



HEART OF EVIL

Act II

Scene 1:

Location: Mikayla's Asteroid, Fornax System.

NPCs: Mikayla, Jergo, Krell, Lynna, Qothal, Takesh.

Objective: Exposition

Mikayla explains the story of the Fornax system and how she came to be here. She also reveals that she is not Myke's mother. Afterwards, she provides a tour of the asteroid and her hideout. She offers to aid the young Jedis and train them if they wish. Everyone in this system is trapped with no hope of escape, best to make use of the available time. If they decide to stay, Qothal and Takesh will leave and return to Fornax-1. If they decide to leave, Qothal and Takesh will take them back and the next scene will be skipped.

Scene 2:

Location: Mikayla's Asteroid, Fornax System.

NPCs: Mikayla, Lynna, Jergo, Krell, Tariss Vim, Slynn Vonn, Kael, Garnod, Gr'odd, Nelnar Morr.

Objective: Capture the Jedis.

If the Jedis decide to stay, Mikayla will train them. Another mock lightsaber duel may be helpful. Soon, a ship is detected approaching the asteroid. It is the Shadowstar and Ortega requests permission to land. If the PC's say it's alright, then Mikayla will allow it to land. Once in the hangar, the egress ramp lowers. After a few awkward moments of inactivity, the Jedis should decide to go in to investigate. Any mental scans will be blocked by Tariss. Once inside the Jedis should be captured alive to get their lightsabers. If they do not have their lightsabers on them, then a tense stand-off may occur. Once all of the Jedis are captured, then Nelnar will take the Shadowstar and take off. The Shadowstar returns to Fornax-1.

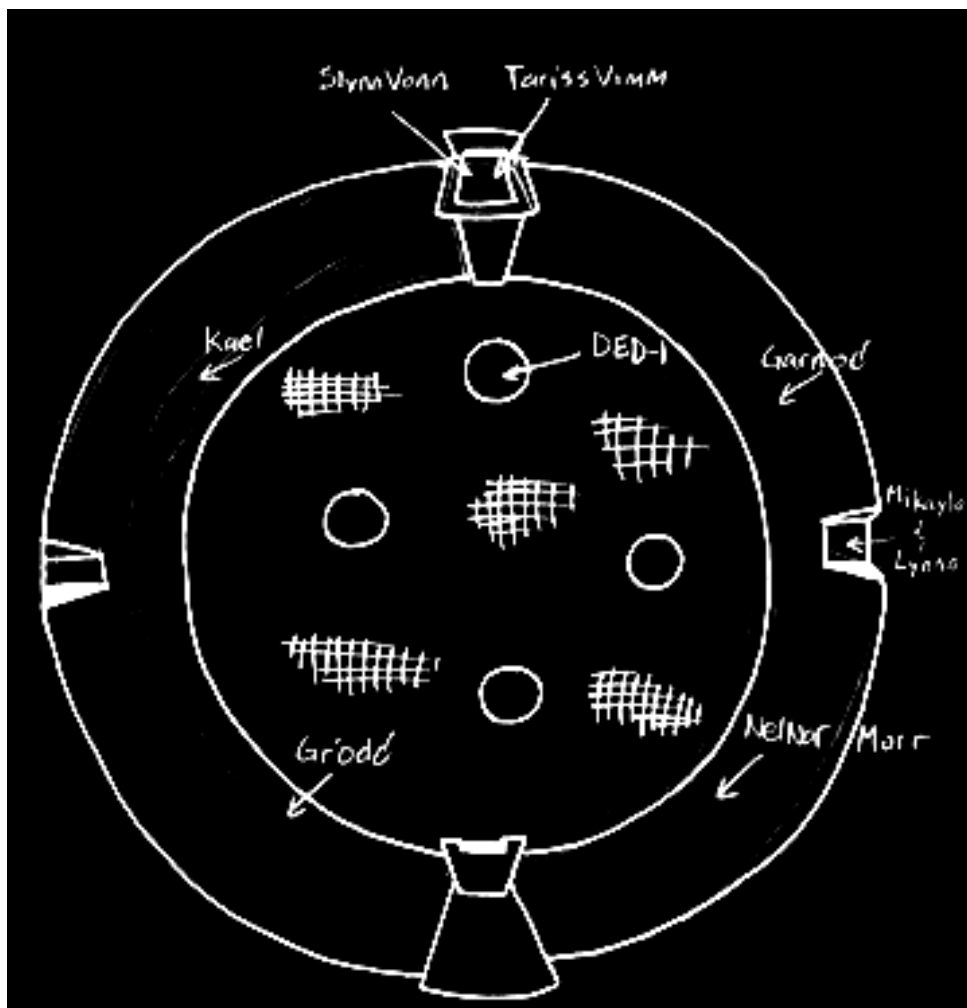
**Scene 3:**

Location: Fornax-1, Fornax System.

NPCs: Tariss Vim, Slynn Vonn, Kael, Garnod, Gr'odd, Nelnar Morr.

Objective: Gladitorial Combat against DED-1.

The Jedis are obviously disarmed and kept in a prison cell in the dungeon of Fornax-1. Eventually they are shackled and led up an arcing ramp to the arena. There are a few derelict spacers sitting in the ampitheater-type arena. In the well lit center is Vonn, who announces that tonight, there is to be a test of survival: The newcomers vs. DED-1, the Assassin Droid. There is really no possible hope for the newcomers, however. There is a brief moment for the newcomers to make any last words then the fighting commences. Soon after the fighting starts, there is a ruckus at one entrance as Mikayla and Lynna burst into the arena and throw the Jedis a pack containing their lightsabers and two blasters. Now they have a chance. Tariss and Slynn make a sneaky escape out a secret exit and head for the control room while their thugs take care of the Jedis.



**Scene 4:**

Location: Control Tower, Fornax-1, Fornax System.

NPCs: Tariss Vim, Slynn Vonn.

Objective: Showdown with Tariss and Slynn.

Tariss and Slynn retreat to the control tower of Fornax-1 to watch the battle proceed in safety. If the Jedis are able to defeat the mercenaries, they'll have to search the station for the leaders. Once found, Tariss will fight the Jedis with one of their own lightsabers while Slynn shoots at them with his blaster. They are cornered and have no where else to go, so if they look like they are about to be defeated, they will set the station to explode. Once defeated, Mikayla and Lynna will show up and tell the Jedis that they think they know where Myke's mother is being held, there is a dungeon ship orbiting the planetoid Brianna on the other side of the system. It's rumored to be haunted so no one goes there. They will lead the young Jedis to it if they wish. But first, they must evacuate the station before it explodes.

Scene 5:

Location: Shadowstar, Fornax-1, Fornax System.

NPCs: DED-1

Objective: Bar the Young Jedis from escaping and another vision for Myke.

Back on the Shadowstar, the remnants of DED-1 has crawled onto the ship and is awaiting the newcomers' return. He will bar access to the cockpit until destroyed. During the combat, Myke is suddenly stricken ill with a grave premonition, a sense of a dark and evil presence that may destroy him forever. Once DED-1 is destroyed, the young Jedis can leave and the base blows up.