka once, but droideka cannot use the Move maneuver).

Equipment: Two built-in twin droideka heavy blasters (Gunnery; Damage 12; Critical 3; Range [Long]; Auto-fire, Linked, Pierce 1, Vicious 1), stomping mechanical leg (Brawl; Damage 5; Critical 5; Range [Engaged]; Knockdown 1).



THE RESTLESS GRAVE

After overcoming the destroyer droid (or droids), the PCs can pass through the doors to the meeting hall, the site of the event that saw Suljo Warde complete his fall to the dark side. The PCs feel a chill as they enter this place, for twisted emotions cling here. The tragic events that unfolded within still befoul this unhallowed site, even so many years after Warde broke his oaths to strike down friends and hated foes alike in his terror and despair.

When the PCs enter the ruined meeting hall, read or paraphrase the following aloud:

The heavy double doors open into a large, tiered audience chamber. Balconies and elaborate meeting tables overlook the central, lowest area of the room, where a great table of Keloithian oak sits amid the evidence of an old battle. The table is slashed and burned, and chairs are overturned all around it. A few bodies in white armor lie on the floor, alongside the inoperative forms of droids. A withered, skeletal corpse in Neimoidian robes still sits at the table, its neck sliced cleanly apart, while another lies nearby across an overturned chair—they clearly died without warning.

The remnants of battle are evident all around the huge chamber, from lightsaber cuts in the floors and furniture to blaster marks scoring the walls. Moving through the room, the PCs should be very aware of the damage Warde instigated here—and of the sentients who died.

When the PCs explore the chamber, they eventually find Jiv Durael's body on one of the balconies. Read or paraphrase the following aloud:

The balcony is in ruins, blackened with blaster fire and cut with deep gouges. In fact, it barely seems stable enough to walk on. Slumped against the far side of the balcony is a skeleton in the tattered and decayed brown and tan robes of a Jedi Knight, with a clean hole through its chest. Its arms lie at its sides, one hand open, the severed halves of a lightsaber centimeters away, and the other hand clasped in a fist.

This is the body of the Jedi Knight Jiv Durael, a name that might be familiar to the PCs from their research in Jorra. An **Easy (◆) Knowledge (Xenology) check** identifies the corpse as a Twi'lek, as shown by the shape of its head and the cartilaginous openings where its lekku once attached. An **Average (◆◆) Knowledge (Lore) or Lightsaber (Perception) check** reveals that a lightsaber made the hole through its robes and chest.

Durael's right hand grasps the next kyber crystal, snatched away from Warde during the battle—or perhaps even left by Warde for any who might follow in his wake. With the kyber crystal in hand, the PCs fulfill their objective on Cato Neimoidia. Durael's own lightsaber crystal can be recovered from the destroyed hilt; it is an unmodified dragite gem (see pages 196–197 of the **FORCE AND DESTINY** Core Rulebook).

CONCLUSION

Having obtained the kyber crystal, the PCs should be ready to leave Jorra, barring any unfinished business with Onrein Hasar or the city's residents. Depending on how the PCs handled the events of this episode, conditions in the city and for some of its inhabitants might be some small part better, much the same, or possibly even worse. If the PCs angered Onrein Hasar or Duke Irbian without somehow dealing with the outcome, the city's residents may suffer for it. However, even small efforts to aid the city's people might have a ripple effect, as word spreads of the good deeds. Of course, if the PCs were cruel and threatening, such behavior reopens the old wounds Warde left years ago.

THE SECOND KYBER CRYSTAL

Inserting the second kyber crystal into the holocron reveals additional information to the gatekeeper, which it can, in turn, share with the PCs as long as it judges them ready. Although Warde's connection with this kyber crystal imbued it with certain facts even after he fell to the dark side, it does not affect the gatekeeper's personality or behavior. If the PCs are concerned about this, the gatekeeper can explain to them that holocrons are specifically designed to absorb only information from kyber crystals, to ensure that the dark side cannot corrupting a holocron's gatekeeper through such means. Whether or not the PCs believe the gatekeeper is another matter, of course.

Warde continued to add to this kyber crystal until only hours before his attack on the delegates. Even after that, the crystal's connection and proximity to Warde meant that it continued to absorb his experiences without any direct action on his part. As a result, the crystal gives the gatekeeper a fairly complete picture of what happened, allowing it to fill in any details the PCs might still be missing. It also knows where the wounded Warde intended to travel in his starfighter as he fled Cato Neimoidia—Moraband (for more on Moraband and Warde's reasons for going there, see page 88).

The gatekeeper informs the PCs that it can instruct them further in the use of Warde's Foresight, and it also urges the PCs to follow in Warde's footsteps and uncover the last kyber crystal. Only then can it teach them the most potent uses of the Force power. This is not for the gatekeeper's edification, of course, but for the PCs' good. It knows that only by learning the full truth can the PCs avoid the same fate. Further, the gatekeeper was built to keep the knowledge safe, and it fears the harm that wielders of the dark side might do with its knowledge. If the final kyber crystal is indeed on Moraband, a stronghold of the dark side of the Force, it must be recovered for safekeeping.

Once again, the gatekeeper can now instruct the PCs in more advanced uses of Warde's Foresight. These consist of the upgrades listed as being unlocked upon the acquisition of the kyber crystal in **Episode II** (see **Force Power: Warde's Foresight** on page 10–11).

EPISODE II XP REWARDS

Standard experience point rewards for **Episode II**:

- Solving problems during the **Healing the Wounds** section: 1–5 XP for each problem solved
- Obtaining the needed information from Zel N'got without injuring, killing, or being unnecessarily threatening to him: 5 XP
- Saving Tor Haido from the Crimson Kreehawks: 5 XP
- Disrupting or dismantling the Whitescar Syndicate or forming an alliance with Onrein Hasar: 5–10 XP
- Meeting with TH-313 without exposing his Jedi sympathies: 5 XP
- Dealing with the bounty hunter Dalan Oberos: 10 XP

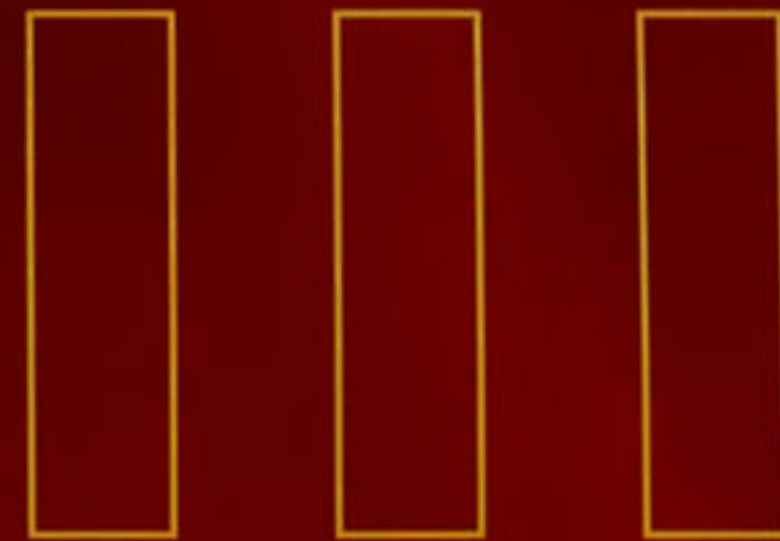
As always, the GM should award bonus XP for good role-playing and engaging with the PCs' Motivations.

PROPHECY AND PERIL

Prophecy is a double-edged sword, and the PCs might be concerned about using it after seeing how it led Warde to fall to the dark side of the Force. If the PCs waver in their quest, the gatekeeper can offer some advice that may help them remain on track.

Warde's slide into darkness was the result of his own choices, made in response to the visions he had seen, rather than an intrinsic result of his foresight. After months of bloody battle on Cato Neimoidia, Warde decided to act as though the darkest outcomes he foresaw were certain, and as a result, his cynical choices brought those tragic realities into being. The gatekeeper is aware of this fact—as was Warde, before his fall—but the stress of the conflict on Cato Neimoidia, an inescapable sense of responsibility, and gnawing self-doubt caused Warde to come to believe that his actions were circumscribed by destiny. Thus, Warde became trapped in a prison of prophecy, bound to bring about the very things he hoped to prevent. The gatekeeper points out that the PCs can learn from Warde's failure, and thus need not share his doom.





CHRONICLES' END

"One might think that knowing the end would hasten the journey, but knowledge has only lengthened my terrible wait."

—Suljo Warde

In the final episode of **CHRONICLES OF THE GATEKEEPER**, the Player Characters travel to the ancient Sith homeworld, Moraband. On this sinister, desolate planet, the PCs hope to discover Warde's tomb and the final kyber crystal, but instead find a still-living Warde, consumed and driven beyond reason by guilt and the dark side. To fulfill their own destinies, the PCs must either destroy Warde or somehow convince him to take the first steps back toward the light.

This chapter includes the following sections:

- **The Forgotten Planet:** The PCs learn that Warde intended to travel to Moraband, the ancient birthplace of the Sith, to die.
- **A Slight Detour:** Before they can travel to Moraband, the PCs must first recover its coordinates from a forgotten Jedi facility on the ocean moon of Delriss.
- **World of Fear and Death:** Arriving on Moraband, the PCs begin their search for Warde, encountering threats left by the Sith and, potentially, other intruders.
- **Secrets of Moraband:** As the PCs further explore Moraband, they uncover traces of the Sith legacy and must resist the temptation to augment their own training and abilities with this evil lore.

- **The Wanderer:** The PCs meet a strange hermit who promises to lead them to Warde's tomb.
- **The Fate of Suljo Warde:** Upon reaching an ancient Sith palace, the hermit reveals himself to be Warde.

Having discovered from the second kyber crystal that the mortally wounded Warde intended to travel to Moraband, the PCs must follow him to that baleful world. They soon discover that Moraband's coordinates have been sealed by the Empire. At the gatekeeper's suggestion, the PCs travel to a watery moon in the Delriss system to find Moraband's coordinates in the archives of a forgotten Jedi base.

Barely escaping from Delriss, the PCs travel to the forgotten and foreboding planet Moraband. They find a desolate and seemingly abandoned world, its barren surface dotted with ruins. With no clear leads, they must land and begin the painstaking search for Warde's tomb. On Moraband, the PCs encounter dangers and temptations posed by the dark side of the Force and by foes they made earlier in their journey.

After much searching, the PCs encounter a strange hermit, who promises to lead them to Warde's resting place. When the hermit reveals himself to be Warde and attacks, however, the PCs must decide his fate—and their own!

MORABAND

Astronavigation Data: Horuset system, Outer Rim region

Orbital Metrics: 780 days per year / 28 hours per day

Government: none

Population: no sentient population

Languages: Sith language (inscriptions only)

Terrain: mountains, canyons, desert wastes

Major Cities (ruins): Dreshdae, Kaniset, Vardin

Areas of Interest: Valley of the Dark Lords, Sith palaces (ruins)

Major Exports: none

Major Imports: none

Trade Routes: none

Special Conditions: dark vergence (see page 80)

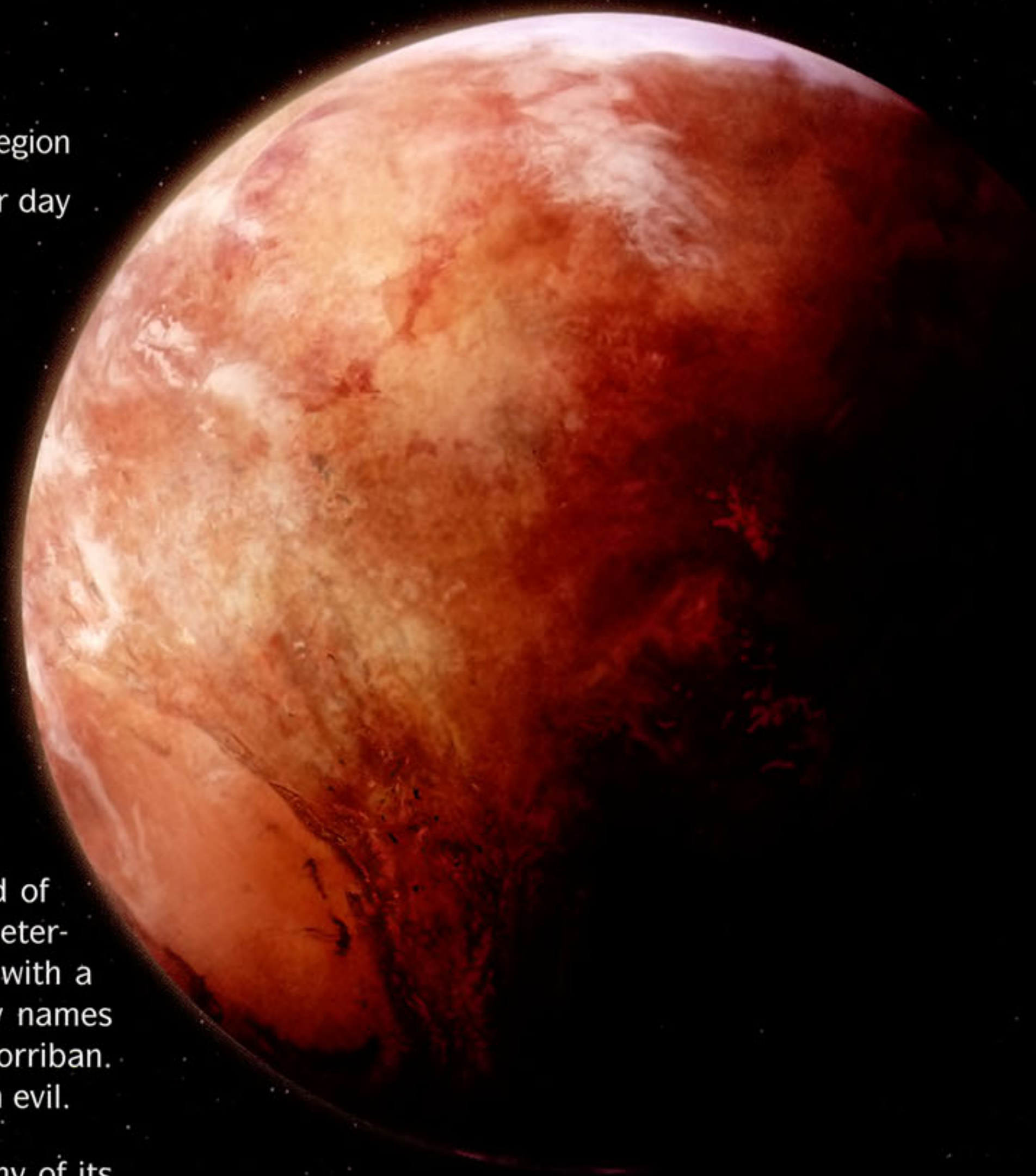
Background: Moraband is the ancient homeworld of the Sith, wielders of the dark side of the Force and eternal enemies of the Jedi Order. Like most planets with a long history, Moraband has been known by many names across the eons, including Horusar, Grevid, and Korriban. Each of these names has long been associated with evil.

Moraband is a planet shrouded in mystery, many of its secrets lost to time. It is known that the Sith arose on Moraband before setting out to spread their evil across the galaxy. Many stories have been told of the Sith's depravity and their wars of conquest. The last wars occurred a millennium ago, and ultimately led the Sith almost to complete destruction. For a thousand years, the Sith were absent from the galactic stage, and the stories of their atrocities became myth and legend. More recently, the Empire has systematically purged records of Moraband, and knowledge of the planet is now almost gone from the galaxy.

A PLACE OF DREAD AND DOOM

Moraband is a vergence, a place where the Force waxes strong. Although the Force permeates the entire galaxy and binds it together, those attuned to the Force can sense it more strongly in some places, feeling closer to it in those locations. Strong vergences might even be detectable by individuals who are not sensitive to the Force. They might experience the vergence in various ways, depending on their own minds and the nature of the vergence, but they likely do not realize what it is.

Moraband, in particular, is a vergence of the dark side of the Force. The dark side saturates Moraband so completely as to have profound effects on those who walk there, tempting paragons of the light to give in while invigorating those who draw upon the dark side of the Force. See **Using the Force on Moraband (Dark Vergence)** on page 80.



Moraband is a barren and desolate world, apparently devoid of life. Its surface is dominated largely by crags and mountains, with remnants of once-majestic structures eroding in its canyons and atop its plateaus. Between the mountains spread vast desert wastes of red sand and rock, dotted by crumbling stone statues and ruins. Moraband is cold and dry, further marking it as a dead planet. Dark clouds block much of the dim red light of its star, Horuset, casting Moraband in perpetual night.

Once, Moraband was a lush and verdant world, home to many species of animals and plants, green fields, forests, snowy mountain peaks and clear streams, and even oceans. Today, Moraband now bears no resemblance to this world. In their avarice, the Sith ravaged their world and stripped it of all resources. Countless wars spread across centuries and millennia further scarred the planet and extinguished its natural life. Further, the dark side of the Force saturates Moraband, suppressing growth. Even after so many years, the dark side clings to Moraband, permeating the entire world and draining any spark of vitality that might give rise to life.

Moraband is home to many ruined cities and ancient Sith tombs. The most fabled of all is the Valley of the Dark Lords, said to contain the mortal remains of the greatest and most wicked of Sith Lords. The presence of the dark side lies across the valley even more heavily than it does elsewhere on Moraband. In many ways, the entire planet is a tomb, a grave for the Sith both individually and as a whole. Even now that the Sith are once again ascendant, they seldom visit Moraband. It remains, to all appearances, dead.

THE FORGOTTEN PLANET

After the PCs recover the second kyber crystal from the corpse of Jiv Durael, the gatekeeper reads the crystal and discovers Warde's next, and presumably final, destination. When the PCs insert the crystal into the holocron, read or paraphrase the following aloud:

The image of the gatekeeper flickers for a moment, and it appears lost in thought. "It seems that this kyber crystal's connection to Warde allowed it to continue recording his thoughts and emotions up until he left the tower." The gatekeeper pauses for a moment, a look of anguish evident on its face. "His emotions were in great turmoil during this time. He was quite certain in his predictions, and felt that his fellow Jedi had betrayed him. Warde was gravely injured in the battle, and knew that he would die soon."

The gatekeeper pauses again, a perplexed look on its holographic face. "I can't quite understand his reasons for this, but Warde intended to leave Cato Neimoidia and make his grave on... Moraband."

It is entirely likely that none of the PCs know the name of Moraband, as few do in current times, although those who have researched the history of the Jedi might recognize the word. The gatekeeper can convey the basic information about the planet, as described on page 74. Read or paraphrase the following aloud:

The gatekeeper sets its face grimly, its jaw clenched. "Moraband is the ancient home planet of the Sith, an order steeped in the dark side of the Force and the sworn enemies of the Jedi. They were once a great threat to the galaxy, conquering planets and establishing evil empires. The Sith's greed and wickedness were their own downfall, as they turned against each other. They fought among themselves, thinning their numbers and all but destroying Moraband. With their ancient foes in this weakened state, the Jedi seized the chance to finally destroy the Sith. This was over a thousand years ago, and Moraband has been deserted ever since."

At this time, the PCs likely have questions for the gatekeeper. It answers these to the best of its ability, except for questions on topics it judges the PCs are not yet ready to know about. The GM should determine what the gatekeeper might or might not share, depending on how the PCs have

behaved and if they have shown themselves to be worthy successors to the Jedi. Following are some facts likely to be pertinent to the PCs' questions:

- The gatekeeper does not know why Warde would want to end his life on Moraband, although it is home to many Sith tombs.
- Moraband has been a world of lifeless ruins since the Jedi defeated the Sith.
- Even though the Sith were eradicated a millennium ago, the dark side of the Force still surrounds Moraband. It is not a place where Jedi, or anyone, really, would wish to go.

DEPARTURE DELAYED

The PCs might decide they have time to spend before departing for Moraband, since Warde's grave has waited this long. If the GM prefers to hurry things along, enemies the PCs have made during their time in Jorra could come looking for them. Even if the PCs have somehow stayed off of Duke Irbian and Onrein Hasar's scanners up until now, their actions might finally have drawn attention, providing an incentive to leave quickly.

Whether the PCs wait or leave immediately, when they go to plan their journey to Moraband, they find a serious problem: there are no coordinates for Moraband in their ship's navicomputer, or in the navicomputer of any ship they might hire. In fact, if the PCs try to research the planet, they find no information about it in any databases, unless they somehow have access to a pre-Imperial record that has been isolated from tampering. This is because Emperor Palpatine, through the Imperial Security Bureau and other agencies, has attempted to scour all information relating to Moraband from the galaxy. The Empire has even pressured the notoriously independent Bureau of Ships and Services—or BoSS—into removing all astrogation data for Moraband from its databases and, by extension, the navicomputers of all starships. Although a few daring astrographers have attempted to rechart the Horuset system in the past two decades, these individuals have disappeared under mysterious circumstances.

Without astrographic coordinates for Moraband, the PCs have little hope of ever finding the planet. Depending on the preferences of the PCs and GM, the heroes might spend some time on their own attempting to find records of Moraband. Eventually, once the PCs activate the holocron and ask it, the gatekeeper provides a clue that they can pursue. Alternatively, if the PCs think of the following solution themselves (seeking out lost pre-Imperial records), the gatekeeper can provide the specifics needed to make the plan work.

A SLIGHT DETOUR

Without astrographic data for Moraband, the PCs have no way of reaching it and finding Warde's final resting place. The gatekeeper, however, can offer a promising lead. How long it takes for this to occur depends on when the PCs activate the holocron and consult the gatekeeper.

The gatekeeper's initial suggestion depends on whether or not the PCs have already informed it of the destruction of the Jedi Order and rise of the Empire. If they have not, the gatekeeper is puzzled about the lack of available information on Moraband, but suggests traveling to the Jedi Temple on Coruscant, certain that the Jedi can assist them. If the gatekeeper is already aware of the destruction of the Jedi, or the PCs have already explained it as well as they can, the gatekeeper surmises that the Empire has expunged information about Moraband, although it cannot say why. The gatekeeper suggests that a remote Jedi sanctuary and archive on the ocean moon of the planet Delriss might have the information they need. Read aloud or paraphrase the following:

"The Jedi had a remote and hidden sanctuary on the ocean moon of the planet Delriss. It served as an archive of sorts, and as a place for Jedi to study and meditate in solitude. Suljo Warde spent some time there several years before the creation of this holocron. Its location was well guarded, and it is likely that it escaped the purge. If so, it's certain to have information on Moraband. I can't speak to its condition, though."

Delriss is an unremarkable and uninhabited world, but its coordinates are included as standard in most navicomputers. The world has two moons: one is completely barren, while the other has a Type I atmosphere and an ocean spanning its entire surface. Although the PCs cannot know this until they arrive, the gatekeeper is right in its assessment that the hidden Jedi facility on the ocean moon survived the purge. However, the wear and tear of the years has not been kind to it, as the PCs discover.

DELRISS

Located in the Expansion Region, Delriss is a rocky, inhospitable world with a Type IV atmosphere. Although it was mined for certain rare ores in ancient times, these mines ran dry long ago, and the planet has been uninhabited for thousands of years. Of the planet's two moons, one is a barren rock with little atmosphere, while the other is hospitable to life. This second moon features a surface-spanning ocean that is home to many life forms, none of them sentient. With no remarkable features or native sentient life and an environment suited only to aquatic organisms, the moon has been completely overlooked by settlers and the galaxy at large. Hence, it was an ideal location for a concealed and isolated Jedi cloister.

Although the coordinates for Delriss are available in any navicomputer the PCs might be using, they are also somewhat out of date, as astrographers tend to bypass the system. The GM can call for the PCs to make an **Average** (◆◆) **Astrogation check** to plot a course for Delriss. On a success, it takes approximately nineteen hours to reach Delriss from Cato Neimoidia. If they fail the check, it takes an additional six hours, and if the check generates ☹ or ☹☹☹☹, their ship exits hyperspace dangerously close to the planet's gravity well and suffers a Critical Hit (see pages 249–250 of the **FORCE AND DESTINY Core Rulebook**).

When the PCs arrive at the ocean moon, read aloud or paraphrase the following:

As you enter the atmosphere of Delriss's one inhabitable moon, a great blue ocean extends as far as you can see in all directions. As your ship dives lower, ripples and great waves disturb the surface, while aquatic life forms of many shapes and sizes surface and dive. Occasionally, the shadows of massive creatures come into view below the waves, quickly vanishing back into the depths.



THE JEDI SANCTUARY

The gatekeeper can guide the PCs to the location of the Jedi sanctuary with little difficulty, but accessing it is another matter. The structure is entirely underwater, anchored to an undersea ridge, which affords it an impressive view of the depths below. The edifice is more than a kilometer below the ocean's surface, so reaching it and entering the facility could pose a challenge for unprepared PCs.

Prior to their arrival, the gatekeeper explains that the facility is located on an ocean moon, and it might even suggest acquiring appropriate gear if the PCs do not think of this on their own. If the PCs already have spacesuits aboard their ship, these can be used underwater, though with very limited mobility unless specifically designed for such use. Pressure suits are not strictly necessary, although they are certainly a good precaution.

If the PCs have a ship designed for amphibious use or a submersible vehicle of some type, diving down to the facility is not a problem. If they do not have such a vehicle, they can make do with their starship, although it is not easy. It is possible, though far from advisable, for many models of ship to operate underwater for short periods, although this process is highly taxing on the repulsorlift engines and might even cause lasting damage to the ship.

If the PCs have a ship or vehicle designed for aquatic use, no skill check is necessary to reach the Jedi facility. However, if they submerge in a starship not specifically designed for such use, the pilot must make a **Daunting (◆◆◆◆) Piloting (Space) check**. If the PC fails the check, the ship suffers 3 system strain, plus 1 additional system strain per ☉ ☉. On ☉, the ship suffers a Critical Hit (see pages 249–250 of the **FORCE AND DESTINY** Core Rulebook). Regardless of whether the PC fails or succeeds on the check, the vessel eventually reaches the building, although the trip takes significantly longer (and is much less pleasant) if they fail.

When they arrive at the undersea complex, read or paraphrase the following aloud:

A great undersea ridge extends from the depths ahead of you, emerging from the dark waters below. Your sensors detect an artificial structure that could only be the lost Jedi sanctuary. As you draw closer, you see the facility, more than fifty meters across and three levels high, but dwarfed by the towering ridgeline and the vast ocean. It is clear the structure has been neglected for many years; corrosion is evident on the struts anchoring it to the rocky surface, and its viewports are obscured with algae and grime. Arthropod shells and other plant and primitive animal life cling to the discolored durasteel surface.

As the PCs move in, it becomes clear that the structure is in even worse condition than was at first apparent. When their vessel moves around the facility in search of an airlock, great rents in the hull become visible. An **Average (◆◆) Gunnery** or **Hard (◆◆◆) Knowledge (Education) check** reveals no signs of blaster or ordnance damage, while a character who succeeds on a **Hard (◆◆◆) Knowledge (Xenology) check** identifies signs of damage possibly from the claws or teeth of a large creature. In addition, it is clear that the whole sanctuary is at a slight angle, as if something had weakened its support struts or knocked it from its original position.

EXPLORING THE COMPLEX

The PCs have two options for entering the Jedi facility: docking their craft and entering directly through an airlock, or donning pressure suits and crossing through the water to the structure. Docking a ship that is not built for aquatic use requires a **Hard (◆◆◆) Piloting (Space) check**. Maneuvering in a spacesuit, rather than a pressure suit for diving, adds ■■ to any checks relying on physical movement while underwater. In either case, the sanctuary is without power; manually opening an airlock requires a character to make an **Average (◆◆) Mechanics** or **Skulduggery check** or a **Daunting (◆◆◆◆) Athletics check**.

The structure is severely damaged, both from whatever created the rents in the hull and a complete lack of maintenance for the last two decades. Many chambers and corridors are flooded, and water has been encroaching on additional areas of the facility as the pressure fractures bulkheads and durasteel plates, creating additional leaks. A few areas are dry, or at least not fully flooded. A number of these rooms and corridors are contiguous and accessible, while others are blocked by sealed bulkheads or situated between flooded sections. Adding further complication is the fact that the entire structure is at an approximately twenty-degree angle, making it even more difficult to maneuver through it.

The interior of the complex is hardly in better condition than the exterior. Even those few areas not flooded have deteriorated with age and show at least some damage from exposure to the saltwater environment. As the PCs explore the sanctuary, it is utterly dark, save for any illumination they provide. The place is silent except for the ever-present sound of water, from faint dripping to powerful leaks, and the disconcerting creaking of its hull. The GM might want to have the PCs catch an occasional glimpse of movement outside a viewport, or the shadow of a large creature swimming over the facility (see **Time to Go!** on page 78).

The amount of game time spent exploring is up to the GM, based on the preferences of the players. If they enjoy the atmosphere of exploring the claustrophobic facility, it could go on for some time, with the GM calling for skill checks to overcome hazards, or it can be handled narratively, with the PCs quickly reaching the hangar. To add some challenge to this part of the adventure, the GM might call for Mechanics or Athletics checks to open bulkheads, Coordination checks to squeeze through stuck doors or ventilation ducts, or Resilience checks for characters to hold their breath long enough to reach the opposite end of a flooded chamber.

THE LIBRARY

This isolated retreat once served as an archive of Jedi lore, housing a library for use by Jedi wishing to study in solitude. Unfortunately, the library, like most of the facility, was flooded years ago, and almost nothing salvageable remains. Ancient and irreplaceable scrolls have deteriorated, and computer memory banks are damaged beyond recovery by years of exposure to the ocean waters. When the PCs enter this area, read or paraphrase the following aloud:

Before you lies a terrible sight: the toll of ages, paid in precious and irreplaceable knowledge. The entire chamber is filled with rotted scrolls, corroded computers, and shattered crystals, all of which once contained history, philosophy, and secrets of the Jedi Order.

Recovering anything of value from this chamber requires a **Hard (◆◆◆) Perception or Knowledge (Education) check**; each PC who succeeds finds an ancient scroll or datapad containing a scrap of interesting (if not immediately useful) knowledge. Examples of works or documents that the PCs might uncover here include:

- *A Student's History of the Jedi Temple*
- *Record of Loss: Memoirs of the Separatist Conflict*
- The full technical specs for the Delta-7 *Aethersprite*-class light interceptor
- A series of untitled musings and poetry by obscure Jedi philosopher Kelin Dass
- *Reflections on Form III: Unraveling the Contradiction of Power and Protection* by Jedi Knight Aurilan

Regardless of whether PCs succeed or fail, however, they do not find the knowledge they seek in this chamber. Just as the heroes might begin to despair that their trip to the ancient facility is a dead end, they spot the entrance to the station's hangar. Although it might not be immediately obvious, it contains exactly what they need.

THE HANGAR

The facility's hangar is barely large enough to accommodate a small freighter or perhaps two or three starfighters. Currently, a single Delta-7 *Aethersprite*-class light interceptor sits in the hangar. The area is in shambles, with tools and spare parts strewn about the floor and ruptured pipes and cables hanging from the ceiling. As the PCs enter the hangar, read or paraphrase the following aloud:

The hangar bay is in a state of disrepair, but one starfighter remains somewhat intact. It lies askew, leaning against the hangar bay doors on the far side of the bay, where it clearly ended up during whatever calamity befell the station and knocked it out of alignment.

Characters who search the hangar also find the remains of an R-series astromech droid among the detritus. Its dome has been forcibly torn from its body, and deep gouges mar its chassis. Repairing the damaged astromech requires a **Daunting (◆◆◆◆) Mechanics check**, and doing so requires replacing most of its memory banks, which means that it retains little information from its time serving the Jedi Order. It does have one quirk that hints at its history—it insistently calls all organics "Werron" (in beeps and whistles, anyway) though it cannot recall why, if asked.

The Delta-7 is in poor condition, damaged when it was thrown from its original position and further by years of exposure to leaking water and fuel. However, its navicomputer is still intact, and still contains the coordinates for Moraband, since this complex escaped the Empire's notice—although the PCs might assume that an Imperial attack was responsible for the damage to the station. It might occur to the players to check the Jedi starfighter's navicomputer. If not, any PC with one or more ranks of the Piloting (Space) or Astrogation skill automatically realizes the possibility that the ship's navicomputer might have the information they need, if the condition of its internal systems allows access.

Although in poor shape, the starfighter is intact and in better condition than the surrounding facility. A successful **Average (◆◆) Mechanics check** restores power to the ship, opening the cockpit and allowing the PCs to access the navicomputer. The PCs can then download the coordinates to a datapad or portable computer, or a character with Astrogation can simply make a mental note of them.

Some PCs might want to repair the Jedi starfighter and take it with them. Getting the starfighter operational requires a few hours and a **Hard (◆◆◆) Mechanics check**. If the GM prefers to add tension or does not want the PCs to have a starfighter at this time, the aquatic predator could attack before they finish the repairs (see **Time to Go!** below).

For the Delta-7 *Aethersprite* Interceptor profile, see pages 258–259 of the **FORCE AND DESTINY** Core Rulebook.

TIME TO GO!

With the astrogation coordinates for Moraband in their possession, the PCs have accomplished their goal in the sanctum. Whether they intend to leave immediately or spend more time exploring the station, however, conditions quickly force a departure. As soon as the PCs have retrieved the coordinates or as they are repairing the Delta-7, a massive aquatic predator attacks the station, having detected fresh prey inside—the PCs. When this encounter begins, read or paraphrase the following aloud:

The floor begins to shake violently, and the horrible shriek of tormented metal echoes throughout the facility. Your mind flashes to the terrible damage you witnessed on your approach. Whatever local behemoth caused that chaos seems to have returned—and it's hungry!

As the facility shifts, the PCs struggle to keep their footing; the GM should call for an **Average** (◆◆) **Coordination check**. Each PC who fails is knocked prone and suffers 1 strain, plus 1 additional strain for each ☉ on the check.

It is likely the PCs decide to leave rather than face the monstrosity attacking the station. After all, if it can damage the Jedi facility, they might reason, it can damage the PCs' ship. This assessment is correct, and the creature is not something the PCs can hope to defeat, at least not in the time they have; blasters are not strong enough to puncture its thick scales, and while lightsabers cut through, the injuries are simply too shallow to do more than irritate the beast. As the creature continues to attack the station, attempting to tear through the armored decks to reach the PCs, it further damages the support struts anchoring it in place, eventually dislodging it completely. This is not a combat encounter; the GM should resolve it narratively rather than using structured time.

Within a few minutes, whether the PCs head back to the airlock or toward the sound of the creature, the entire structure shifts noticeably. PCs must make a **Hard** (◆◆◆) **Coordination check** to remain standing as the facility flips onto its side. Plates buckle and additional leaks appear, and it should be clear to the PCs that they need to leave, preferably before the structure crushes them.

As the PCs head back toward their ship, the GM can call for additional **Coordination** or even **Resilience** checks, with failures causing strain as described above and delaying the PCs as the entire facility comes even closer to collapsing into the depths.

If any of the PCs remained behind in their ship, they might take the opportunity to fire on the beast or to detach from the station and circle around. Starship weapons are not intended for use underwater, and most have their effectiveness greatly reduced. The difficulty of all **Gun-nery checks** while underwater increases by two, and at the GM's discretion, some weapons might not function at all.

If the PCs waste time getting back to their ship or suffer delays due to failed skill checks, the facility dislodges and begins its descent into the depths before they reach their ship. This should not result in an untimely demise: the GM should give the PCs a good chance to escape with whatever plans they come up with, from using their ship to keep the facility aloft to diving out an airlock and hoping to survive the pressure long enough to board their ship.

DESPERATE ESCAPE

As the station collapses around them and its separation from its anchor to the ridgeline grows, the PCs must race to escape. If they head straight to their waiting ship, they board it and bolt away in time to see the creature dislodge the facility from the ridgeline—likely their first clear glimpse of the huge beast. Read or paraphrase the following aloud:

As your ship separates from the facility and heads for the surface, through the viewport you see the cause of the destruction: a massive aquatic predator, hundreds of meters long, covered in thick, armor-like scales. A huge maw of oversized teeth dominates its head, which has grim, glowing eyes and is followed by an enormous, finned body. As you watch in disbelief, the creature's jaws crush part of the station's hull, and it throws its body against it. Suddenly, the damaged struts holding the structure in place give way, and it begins to slowly topple down the ridge, each impact releasing metal and stone debris. The creature turns toward your ship.

With its original target destroyed, the aquatic predator pursues the PCs' ship. The PC "flying" the ship must make a **Daunting** (◆◆◆◆) **Piloting (Space) check** (vessels designed for underwater use reduce this difficulty by two). If the PC succeeds, the ship breaks the water's surface and escapes just as the monstrous creature leaps into the air after it and snaps its jaws shut. If the PC fails the check, the ship suffers 3 system strain, plus 1 additional system strain per ☉ ☉. If the check generates ☉ ☉ ☉ or ☉, the creature gains on the ship enough to take a bite, inflicting an automatic Critical Hit on the vessel (see pages 249–250 of the **FORCE AND DESTINY Core Rulebook**). Further, to escape, the pilot must repeat the check with the difficulty reduced by one for each failed attempt (to a minimum of **Easy** (◆)).



WORLD OF FEAR AND DEATH

Having obtained the coordinates for Moraband, the PCs can now travel to the forbidden home planet of the Sith, and to the final events of this adventure. Because the astrogration data for Moraband is more than twenty years old, a **Hard (◆◆◆) Astrogration check** is necessary to safely and expeditiously reach the planet. If the PCs succeed, the journey takes roughly forty-eight hours. If they fail, it takes an additional twelve hours. If they fail and generate ☉ ☉ ☉ or ☾, the ship comes dangerously close to colliding with a gravity shadow and drops out of hyperspace prematurely, suffering 4 system strain and a Critical Hit (see pages 249–250 of the **FORCE AND DESTINY** Core Rulebook).

The Horuset system, named for its star, consists of an asteroid field and seven moons surrounding a single planet—Moraband. Navigating through the system to the world is relatively simple, requiring no skill checks. As the PCs' ship descends through Moraband's atmosphere, read or paraphrase the following aloud:

As you descend through Moraband's atmosphere, the world's distance from the star Horuset seems to grow, its already dim light fading into a perpetual night. Below you, a barren and bleak landscape of crags, canyons, and desert sands stretches out in all directions, broken by massive, listing statues and crumbling ruins. A red pall lies over the entire landscape, a heavy crimson hue that ominously resembles pooling blood.

Although the PCs know that Warde fled to Moraband after leaving Cato Neimoidia, they have no lead as to where on the surface his final resting place might be found. The PCs might decide to simply pick a clear landing area and begin their search, or they might attempt to narrow their search area or discern some other clue prior to landing. However, such options are limited. Some characters might have applicable Force powers, such as Seek, to use from the air, with the same effects as described in **The Force** (see page 82). Scanners are of little use in finding a particular tomb among all of Moraband's ruins, although it might be possible to detect Warde's starfighter (see page 83). However, as an incentive to land, the GM might have scanners detect life signs or other unusual readings. Whether these signs are related to Warde's presence or are an illusion caused by the dark side is up to the GM. See **Needle in an Evil Haystack** on page 81, for more suggestions about methods the PCs can use to seek Warde's final rest.

UNINVITED COMPANY

The PCs are not the only ones interested in Warde's legacy. One interested group has followed them here, allowing them to do the legwork while circumspectly trailing them. Exactly who these individuals are depends on the events of the adventure thus far and the GM's preference.

USING THE FORCE ON MORABAND (DARK VERGENCE)

The entire planet of Moraband is a vergence, a place where the Force is unusually powerful. Moraband is specifically a place of dark side power, and this saturation has several effects for Force users. Wielders of the light side of the Force find the constant exposure to the dark side spiritually draining, as they must fight to resist the strong temptation to draw from this well of power. Those who use the dark side, however, find their powers strengthened while on Moraband.

Whenever a character rolls one or more Force dice on Moraband, that character adds automatic ○ to the results of the roll.

If Onrein Hasar became aware of the PCs' quest to track Warde during **Episode II**, she might have allowed them to complete their objectives on Cato Neimoidia without interference. She might even have assisted them in doing so, planning to use them to lead her to Warde so she can finally see his corpse for herself and set his hated memory to rest. If so, the ship is carrying Hasar (see page 67), her two IG-100 MagnaGuard bodyguards (see page 409 of the **FORCE AND DESTINY** Core Rulebook), a trusted lieutenant (use the **Lor Keln** profile on page 58), and six gangers divided into two groups of three (use the **Kreehawk Ganger** profile on page 58).

If the PCs defeated Hasar or completed **Episode II** without her becoming aware of their goal, the GM should instead use the group responsible for the attack on the *Silver Star* in **Episode I**. If Nex Pavros and the bounty hunters or the characters of the GM's devising responsible for the attack survived their previous encounter with the PCs, they are now back for revenge. If not, the GM should introduce a similar group serving at the behest of the Empire or a nemesis of the PCs. The GM might wish to reuse the game profiles from the prior encounter with the bounty hunters, but should include one or two additional bounty hunters as backup to the original four, or potentially more if the PCs are Knight-level.

When this encounter begins, read or paraphrase the following aloud:

Above you, you hear the roar of engines as a ship streaks through the sky. After circling you briefly, it touches down, kicking up clouds of red dust upon its landing. The sound of a pressurized door swinging open echoes across the plain between you and the vessel, and moments later, a number of familiar figures come striding out of the billowing crimson dust. A voice you know all too well echoes out across the wastes. "Do you know the significance of this forsaken dust ball? Well, I suppose it doesn't matter. Either way, this wretched place will be your grave."

EVOKING MORABAND

Moraband is permanently shrouded in the dark side of the Force, and the GM should strive to reinforce the unnerving and outright frightening nature of the planet. The wrongness of Moraband is evident even to those not strong in the Force, while Force sensitives experience it to a much greater extent. Throughout this section of the adventure, encounters and rules are presented to showcase the dark power of Moraband. In addition, the GM should create an atmosphere of dread for the PCs through evocative descriptions and any additional encounters.

There are countless ways in which the PCs might experience the dark side on Moraband. The planet is shrouded in perpetual dusk, suffused with an omnipresent red hue. The PCs might sometimes witness unnerving electrical storms of unnatural colors in the distance or glimpse shifting, malevolent faces in the clouds. Even aside from the encounters described

on page 84, the GM can describe whispering, ominous voices on the edge the characters' perception, or movement seen only from the corners of their eyes.

When PCs use ○ results added to their Force checks due to the dark vergence on Moraband (or even if they are just tempted to do so), the GM can add narrative flair to their checks, playing up how they can draw power from the twisted nature of this place. The GM can describe this in any of a number of ways, depending on the circumstances surrounding the use of the power. Characters might feel the weight of the dark side pressing down on them, have heightened negative emotional reactions, or even experience vivid hallucinations of lost loved ones or fallen foes. Whatever methods the GM employs, the PCs, and their players, should be well aware that merely being on Moraband brings them closer to the dark side than perhaps they have ever been before.

ARRIVAL

The ship arrives shortly after the PCs, setting down close to their landing area. Alternatively, the pursuers might exit hyperspace on the tail of the PCs' ship, if the PCs are well equipped for a space battle or the GM deems it more dramatic. If the pursuers are Onrein Hasar or Nex Pavros and their allies, they arrive in the *Harrower*, a ZH-25 *Questor*-class light freighter (see page 265 of the **FORCE AND DESTINY** Core Rulebook) modified with a dorsal turret-mounted medium laser cannon. Otherwise, the GM should use an appropriate vessel for servants of the PCs' nemesis.

How this encounter unfolds depends on the identities of the new arrivals and how their previous interactions with the PCs went. If the PCs defeated the NPCs or their allies, the NPCs are likely to attack the PCs immediately upon detecting them. However, they might seek to subdue the PCs rather than killing them, in order to interrogate them for further information on Warde and the holocron.

If Onrein Hasar followed the PCs after aiding them (or simply not attempting to stop them), she might be open to discussion. At this point, she could reveal the extent of her hatred for Warde and her desire for vengeance, as well as her belief that he is still alive. Depending on previous interactions and how the PCs handle this encounter, Hasar might condescendingly thank them for leading her to Warde and suggest they step aside, order her minions to attack, or even offer to reward the PCs if they guide her to Warde and help her defeat him.

ENCOUNTERS ON MORABAND

Although Moraband's environment varies from sand dunes to dirt plains to towering mountains, some features are constant, or at least likely to be present. In addition to the geological and architectural formations, the oppressive atmosphere and presence of the dark side can have an influence on all encounters on Moraband, including those with whomever followed the PCs.

Although the PCs must choose a relatively clear area on which to land their ship, the environment should offer plentiful cover in a fight. The PCs are likely to have set down near ruins of one kind or another to begin their search, but even in open desert, scattered rocks and dunes offer cover. In an area of heavy ruins, an encounter could even turn into a game of hunter and prey rather than a straight-up fight, with assailants withdrawing and using the obscuring darkness, weathered statues, and broken walls as cover from which to launch the attack anew from unexpected directions.

In addition, the strong emotions created during a tense negotiation or armed conflict draw the dark side to the event, heightening its ever-present manifestations. This could take any number of forms: the darkness and shadows might deepen; the whispering voices might grow louder; combatants might fire on illusory attackers. Particularly if an encounter turns into a running chase through the ruins, characters might become separated, making them easy prey for their own fears. PCs might hear screams, only to follow the source and find one of their enemies, dead of no apparent cause, save perhaps fright.

For some examples of ways to involve Moraband's unnatural atmosphere in encounters as a result of skill checks, see **Table 3-1: Spending ☹, ☹, ☹, and ☹ on Moraband** on page 82.

NEEDLE IN AN EVIL HAYSTACK

Although the PCs know Warde traveled to Moraband, they still have an incredibly vast area to search. There are a number of possibilities for beginning their search and, as always, the GM should be open to any ideas the PCs come up with, allowing a skill check with an appropriate difficulty rather than dismissing an idea.

On the next page, there are some of the ways in which the PCs might determine how to steer their search for Warde's resting place. The GM should keep in mind that, regardless of the success of these methods, the PCs eventually encounter the hermit, as described on page 86. The players, of course, should not know this; they should believe the PCs must rely on their own abilities and plans to reach their goal.

During this section, the PCs undertake their search, and face the encounters listed here and under **Secrets of Moraband** (see page 84). Before each encounter (whether it is part of their search or is one of Moraband's threats), one of the PCs should make a check to continue the search. This might be a Survival check to track Warde, but it could also be a Knowledge (Lore) check to seek a landmark on Moraband, a Vigilance check to stay alert for subtle clues, or other appropriate checks at the GM's discretion. The GM is encouraged to have different PCs try each time with different skills, to allow all members of the group a chance to use their individual expertise; at the very least, a single PC should not be able to make two consecutive checks using the same skill. Whatever the relevant skill used for the check, the difficulty is **Average** (●◆), upgraded once to reflect the spiritual hostility of Moraband (though the GM should feel free to increase the difficulty if the skill is less applicable, as normal). If the PC succeeds, the character finds a clue that leads them to the encounter. If the PC fails, the group stumbles into it instead, and each PC suffers ■ on his first check of the encounter (in addition to any other consequences of being caught off guard).

As the PCs continue their search across Moraband (and make various checks along the way), the GM and players can use the options listed in **Table 3-1: Spending ☉, ☹, ☺, and ☻ on Moraband** when deciding how to spend ☹, ☻, ☉, and ☺ on Moraband (in addition to the usual ways, listed on page 212 of the **FORCE AND DESTINY** Core Rulebook).

THE FORCE

As in all things, the PCs might turn to the Force to guide them. Although this is particularly appropriate to their quest to find the legacy of a fallen Jedi, it can also be dangerous due to the vergence on Moraband. They can use the Seek and Foresee powers as usual (with an exception for Foresee, as described in this section), but the GM should incorporate

the strong dark side presence on Moraband. Mechanical effects of using the Force on Moraband are described in the sidebar on page 80, but the GM can also incorporate its malign influence narratively, especially if the PCs use ● to generate ☉. Particularly in this case, the dark side might mislead the characters, clouding visions of the future so that they believe Warde is already dead, or leading them on a detour to a Sith tomb, where the dark side tempts them further.

If the PCs do not possess suitable Force powers, the GM might instead allow them to simply reach out with the Force, allowing it to guide them to Warde's tomb. Again, this is risky because of the overwhelming presence of the dark side on Moraband. Any character attempting it makes an **Average** (◆◆) **Discipline** or **Perception** check. If the PC succeeds, the character feels the Force drawing the PCs in the correct direction, bringing them closer to encountering the mysterious hermit (see **The Wanderer** on page 86). If the PC fails, the character gains no useful information or intuition, but if the check generates ☹ or ☻, whether successful or not, it might lead the PCs astray, causing them to face additional encounters from the **Secrets of Moraband** (see page 84). Further, the GM may spend ☻ on the check to cause the character to face a momentary spiritual crisis that inflicts 5 Conflict or 5 strain (the player chooses). The GM should narrate these mental trials, from sudden memories that provoke strong emotions to visual or auditory manifestations of the dark side that tempt the character in ways similar to those in the **Echoes of the Sith** encounter (see page 85).

Now that the PCs are on the same planet as Warde, if they have the Seek Force power, they can use it to help locate him thanks to their familiarity with him via his history and the gatekeeper. Alternatively, this could be due to the PCs' growing connection to the holocron, their destiny, or even the influence of the dark side vergence. This use of the Seek power follows the normal rules, treating Warde as someone the PC has encountered. However, the GM should keep in mind that the PCs still think they are looking for Warde's grave, not a living person. A character with several upgrades in this power might be able to lead the group to Warde, in his guise as a hermit, without additional clues or assistance, but the GM should still introduce several encounters along the way, as described under **Secrets of Moraband** on page 84.

TABLE 3-1: SPENDING ☉, ☹, ☺, AND ☻ ON MORABAND

Dice Symbols	Effect
☹	The character suffers 1 strain or gains 1 Conflict (the player chooses).
☹☹	Temporarily giving in to emotion, the character is disoriented until the end of the encounter or gains 2 Conflict (the player chooses).
☹☹☹ or ☻	The dark side has a severe influence on the characters, leading them into a trap or temptation, putting them at a serious disadvantage in the next encounter, or causing some other significant problem.
☻	The dark side waxes strong; flip one light side Destiny Point to a dark side Destiny Point. If no light side points are available, each PC suffers 3 strain or gains 3 Conflict (each player chooses).
☉☉	Add □ to the character's next fear check or check to resist a dark side illusion.
☉☉☉ or ☺	The character resists a dark side illusion currently confronting the group or upgrades the ability of his next fear check or check to resist an illusion once.

SCANNERS

The PCs might utilize scanners or other technological means to search for Warde or signs of his presence. Finding signs of a single life form on an otherwise barren planet might be possible, if exceedingly difficult. However, as the PCs are likely under the impression that Warde is dead, they might not even consider it. Nevertheless, the PCs might correctly presume that Warde's starfighter is still on Moraband, and extrapolate (less accurately) that in his wounded state he probably did not travel far from it. Searching for an inactive starfighter on the planet's surface is difficult, but not impossible, as most construction on Moraband consists of stonework and not the alloys used in starfighters.

PCs using their ship's scanners or a handheld unit should make a **Hard (◆◆◆) Computers check**. If successful, they detect faint signs of a small spacecraft. Barring mishap, if they travel to the indicated location, they find Warde's starfighter, an old but potentially repairable Delta-7B *Aethersprite* half-buried beneath the red sand (its hyperspace ring is still in a stable orbit around Moraband and can be located with a **Hard (◆◆◆) Astrogation check**). Although Warde has traveled much farther from this location than the PCs likely expect, it is still a good location from which to begin their search. If the Computers check generates ☉ or ☾, the GM might have this result in strange, misleading, or impossible readings as illusions from the dark side interfere with the scanner.

USING MORALITY

During this part of the adventure, the PCs are on an uninhabited world, isolated from other sentients, which leaves them with fewer moral choices to make than in previous episodes. However, there are still ways in which the GM can use Morality, even before the PCs encounter Suljo Warde.

The decision to stay on Moraband despite the obvious influence of the dark side is, itself, a moral choice. Doing so might reflect the PCs' pride in their ability to resist temptation, or recklessness in the level of risk they are willing to take to complete their mission. In addition, facing the phantoms and illusions of the dark side, both during their search and during the final battle with Warde, can force the PCs to relive previous immoral choices or to face their own deepest fears and anxieties.

When the PCs gain Conflict during their time on Moraband, the GM can often explain it as having a moral element particular to the dark verigence that surrounds the PCs. Choosing to use the dark side to fuel powers, particularly in a place so suffused with the dark side, is a conscious choice. On the other hand, Conflict gained from fear checks or interactions with dark side illusions might be explained as the PCs' having given in to their negative emotions, and specifically to their emotional weaknesses.

THE HOLOCRON

Without any other leads to help them begin their search, the PCs might consult with the gatekeeper. Although the last kyber crystal did not contain any particular coordinates on Moraband, the gatekeeper knows how Warde thinks better than anyone, as it is based on him. The gatekeeper cautions the PCs that Warde clearly underwent significant changes between when he imprinted his personality on the holocron and when he traveled to Moraband; the gatekeeper does not understand Warde's reasons for traveling here. After some thought, it suggests that Warde was dying, and therefore would have sought a tomb complex. Regardless of where the PCs begin their search, the gatekeeper can provide its input as they travel, relying on its own intuition.

TRADITIONAL METHODS

The PCs can also rely on their own senses and skills as they search for Warde's tomb. They could augment their abilities with tools like electrobinoculars, scanners, or anything else at their disposal. Many skills might apply to the search, and the GM should be open to whatever plans the PCs end up concocting.

Particularly appropriate skills for these checks include Survival, Knowledge (Lore), Perception, and Vigilance. Characters can use these skills (and potentially others) to look for signs of more recent activity on the planet, identify ancient Sith tomb complexes, and reconstruct Warde's movements after he reached Moraband all those years ago.



SECRETS OF MORABAND



Searching for the final resting place of Suljo Warde, the PCs face a number of trials as the dark side of the Force tempts them with the secrets and power of the ancient Sith. These encounters can occur in any order. While it is not necessary for the GM to include all of the following encounters, they do reinforce the major themes of the adventure, as well as the dangers of traveling on Moraband.


Depending on how much game time the GM and players wish to spend on Moraband, the GM might add further encounters with illusions spawned by the dark side of the Force or with physical artifacts of the Sith. Conversely, the GM might omit some of the following encounters or modify them. Particularly if the PCs' skills and abilities are more suited to areas other than combat, or if they are already suffering from injuries, the GM might exclude combat from these encounters: the dark side beasts could simply harass the PCs before disappearing, or the Moraband Sith phantasms could taunt and tempt the PCs without resorting to actual fighting.

DECEPTIONS AND REFLECTIONS

As the PCs search for signs of Warde's tomb, the dark side of the Force tempts them with illusions and lies. These could take any number of forms, just a few of which are described below. The GM can introduce this encounter at any time, and might even use it multiple times, presenting a different vision or event on each occasion. Some illusions are best when tailored to specific PCs, while others might appear to the entire group.

- **Mirage:** A lush, green freshwater oasis. Whether it is a pure illusion or an echo of Moraband's distant past, it is a tempting sight for weary travelers such as the PCs.
- **The Tomb:** A stone tomb, newer than the crumbling ruins around it. Somehow, the PCs are certain it is Warde's resting place.
- **Familiar Faces:** The PCs see friends or family lost long ago, perhaps even dead loved ones. They beckon the characters to give up on the quest and spend time with them—or possibly beseech the PCs to ease their pain or restore their lives with the power of the dark side.
- **Fondest Desire:** The PCs perceive their respective hearts' greatest desires, achievable if they only embrace the full power the dark side of the Force can offer.

Regardless of the form the image takes, a PC resists with a **Hard (◆◆◆) Discipline check**. Depending on the specifics of the illusion and its importance to the character, the GM can modify this check or add  or  as appropriate. In some cases, Cool might be more appropriate, to represent characters' keeping their nerves rather than actively resisting the dark side's power.

A character who fails the check must respond to the illusion as if it were real—providing a great roleplaying opportunity—and gains 3 strain and 1 Conflict. Whether the check succeeds or fails, the character also 1 strain or 1 Conflict—chosen by the player—for each .




BEASTS OF SHADOW

This encounter can occur at any point as the PCs explore Moraband, but only after night falls. It is particularly appropriate when the PCs set up camp for the night or move through an area of ruins, which provide cover for an ambush.

A pack of phantasmal beasts heeds the dark side's call to ambush the PCs. Read aloud or paraphrase the following:

Slinking into view, a beast shrouded in darkness approaches you. It has the rough appearance and movement of a canine predator, but it is swathed in inky blackness, concealed amid tangible shadow save for its gleaming teeth and shining red eyes. Bone-chilling howls erupt all around you, and you realize you are surrounded by these creatures of evil.

The pack consists of two beasts for each PC, although the GM should increase the number to three if necessary to provide a challenging encounter, such as for Knight-level PCs. These are no natural predators, but creatures of the dark side. Consequently, they hunt not for sustenance, but to inflict suffering. The beasts do not respond to intimidation the way natural animals might, nor do they flee when injured—and it is not clear if they feel pain at all.

Before the encounter begins, the PCs should attempt an **opposed Perception check vs. the beasts' Stealth (◆◆◆◆)**. Remember to add   for the beasts' Living Shadow ability, plus any  for natural darkness or cover. If the PCs succeed, the beasts begin at medium range; otherwise, they begin at short range.

The beasts surround the PCs and move to engage all characters in melee. They attempt to use their Crippling Blow talent and the Ensnare quality of their attacks to make them easier prey, then gang up on the most vulnerable PCs.

As the battle continues, thick darkness rises around the PCs' legs, further obscuring their targets. When the last beast is defeated, this darkness recedes, but the bodies of the creatures are nowhere to be seen. The PCs should be left questioning the nature of what they have witnessed and whether the beasts were real at all.



PHANTASMAL BEAST OF MORABAND [RIVAL]


These prowling beasts feed on terror rather than flesh. Whether they are animals twisted by the dark side or illusions of the Force, it is impossible to say.

4	3	1	2	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		W. THRESHOLD		M/R DEFENSE	
5		6		0 0	

Skills: Athletics 3, Brawl 2, Cool 1, Stealth 2, Vigilance 2.

Talents: Crippling Blow (voluntarily increase difficulty of combat check by one; if attack deals damage, target suffers 1 strain whenever it moves for rest of encounter).

Abilities: Living Shadow (add   to all combat checks and Perception checks against phantasmal beasts of Moraband)

and  to all Stealth checks the beasts make, in addition to any dice gained for darkness; applies even to characters not hampered by normal darkness).




Equipment: Claws and teeth (Brawl; Damage 6; Critical 3; Range [Engaged]; Ensnare 1, Vicious 2).

ECHOES OF THE SITH

This encounter brings the PCs in contact with Moraband's previous inhabitants—or rather, with dark side illusions echoing them. It can occur at any point as the PCs search for Warde, but as it is the most significant encounter, it is recommended that it be the last encounter before the PCs meet the hermit. If the PCs are struggling with this encounter, the hermit can even appear to dispel the phantasms.

In this encounter, the Force illusions mimicking the long-dead Sith first attempt to tempt or taunt the PCs and then directly attack them. However, if the PCs are wounded from previous encounters or are not highly combat-focused, it might be best handled purely as a struggle of wills, so that the PCs are still in good enough shape to face Warde in the final battle. When the encounter begins, read aloud or paraphrase the following:

Around you, the already-dim environment grows somehow darker; even your glow rods seem to die down. From the soil, ethereal figures float up into the air around you—robed, cowed beings of impossible darkness that carry a palpable aura of malevolence. In rasping, overlapping voices, they speak: "We are the Sith, and this is our world!"

At this point, each PC must attempt a **Hard** (  ) **fear check**, upgraded three times because of the unnatural quality of the sight, the horrible myths surrounding the Sith, and the powerful influence of the dark side.

ENTICEMENTS AND THREATS

Although they might be mistaken for such, these are no true spirits or ghosts, but illusions conjured by the dark side and formed of the lingering emotions and memories of the Sith. The phantasms' initial actions depend on the lowest Morality among the PCs. There are as many Moraband Sith phantasms as there are PCs (or potentially double their number, if the PCs are Knight-level).

If the PC with the lowest Morality has already fallen to the dark side, the Sith phantasms of Moraband cackle and welcome that character "home," promising great power and inviting the other PCs to follow their friend's example. If the other PCs have significantly higher Morality scores or are clearly opposed to listening to the Sith, the phantasms encourage the dark side Force user to join them in attacking the other PCs.

If any of the PCs have a Morality below 50, the Sith phantasms declare that those individuals show promise. In addition, the specters might mention specific immoral deeds the PCs have done, congratulating them and inviting them to embrace whatever negative emotion drove the act. The illusory Sith offer whatever it is the characters want, including instruction in the ways of the Force and guidance to Warde's tomb. Any character who accepts the Sith phantasms' offers gains at least 5 Conflict, in addition to any gained as a result of the fear check.

However, if all of the PCs have Morality scores of 50 or above, or if there are any light side paragons in the group, the Sith phantasms only pause long enough to hurl taunts and insults at the PCs before attacking, to stir up as much negative emotion as possible.

The phantasms are not sentient, and they feel no fear or pain. However, strong willpower and focus on the light side of the Force can drive them back or cause them to recoil, giving the appearance of pain or fear. The GM might include such descriptions during combat, and this spiritual aspect of the battle is reflected in the Sith phantasms' Creature of Illusion ability.

The GM should describe the phantasms' incorporeal nature throughout the battle, having them pass directly through characters (inflicting a painful chilling sensation), swoop through nearby stones, or stretch and alter their own forms. When defeated, a phantasm might disappear back into the ground, dissipate in a burst of shadow, or shrivel into nothingness.







MORABAND SITH PHANTASM [RIVAL]

These phantasms are illusions created by the dark side of the Force. They reflect the evil of the Sith and can even mimic particular Sith individuals, but they are no more ghosts than is the holocron's gatekeeper. Still, regardless of their authenticity, they are incredibly dangerous, especially to those who hang on the precipice between light and darkness.



Skills: Coercion 1, Discipline 3, Lightsaber 2, Stealth 4.

Talents: None.

Abilities: Creature of Illusion (combat checks targeting Moraband Sith phantasms always use Willpower in place of the characteristic normally associated with that skill; the Pierce and Breach qualities do not reduce a Sith phantasm's soak), Darkest Dreams (a Moraband Sith phantasm can spend   on a combat check or   on an engaged enemy's combat check to have the target make an **Average** ( ) **fear check** [upgraded once for the phantasm's terrifying nature]; if the target fails, the phantasm transforms into a figure inspired by the target's greatest fear in addition to any other effects of the failed check).

Equipment: Spectral blade, shadowsaber, or ghostly claws (Lightsaber; Damage 6; Critical 4; Range [Engaged]; Breach 1, Disorient 2, Stun Damage).

THE WANDERER

The time spent on the PCs' search depends on their success on the relevant skill checks and in the encounters with Moraband's many dangers, as well as on the GM's preferences. Eventually, once the PCs have overcome—or at least survived—the challenges of Moraband, they come across a mysterious hermit. In fact, this hermit is Suljo Warde, who survived his injuries and remained on Moraband all these years.

Warde is unrecognizable, even to the gatekeeper, not only due to the intervening years, but because his constant exposure to and use of the dark side on Moraband has aged him unnaturally. On top of this, the dark side obscures the truth, as it hides so much of Moraband, further twisting Warde's appearance. He presents as an aged and decrepit human, hunched over as if weighed down by his long, unkempt gray hair and beard. He wears voluminous robes, somewhat tattered and dirty, red with the dust of Moraband, and he walks with the aid of a gnarled cane.

How the PCs meet this wanderer depends on their experiences on Moraband thus far and their chosen method for seeking out Warde. He might walk into the PCs' camp at night or revive them after a disastrous combat encounter, or they might come across him silently meditating. However they meet him, the hermit does not seem surprised at the PCs' presence, even though, as he can confirm if asked, he is the only living soul on the planet. When the PCs first encounter the hermit, read aloud or paraphrase the following, adjusting as necessary based on the circumstances:

Before you stands an elderly human man, his face largely hidden behind his long and unkempt gray hair and beard. He leans heavily on his gnarled cane, as if weighed down by his layers of tattered and dust-red robes, and lets out a long breath. After a short pause, he begins speaking.

"Welcome. I'd been wondering how long it would be before someone else showed up. I can't even remember how many years it has been since my last visitor. If I'd known you were coming today, I'd have prepared better hospitality. Still, wanderers in the wilds must assist one another as best they can, eh?"

The hermit extends a hand, holding a flask of water.

Although he does not explain immediately, the wanderer (who is in fact Warde) knows a great deal about the PCs, including their names. However, some of what he believes about the PCs and their motives is untrue, or at least not necessarily true, as the dark side has clouded his visions. If the PCs ask him why he was expecting them, he smiles knowingly and answers "time reveals all secrets, even those we keep from ourselves."

THE STRANGER'S IDENTITY

The PCs are likely to inquire soon about this strange individual's identity. When the PCs ask who he is, read aloud or paraphrase the following:

The old man smiles slightly behind his gray beard. "I am a seeker of truth, like yourselves, I'd wager. I came here in search of answers, but found the solitude agreeable. The atmosphere, less so, but one makes do."

The hermit is not forthcoming about his own identity and origins, providing only cryptic answers about being a wanderer and searcher, even when pressed. If the PCs insist on an answer, he finally explains succinctly that he was stranded on "this planet" some years ago. Throughout this part of the adventure, the hermit should act both friendly and aloof, mysterious but helpful. The PCs should get the sense that the hermit is somewhat mad, possibly from his years of isolation on such a grim planet, but that he is harmless. However, the hermit is not overly talkative, generally only answering questions briefly and otherwise appearing lost in thought or his memories.



SEEING THROUGH THE LIES

The adventure assumes that the PCs believe the hermit; the likelihood that he is telling the truth is supported by the fact that he favors evasion over outright lies whenever possible. Even if the PCs do not trust the hermit completely, which is understandable considering what planet they are on, they might or might not realize his true identity, since all sources report Warde dead. However, some GMs might want to give the PCs a chance to detect the deception, especially if the players themselves are suspicious.

If the GM prefers, the PCs may attempt **opposed Discipline checks vs. Warde's Deception** (◈◈◈◈) to realize the hermit is being less than truthful, with the result of the check indicating how suspicious the PCs become. Because the dark side is helping Warde in his deception, the PCs add ◻◻ to this check, and the GM should strongly consider spending a dark side Destiny Point to upgrade the check's difficulty. Alternatively, the GM might roll a Deception check for Warde, opposed by the highest Discipline among the PCs. Due

to the dark side's influence, Warde adds ◻◻ to this check, and the GM should probably spend a Destiny Point to upgrade the check. Before allowing a skill check, the GM should consider that this might alter the events of the final episode, perhaps leading to a confrontation sooner than expected. If the realization that the hermit is lying leads to a combat encounter, the GM might have the PCs pursue Warde to the Sith palace, so that the final battle takes place there, as the adventure assumes.

The PCs might also try to use Force powers in order to see past the deception. The rules for using Force powers on Moraband apply to such a check, as described on page 80. In addition, the GM should add at least ◻◻ to any required skill checks and should allow Warde to resist the power, as described in **Resisting Force Power Checks** on page 283 of the **FORCE AND DESTINY Core Rulebook**. If the players inquire why the check is opposed, feel free to cackle menacingly and then move on without further comment.

OFFER OF ASSISTANCE

At some point, possibly in response to the PCs' continued questions, the hermit returns to the subject of the PCs' arrival and why he was expecting it. When the time seems right, read or paraphrase the following aloud:

The stranger's eyes alight on each of you in turn. "You are not the first of your kind to come here. Many years ago—although I have long since stopped counting the years—one like yourselves came here in a small ship. He was a Jedi and called himself Warde. He was gravely wounded when he arrived, although he did not say why. I tried to help him, but I am no doctor, and all I could do was make him comfortable and, when it was time, find a suitable resting place for him."

The old man pauses for a moment in recollection. "Just before he passed on, Warde told me that one day, you would come looking for him. I thought it the ravings of a dying man, but I suppose I was wrong to doubt him."

The hermit explains that the dying Warde described them exactly, but did not say why they would come looking for him. If the PCs have questions about Warde or his final hours, the "hermit" answers them without revealing much information and in keeping with his guise. He says he does not know why Warde came to "this planet." The old man gives the appearance that he does not know what planet he is on, nor does he much care. If the PCs inform him he is on Moraband, he simply nods in acceptance, or possibly understanding. If they ask him what he knows of Moraband's history, he only smiles and says that "whoever lived here has been gone a long time, but I never feel alone. At times, I wish I did."

After revealing that he knows the location of Warde's tomb, the hermit offers to take the PCs to it, whether they ask or not. Read or paraphrase the following aloud:

"I can take you to his tomb. It is not far from here, although traveling the desert is dangerous." The hermit leans on his cane and grins beneath his ragged beard. "I won't ask for much in return."

The hermit refuses to explain the price he requires for his services, saying only that "it is a trifling matter for such as yourselves." Although the PCs might request more information, the hermit continues to refuse to explain until they reach their destination.

If the PCs have begun to suspect that the stranger is in fact Warde and confront him directly with their suspicions, read or paraphrase the following aloud:

The hermit chuckles, his voice dry as the dust around you. "I suppose I should be flattered. Do I really look a Jedi Knight to you? I don't know that I'd be cut out for such a burden, especially at my age."

He breathes deeply and sighs, then shrugs and turns away from you. "I cannot force you to believe me, nor can I prove my identity here, so believe what you will. Warde's tomb is this way. I can show what little still remains of him to you once we arrive, and then we can set the matter to rest."

USING MORALITY

As the first living person they meet on Moraband—excepting the enemies who followed them here—the hermit provides an opportunity to engage the PCs' Morality. Players are likely to be suspicious of this strange individual and might even jump to conclusions—potentially correct ones—about his identity and motivations. One way the GM can keep the adventure on course is by using the PCs' emotional strengths and weaknesses, as well as their Motivations. This way, the PCs might not act on their players' beliefs. The GM and players should work together to discover how the PCs' emotional strengths and weaknesses might affect them, as in these examples:

- Compassion leads a character to trust this lonely and frail old man out of pity.
- The allies of a character with the weakness of Fear might attribute mistrust to caution.
- Recklessness or Ambition can motivate a character to follow whatever the outcome.

- Both Curiosity and Obsession might drive a character to follow the hermit to Warde's tomb despite doubts.
- Greed might drive a character's desire for Warde's knowledge in spite of signs of danger or duplicity.

Additionally, Morality should factor into the PCs' interactions with the old recluse. If the PCs become threatening or violent with the hermit, they should gain Conflict appropriate to their actions. Although Warde's identity and past crimes might justify such actions, the PCs have no way of knowing for certain that the hermit is really Warde. If they lash out based on uncertain facts, they are falling into the same trap of suspicion that Warde did years ago, and their actions should be judged accordingly. This might even require them to refrain from acting based on their suspicions of the hermit's true identity or motives. After all, acting based on intuition and predictions instead of hard facts is what led to Warde's fall, and the GM might take this time to remind the players of that.

JOURNEY TO THE TOMB

The journey to Suljo Warde's tomb takes only a few hours, unless the GM prefers to extend this part of the adventure, perhaps inserting any unused encounters from the **Secrets of Moraband** section (see page 84). Walking slowly and using his cane, the hermit leads the PCs into the desert, a waste of sand and scorched, cracked earth, broken by the occasional dune, crevasse, or plateau.

During the journey, the hermit is silent except to respond to the PCs' comments or inquiries. The PCs can take this opportunity to ask additional questions about Warde, the hermit, or Moraband, although the old man's answers are much the same as previously. However, he might explain

that, unable to dig a grave in the dry dirt of Moraband, he carried Warde's body to an existing tomb and interred him there in an unused chamber.

After walking deep into the desert, the PCs see their destination, an ancient Sith palace. As they arrive, read or paraphrase the following aloud:

Rising from the desert before you is a towering stone palace. Looming towers and jagged spires jut from its sprawling structure, supported by massive columns. Gargantuan statues, their visages eroded by time, decorate the building and stand guard around it, while others lie toppled and half-buried in the sand.

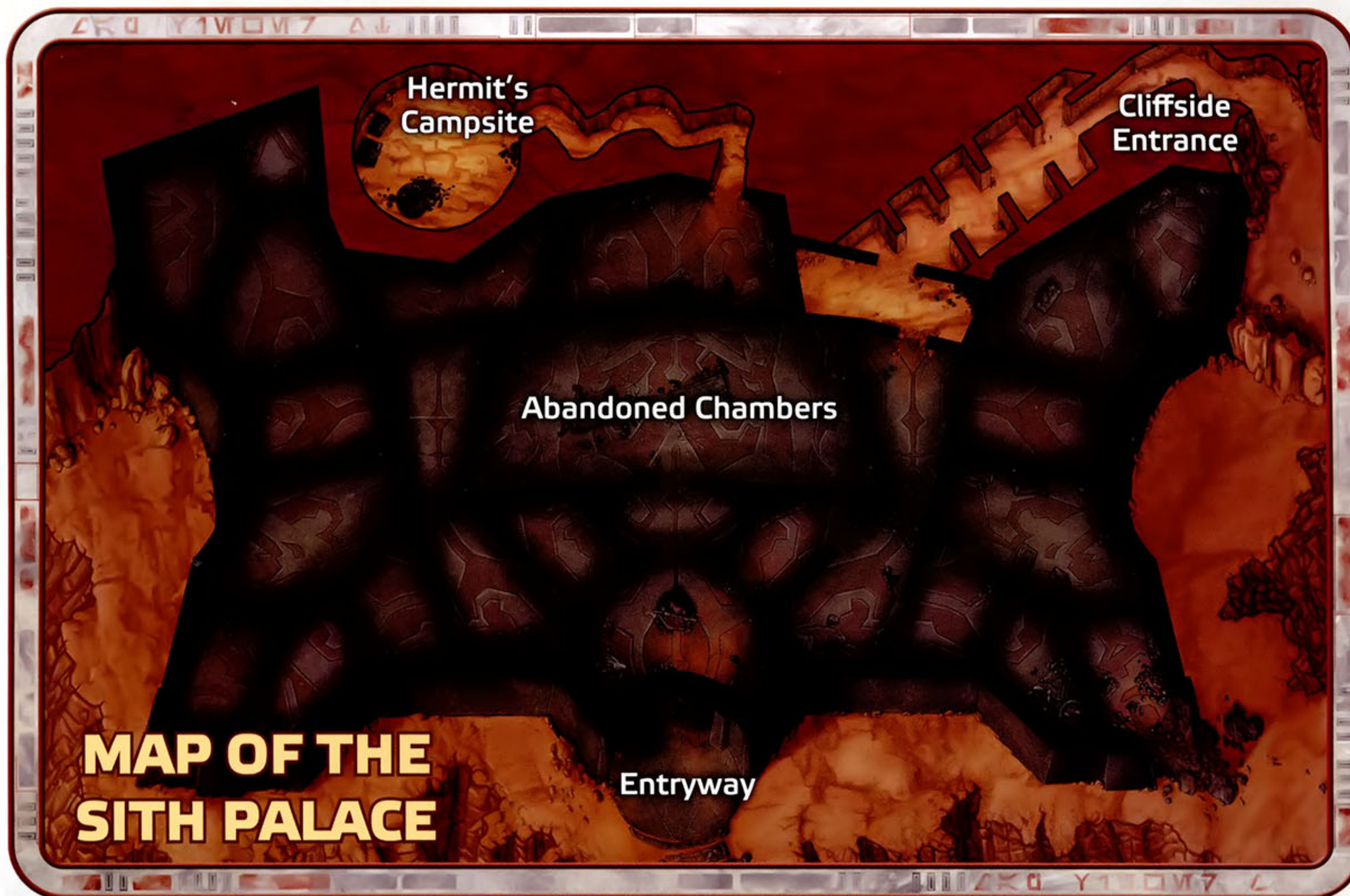
THE FATE OF SULJO WARDE

In the climactic conclusion of **CHRONICLES OF THE GATEKEEPER**, the mysterious stranger reveals himself as Suljo Warde, only to immediately attack the PCs. The characters must defend themselves against Warde's assault long enough to defeat him or to show him the error of his ways and help him start seeking redemption. Whichever path they choose, the PCs find what they seek, although they must face cold truths as well—especially if they slay Warde, fulfilling his grim prophecy.

Although even he does not fully understand his reasons, despite pondering them for so many years, Warde traveled to Moraband in what he thought were his final hours of life because he foresaw that he would die there. However, after he arrived on Moraband, the voices of the Sith echoes spoke to Warde, promising to help him atone. In his delirium, he

embraced the dark side of the Force openly, seeking the power it offered. He lived, but fell even deeper into darkness. An outcast from the Jedi Order, Warde remained on Moraband, continuing to hone his abilities. Yet, even as his powers seemed to grow, the dark side twisted his visions ever more.

Warde foresaw that a group of Force sensitives would seek him out, desiring his power for themselves. This, of course, is true. However, the dark side clouded Warde's foresight, showing him only the worst outcome, that these Force sensitives, the PCs, would kill him. Believing this situation to be immutable, Warde intends to attack the PCs rather than die passively. His guilt leads him to believe that death is the only way he will find rest, but his resentment at this bitter destiny causes him to lash out at his foreseen killers even as he forces their hands.



Although he leads them to an ancient Sith Lord's palace, and not a tomb at all, Warde actually speaks with some honesty when he refers to the castle as such. He views this place as his tomb, having foreseen that the PCs kill him here.

IN THE FLESH

The hermit tells the PCs that Warde is interred within the great structure before them. He picks up his pace and leads them along the worn path and up the broad stone steps. Ancient and heavy arched stone doors stand parted enough for entry. As the PCs enter the palace, read or paraphrase the following aloud:

As you enter the ancient structure, torches ensconced in the walls spring to life, bathing the palace in sickly purple illumination. You find yourselves in a massive chamber, its great geodesic ceiling more than a dozen meters above your heads. The floor is tiled with stone slabs, each a meter across and inlaid with letters and symbols in an ancient and evil language. Alcoves lining the walls contain statues of sinister robed figures, empty chambers extend in all directions. At the apex of the ceiling, a massive chandelier constructed from the bones of a score of sentient species flickers with baleful flame.

The hermit leads the PCs into the palace and gestures for them to follow him as he moves into a massive room in the center of the palace. He moves more quickly now and without the use of his cane. Stands beneath a great skylight in the center of the chamber and gazes up until the PCs arrive in the room, at which point he turns and addresses them. Read or paraphrase the following aloud:

The old man gazes out the window, standing tall and straight for the first time since you met him. He turns to face you, his expression now fixed in grim determination. Although his face is still lined and creased and his hair still gray, he seems possessed of a vitality and strength he previously lacked. Brushing his robe aside, he reveals a lightsaber at his belt.

"I know why you have come here, even if you don't. The masters were wrong. The future is fixed, but I must still play my part and pass on the power. If you are worthy, you will understand."

As if a mist has burned away in the harsh light, you finally see the face of Suljo Warde clearly as he draws his lightsaber. He holds a kyber crystal up in his hand before sliding it into his robes. There is a manic, paranoid light in his eyes that you recognize: fear, despair, and spite.

"You have come here seeking my power of prophecy, and will kill me to seize it. I have foreseen that you will be my executioners. I saw it carved in the future that day, and it has burdened me since. I cannot change this fate, but I will at least make you pay for this destiny in blood! What are you waiting for, my students? Ignite your blades!"

BATTLING WARDE

Warde activates his lightsaber and attacks the PCs immediately, even if they protest or ask questions. Warde believes that the PCs are destined to kill him, and that there is nothing left to do but fight. In combat, Warde fights aggressively, knowing the end is near, while using his talents and Force powers to stay in the fight as long as possible. Even if critically wounded, he does not flee, though he might move to spread the PCs out (or hurl one away using his Move power).

The combat with Warde should be exciting and memorable. In addition to using Warde's talents and Force powers to demonstrate the abilities of a Jedi Knight, the GM should utilize the environment to ensure a dramatic and interesting encounter. The battle begins in the large central chamber, which has a vast, cracked skylight above at medium range and entrances to various other rooms nearby. The whole fort is filled with ruined furniture, cracked statues, and other stone debris. The palace is built atop a rise, and it is long range from the windows that overlook the cliffs to the ground far beneath.

There are a number of ways the environment might factor into the fight, and the GM should allow the PCs to try out their ideas for using the environment in the battle. Warde or the PCs might shatter the skylight to create a diversion, leap into another room to launch an ambush, or use cover to attack without warning, any of which could provide ■ to their checks. They can also hurl debris at one another using the Force, to inflict harm or set their target off-balance. If the battle progresses to the rooms overlooking the cliffs, a result of ⚡ on a Combat check could send the target hurtling to the ground below.

DARK APPARITIONS

As the fight begins, the eerie manifestations of the dark side that have plagued the characters since their arrival on Moraband become even more apparent, with the torches casting impossible, frightful shadows; voices whispering loudly; tendrils of inky darkness snaking in from the windows and corridors that branch off from the main chamber; and crackling red lightning crashing down beyond the windows. Depending on the GM's preferences, these can simply provide a backdrop for the combat, or they can become an integral part of it.

As the fight begins, the PCs experience visions of their friends and family, those they have killed, and their own doubts and fears. In particular, the PCs see visions of their own immoral actions taken in pursuit of Warde's legacy; these can include any actions that incurred Conflict. The PCs also might witness events yet to come, nightmares of their greatest fears, or hallucinations confirming their greatest doubts in themselves. If possible, such visions should play to the characters' emotional weaknesses or Motivations.

These visions begin at the start of the second round of combat and can occur again at the start of any future round, especially if the PCs are gaining the upper hand against Warde. Whatever form the visions take, and whether a PC receives a single vision or a kaleidoscope of overlapping horrors, each PC must make a **Hard (⚡ ⚡ ⚡) fear check**, upgraded twice due to the powerful influence of the dark side in this palace. The GM can further modify the check or add ■ or ■ based on the circumstances and the severity of the vision.

Whenever a PC fails this check, that PC's vision is made manifest as a Moraband Sith phantasm (see page 85), which immediately makes a check for Initiative and enters the battle, attacking the PC whose turmoil summoned it.

Whenever a PC is incapacitated (either by Warde or by a Moraband Sith phantasm), the phantasms attacking that PC dissipate, slinking back into the character's unconscious mind. The PC gains 1 Conflict for each of the spectral beings that vanishes this way. For his part, Warde does not go out of his way to attack fallen PCs; he switches focus from any incapacitated character to livelier targets.

USING MORALITY

As throughout the adventure, Morality should be a central focus of the final battle with Warde. In their quest, the PCs have learned a great deal about Warde and what led him to fall to the dark side. As the PCs battle against him, they can even learn more about his story, finally hearing his side. Warde speaks openly of his reasons for his actions, perhaps to rationalize them to himself or perhaps so PCs can avoid his mistakes.

The PCs face one final, important moral decision: to fight back and slay Warde, or to seek to reason with him. Warde was once a great Jedi, but his efforts to protect

his friends and allies led him down a dark path. Since those days of cruelty and violence, however, Warde has lived in isolation, harming no one but himself.

Under the circumstances, it should be clear to the PCs that the right thing to do is to try to convince Warde to end the fight. If the PCs make no efforts to communicate with Warde and are content to simply slay him, they should each gain 5 Conflict. As always, the GM should warn the players before they perform an action that grants Conflict, giving them the chance to try for a nonfatal resolution to the adventure.

SAVING WARDE

Although Warde has done terrible things and been misled by the deceptions of the dark side, his motivations were pure. During the Clone Wars, he genuinely desired the best for the galaxy, just as Tieka Dalken and TH-313 believe. Warde never desired to become the enemy of peace and justice but is rather a misguided and tragically fallen hero. He is not beyond saving, and if the PCs are true successors of the Jedi, they should at least be willing to try.

Redeeming Warde ultimately comes down to communicating with him, and there are many approaches the PCs might take. The impetus for the current battle is Warde's belief that dying so that PCs can claim his power is not only inevitable but also for the best. If the PCs can convince him that the fight does not have to end with his death, it opens the door for a peaceful resolution. Achieving this also requires the PCs to have faith that Warde will cease his attack and not merely redouble his efforts once he realizes his death is not assured.

The PCs could also appeal to Warde's humanity and his past as a noble defender of peace and justice. They might mention Tieka Dalken or TH-313, explaining how Warde affected their lives for the better. Another option might be for the PCs to describe their efforts on Cato Neimoidia to improve conditions, showing him that it is not too late to undo the damage he caused and right wrongs, and demonstrating that the past does not dictate the future.

Convincing Warde of any of the above, or any other approach the PCs take, requires a focused effort and the character's full attention. Consequently, it calls for a skill check, using the character's action and preventing that PC from attacking. This is just as well, as actively trying to kill someone can distract from even the best of arguments. However, Warde continues to press the attack until the PCs succeed in convincing him to stop; narratively, a PC's lightsaber might lock against Warde's, barely holding back Warde's attack while the character appeals desperately to his reason and virtue.

Social skill checks are opposed by Warde's Discipline skill, with a difficulty of **Daunting** (◆◆◆◆). However, in this situation, the opposition comes not so much from within Warde as from the dark side of the Force. To represent this, the GM might have the Sith phantasms speak in opposition to the PCs, trying to convince Warde that he must die to atone or that the PCs are unworthy of wielding his power.

These phantasms could take the forms of Warde's victims and those whom his actions wronged. After one or more successful checks, or any checks that generate ◆, the PCs can appeal to Warde's better nature, leading him to resist the dark side actively. There is no specific trigger for Warde's change of heart, and the GM should make the decision based on the choices the PCs have made. If the GM determines it is, he can treat Warde as assisting a PC on a social skill check, either using his appropriate skill ranks or characteristic rating or adding ◆. In addition, the difficulty of the check is no longer upgraded based on Warde's ranks in Discipline; it becomes simply **Daunting** (◆◆◆◆). If the PCs succeed on another skill check under these conditions, Warde comes to his senses (see **Warde Redeemed** on page 92).

In addition to the PCs' taking the initiative to help redeem Warde, the GM can present chances to do so. As the fight rages, Warde speaks of his foresight and of destiny. Once he suffers a Critical Injury or wounds equal to half his wound threshold, Warde claims that his death is nigh, and that the PCs will kill him as he has foreseen. If the PCs take this time to stop their own attack and seek to reason with Warde, it helps them argue that the future can change, adding ◆ to social skill checks.

WHAT IF THE PCS LOSE?

This encounter is designed with the idea that the PCs will very likely win. After all, Warde intends to die here, and he eventually drops his guard in favor of a reckless all-out attack (see **Concluding the Battle** on page 92). However, if by some chance all of the PCs are incapacitated (or they steadfastly refuse to fight, even when attacked, and are defeated as a result), Warde will have definitive proof that his vision was wrong. The future he saw will have been irrefutably changed by the actions of the PCs. In this case, Warde is overcome with regret about his actions. When the PCs awaken, any who weren't killed outright in the battle have been stabilized, and Warde is gone, the only trace of him a trail of footsteps leading into the dust. His lightsaber and the final kyber crystal have been left with the PCs. Perhaps the PCs can track him and find him helpless in the desert; if so, it falls to them to decide whether to dispense justice or mercy. Alternatively, the GM could have his footprints vanish into the sands, allowing Warde to return as a foe or an ally in a future story.

CONCLUDING THE BATTLE

This battle is the dramatic climax of the adventure, and its conclusion should be more than a simple matter of rolling the dice. As the PCs and Warde exchange blows, the GM should strive to bring the encounter to life with exciting descriptions, highlighting how tense and desperate the fighting is and illustrating the influence of the dark side in the apparitions described previously and in the results of combat checks. Destiny Points should flow fast during this battle. The GM should not hesitate to spend a Destiny Point on each check that Warde makes or that targets him, representing the powerful pull of the Force in both directions.

The battle should go on as long as it needs to without growing stale. However, it should generally end with the PCs victorious in one of two ways. Even if Warde, enhanced by the power of the dark side, proves to outmatch the PCs, his own dark prediction makes their victory very likely.

WARDE REDEEMED

Through good roleplaying and successful skill checks, the PCs can help Warde find himself, as well as the first step on a path to redemption. Although he still has much to do to atone for his crimes, once Warde sees his errors, and realizes that he has been deluded by the dark side, he stops his attack. Read or paraphrase the following aloud:

Suljo Warde steps back and deactivates his lightsaber, releasing his grip and letting it land in the dust. He looks into the eyes of each of you in turn, and his eyes display a compassion they did not previously.

"I have been such a fool. You are right. In my vision, I thought you my final students, but I see I had things reversed. We have control over our own destinies. I have awaited this moment, so certain that it would be the end I deserved. How could I have been so misguided, so selfish?"


He smiles. "Thank you for proving me wrong. The Force is truly strong with you. I am glad that my power found its way to those with the wisdom to use it better than I have."

Warde can spend some time speaking with the PCs, and could possibly even become a part of future adventures. At some point before they leave Moraband, however, whether they ask for it or not, he presents them with the last kyber crystal, telling them that it was always meant for them.

If the PCs ask Warde to accompany them, he declines, saying that he must first redeem himself, for he has only taken the first small step on that arduous journey. To this end, he will accept their aid in repairing his ship or in reaching a populated world, but then he departs to live among the people of the galaxy, where he can use his powers to help undo the evils that have come to pass in his absence. While the PCs could certainly encounter him again in their adventures, they have in several ways surpassed him, and so future meetings would be as peers in the ways of the Force.

WARDE DEFEATED

Warde has come to trust blindly in the visions and foresight the Force grants him. This includes his determination that the PCs intend to kill him, and that such is destined and just. Unless the PCs act to convince him that the future is not fixed, he acts in such a way as to ensure the battle ends with his death.

Once the GM determines the fight has gone on long enough, even if Warde is capable of continuing to fight, or if Warde has defeated one or more of the PCs and it appears he will win, Warde intentionally lets down his guard to allow the PCs to kill him while simultaneously pressing the attack to force them to do so. This means Warde stops using his Parry, Reflect, and Center of Being talents. In addition, the PCs add  to combat checks against him.

When Warde's wounds exceed his wound threshold, he automatically suffers a Critical Injury result of 141–150 "The End Is Nigh" (see page 225 of the **FORCE AND DESTINY** Core Rulebook). The mortally wounded Warde falls to the PCs' feet and speaks. Read or paraphrase the following aloud:

The onetime Jedi Knight Suljo Warde lies on the cold, red stone of the Sith palace, propped on one arm and drawing deep, shuddering breaths. "I have awaited this day for many years, and I accepted my destiny long ago."

A sincere smile crosses his face, and it is as though years of turmoil have dropped away. "It finally ends. You have fulfilled your destiny, just as I have mine. The Force binds us together, and it drew us here for this moment. I have many regrets, but I do not regret this battle. After years of waiting, such an end seems a mercy. You fought well and did what you must. Relish this victory, for it is the fate we have all earned. I am content that my power is in the hands of those with the will to wield it."

He coughs roughly and gasps for breath.

"May the Force be with you."

With that, he collapses to the floor and breathes no more.

If the PCs search Warde's body, they find a small pouch containing the last kyber crystal, as well as his lightsaber (see **Warde's Lightsaber** on page 94). Within the Sith palace, they can also find his small encampment, which contains various supplies scavenged, shelter, and a datapad containing numerous, ranting entries: some seemingly prophetic of events that have transpired, others of events yet to come. Whether these are the scrawlings of a lonely man in the grip of the dark side or words that resonate with a dark truth remains for the GM to decide, but Warde's notes include numerous references to the PCs, potentially including hints as to what their futures might hold beyond this adventure. Warde's prophecies can serve as plot hooks for future adventures, if the GM wishes, or merely as disturbing ambient details (which are doubly disquieting if the GM does not tell the players which one they are).

SULJO WARDE [NEMESIS]



Skills: Athletics 2, Brawl 4, Cool 3, Deception 3, Discipline 3, Lightsaber 4, Perception 3, Resilience 2, Vigilance 3.

Talents: Adversary 3 (upgrade difficulty of all combat checks against Warde three times), Improved Center of Being 2 (voluntarily suffer 1 strain as an incidental to treat critical rating of attacks targeting Warde as two higher), Force Rating 5, Improved Parry 3 (suffer 3 strain to reduce the damage from a melee attack by 5; if the attack generates or , Warde inflicts an automatic hit with his lightsaber, dealing base damage), Improved Reflect 3 (voluntarily suffer 3 strain to reduce the damage from a ranged attack by 5; if the attack generates or , Warde inflicts an automatic hit on one target in medium range, with the damage of the original hit), Saber Throw (make a Lightsaber check against a target within medium range, adding up to Force rating; spend for attack to succeed and for lightsaber to return to Warde).

Abilities: Dark Side Force User (uses Dark Side results instead of Light Side results; see page 281 of the **FORCE AND DESTINY** Core Rulebook), Force Powers: Enhance, Move, Warde's Foresight.

Enhance: *Force Power.* When making an Athletics, Resilience, or Brawl check, Warde may roll an Enhance power check as part of the pool and spend to gain or on the check. Warde may take the Force Leap maneuver to make an Enhance power check. He may spend to leap horizontally or vertically to any location in short range. He may spend to increase the power's range by 1 range band.

Move: *Force Power.* Warde may spend to move one silhouette 0 object within short range to another location within

ADDITIONAL COMBAT TURNS

Remember that even a nemesis can have trouble going toe-to-toe with a group of PCs without simply being buried under the weight of their combined attacks in a round or two. As it suggests on page 421 of the **FORCE AND DESTINY** Core Rulebook, the GM can add a second Initiative slot at the end of the turn order during which Warde can act each round (in addition to his normal Initiative slot) if Warde is facing four or more PCs.

short range. He may spend to increase the range of the power to long and may spend to increase the size of the object he can move to silhouette 2. Warde may hurl an object at a target by making a Move Force power check and rolling a ranged attack (that uses Discipline) as part of the pool. The attack's difficulty is equal to the silhouette of the object being thrown instead of the normal difficulty, and only succeeds if Warde can also spend enough to move the object. The attack deals damage equal to the object's silhouette times ten (silhouette 0 objects deal 5 damage), plus one per .

Warde's Foresight: *Force Power.* Warde may spend to gain hints about what an individual within short range is likely to do in the near future. He may spend to increase the range of the power to long and may spend to gain on his next check against the target. When making a check for Initiative, Warde may make a Warde's Foresight power check. He may spend to add to his first check this encounter; if he used for , he may immediately perform one action but each enemy adds to the result of his Initiative check.

Equipment: Modified lightsaber (Lightsaber; Damage 9; Critical 1; Range [Engaged]; Breach 1, Dantari crystal [spend on Force power checks to recover 2 strain], Sunder), armored robes (+2 soak, +1 defense), kyber crystal.

CONCLUSION

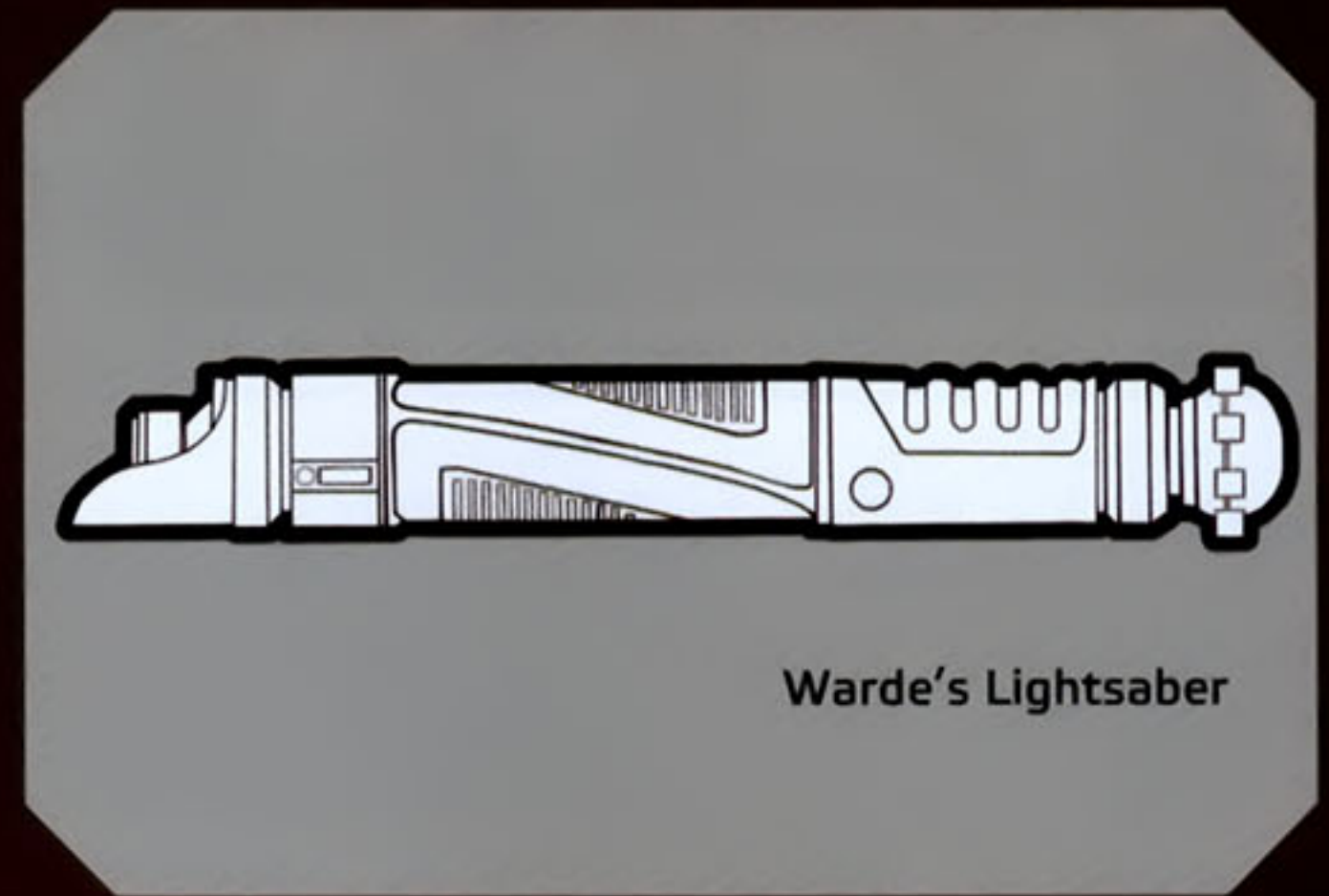
CHRONICLES OF THE GATEKEEPER concludes with the PCs either defeating Warde in battle or redeeming him and bringing him back to the light side of the Force. With their quest complete, the PCs are likely eager to leave Moraband behind, although there might be some loose ends to tie up if Warde or the enemies pursuing his legacy are still on the planet. Whether the PCs defeated Warde or redeemed him, the events of this episode are certain to have lasting effects on the characters and the campaign. Below are just a few options:

- If the PCs have not dealt with Onrein Hasar or the other enemy after the holocron; either of them might reappear to target the PCs or even Warde, if he survived (in which case Warde might come to the PCs for help).
- If the PCs redeemed Warde, they might ask him to accompany them on their journeys. Though he declines so that he can take proper time to atone by helping the powerless across the galaxy, he could serve as a future ally.

- If they killed Warde, the PCs might take pride in defeating a Jedi Knight, but they might also be troubled by the ease with which they did so, and wonder whether they made the right choice. Having killed Warde based on their own convictions, they may have started down a path similar to his.
- The PCs might have accrued a great deal of Conflict while on Moraband. Decreases in Morality might have an even more noticeable effect on a character's behavior than normal, due to the influence of the dark side.
- PCs who failed fear checks or were otherwise deeply affected might not be able to leave the specters of the Sith behind when they depart Moraband. Characters might experience terrifying nightmares or waking visions for weeks or months afterward, perhaps until they overcome some deep-seated fear or insecurity, or until they return to Moraband to face its evil again.

WARDE'S LIGHTSABER

Suljo Warde's lightsaber is the weapon of a master swordsman, a blade with which great and terrible deeds were wrought. As such, it is natural that the PCs might want to claim this weapon for themselves if they slay Warde. The hilt is forged of metal, set with precious stone from Warde's world of origin, Chandrila. The crystal, the living heart of the weapon, is a Dantari crystal that is fully attuned to Warde and creates a blade of brilliant green. It has the following profile: (Lightsaber; Damage 9; Critical 1; Range [Engaged]; Breach 1, Dantari crystal [spend 1 on Force power checks to recover 2 strain], Sunder). The crystal has had all of its mods applied, and the hilt has 0 open hard points.



THE HOLOCRON

With the addition of the final kyber crystal, the holocron reaches its full potential. The PCs can now learn, as the gatekeeper judges them ready, the full list of upgrades for the Warde's Foresight power. In addition, the gatekeeper can instruct them in nearly any topic an aspiring Jedi might need to learn, from the refinement and modification of lightsabers, to Force techniques, to the history of the Jedi Order—and even the construction of holocrons.

In the future, the gatekeeper can act as an advisor for the PCs, a guide in the ways of the Jedi, and even a source of future adventures. The gatekeeper possesses great knowledge, and it might apprise the PCs of lost Jedi temples, hidden Force knowledge, and other such matters. The GM can use the gatekeeper to provide information to advance the plot of any adventure whenever it seems appropriate. If the players question why the gatekeeper did not provide certain information in response to previous questions, the answer is clearly that it did not deem the PCs ready at that time, or that the information sealed within Warde's final kyber crystal.

The results of the adventure should have a lasting effect on all the PCs, but also on the gatekeeper. If the PCs redeemed Warde, the gatekeeper is duly impressed with their work and sees in them the potential to exceed even its creator. However, if the PCs slew Warde, the gatekeeper is troubled. While it will still teach them the final abilities for Warde's Foresight, it does so with trepidation.

When the PCs put the final kyber crystal into the holocron, read or paraphrase the following aloud:

The holocron's faces rotate around its center, and its form changes briefly before it settles back into its familiar shape. The gatekeeper flickers into being before you and greets you again.

"You have achieved much on your journey, students of the Force. With this kyber crystal, you can learn the final secrets of Warde's technique and his knowledge of the Force. However, I suspect that your trials to acquire this knowledge have proven as instructive as the secrets themselves. You have made your own destinies in getting here. As the paths unfold before you, I can only hope that you have learned from what you have seen, and choose your course wisely."

EPISODE III XP REWARDS

Standard experience point rewards for **Episode III**:

- Recovering Moraband's coordinates from the lost Jedi sanctuary: 5 XP
- Evading or defeating the enemies who pursued the PCs to Moraband: 10 XP
- Overcoming challenges in the **Secrets of Moraband** section: 1–5 XP for each challenge
- Defeating Suljo Warde in battle: 10 XP
- Breaking the dark side's grip on Warde: 20 XP
- Obtaining the final kyber crystal: 10 XP

As always, the GM should award bonus XP for good role-playing and engaging with the PCs' Motivations.

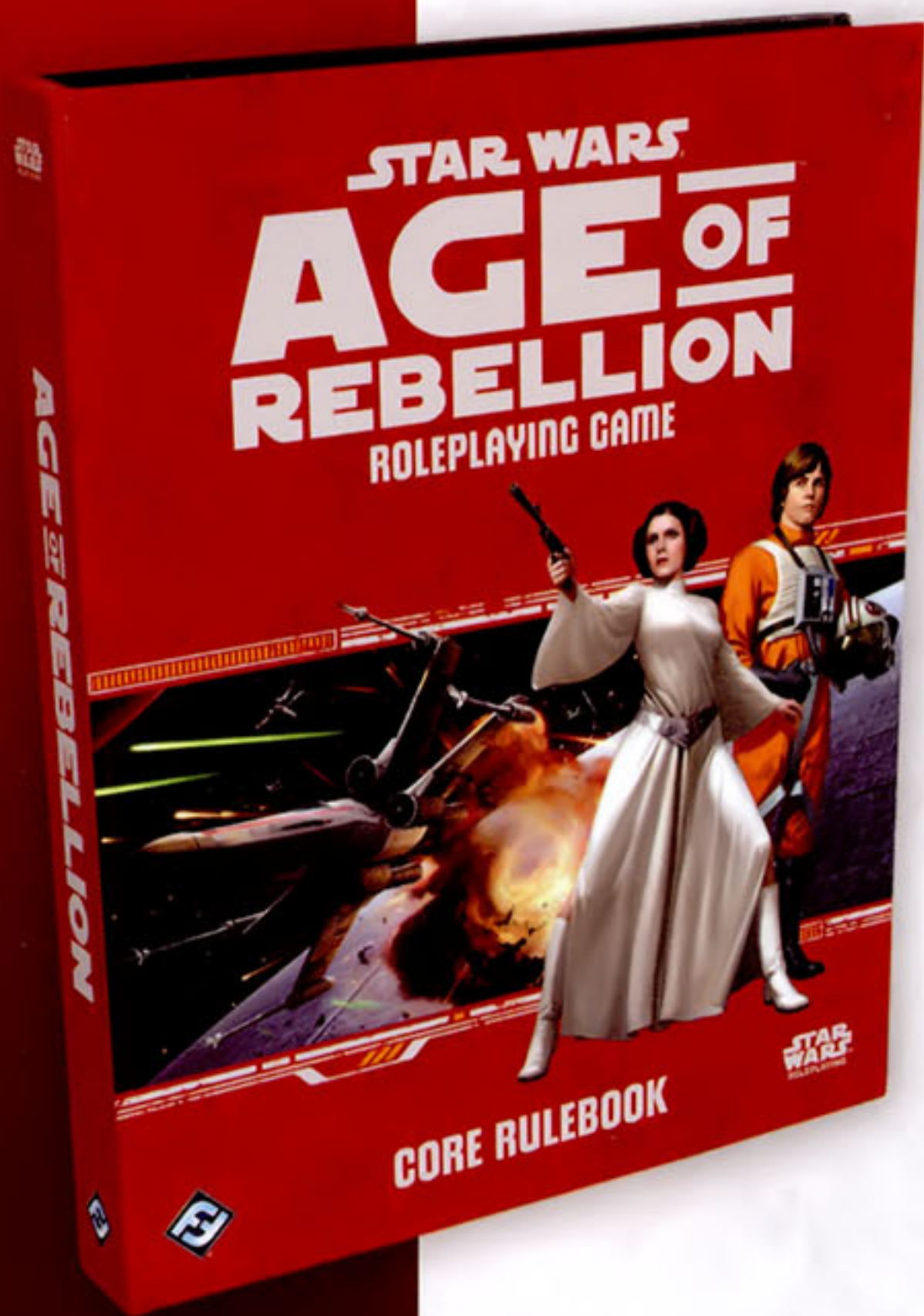


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