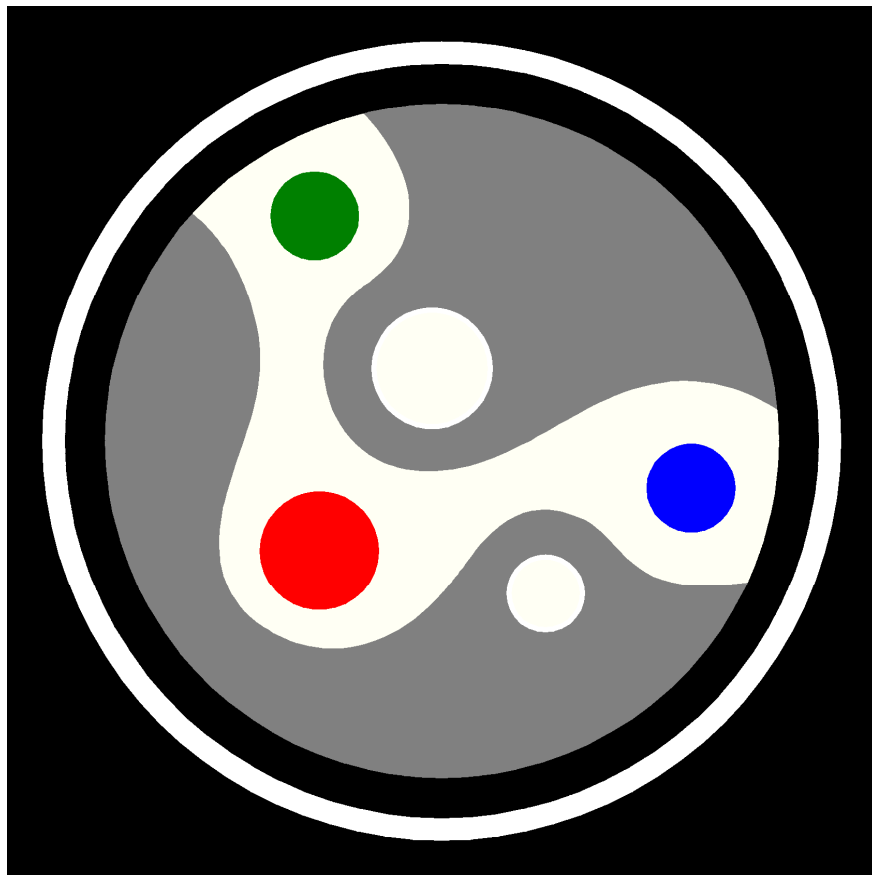


Star Wars d20

Medj'K'Ai Nebula Murder in the



Dark

A mini-adventure for 2-4 heroes of 2nd to 3rd levels, including one or more Jedi, played as part of a campaign or as a one-off. by Tim Bancroft, 2004

Whilst they wait for transport onwards, some Padawan and their companions are looking forward to a quiet furlough in Haven Port, and perhaps a day at the swoop-races.

But a nearby mine is going bankrupt as a discovery in a cave slows down production on its newest and most lucrative seam. When the bodies of two mysteriously murdered miners are found, the cavern is suspected of being more sinister than was first thought. But the only Jedi nearby are the inexperienced padawan and their escort.....

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Introduction

Overview

This is a single-session adventure for a group of between 2 to 5 2nd level characters, including at least one and preferably two Jedi. It is based in the capital city of Losshaven, Haven Port, during any period other than under the Empire.

The adventure is a detective story: the objective is to investigate the Force murders of two miners in a new seam in a mine. Nothing, however, is quite what it seems...

Gaming Style

The adventure has been written to support and supply enough information for a number of possible styles, from detailed and in-depth role playing to high level "action" adventures. Whilst the information is there to support a range of gaming styles, don't hesitate to ignore some or invent your own!

It is STRONGLY suggested that GMs read the complete scenario first, especially the NPC section, to see how the NPCs may react.

Conventions

This document is meant for a GMs use only, though some of the information can be read out directly to players. The following conventions are used throughout this document.

Information contained within such a dashed, shaded box is capable of being disclosed to characters who research the system on the Holonet or who make a successful Knowledge(Medj'K'ai) roll, DC 15. Take 10 is often possible.

Experience points are shown in yellow, based on 2nd level heroes.

Highlights and briefings which should be read to the players have this shadowed format. anything within such a box directly to the player(s) with minimal modification.

Information of a particularly descriptive nature, which sets the scene or could be read out or paraphrased to the players is delineated like this.

Particularly important notes to the GM *tend to be put in italics like this. Such instructions refer to key plot moments or to particularly important NPC actions.*

Adventure

The real Story

So that GMs can understand the real story, it is given here. There are a number of false leads in the adventure which confuse players!

The Clone Wars started a little over six months ago, not that it has made much difference to the denizens of the Outer Rim world of Losshaven in the remote Medj'K'Ai Nebula. The locals have a more pressing problem: the Losshaven Mining and Exploration Company (LMEx) have been expanding their akhstar mine at Forleim, 150km from Haven Port, the capital. The mine is on hard times and unless a new seam is exploited it will have to be shut down.

The miners drove a new tunnel to the seam, roughly paralleling an underground river. They broke into a large cavern, which they found cold and disturbing, but thought little of it and continued burrowing across the other side of the cavern. As they went, they laid power and lighting, of course.

After they had been through this cavern a few times, the mining union was pressured by one of its members, a dumpster (mining waste truck) driver named Meruth ganRhin, to close down the new seam and report the cavern to the Jedi order, claiming it was a Dark Side site. The shift supervisor, Oruw M'lan, reported it to the local Antarian Retreat (there is little Jedi presence here) and to his managers, but the cavern was not shut down.

Five days later two drivers were found dead at the controls of their mole-miners. The local police (the Losshaven Law Enforcement Agency LEA) were called in and determined the deaths were caused by force-use, and also contacted the Antarian Retreat to forward message to the Temple on Coruscant. The LEA and management finally closed down the mine and sent home all the workers whilst they waited a response from Coruscant.

There are few Jedi to spare. The heroes, which include two Jedi padawan and some associates, were *en route* to a training facility and were on a stopover at Losshaven. The council contacts them and asks them to investigate the problem. The heroes have a number of options but effectively have to destroy an ancient Dark Side tomb which is hidden off to one side of the cavern.

This is run against a back-drop of near-fanatical swoop-racing fever and the antixcs of swoop gangs. On the track, a key driver, the black-clad Sharp Dumpster, is coming off a

highly successful season. His driving astounds many, but this season he has been highly erratic: many of the miners are swoop fans and, in particular, are fans of the Dumpster. Off the track, there have been recent bloody take-overs of one of the top gangs which are perplexing police.

The problem for the players is that the cavern is a set-up. Whilst its discovery was an accident, ganRhin is a servant of a malevolent Dark Side Spirit, Malayn, who is looking for a body to possess, and who better to possess than a Jedi! ganRhin is also the Dumpster when not mining and has been losing purely out of maliciousness, though is still earning a great deal when he wins. ganRhin and Malayn have hatched a plot to lure some Jedi or suitable bodies to the tomb for her to possess.

The players, of course, have to stop her, destroy her tomb (to which she is tied) and prevent ganRhin from harming them.

1 Haven Port – Regrettable, it is

The initial contact and introduction can take on of several forms. Depending on the style of play preferred or if a longer session is required. If a simple contact is required, state the following and continue, otherwise run the "Paranoid Contact" scene given in the "additional scenes" section on page .

The Jedi and their companions are in Haven Port, Losshaven, and out-of-the-way planet in the Medj'K'Ai Nebula. You are staying in simple apartments waiting for your transport off-planet, to the nearest Jedi Enclave.

Whilst waiting, in the apartment block lounge, you receive a message to report to the local Jedi/Antarian Retreat. The message comes from the communications/ protocol/monitoring droid (CP-M89 droid, "Mateynine") at the retreat, whose "contact" routine has been initiated by the arrival of several urgent messages it has tracked: it has only just tracked down the Jedi's location and comlink codes.

Mateynine has despatched one of the Retreat's cleaning droids (with a remote link and secret camera on-board) to guide the Jedi and their companions back to the Retreat.

The communications droid informs you that you must come at once to the retreat to deal with the messages. "I have informed the council of your presence here," he says, "and of the nature of these messages, so I am expecting your presence immediately."

If the players accept he continues:

"I must ask, however, that you respect the privacy and security of this Retreat. Could you please ensure you are not followed, and follow the droid I have sent as a guide."

It is hoped the heroes will follow!

1.1 Welcome

On entering the retreat, you find themselves greeted by an enthusiastic Protocol Droid. "I am so glad to see you, masters. I am CP-M89, often called Mateynine, at your service. I am fluent in over a million forms of communication and can operate and maintain all classes of communications equipment. "

He addresses the Jedi. "I have a number of urgent messages for you which I believe you should see at once. Can I take you to the communications hub?"

If ignored, he will continually pester the Jedi or Antarian Rangers amongst the heroes until they acquiesce to his request.

He will suggest that only the Jedi/Rangers follow him, except if ordered otherwise. The communications room is extensive, containing a large computer library, and a comprehensive array of comms/CCC equipment, including a small holonet transceiver.

If the heroes break in or cause damage, all communications equipment, plus all evidence of any association with the Jedi and Rangers will be destroyed by a series of focussed, small explosions. Mateynine will also have suffered a complete memory wipe.

Whether pointed out by Mateynine or not, the Jedi will notice on one of the control screens that there are four messages outstanding, all marked "Urgent" from the **Losshaven Mining and Exploration Corporation (LMEx)**. These are listed in date order in the handouts below.

See Player handout 1.

As they finish reading, a fifth message arrives from the holonet, and is stored. Marked "Urgent: Priority", this is addressed personally to the Jedi: it is also given in the handouts.

See Player handout 2.

1.2 Next Steps

The heroes have one of several choices: check up with the law-enforcement authorities, interview the Mine bosses, check out the mine, or put their ears to the ground. What should they do?

From here on the adventure is non-linked, and some encounters may lead to others. Major encounters are provided below in the Haven Port and Forleim Mine sections. Each encounter could have knock-on effects on each other.

Forleim Mine itself is well out in the sticks on the borders of the temperate polar regions and the dry borderlands. It is only reachable by speeders, trucks or space transport: the closest civilisation is Forleim village and Forleim Hill-Manor some 10km away. Apparently Forleim Mine is full of miners, offices, mine produce and little else.

2 – Haven Port: What's going on?

The sensible options are to:

- Do some gather Information
- Do some database checks
- Investigate the main characters from the above or named on the initial messages
- Talk to the LMEEx VicePrex Amtag (vital!)
- Talk to the local Law Enforcement Agency (useful for smaller groups)

A less sensible option is:

- Go straight to Forleim mine (see section 4). Useful locations and people are listed.

2.1 The word on the Streets

[If the heroes try some Information Gathering]

Before going anywhere, you decide to find out what's heard on the streets: what's really going on and what's rumoured. The best options in Haven Port appear to be tapcafs and cantinas near the LMEEx offices, or the sleazy cantinas near the swoop-racing track.

Gather Information and Computer Use can be used. The costs for Gather Information in Haven Port are given below. Heroes should state the maximum level of the Type of information they are looking for, pay the costs and then make their DC check:

| Type of Information | DC | Cost |
|---------------------|----|--------|
| General Rumours | 10 | 20 Cr |
| General/Public | 12 | 35 Cr |
| Specific | 15 | 60 Cr |
| Specific/Personal | 18 | 90 Cr |
| Restricted | 20 | 150 Cr |
| Protected | 25 | 250 Cr |

Taking 20 is not possible in the time available. Taking 10 doubles these costs and takes several evenings. The information able to be gathered is given in the handouts: one or two mention specific people whom the characters may wish to question further (as part of the Gather Information exercise) or as part of a later sweep.

There may be a rumour about a Rogue Jedi in the Borderlands which the GM could hand out: whilst true, this is merely a link to another adventure, and may be old news, but may add to the mystery for this.

The information can be found in Player Handout 3, grouped by DC.

In addition, the following can also be confirmed with the relevant Slicing check:

- (DC 30 Slicing Computer Use vs LMEEx computers Internal finance system) The new seam at Forleim Mine is anticipated to be profitable to the tune of several hundreds of

thousands of credits a month. Given the seam closure, miners cannot be retained without the company losing money.

Gather Information checks are so vital that they earn characters 40 XP each for doing them, with an extra 40 if any roll (GI or CU) exceeds one of the DC20 thresholds.

2.2 The Haven Port LEA

The following is information to be discovered at the relevant offices of the Law Enforcement Agency in Haven Port.

The Haven Port police are pleased to meet the Jedi and their companions. In fact, they could not be more co-operative. They explain that they were called in after LMEEx reported two miners found dead at the controls of the moles (mining machines) in a recently opened cavern.

The LEA look up their files, but seem to not need to do so as the relevant detective is known and comes down to meet the Jedi.

Whilst they are waiting for Vulk Lya'ki, a Bothan, they are told that cavern had been uncovered as part of the exploration of an AkhStar seam which would have saved the mine.

Vulk Lya'ki is delighted to meet the Jedi. She *[confirms the others are with the Jedi, and]* invites you all into a briefing room where she briefs you on the situation.

She announces that she was called to the scene: the bodies had been removed from their moles and taken to the infirmary on the surface, but they were already dead. She had a look at the crime scene, but found it incredibly "nerv-wracking" and cold, fearful. She pulled in an old acquaintance, a private investigator who knows about such things, who was in no doubt that it is an area in which the Force has a hold - and wants nothing more to do with it.

After Forensics examined the bodies and highlighted a concern with Force-related murder, the police were informed of the LMEEx' previous request to the Jedi Order about the cavern. LMEEx apologised: they should have closed the cavern to any miners, but were keen to exploit the new seam and did not consider the cavern too dangerous. However, after the police reported the deaths were, in their opinion, Force-related murder LMEEx have been the soul of co-operation, sealing off the cavern but also suspending a large number of miners until the cavern is investigated.

The bodies of the miners are still available to be seen, should the heroes wish to do so. They are externally unmarked, but apparently both have their hearts and other internal organs crushed. There is no other Forensic evidence, other than that linking them with the mines. For

anyone with *Jedi Lore Knowledge()* (DC15) it strongly resembles the damage from the dark side skill, *Force Grip*. Similarly, anyone with *Knowledge(Medicine)* could come to the same conclusion on a DC15 skill check.

If asked about the mining situation, or about anyone she has in custody, she will mention Garnt Woluk, the mining supervisor, who has been bailed pending review of his charges. Whilst he is not implicated in the murders, it was his decision to allow traffic to continue through the cavern when a request to the Jedi Order for investigation had been put through. Such action, she reminds the heroes, is tantamount to flagrant breach of workplace health and safety.

The HPLEA's records will show that an off-shift dumpster-driver, Meruth ganRhin, found the bodies when going down to the cavern to check. They have no further information about this interview. If pushed, it will turn out that LMEEx has no address for ganRhin either.

Refer to Vulk for details, but she will assist the Jedi's group (the heroes) in any reasonable request, even accompanying them if necessary. She is a good source of local information, is aware that the *Bantha Beaters* (a swoop gang) has been decimated in some leadership struggle recently, but does not know any more about it: the murders are unsolved and not yet assigned to her division. If chased, it will turn out that some of the murders were blaster deaths (impossible to chase), others appalling vibro-knife hackings (likewise), whilst others had no visible signs of death at all. Again, the bodies could be examined and two of them will be found to have similar damage to the miners.

Vulk will return to her offices after 3 days, however, or if the heroes demonstrate a lack of professionalism.

2.3 LMEEx Head Office: Viceprex Tch'kar Amtag

The foyer at LMEEx is large, spacious and well-organised. To your surprise, on being advised of who you are, the reception droid pages Viceprex Tch'kar Amtag immediately and you have only to wait a few moments before the security doors open and let him out.

Tch'kar comes across as a decisive, businesslike Twi'lek, but softens this professional attitude with the famous Twi'lek charm. He greets you all affably, offers Kaf or other light drinks and leads you into a small meeting room. He waits for you all to sit down, confirms you are all supporting the Jedi Order's investigation into the cavern, and asks what he can do for you.

Tch'kar Amtag is as professional as he seems. He has investigated the murders and the cavern, and it was he who shut down mining at Forleim and put the workers on suspension: something he will remind the heroes about. If asked, he will be quite open in stating that LMEEx cannot afford to keep the mine running or its miner's employed without a good seam. If pressed, he will be quite open in displaying the numbers, including the raw data as well as analysis, providing the heroes agree to it being confidential. The numbers and graphs all back up his story: without a good seam (of the hundreds of thousands a month the new AkhStar lode is worth) the Mine really will go under.

He will tell the heroes that miners were continually allowed through the suspected Force cavern by the Duros Manager at the mine, Garnt Woluk, though Woluk had no permission to do so and was acting against company policy and procedure. Woluk, he will inform the heroes, is currently being taken through the company disciplinary procedure and may also be the subject of a corporate murder charge.

If the policies and procedures are checked, it will be seen that they are emphatic in demanding that Jedi or Antarian Rangers are pulled in as soon as possible if there is any Dark-Side Force risk. The P&P are dated years earlier (and are not falsified).

If subsequently approached, Amtag should still be co-operative, even to the extent of offering skilled advice, such as demolitions experts, and mining labour droids to help operate any machinery. If given a way of keeping the mine open (such as via another route round the cavern) he will also offer all the explosives and duracrete necessary to destroy and block off the dark side site to further access, otherwise it will require a DC18 Diplomacy check to persuade him that it is in his corporation's best interest to shut down the only lucrative seam in the mine.

See the section 4.5 Malayn's Tomb on page 13 for details on how the tomb can be destroyed.

2.4 Garnt Woluk, Duros, at relatives

Garnt Woluk has moved. His address can be gathered from the computer interface into the Haven Port LEA records, and from the LMEEx database (via personnel and requiring the VicePrex's authorisation or a DC30 slicing check from inside LMEEx computer system, DC+10 if outside). His address can no longer

be gained from the publicly-available directories.

Calls to his old number or address are not answered, and no-one is at home: he has gone ex-directory, and has moved to some family. Garnt will **not** be out of the street and his family will not co-operate with anyone other than Jedi or LEA officers unless pushed (DC18 *Intimidate* or *Diplomacy* required).

Garnt Woluk is tired, with sacks swollen around his eyes. He is also angry and frustrated, and it shows in his voice: not only were his family reluctant to let you know he was there, but he doesn't like being "stitched up" for the murders. It takes little prompting for him to tell his side of the story.

Having found the cavern, and had it reported to him by his miners that it felt dangerous, he investigated himself. There was nothing there, though it was chillier than elsewhere. He thought nothing of it and was not aware that Oruw M'lan, the shift supervisor, had reported it to the Jedi Order, apparently at the behest of a Union steward, Lido Nok.

He pauses and looks at you intently. "The AkhStar seam was important, after all," he says, earnestly, "and without out the mine would be closed."

It was only when the murders happened, and he was told about the request, that he did anything, calling in the police and sealing off the mine, as well as reiterating the request to the Jedi himself.

Garnt is now angry, believing that the company Viceprex, Amtag, is setting him up for the blame. He is also getting no support from the mining Union representative - Nok - who he regards as a piece of nastiness, constantly trying to justify himself and set Garnt up.

Garnt will say little else; and will repeatedly declare his innocence. He will also claim that it is Nok who is causing trouble by working round behind his back to make his life miserable, but who was then surprised that the mine was closed.

2.5 Lido Nok, Rodian Union Rep

Lido Nok will be encountered if the players remember him from their Gather Information checks around the dives near the swoop circuit or if they explicitly look for him, either at the restaurant in the swoop track, or in cantina's nearby.

Lido Nok is the Mining Union Representative at Forleim (4th level professional, Diplomat (Union Rep) 2/ Expert(Miner) 2, WSv +6). He also operates one of the extractors when on-

shift and not causing trouble for the management.

Lido is half-drunk, and not really pleased to see anyone, even if you are acting on behalf of the Jedi Order. It's obvious, he says, that there is a rogue Jedi operating around Forleim Mine: this Jedi has already killed five miners which the LMEEx management have covered-up. The company, he says, is even now setting up Oruw M'lan - just a supervisor - as the culprit instead of the real management problem, that idiot Garnt Woluk.

Lido becomes belligerent and demands the investigators look at the mine rather than questioning him or Oruw.

Lido has more information about which he is guilty. He can be worked on with *Diplomacy* (he starts off as unfriendly) or *Intimidation* (DC14).

It will turn out that Lido was not originally going to complain and shut off the cavern as he just felt chilly, and wasn't bothered about it at all. However, one of the dumpster drivers pointed out to him that the cavern must be a Dark Side place and would need to be shut down. The dumpster-driver - a union human - was quite angry in demanding his rights and pointed out to Lido that the LMEEx would be awkward and not want to shut it down. In fact it was him who suggested Lido and Oruw to send the message to the Order. Lido and Oruw co-operated as they knew the driver had swoop-gang allegiances and were, frankly, scared.

The name of the dumpster driver? Meruth ganRhin. His whereabouts are unknown to Lido, other than he was interested in Swoop Racing and was a gang member.

Lido has recordings of the Dumpster's races which he will show to anyone interested. His wins, to a Jedi, show use of the Force in the way he "sees" gaps before they transpire or can turn with preternatural skill (a DC12 *Knowledge(Jedi Lore)* or *similar skill check will be required*) whilst his losses show he is not using the force at all.

2.6 Oruw M'lan, Rodian Shift supervisor

Oruw will only be encountered and found if explicitly looked for in the cantinas near the race track. He could be encountered as part of the Gather Information trawl.

Oruw is just the shift supervisor when everything came to light at the mine.

If questioned in detail, he will admit to ganRhin being the one who suggested that the cavern be sealed. GanRhin, he knows, was in the *Bantha Breakers* but as that gang was

apparently almost wiped out and ganRhin survived, Oruw is a little afraid of him.

Oruw is also a Swoop Racing fanatic. He can confirm that the dumpster wears a mask, drives a black swoop - the Sharp Dumpster - and even has some recordings of the Dumpster's races, like Lido (refer to 2.5 Lido Nok, Rodian Union Rep for information).

Oruw also has a list of winnings: last season the Dumpster won everything and earned a hundred thousand credits; this season he seems to only win when he wants to, really annoying the bookies and regular gamblers.

2.7 Computer Search: The banks

It is possible the heroes will want to try some Computer based searches to track down the Dumpster's payments. This is difficult and is a DC30 Computer Use check against the bank's computers and two to three hours work. A Take 10 will take a day; Take 20 will take too long (perhaps five days or more): the heroes will be under pressure to complete the task or will be taken off it (end of adventure!) and admonished by the Jedi Order.

If the search is performed, and is successful, the money paid in will be seen to have been withdrawn as cash in a variety of locations. The only major, continuing purchase is electronic payments to swoop racer parts manufacturers. There is a *DC15 Spot* check (or a specific request for a search) to show that a number of the withdrawals were also made at the Forleim Mine canteen.

3 – Haven Port: Swoop Track

3.1 HavenSwift Swoop Track

It is possible the heroes will eventually follow up some of the leads and look at HavenSwift Swoop Racing Track. The track is on the seedy side of town, has a large stand, a restaurant, offices and a series of garages/pits for the swoop drivers.

The HavenSwift swoop track has seen better days. The track itself meanders round some cliffs and forested country before swinging out across the nearby sea and back through some rocky islands. What it lacks in comfort and style it makes up for in raw hazard: the track is one of the most feared in the Nebula Circuit.

When you arrive at HavenSwift you notice a few mechanics working in the swoop sheds, and a pair of swoops practising starts. A few fans sit in the seats by the sheds, macrobinoculars scanning the faces of the riders practising and waiting in the sheds.

Suddenly a cry comes up from the waiting fans. From one of the sheds a sinister black swoop bike glides out. The swoop glistens in the sun, it's bodywork is full of angles and sharp corners and its guidance fins are lethal, shimmering blades. The rider is dressed in black, and has a mask across his face completely covering his features.

You realise the fans are chanting "Dump-ster! Dump-ster!" as he pulls up to the line. The other pair practising starts pull out of the way of his glistening steering-vanes. For a moment the swoop racers is still when suddenly, without warning, it is off: a perfect, high-speed start. The rider tears off around the track, skimming low over the ground, taking corners at almost impossible angles and speeds.

The Dumpster's black swoop is soon out of sight.

The heroes could check on the shed whilst the swoop is gone. Alternatively, they could check the "restaurant".

3.2 HavenSwift Track Restaurant

This has seen better days, though has good views of the track. It also has many vidscreens for showing the race. When no races or active practice is running, this shows reruns of older races, some of which will show the Dumpster. If not specifically encountered before, then Lido Nok will be here (see 2.5 Lido Nok above).

3.3 The Dumpster's Garage

It will be seen to be a regularly used garage, with tools, spare parts, a shower, a small kitchenette and a mattress at the back of an internal office. Inside the garage is a pair of scarred, matt-black swoops: a Mobquet Flare-S and a modified TaggeCo Air-2, both with the sign of the *Bantha Beaters* - a roaring Bantha head - on the cowlings*. You notice the Air-2 has a dark brown stain on the seat and is covered in a light layer of dust; the Flare-S, in contrast, is relatively clean.

If clothes are a sign of occupancy, then the office is regularly occupied as amongst the dirty laundry strewn across the office floor and piling up in the corners is a Swoop-gang jacket proclaiming the *Bantha Breakers*. Spare goggles and helmets sit on one shelf. But the Jedi in the group feel uncomfortable, perhaps a little shivery, though cannot explain why.

* Refer to the A&E Guide for details, but if not assume they are double the speed and can reach heights of 20-30m, but are ungainly around corners suffering a -2 to manoeuvre pilot checks.

If the chassis identities are checked (if Vulk is with the heroes, for example), the Air-2 will belong to the previous leader of the *Banthas*, now deceased. The Flare-S is the property of a Meruth ganRhin (a dumpster driver at the mine).

A successful *Search DC15* will also find a pair of miner's overalls in a pile of clothes in one corner.

The Dumpster will not be gone long: the group has, at most, 5 minutes. He has merely run out to show off and prove the swoop racer is in top condition. Unless the heroes have posted a watch, he will surprise them by screaming into the shed on his swoop. Note that he will also be surprised and be belligerent at finding someone in his shed. He will swing himself off the bike to the ground and stand, hands on hips, trying to *Intimidate (+6)* those present to back off and leave.

As soon as he pulls in (within 10m), Jedi will feel the Force emanating from him. But as soon as he spots Jedi, he will be cautious, getting back on the swoop and reaching under its cowling. If they threaten he will pull out a Heavy Blaster from the cowling and multi-fire a few wild shots: he will be more interested in backing the swoop out of the shed and swinging it round: those present should get out of the way as the steering blades are not just "blades" but are razor-sharp. If anyone gets in the way of the swoop as the blades swing round, the Dumpster will try and cut them with the blades

on the way out (at -4 to his attack due to an unfamiliar weapon), dealing 2d8+4 damage (critical on a 20).

It will take two rounds to escape from the shed. Once outside he will rapidly accelerate along the track, then break off and head out into the countryside. It appears the Dumpster is heading straight for the area of Forleim Mine.

The heroes could try and chase the Dumpster. His swoop-racer, however, gives a +2 manoeuvrability bonus and an extra 2 squares of speed on almost any other at the track. Remember the heroes **must** look for protection (goggles, mask) before gunning up to the incredible speeds of which the swoops are capable.

It is likely the characters will lose the Dumpster, though they may be able to keep up or even force a face-off. If not stopped, he will ride directly to the entrance to the shaft at Forleim Mine under some strange-shaped rocks marked with signs in an ancient language.

If the Jedi do force a face-off, the Dumpster will have a pair of Vibro blades in his swoop, as well as the Heavy Blaster. He will primarily, though, be intent on retreating to the mine where Malayn can support him in defeating the Jedi.

4 – Forleim Mine, Scene of the Crime

Forleim Mine is around 180km from Haven Port - merely 15-20 minutes at top speed. The mining compound sits in a hot, dusty and rocky valley on the edge of the wilderness: there are a few trees, here and there, but the most remarkable observation is the number of large boulders, some the size of houses. Some are even piled on top of each other, giving rise to strange shapes.

There are two tracks of the adventure for the heroes at the mine: either ganRhin will have arrived ahead of them, or he will not be present. If not present, the heroes can explore the mine in relative safety except for the cavern itself, where they will encounter the Force Spirit of Malayn on her own. If ganRhin is present, then he will be in the cavern to begin with and, if he appears to lose, will flee to the tomb of Malayn where he will pick up her hidden staff and use it against the lightsaber's of his opponents. If fighting in the tomb, Malayn's spirit will also join in.

If chased to the mine, or spooked their from the swoop circuit, when the heroes arrive, ganRhin's swoop bike will not be in the compound but will be 400m away over the valley ridge. It will have to be spotted underneath an overhanging rock at the entrance to the shaft: of ganRhin there will be no sign.

4.1 Surface Compound at Forleim Mine

Any mining layout can be used, such as that in WotC's *Galactic Campaign Guide*, providing that the layout contains:

- used spoil heaps outside
- a strong fence and gate,
- a security, administration and control block
- staff area – canteen, shower block, changing rooms
- A maintenance shed, with a few shut-down droids
- An equipment shed with smaller equipment and a secure area in which mining explosives are kept. If rigged properly, these will be more than enough to destroy Malayn's Tomb (see below).
- Vehicle garage (with a few mole miners, repulsorlift platforms, dumpsters)
- A mine head with two massive/ore Turbolifts and a number of passenger lifts, lamp/safety gear storage,
- Processing plant fed from the mine head
- Packaging/storage/loading area
- Power plant
- A few spoil heaps inside, with trucks and dozers ready to take it outside the mine

When first encountered, Forleim Mine is deserted apart from a pair of security guards on duty. Whilst the security guards will be suspicious, and not appreciate the heroes just turning up unannounced, they will be civil. If Jedi are with an unannounced group the guards will co-operate and try to contact Amtag and get him to come out to the mine to talk to them.

If the group is expected, of course, security will be very co-operative after checking up their credentials with head office.

The fences are relatively secure and are intended to keep out animals or the occasional opportunistic thief: they are able to be flown over, of course, by swoops or air-speeders.

The guards are the normal security guards, and will confirm the mine was shut down a few days ago. Some of the miners come in from time to time, but the only staff who come in regularly are the manager and the Union steward.

4.2 Forleim Mine Workings

A map is obtainable from the security guards of the latest workings (a simple *Computer Use DC10* check on the computers at the mine), but if a randomly generate mine is required the "Sewer" generator from the GCG could be used. All lifts and lights and power can be controlled from the surface offices. Computers at the surface are linked to LMEEx head office (securely) and can give comprehensive access to the holonet and library information sources.

The workings for AkhStar gems are, on the whole, mined out. Tracks to these are over-spilt with dirt and dust, and a successful *DC12 Track* roll will determine they have not been followed for some time. In contrast, the tracks to the new workings where the "accidents" occurred are clear and override all others.

Within the mine workings there might need to make a *Search DC12* roll to find the lightswitch if they forget to put them on at the surface. There are racks at the mine head and at the base which contain protective helmets with lights, glow rods and fusion lanterns.

The heroes should be able to find the newly worked cavern very quickly.

4.3 The Ancient Shaft

Not explicitly part of the mine, the shaft giving access to the Cavern and tomb is located under one of the strange pairs of boulders

about 400m from the mine compound (though this is only noticeable if the players ask about what is on the surface at that point).

The ancient shaft is recessed into the rock and unless it is specifically being searched for is difficult to find (*DC 20 Search*), though Force-Sensitive will be drawn to it. Animals avoid it, being discomfited by the chill emanating from the dark doorway.

The doorway is small, just large enough for Medium-sized creatures to crawl through. A few meters beyond it opens up into a dark, narrow passage spiralling downwards, the occasional step laid or carved into the rock and stone.

A light of some kind is required.

If ganRhin has arrived ahead of the heroes, his swoop will be parked up next to the entrance and he will have run on down.

The shaft was that sunk when the chamber below was originally built. It was filled in when Malayn was sealed into the vault, but the rock has recently collapsed.

The shaft spirals down about 100m, always around 1m to 2m wide, and was roughly hewn through the rock. Near the bottom part of the shaft has collapsed, leaving a great deal of loose dirt, flaking stone and rubble: this requires a jump down of 8m or a *DC15 Climb* roll to slide/clamber down and a *DC25 Climb* roll to get back up. As the heroes descend, the sounds of rushing water can be heard and a chill seeps under their skin. It flattens out into a cavern, through the middle of which runs an underground river, about 4m below the level of the cavern. Over the other side of the river sit two abandoned mole-miners on a sloping beach. But on the same level ahead can be seen some smoothly-worked walls of a wide passage leading into the dark.

Whilst in any part of the cavern, those who are Force-Sensitive must make checks as if entering a minor Dark Side site (see box under 4.4 Malayn's Cavern below).

4.4 Malayn's Cavern

This is the outside the tomb where Malayn, a dark side Hill Manor Force Adept was sealed, hundreds of years ago after the attempted to forge a small kingdom through the dominance of many of the independently-minded Hill Manors of Losshaven (see Malayn, Dark-Side Hill Manor Adept, Force Spirit. on page 24 below).

Any coming into the tomb and Cavern may suffer Dark Side effects (see box).

Meruth ganRhin and Malayn have plotted to encounter the heroes here, where they are strongest. Meruth will try and encourage any

Minor Dark Side site effects

These are similar to those documented in *the Dark Side Sourcebook (DSSB)*, but are adapted specifically for the cavern and Malayn's Tomb.

For every hour they are within the cavern, light-side **Force-Sensitive** characters must make a *DC15 Will* save; Light-side **Force Users** must make a *DC10 Will* save. For neither is take 10 possible. If the roll is failed, Force Points cannot be used to call upon the light side of the Force, characters suffer a -2 penalty to defense and to attacks as the dark side effects their responses and suffer a -4 penalty to all other skill checks whilst in the cavern.

Non Force-Sensitives feel the hateful power of the cavern as an uneasy, icy chill. They feel "spooked" and scared. The non Force-Sensitives cannot call on the Force (to spend a Force Point, for example) in any way.

Jedi to follow him, backing off during combat down the passage into the tomb. He will attempt to use his *Disguise* skill to overcome an attackers *Sense Motive* to hide such an attempt in his combat.

The diagram (see GMs Maps) shows the layout of the cavern, marked in 2m squares where appropriate. Boulders and a few stalagmites litter the floor. Two mole-miner machines are abandoned: there is nothing wrong with them, just powered down. But it was the drivers of these machines who were killed by ganRhin when trying to drive out interference from the tomb and cavern.

The mined corridors are 4m wide and are relatively smooth. The floors are otherwise slightly rough, perhaps worn down by water at some time. The water itself is rough and swift: a *DC12 Swim* check is needed and, at the other side, the steep walls will need to be climbed (*DC15 Climb*). Failure will mean the swimmer will suffer drowning damage and be swept underground: they will eventually flow out into a river and sea nearby (if they manage to maintain regular rolls). Fighting against the current will require a *DC12 Str* check every minute (the time of this journey is left to the individual GM).

It is possible for someone to jump the water: they would need to clear around 10m to hit the wall on the other side (requiring a *Reflex* roll at *DC12*) at then an easy *Climb* roll (*DC 12*) to move up 4m. Heroes could make it to the first 2m ledge, and then upwards. Heroes could always climb across the walls of the cavern above the water: whilst it is not too difficult, a *DC18 Climb* check is required.

4.5 Malayn's Tomb

This is where Malayn was sealed.

The body has long decayed; Malayn's Dark Spirit remains, but cannot leave her tomb. She is looking for a suitable person to possess and

return to the semblance of life such brings. Whilst the tomb was meant to seal her in, it also preserved her: her constant ragings and anger have turned it and the cavern into a Dark Side site, which has given her the strength to survive all these years.

The Tomb is empty bar the slab on which her body was laid. Her Talisman - her staff - is beneath the slab but is useless to anyone else.

Destroying the Tomb

If the Tomb is destroyed Malayn's Dark Side Spirit will be destroyed along with it. Malayn, of course, will try her utmost to prevent this and will attempt possession on whoever tries.

Destroying the tomb will earn around 75XP apiece, on top of any experience from destroying Malayn!

If specific stats are used, the tomb walls could be considered to be DR 12/120 VP per 2m of wall space. Once the walls are destroyed, the top will cave in: all four walls need to be destroyed before the room could consider to have been ruined. The central slab on which Malayn's body lies and in which her staff is kept is also DR12/120 VP.

A Mole miner will easily take out a wall at its standard speed (and tear up the floor, as well). If mole-miners are used, they move at .5m a round at top speed. There is no rock around here which will slow their progress: they merely have to drive along a wall of the tomb to destroy it (they mine a 4m wide tunnel). When not driving through rock, they move at 4m/round.

The Tomb could be destroyed by explosives (see 2.3 LMEx Head Office: Viceprex Tch'kar Amtag on page 7 for details on how to gain the explosive). A single charge of high-quality mining explosive (possibly similar to several thermal detonators) will be needed for every 6m of wall, placed in the middle 2m square, and a simple Demolitions DC10 roll is required (see RCR). If the heroes have no explosive skills, then they can be instructed outside, but will need to pass a DC12 Int check *for each explosive laid* in order to remember how to fit, lay, arm and seal it properly. Take 10 will not be possible if Malayn is threatening the character!

Bigger explosives could be assembled from the readily-available components by anyone with Demolitions skill. If the players are imaginative and come up with suitably large explosive or destructive ideas, let them have their head!

Experience

Based on a group of 6 characters averaging second level, the following should be awarded to each character. For smaller groups, the XP can be increased accordingly.

| | |
|--|--|
| Attempting to Gather Information | 40XP |
| ...and succeeding at any DC20+ checks | +40XP |
| Checking up with the Viceprex | 50XP |
| Destroying Malayn's tomb | 75XP |
| Destroying Malayn* | 200XP |
| Killing or Capturing ganRhin/"The Dumpster" | 120XP |
| ...and turning him to the light side (bonus) | +50XP |
| Emphasis on interaction rather than combat | 75XP |
| Total | 600XP + unlikely 50 for turning ganRhin |

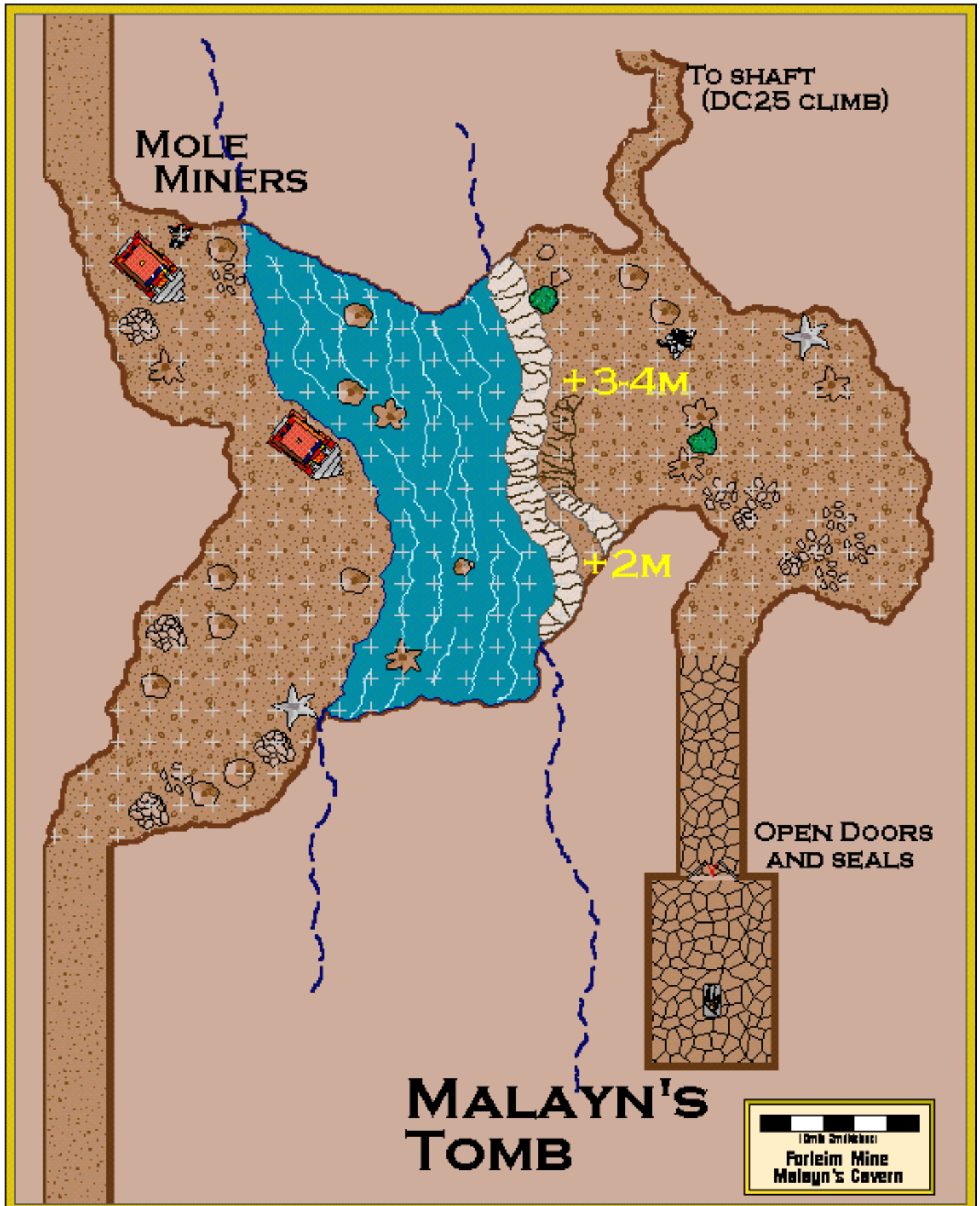
All surviving heroes will also gain a point of Jedi Sympathy if the sympathy rules are being used.

** Note that this can be achieved by destroying the tomb, and earning both sets of XP!*

Maps

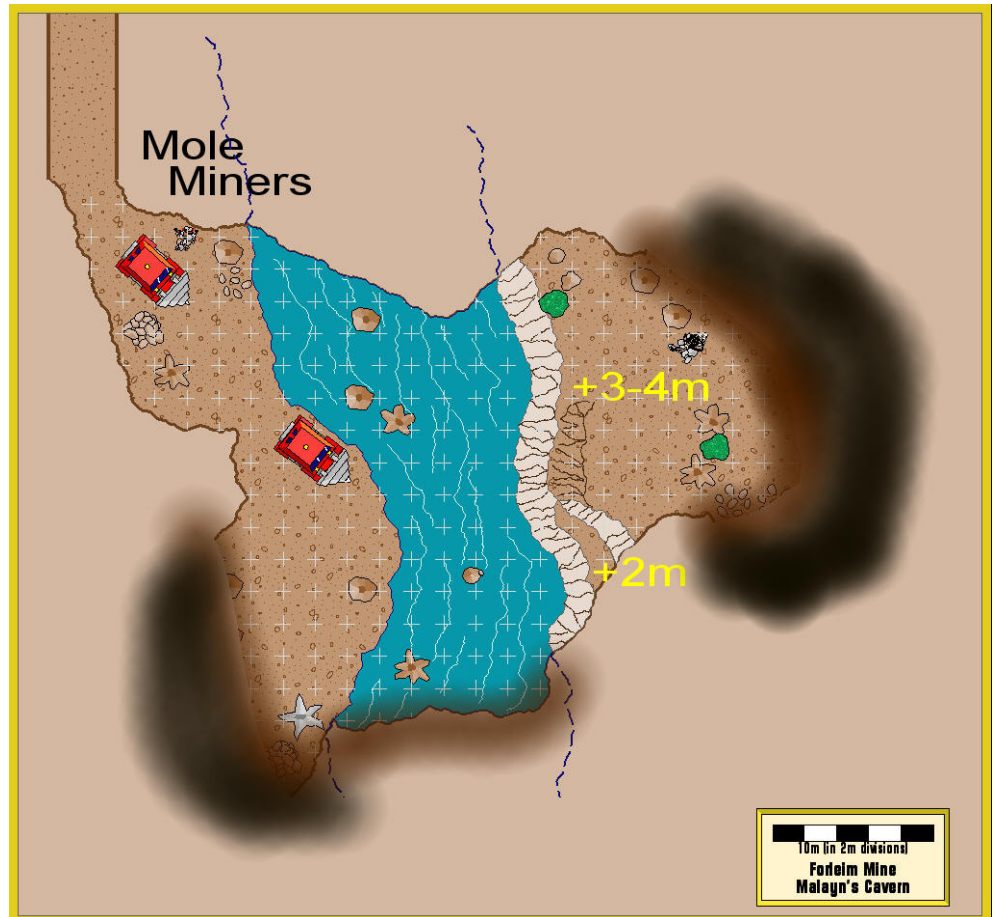
GM / Complete Map

The following is a map of the mine area *in toto*.

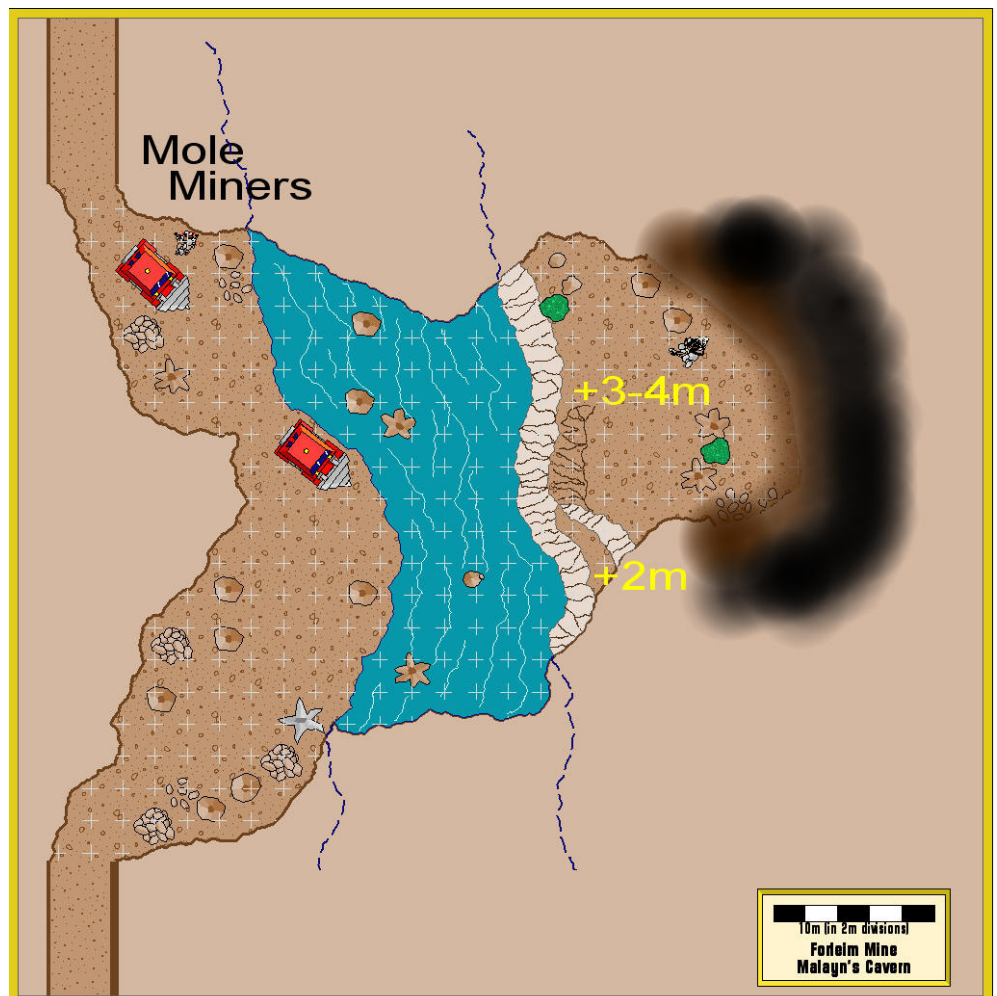


Initial Map

If required, the following can be shown to the players on first entering the cavern. The shaded areas represent areas of dark or areas which will need closer investigation before details can be seen.

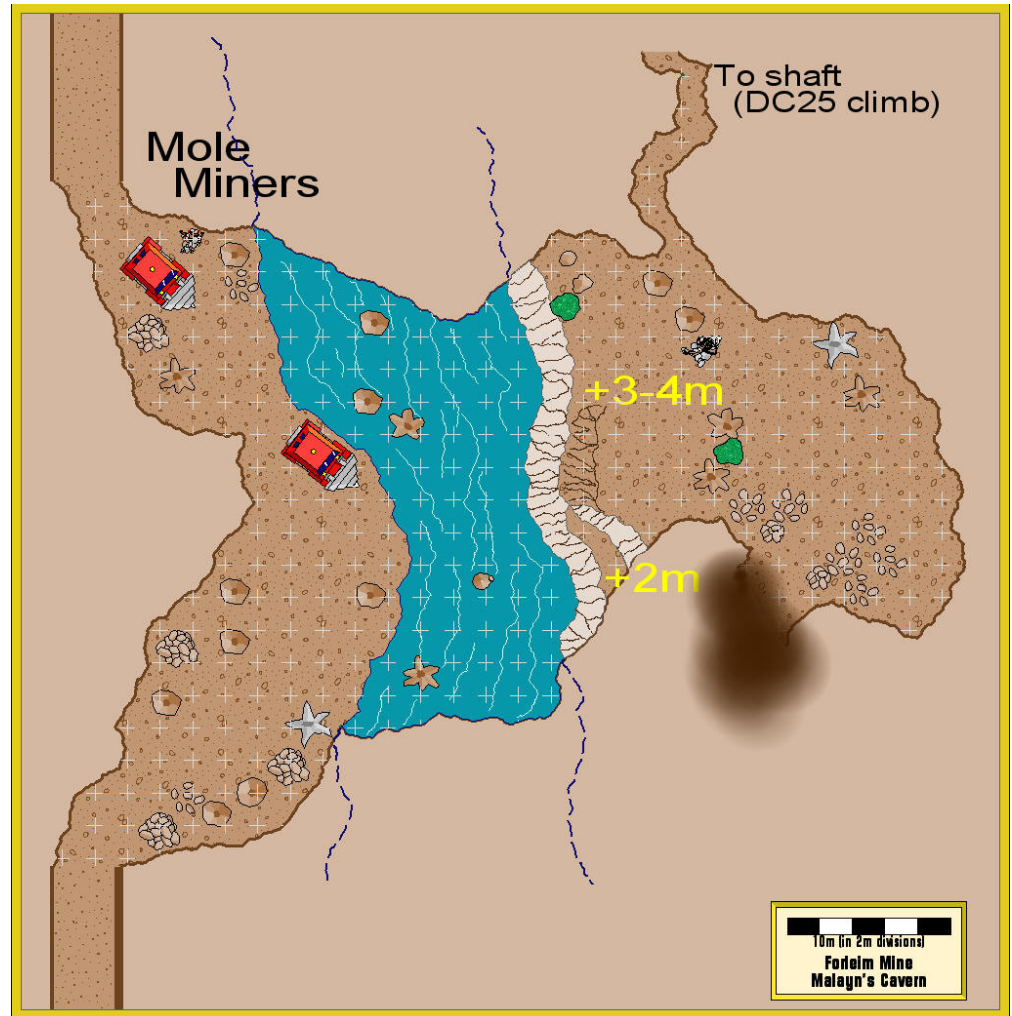
**Main tunnel explored**

This shows the main tunnel as it comes off the cavern.



**Half-
explored**

This shows the cavern
as fully explored but
with an area still in
shadow.



Player Handouts 1

Urgent Messages

The following is the handout for the players containing the first 4 messages transmitted (see 1.1 Welcome on page 5).

Dateline -17 days

**** URGENT **** From: Losshaven Mining and Exploration, Forleim Mine

In compliance with Republican directive 61393406-7-AS we make formal request for investigation by the Jedi Order of a potentially hazardous area, suspected of being a focus in the Force.

Contact Details: Shift Supervisor Oruw M'lan, Forleim Mine. Comlink [select to contact].

[EndTransmission]

Dateline -12 days

**** URGENT **** From: Haven Law Enforcement Agency, Forleim

In compliance with Republican directive 61393406-7-AS we make formal request for investigation by the Jedi Order of an identified and confirmed double murder in a potentially Force-hazardous property within our jurisdiction.

Contact Details: Captain Joshim Ke'Tak, Forleim LEA Office. Comlink [select to contact].

[EndTransmission]

Dateline -11 days

**** URGENT **** From: Losshaven Mining and Exploration, Forleim Mine

Updating our previous message we repeat our Formal Request in compliance with Republican directive 61393406-7-AS for investigation by the Jedi Order of an area within our property now confirmed by local LEA as being hazardous.

Contact Details: Site Manager Garnt Woluk, Forleim Mine. Comlink [select to contact].

[EndTransmission]

Dateline -4 days

**** URGENT **** From: Losshaven Mining and Exploration Head Office, Haven Port

Failing any confirmation of our request for investigation under Formal Request in compliance with Republican directive 61393406-7-AS, we must inform the Jedi Order that we will be seeking compensation from the Temple in Coruscant in lieu of lost profits resulting from the area of Forleim Mine having to be sealed at the request of Forleim LEA.

Player Handouts 2

"Regrettable" Council message

The following is the handout for last message transmitted (*see 1.1 Welcome on page 5*)

Dateline -10 minutes

** URGENT:PRIORITY HOLONET TRANSMISSION ** From: Jedi Council, Coruscant

[The holotransceiver lights up to show the recorded message from a council representative issuing this message in person. The Councillor leans forward and speaks into the holoreceiver:]

"Regrettable, it is, that padawan so inexperienced in the Force must be tasked with this.

[::the Councillor sighs::]. But do it, you must.

Find the source of this disturbance, you will. A report back to the Council, you must make, of what it is you find. Urgent, it is. A cowled racer, I have seen, but it is in shadow and confused by the dark side.

Take care, young padawan. Tempted by the Dark Side you will be, I fear. Remember your training: Fear leads to Anger; Anger leads to Hatred; and Hatred leads to Suffering. *[::the Councillor shakes his head sadly::]* May the Force be with you.

Player Handouts 3

Research in Haven City

The following information is discoverable from Gather Information or Computer Use checks in Haven City. These are designed to be photocopied and cut out.

DC 10 General Rumours

- (GI) **[From a Rancher on leave]** There is a rogue Jedi operating in the Borderlands
- (GI) **[Several sounding off in a swoop-fan cantina/fanzine]** The top swoop-racer last season is a newcomer: Dumpster Driver. This season, he has been so erratic it is unreal. When you expect him to win, he doesn't; when you expect him to lose, he winds in stunning style.
- (GI) **[From a Suspended Miner]** Forleim Mine? There's nothing there, apart from a few offices and sheds. Even the management doesn't stay there... Are you checking up on what's been going on? Why aren't you back doing something there - I could do with my job back.
- (GI) **[A swoop Black Angel, Duros]** Mines? Don't give a Bantha. In fact, not even the *Bantha Beaters* give a Bantha any more *[laughs, then looks annoyed]* You don't know? They got wiped out by their new boss... *[gets a new drink]*
- (GI) **[General Swoop-Race knowledge]** The Dumpster Driver - whose identity is unknown - is based at HavenSwift Racing circuit. He always wears a full-face mask or his dark helmet, which is shaped to emulate the cowl of a cloak.

DC 12 General/Public Information

- (GI, CU vs public database or holonet, Knowledge(Medj'K'Ai /Minerals/Jedi Lore)) **[Local Information]** Forleim Mine produces Akhstar gems, of particular use as focussing crystals in manufacturing and military lasers and blasters. At one time they were thought to be pure enough for lightsabers, but no longer. The gems are up to 2cm across, which limits their application, so the mine is not overly important but, nonetheless, its loss would be missed.
- (GI) **[From a Rodian Union Steward, Lido Nok]** There is a rogue Jedi operating around Forleim Mine: he has already killed five miners which the LMEx management have covered-up. They are now setting up Oruw M'lan as the culprit instead of the real management problem, Garnt Woluk.
- (GI, CU vs public database or holonet, Knowledge(Medj'K'ai & Streetwise)) **[Local Information]** The toughest swoop gang around is the *Bantha Beaters*. The underworld has rumours that there have been many deaths in the gang as it undergoes a new leadership challenge.
- (DC 12 GI/CU) **[GI From a group of miners; CU from a news report]** There is a whole bunch of miners suspended from work on no pay due to the really spooky cavern they uncovered whilst tracing a new seam. There was also an underground accident which the company has covered up.

DC 15 Specific Information

- (GI) **[From a frustrated Duros Swoop fan]** Betting on the races has become really erratic lately. The top racer this season, the Dumpster, is brilliant on his day but keeps losing for no reason at all.
- (GI) **[From an anonymous LMEx exec, and particularly to Jedi]** LMEx are really getting annoyed with the Jedi Order. They have had to shut down a new, super-rich seam in the mine which is costing them millions every day.
- (GI) **[A harsh whisper from a suspended Miner]** The miners uncovered a Sith tomb when they broke through into a cavern. It's no wonder the four - no seven - miners died in their mining moles with **that** sort of evil around. *[The miner shudders]* I was there - and the place was full of fear. And it takes a lot to scare me.

Research in Haven City (continued)

DC 18 Specific/Personal Information

(GI/CU after public comlink directory search and comlink chat/meet) **[From the Mining Supervisor, Rodian Oruw M'lan]** The real facts are that I sent out the initial request after we found this strange place in a cavern. Didn't think much about it. Except a few days later a couple of miners were found dead in their moles - as was as if they suffocated, but the air was fine. It was then we called in the police and shut the place down... when are you Jedi going back to have a look? I could do with my job back.

DC 20 Restricted Information

(GI/CU into LEA database) **[From an off-duty detective]** The Bantha Beaters? Yeah, sure they've had a new leader, but they're now wiped out after the leadership struggle got too intense. We've never caught the guy who won - he's secretive - but with the rest of the gang gone, who cares? Begging your indulgence, young Jedi.

DC 30 Secured Information

(Slicing Computer Use vs LMEx computers, Internal finance system) The new seam at Forleim Mine is anticipated to be profitable to the tune of several hundreds of thousands of credits a month. Given the seam closure, miners cannot be retained without the company losing money.
All other accounts about the mine and LMEx have been correctly audited and are valid.

Non-Player Characters

Vulk Lya'ki, Bothan Detective

Vulk is a Bothan who arrived a few years ago to bolster the investigative skills of the Losshaven LEA. She is extremely competent: many criminals are fearful she is in league with the Bothan Spynet. Whilst attractive, with pale cream fur marked in delicate tawny patches, she has so far kept away from any local romantic involvement: even her relationship with M'Loow was professional.

Vulk is currently assigned to the Mine Murders. She will help the heroes, and if asked will assist and accompany them on their investigations, providing reasonable assistance. She will not enter the cavern at Forleim Mine, insisting such places are for Jedi, but will keep watch from the entrance behind a mining mole.

She is driven around by an experienced and Expert driver (a Republican Peace Officer with an Expert level having at least Pilot +6 and Repair +5). Her airspeeder is unmarked, seats four and has good communications equipment.

Vulk Lya'ki, Bothan, LEA Detective,
Expert 2/Thug 2/ Republic Investigator 4
Init: +2; Defense 15; Spd 10m; VP/WP 24/13
Atk Melee: +6/+1 (1D4/20 Hands or DC15 Stun Baton)
Atk Ranged: +8/+3 (3d6/20, DC 15 Blaster);
SQ: Teamwork, Informant*2, Perceptive Questioning
SV Fort +6, Ref +4, Will +10. FP 4/DSP 0,
Reputation +6.
Str 11, Dex 14, Con 10, Int 14, Wis 14, Cha 12.
Read/Write: Basic, Bothan. Speak: Basic, Bothan, HillManor, Ryll, Huttese
Equipment: Stun rod, blaster pistol, credit chip, secure comlink, Padded armour (DR2).
Skills: Bluff +6, Computer Use +12, Diplomacy +9, Disable Device +4, Disguise +4, Gather Information +14, Intimidate +7, Knowledge (Streetwise) +6, (Forensics) +6, (Medj'k'ai) +6, Listen +4, Profession (LEA Investigator) +7, Repair +2, Search +8, Sense Motive +13, Spot +10, Treat Injury +4,
Force Skills: None
Feats: Weapon Proficiency (Blaster Pistols, Simple), Armour Proficiency(Light), Persuasive, Alertness, Toughness, Gearhead, Martial Arts, Skill Emphasis(Sense Motive), Sharp-eyed, Skeptical, Street Smart

XP: none. If the characters do attack Vulk they will instantly be outlaw and murderers, also classed as "Losshaven's Most Wanted": any Jedi involved will receive one or more DSP and they will be blacklisted throughout the Nebula. M'loow will take the murder personally and will use all his resources to track down the characters.

M'loow Fu'lyp, Human Private Investigator

Operating under the trading name "High Window Investigations", M'loow is a cynical and competent PI who has known Vulk since she came to Losshaven. When she originally arrived, he befriended her, perhaps cynically *knowing* she'd have few friends on a new planet. Whilst he saw this as a business relationship to develop (an insider in the police force) he little realised that *she* saw the relationship in a similar fashion. It was some years till he realised his mistake in underestimating her. They have remained friends, developing a respect which has led to them consulting each other on difficult jobs. Vulk has seen previous Force-related deaths before and wants **absolutely nothing** to do with them. He is not guilty of anything to do with the murders in any way, and has friends in high places who could "lean" on the heroes. From a gaming perspective he is a red herring, but a profile is provided below.

M'loow F'lyp, Human, Private Investigator,
Flinger 4/Noble 2/Crime Lord 2
Init: +2; Defense 19; Spd 10m; VP/WP 42/10
Atk Melee: +6/+1 (1D4/20 DC15 Stun Baton)
Atk Ranged: +7/+2 (3d8 or DC 18 Heavy Blaster pistol,3d4 Holdout);
SQ: Jury-Rig(+2), Favor(+1), Inspire Confidence, Barter(+5), Blackmail(Cha*8*30/25/20), Contact.
SV Fort +4, Ref +7, Will +9. FP 4, DSP 2,
Reputation +6.
Str 12, Dex 14, Con 10, Int 14, Wis 14, Cha 13.
Read/Write: Basic, Basic. Speak: Basic, Ryl, Rodese, HillManor
Equipment: Stun rod, heavy blaster pistol, hidden holdout blaster, credit chip, comlink, datapad (secured DC30 to break), security tools (mastercraft +1), Mastercraft Padded LE Flight Suit DR 2 ACPen -2, +3 Fort SV in cold temp.
Skills: Bluff +13, Computer Use +7, Diplomacy +9, Gather Information +11, Handle Animal +3, Hide +10, Intimidate +7, Knowledge (Streetwise) +8, (Forensics) +5, (Medj'k'ai) +5, (Jedi Lore) +6, (Sith Lore) +4, Listen +9, Pilot +4, Profession (Investigator) +7, Repair +2, Ride +3, Search +6, Sense Motive +8, Spot +9, Survival +4,
Force Skills: None
Feats: Weapon Proficiency (Primitive, Blaster Pistols, Simple), Armour Proficiency(Light), Trick, Infamy, Persuasive, Alertness

XP: none. If the characters do attack M'loow they will be classified as murderers and outlaws. Vulk will take the death personally and will track the characters to the limit of her skills.

Plain-clothes Detectives

These are typically as LEA officers but with a level or two of expert or diplomat.: apply skills as necessary to "Republic Peace Officers".

Other LEA officers

Other police should be taken from the RCR as "Republic Peace Officers".

Meruth ganRhin, "The Dumpster"

Character: Arrogant and resents Hill Manor Adepts and any who fail to recognise his ability with the Force or would "hold him back" (for example, Jedi). His oft-held belief that he "could have been someone" if given the chance has developed into hatred. Up until recently he has lived the narrow life of the self-imposed victim.

Current Location: He is not to be found at his listed address, a place now burnt and charred from an inside fire (a Knowledge (Jedi or Sith Lore) DC15 check will enable the person analysing the scene to realise it is some form of DarkSide fire). GanRhin is actually living at the swoop track.

History: ganRhin was hill-manor born, but soon gravitated to the capital city of Losshaven when he found life in the Borderlands too hardy. Whilst his skill with the Force was recognised by the Manor people and their Adepts, but his attitude and arrogance led them to believe he was not suitable to be trained.

He has always enjoyed driving: his job is that of repulsor Dumpster driver at Forleim Mine, and he had joined the local Black swoop gang, the *Bantha Beaters* - a culture in which his petty malevolence enabled him to excel.

Recently however, when indulging in his childhood hobby of caving, he fell down an old, sealed shaft. At the bottom he found the tomb of the ancient Hill Manor Dark Side Devotee, Malayn. Realising his skills, she appeared to him, complimented and praised him, and developed him as a living ally. He began following the teaching of her Force Spirit as she developed his arrogance and hate. Such teaching enabled him to develop his piloting skills and enhance them through the force. This has enabled him to enter the HavenSwift swoop-races, earn money, and buy a better swoop and win more.

Soon, however, he found the thrill in winning lacking something: he had reached his dream through Malayn but found it not what he thought. She is now feeding on this, moulding him into what she wants: an instrument of her

revenge. As such she has been encouraging him to indulge himself in petty riding feats, faking bad losses and forcing incredible wins, purely for the random enjoyment of frustrating so many people. She has also encouraged him to rise to the top of his swoop gang, the *Bantha Beaters*, which he did so by wiping out everyone else - something she wasn't over-pleased about, but at least it drove him closer to the dark side.

Now: Meruth and Malayn have worked out that Jedi will come: whilst the breaking through into the cavern was an annoyance (and Meruth tried to stop further work and shut down the mine), it is obvious their cover will soon be broken. Malayn has accelerated Meruth's training and has revealed to him the location of her Force-imbued staff. Meruth will combat any Jedi in the cavern, drawing on the dark side as necessary to give him a +2 bonus to his Force-based checks (as the cost of another DSP).

Meruth ganRhin, Human, 36,
Dumpster Driver/ Swoop Racer,
Thug 2/Expert 2/Dark Side Marauder 3
Init +7; Def 16; VP/WP **27/12;** Spd 10.
Atk Melee: +8/+3 [2d6+2/20, Vibroblade]
Atk Ranged: +9/+4 [3D6/20, Blaster, DC15 Stun]
SV Fort: +6; Ref +3; Will +4; FP3/DSP5.
Reputation +1 (+4 in Swoop circles)
Str 14, Con 12, Dex 17, Int 11, Wis 10, Cha 12
Speak/RW: Basic, HillManor.
Equipment: High-speed Speeder-bike (choose one), blaster pistol, Vibroblade,
Skills: **Climb +8** (4+2+2), Demolitions +1, Disguise +3, **Intimidate +6** (5+1), **Pilot +14** (8+3+3), Profession(Dumpster Driver) +2, Swim +3, Survival +2.
Force Skills: **Battlemind +6** (+5+1), **Enhance Ability +5** (4+1), **Force Grip +5** (3+0+2)
Force Feats: Alter, Control, Force-Sensitive, Malevolent (+2 Fear, +2 Grip), Rage (+4 Str,+2 VP/lvl, +2FSV/WSV, -2 Def: 6 rnds)
Feats: WGP(Vibro, Simple, Blaster Pistols, Rifles, Primitive), AP(Light), Athletic, Skill Emphasis(Pilot), Power Attack (+Dam,-A), Improved Initiative
CC:C+

XP.120 each for a group of 2nd-level characters, whether turned to the light side or destroyed, with an extra 50 if turned.

The "Dumpster" modified TaggeCo Air-2 Racing Swoop

Class: Airspeeder, Racing] **Crew:** 1 (Elite +14 *)
Size: Large (4m long) **Initiative:** +6 (-1 size, +7 ganRhin)
Passengers: 0 Maneuvre: +15 (-1 size, +14 crew, -2 Air-2 equipment penalty, +4 guidance enhancements)
Cargo Capacity: 4kg **Defense:** 11** (-1 size +2 armour)
Cost: unknown, est 50KCr **Shield Points:** 0
Altitude: Low **Hull Points:** 13 (DR 5)
Atmospheric Speed: 670 km/h (11 sq./action)
** bonuses are provided based on the swoop being ridden by ganRhin*

Malayn, Dark-Side Hill Manor Adept, Force Spirit

Character: Malayn is malevolent. Never really very powerful when alive, nonetheless her sheer hatred and domineering will made her short reign one which many of the local Hill Manors did not wish to see repeated.

History: (Obtainable via a DC20 Knowledge(Haven Manor Force Tradition) or a DC25 Knowledge(Medj'K'Ai Nebula) check). Initially a relatively weak Hill Manor Force Adept, Malayn was trained like many Hill Manor people at one of the many central convents. Such training normally included healing, guidance, care for her people and a respect for the environment unmatched by other traditions.

Where or why she turned away is not known, but it happened early in her career and training. Some are conjecturing she became enamoured of a local despot; others she encountered a Dark Jedi (the strict codes, training and development of the Jedi is often regarded with suspicion in the Hill Manor communities). Whatever the reason, she outgrew the skills of her trainers and began training herself, claiming that only she had the power and ability to make the Hill Manors more than they were, that she could turn them into a rich kingdom, not the simple, almost poor, farming communities they were.

She slew many in her convent who resisted her, and fled to her birthplace. There she slew the guardian Adept of the Manor, took his place, and began expanding her influence, pressuring other Guardians Adepts to accept her as overlord.

The other Force Adepts in the communities allied together to defeat her and, fearful of her spirit coming back, built a tomb in which they could seal both her body and spirit.

Lately: Malayn's Spirit has prospered in the dark, and grown more malevolent. It **cannot** leave the tomb. She is looking for a healthy Force-User which she could possess. ganRhin has been a lifeline to her, someone through whom she believes she can live her life as it was meant to be. As a result, she will not possess ganRhin, regarding him as her disciple and, potentially, lover (if such evil can really have love) or prince.

Combating the Spirit: Malayn and ganRhin have a plan centered on him drawing people into her influence within the Tomb. Whilst she cannot leave the tomb, it is worth remembering that the passage to it is only 12m long and the

Malayn as a Dark Side Spirit

These are adapted from the *Dark Side Sourcebook (DSSB) and Power of the Jedi (PotJ)*.

Malayn must **Materialise** in order to be seen, taking a move action to do so. She must spend 1VP per minute to remain visible. She cannot move out of her tomb whilst in spirit form. Once materialised, she can interact with characters and use non-physical Force skills, but moves only at 10m per round, as if on foot.

Once materialised, Malayn can attempt to **Possess** a character. This is a full-round action and the target must make a Will Save vs DC 9 to prevent being possessed. On success, they cannot be possessed by Malayn at all, ever! If they are possessed, the character becomes GM-controlled, retaining their physical feats but having their mental and force feats, all skills, Int, Wis, Cha, BAB, levels and classes replaced by Malayn's. Malayn will flee the body of a dying character (0 or negative wound points) but will otherwise try to escape in the body just acquired. If she uses a Force Point whilst possessing the body, the host has a DC15 Will save to force her out (Force Points can be used!).

In spirit form Malayn can be harmed directly by the expenditure of a Force Point (by Force-Sensitives only in the cavern) which will inflict 1d4+1 point of damage to her wounds. Force Light (a light-side, Cha based skill) will inflict 1d8 damage (to VP first) on a check of 15-, 1d8+6 on a check of 16-25 and 2d8+6 on 25+ ; it costs 8VP expenditure per use. Once Malayn is reduced to zero wounds she is destroyed. Note that once she runs out of VP she can only remain materialised until the end of her minute (but her absence will mean the heroes could destroy her tomb).

Malayn will try and fake the use of Force skills such as Move Object via her Illusion skill, perhaps to close the doors. She will also **fake the use of Force Lightning** against characters, which can be problematical. In such a situation, the following is suggested:

1. Make a secret Will Save against the illusion for the hero
2. On failure, make an appropriate Force Lightning damage roll, asking players to subtract the damage as appropriate (VP or WP).
3. A secret roll should be made by the GM, either for a DC15 Fort Save **or** a DC 15 Knowledge(<Any Force Tradition>) to question or resist why they are being harmed in this way.
4. Success means no damage is taken!
5. Failure means the character takes the damage as temporary damage. Note they will not die, but will "mysteriously" remain unconscious if supposedly reduced to -10 WP or below.
6. Damage remains applied until the character has an option to re-evaluate the situation (e.g. someone tries to treat their injuries, or bring them round, or makes the DC15 Force Lore knowledge check themselves and explains to the harmed hero that what Malayn did was impossible – in this case allowing the injured hero a +4 modifier to their roll!) . At this point they may take the Fortitude/Knowledge save again. The GM should make this in secret and explain as necessary!

tomb itself is very short. The pair will try and isolate attackers to get her a body.

Malayn cannot **physically** harm attackers whilst in Spirit Form, even with Force Lightning or other force powers. She and ganRhin will be reluctant to harm potential hosts unless they

have resisted her Possession (see the callout), attack her to drain her powers or are defeating/capturing ganRhin.

Malayn will support ganRhin and split up characters by using her Fear, Illusion and Affect Mind, making copious use of Illusion to fool attackers into believing the doors are closed once they are inside, or explosives detonate prematurely, and also to fake Force Lightning (see the callout for this, too!).

She doesn't have to be confronted directly: if the tomb is destroyed and reduced to rubble, the focus of her Spirit will be released to the Force and will fade away.

Her Talisman, a twisted staff, is contained within the stone slab on which the desiccated bones of her body lay. The top requires a DC20 Strength check to move (players can help, adding **all** their Str bonus) to reveal the staff inside.

| |
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| Malayn, Dark Side Spirit, Force Adept 3/Dark Side Devotee 4 |
| Init +0; Def 16; VP/WP 60/18; Spd 10m |
| Atk Melee: +5 [1d6/20, Staff]; Atk Ranged: +5 |
| SV [Ft:+4]; Ref +5; Will +8; FP3/DSP14 , Reputation +1 |
| Str 11, Dex 13, Int 14, Wis 12, Cha 18 (Con n/a) |
| Speak/RW: Basic, HillManor (RW). |
| Equipment: Robes, Dark Side Talisman (twisted staff, concealed under the rock slab) |
| Skills: Hide +8, Listen +11, Intimidate +12, Knowledge(Hill Manor Force Traditions) +6, Move Silently +5, Search +10, Sense Motive +8, Spot +13, Swim +3, Survival +7 |
| Force Skills: Affect Mind +9 (3+2+4), Empathy +4, Enhance Ability +4, Fear +17 (7+3+2+1+4), Force Grip +7 (1+2+4), Force Lightning +7 (1+2+4), Illusion +15 (10+2+3), Farseeing +5 (4+1), Move Object 4 (2+2), See Force +3 (2+1) |
| Force Feats: Alter, Control, Force-Sensitive, Sense, Burst of Speed, Mind Trick (+2 Ill, AM), Malevolent (+2 Fear, +2 Grip), Skill Emphasis(Fear), Skill Emphasis(Illusion), Dark Talisman(Staff) +2 <i>Dark Side*</i> , Hatred (10m att, 4VP) |
| Feats: WGP(Simple, Primitive, <i>Blasters</i>) |
| SQ: Materialise, Possess, Dark Side Spirit, Dark Side corrupted: +4 <i>Dark Side skills</i> , -8 <i>light side skills</i> , +8 <i>Hide, Listen, Search, Spot</i> . |
| * If her staff is destroyed she loses 2 points from Dark Side force skills |

XP.200 each for a group of six 2nd-or 3rd level characters

New Prestige Class

There are a number of prestige classes used in this scenario. Most are available from the Star Wars d20 RCR, but the following is specific to Law Enforcement Agencies. It is provided here for reference and, perhaps, GM use.

Republic Investigator Prestige Class

Most law enforcement agencies (LEAs) need detectives to solve the more complex crimes. Many of these detectives have climbed through the ranks of normal Republican Peace Officers or other LEAs and have discovered an aptitude for problem-solving which is relatively rare. After transferring into the detective branch, such detectives are rapidly found to be noticeably more competent than normal detectives, often with higher clear-up rates, and whilst not afraid to go undercover or challenge the more dangerous criminal, their principal skills are in pure detective work and in co-operation with other agencies.

The best of these are trained as Republic Investigators: those detectives who the criminal fraternity really do not want to hear are assigned to their case.

Requirements

To qualify to become a Republic Investigator, a character must fulfil the following criteria:

BAB: +4

Skills : Gather Information 6 ranks, Computer Use 6 ranks, Knowledge(Forensics) 4 ranks, Sense Motive 4 ranks, Spot 4 ranks,

Special: The Investigator must be a member of a recognised Law Enforcement Agency or the Republic Peace Organisation, preferably as a detective

Dark Side Points: 0. The Republic Investigator must be beyond reproach

Game Rule Information

Vitality: A Republic Investigator gains 1d8 vitality points per level. The character's constitution modifier applies.

Class Skills

The Republic Investigator's class skills (and the key ability for each skill) are Bluff(Cha), Computer Use (Int), Diplomacy(Cha), Disable Device(Int), Disguise (Cha), Gather Information

(Cha), Intimidate (Cha), Knowledge*(Int), Search(Int), Sense Motive(Wis), Speak Language and Spot(Wis).

Skill Points at Each Level: 6+Int modifier.

Class Features

The following are features of the Republic Investigator prestige class.

Starting Feats

The Republic Investigator gains the following feats:

Weapon Group Proficiency(blaster pistols)
Weapon Group Proficiency(simple weapons)
Skeptical (if Wisdom 13+)

Informant

Republic Investigators develop informants throughout their work. Whenever a Republic Investigator gains an informant, the GM should generate a supporting character from the underworld to represent the contact. The Informant will only contact the Republic Investigator in secret or when not threatened and will provide key information or expert skills. The Informant cannot be called more than once per adventure. Refer to the RCR chapter 12 for details on Favors and Contacts.

Teamwork

Whenever a Republic Investigator works with another member of a Law Enforcement Agency he acts more quickly and more effectively than when working with civilians. When cooperating on a skill check, or when giving a flanking bonus, with another LEA officer, the hero gives the leader of the situation a +3 bonus instead of +2.

Bonus Feat

The Republic Investigator can choose one of the following feats providing any pre-requisites are met:

Alertness, Persuasive, Sharp-eyed,
Skeptical, Street Smart, and Trustworthy.

Perceptive Questioning

The Republic Investigator has spent so much time questioning suspects, that their skills become almost second nature. At 4th level, the RI can use this skill to reduce the time for Gather Information checks to 1 hour.

Alternatively, the Republic Investigator can apply a +3 situation bonus to Gather Information, Diplomacy, Sense Motive or similar checks when interrogating a prisoner in a

The Republic Investigator Prestige Class progression table

| Level | Base Attack | Fort Save | Ref Save | Will Save | Special | Defense Bonus | Reputation Bonus |
|-------|-------------|-----------|----------|-----------|---------------------------------|---------------|------------------|
| 1st | +0 | +1 | +0 | +2 | Start feats, Informant | +1 | +1 |
| 2nd | +1 | +2 | +1 | +3 | Teamwork | +1 | +2 |
| 3rd | +2 | +2 | +1 | +3 | Bonus feat, Informant | +2 | +2 |
| 4th | +2 | +3 | +1 | +4 | Perceptive Questioning | +2 | +3 |
| 5th | +3 | +3 | +2 | +4 | Direct Investigation, Informant | +3 | +3 |

location which he has been able to prepare beforehand.

Direct Investigation

At 5th level the Republic Investigator has become so used to the methods and techniques involved in his work that he can direct the actions of others to increase their chances of success. The bonus is equivalent to the Cha bonus of the Republic Investigator and lasts for a single task or for 1 minute. To invoke this skill, the Republic Investigator must make a Diplomacy check equivalent to 10 + the number of allies to be affected. This can only be applied to valid LEA work, or to skills in which the Republic Investigator has ranks himself, or to which he can add a synergy bonus.