

The Tyrant of Xathra

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BATTLE the white clad SHOCK troops of the EVIL Galactic EMPIRE !!!

LUST after the mysterious MS BRUNNER !!!

HUNGER for the HIDDEN SECRETS of the CRYPTACORON !!!

A time of Legends...as a youth farm boy faces destiny in the Death Star trench, a motley crew of rag-tag adventurers embark on a dangerous journey to recover the forgotten Cryptacoron from the desolate planet of Xathra. Armed only with hope and determination, they shall brave the dangers of the forgotten planet and struggle to bring freedom to the galaxy. Will YOU face the Tyrant of Xathra ?

Introduction and note on structure.

I've always loved Star Wars and Space Opera in general, because of this writing this adventure was a lot of fun. But in trying to re-create the atmosphere and excitement of the genre, I've structured this scenario fairly carefully. I assume that virtually all the groups will succeed, pulp sc-fi doesn't go for downbeat endings. I don't expect all the characters to survive however. Such is life.

The scenario should break down into three roughly equal Acts. Of these Act Three should be the shortest, but they should all be about 45 minutes to an hour and a quarter long.

Act One encompasses everything the character do up until they start the journey into the ancient Jedi base. This includes exploring the planet from orbit, making friends with the Mormori, joining in Dac Brais's doomed crusade against the tyrant and so on.

Act Two covers everything from the characters capture to the point at which they discover the Cryptacoron and Ursa Rex is consumed by it.

Act Three takes in the chase after Ms Brunner to rescue Ursa to the characters final escape from Xathra and "The Nymph of Darkness".

This breakage of the scenario into three parts may seem arbitrary, but each act begins and ends with an event vital to the "story". While you could abandon this structure altogether, doing so would require the GM to improvise to a much greater degree (and you're going to be doing a lot of that anyway) and juggle a lot of different plot elements.

The "Action Beat"

This adventure may seem a tad long to be played in three-four hours, but that is mainly because it is based around an idea put forward by George Lucas when he was writing StarWars, the idea of the action beat. An action beat is an exciting event, a chase, a gun battle, a rescue or a moment of drama. Because of the "thrills 'n spills" nature of the genre, it is best to have an action beat every ten minutes. This may seem be throwing too much at the players, with a large group it is possible to have two different events occurring at once and to allow

the players to act on them at the same time, this may make life hectic for the GM, but we never said this was going to be easy. The classic Starwars example of this is the rescue of Princess Leia. Han, Chewie and Luke had to rescue the princess, R2-D2 and C3PO had to monitor Imperial communications and Ben had to knock out the Tractor beam, all at the same time. It's chaos, but it's fun.

BACK STORY

A long, long time ago there was a Jedi monastery on a small planet named Xathra. There the Jedi studied the force and meditated and their artisans crafted many wondrous artifacts now lost to the galaxy. One such artifact was the Cryptacoron, a piece of cloth that revealed in the shifting colours of its weave the overlapping ripples and tides of the force. However during the Jedi-Sith war, the monastery was attacked and the knights were put to the sword. The last surviving knight, vowing that the Sith would not live to destroy again detonated a plague weapon and hid in a suspended animation capsule. The Sith died, but as they did so, their anger and pain affected the Cryptacoron and it was perverted. The radioactivity from the Sith nuclear weapon faded and the scattered survivors, altered, primitive and savage eked out a living on the blighted planet.

Several hundred years ago, a being with no name arrived in Xathra and built a castle atop the ancient monastery. This being, the self proclaimed Tyrant of Xathra, imposed its will upon the surrounding tribes and devoted itself to the appreciation of beauty. In time it forgot to attack and cow the primitives around it and sank into introspection and depravity.

Xathra remained virtually unknown until several months ago. An Imperial file clerk while collating some ancient Republic Era files came across a reference to it in connection with a long lost Jedi Knight base destroyed during the Sith War. When this information came to the attention of the Emperor, he dispatched an archaeological team to discover whether or not the reference was truthful. Xathra which had long been home to a malevolent alien which ruled over the native population as a Tyrant was mapped from orbit and the team made contact with the surface.

The Tyrant captured them after several days and slowly consumed them (more on the Tyrant's diet later) until only two were left, Azra Brunner, an agent in the Imperial Secret Service and Koraz Bak, an archeo-biologist. These two survived once they consented to serve the Tyrant, who had need of their skills. The Nymph of Darkness which was held up by an uprising in the Coriola Meae system will arrive within 36 hours of the players' arrival in system.

Rebellion High Command took several days to decipher the badly garbled message. Even after it had been deciphered nothing much could be made of it, and so it lay ignored by Rebellion Intelligence Officers for over a week, until a clerk, one Tars Tarkas, an amateur historian, noticed it and brought it to the attention of the High Command.

The High Command were more concerned with the threat posed by the Empire's new weapon, the Death Star, did not consider the Cryptacoron to be of high priority. While reasoning that the acquisition of the Cryptacoron by the Empire might serve to bolster Imperial morale, Rebel HQ felt that since none of this Jedi Knight, energy field nonsense was real, the artifact could not be of any real importance. With this in mind they assigned the characters, a fairly motley crew of people to recover the artifact, feeling that they at least wouldn't do any harm by

acquiring the artifact and that the characters would be less hassle once they were out of the way.

THE ADVENTURE

Scene 1: The game begins with a short trailer in which the players learn some of the story behind the Cryptacoron and receive a briefing from General this is played in live action and you don't need to worry about it.

Scene 2: The characters arrive in the Xathra System, just at the hyperspace point marked on the map. Xathra Three is the planet their after (they will have been told this in the briefing).

They will immediately receive a transmission from HQ informing them that the Super Star Destroyer "The Nymph of Darkness" will be arriving in system in 36 hours.

Stuff they can do:

Conduct scans of the solar system, this is an Easy Sensors job and reveals nothing of interest, Conduct scans of the surface of the planet from orbit. This is an Sensors task.

7+: Xathra is a planet of climactic extremes, icy poles and burning deserts at the equator. Vast plains dominate the temperate region of the only landmass (about the size of Eurasia). These plains are crisscrossed by several colossal mountain chains. One location in particular appears to be inhabited (the Tyrants castle).

10+: There are low levels of radiation at certain points all over the planets surface as if it had been indiscriminately nuked several hundred years ago.

15+: There appear to be a vast multitude of people massing outside that inhabited area.

20+: The inhabited area appears to have a fairly high level of technology (this can be told from the levels of smelted ores and electrical gear).

25+: There is a second hi-tech site detectable from orbit, the wreckage of the Imperial expeditions camp.

Scan Tars Tarkas

Tars Tarkas is a lifeless piece of rock, it scans as such.

Scene 3: There is little left to do, but for the characters to land on the planet. There are several ways they could do this.

Land and check out the Imperial expedition.

The Imperial expedition made camp on top of a desolate hillside in the shadow of a large mountain chain about 500 south of the Tyrants Castle. The player come across a scene of devastation, there are the remains of three Imperial Shuttles which have been blown up and are scored with blaster marks. There are supplies for about 30 people (tents, food, gear, etc) scattered around for several hundred yards in all directions. There are small items all over the blasted clearing, anything the players want that is relatively likely to be there is present. But there is a 50% that it has been destroyed.

Perception or Investigation

15+: There are no bodies around, though whoever was here put up a fight.

20+: There are lots of footprints, but they're all wearing Imperial boots.

Survival 15+: The camp hasn't been here for long, as there is little evidence of latrines, etc.

Archaeology 10+: This is a really stupid place to pitch a camp there is no geophysical evidence of ancient habitation. (That was because it wasn't put here for reasons of archaeology)

Knowledge or Tactics 10+: By the distribution of blaster marks, etc, whoever attacked came in large numbers and attacked from all sides at once.

Repulsolift Operations 25+: There are patterns in the distribution of the small items scattered around the base that would suggest that repulsolift engines were used by whoever attacked the base.

What happened was that the Tyrant discovered the Imperial Expedition. He shipped 100+ Hounds to the base in sail barges. The Hounds slaughtered the expedition, captured Ms Brunner and Kaz Bak and shipped them and the dead of both sides back to the Castle.

Approach the Castle, but don't make friendly overtures.

If the Miss Adventure doesn't make it obvious that she is friendly, tractor beams will fix on the ship and the turbolaser batteries will open up immediately. Allow the players to struggle a bit. They can escape, but they'll suffer serious damage doing so. Their ion engines will be knocked out and the ship will rapidly begin losing altitude. NoNo can control the crash landing to a certain extent, but the ship will come down 3-5 miles from the Castle at best. If the character don't initiate contact with the Mormori, the Mormori will come looking for them. The character will be brought before Dac Brais, see Scene X.

Approach the Castle, making friendly overtures.

If the characters actively advertise their presence and announce over comms that their intentions are peaceful, they will receive a brief message from the Tyrant ordering them to land in the courtyard of his castle. Any deviation from this course or aggressive maneuvers will be met with tractor beams and turbolasers as above.

Once the ship lands the character will be greeted by several of the Tyrant's mindless slaves, two lobotomised Mormori guards (stats as standard Mormori armed with swords). The taller slave will hold out a recording device and plugs into his throat. The following message is spoken by the slave.

"The Tyrant of Xathra, Terror of the Stars, Consumer of Beauty's, Master of Millions, Fountain of Wisdom, Terrible in Battle and Unrivalled in Power bids you welcome. You are now subjects of his domain. He bids come to his chambers so that he may inspect you. Follow the slave."

The slave will lead them through the pleasure garden to his throne room. (Note: Smitty will not leave the ship and if he doesn't he won't get noticed).

Making contact with the Mormori.

Depending on whether the characters seek the Mormori out or the Mormori find them in their damaged ship, the result is pretty much the same.

If the characters seek the Mormori out in their ship, they will cause panic and the characters will be treated to the sight of hundreds of stampeding Riding Beasts tearing across the plain, being chased by their riders. Dac Brais will be more than willing to open talks with the characters, though there will be several hundred disgruntled tribesmen to deal with.

If the characters, land their ship at a safe distance and then make contact, they will be picked up by a few Mormori warriors on the outskirts of the encampment. A fight may develop, if the players are subdued (unlikely) they will be brought before the Council of Chiefs. If they win, they'll end up being surrounded by 500+ warriors and not so politely asked to meet the Chiefs.

If the Mormori drag the characters out of their (damaged) ship, they will be disarmed and brought to the Council of Chiefs.

Scene 4:

The throne room is a large white marble room in the large tower that over looks the pleasure garden. Constructed of white marble, the vast room is filled with black Onyx pillars that are scattered seemingly at random through the room, silk curtains hang between several of these. The slave leads the characters through this bewildering maze, eventually halting at the throne.

The throne is a large affair made of green jade and studded with gems and lapis-lazuli. The Tyrant lolls upon it, smiling, surrounded by half a dozen or so of his mindless "food". There is a Force Field around the Tyrant acts as 8d armour against energy attacks. Silk curtains, to the left and right, conceal pens holding 40 of the Tyrants Hounds. These curtains can be raised and the Hounds lashed into a frenzy within seconds. All the Tyrant has to do is release the force fields holding them back .

The Tyrant will question the characters as to why they are here and make it clear to them that he now considers them to be his property. However they may do as they wish, so long as he finds them entertaining. If they state their mission, he will smile and nod, telling them that if they wish to take the Cryptacoron, they can, but he must have his fun first.

The Tyrant will then introduce Ms Brunner and Kaz Barak to the characters. He will tell them that Ms Brunner and Kaz Barak also came in search of the Cryptacoron and will be joining them on their "little expedition". If the character don't state their mission, the Tyrant will introduce Ms Brunner and Kaz Barak and inform the character that they are going to go in search of the Cryptacoron and do the character want to tag along ?

During this Ms Brunner will be projecting as positive an image of herself as possible, while Kaz Barak will be staring at whoever makes friends with Ms Brunner with intense jealousy.

After this the Tyrant will summon a Mormori scribe slave and will dictate a catalogue of the characters as if they were articles of merchandise or slaves. They should be insulting and demeaning, pick up on something that is guaranteed to irritate and annoy the particular player. Only the description for Northwest Smith is set.

"Northwest Smith: A most remarkable specimen, considering his years. A tad rough, but he has a certain beauty about him. This jewel must be ground, cleaned and polished before it can be set."

The Tyrant will then bring the characters on a little tour of his castle. The sights will include:-

The Pleasure Gardens:- "Aren't they beautiful ? And my little pretty pets, they are sublime"

A Meal:- The character will be fed in the throne room. A massive sandal wood table laid out and the character sit on cushions around the table. The Tyrant doesn't eat, but drinks a little wine. The food is served by some of his slaves. At the meal, the Tyrant will attempt to draw the characters out of themselves, asking them what they do, why they do it, where they come from and so on. The meal is fantastic, but includes a rather dubious meat stew.

An Operating Theatre:- The characters watch as Hound is prepared. A screaming boy is held down as an automated buzz saw removes his limbs. He is then fixed to the harness.

The Mormori Army outside:- The characters are invited to watch as Dac Brais's doomed army hurl themselves against the walls and are wiped out by Hounds and Turbolasers. There is also a tremendous rumbling within the Castle as the Tyrant opens the sluice gates in his sewage system, turning the ground in front of the castle into a marsh.

Characters who sneak off or end up running lost through the Castle could discover some of the following.

The Dead Room:- The dead from the battle in the Imperial Camp are piling here rotting. A droid chef bustles about, flensing flesh from bone and turning it into meat stew.

The Store Room:- This is a room filled with old bits of gear, machine parts, tools, building materials. There is a 50% chance that a character could find any non-weapon item they're looking for.

The Cryo Room:- A room holding two cryo tubes, only one of which is occupied by a good looking young man in his 20's. This room is full of vapour and stacked with machines, data readouts, computers, etc. An 25+ Computer Prog/Rep roll will allow the characters to decipher some the readouts. The man in the tube has no brain and has been kept there for three years. The empty tube was occupied up until several hours ago by a man answering the Tyrants description, who was also without a brain.

The Padded Room:- One of the Tyrants pretties has gone mad and is currently locked up here. She is tearing her hair out and chewing her fingers when the characters arrive. She is beyond help.

Scene 6: The Council of Chiefs

The council of chiefs is made up the leaders of the Mormori clans. The only individuals are Dac Brais, Thulsa Doom and The Witch Queen, the "Chief"'s job is too sit around, boo, yell and bang their swords on the table when Brais and Doom are arguing.

The council is held in a large tent some 50 feet across. A huge fire blazes in the middle. The twenty or so chiefs sit at a large table stacked high with steaming meat and coarse beer. A whole riding beast turns on a spit over the fire. They are arguing over whether they should attack the castle or not.

The characters will asked to tell their story. This is a great opportunity for role-playing, get the player to actually tell the story, do sound effects and so on, just like C3PO in Return of the Jedi.

The Mormori won't be swayed by this over much, though they will fancy their chances if their attack is backed with the characters with blasters and other weapons. Dac Brais will appeal to the characters to help them take the Castle, claiming that the Cryptacoron is certainly inside.

Thulsa Doom and his supporters will try and shout Brais down arguing that the attack would be suicide. Brais will then call on the Witch Queen to do a "Coward Smelling". As soon as this is mentioned the tent will hush and the Witch Queen will hobble forward.

Witch Queen: Who calls on me ?

Brais: I, Dac Brais call on you O Witch Queen, for we have a coward amongst us, a crawling thing called Thulsa Doom.

Witch Queen: What say you, Thulsa Doom.

Doom: I am no coward.

The Witch Queen will then proceed to hobble over to Doom and begin sniffing him evilly, she will then announce. "He has the smell of cowardice upon him". Doom will then be picked up by the Chiefs and dragged screaming into the centre of the tent. He is crucified on the ground with large iron nails and then gutted by the Witch Queen, who will examine his entrails and pronounce that the omens are "good".

Should the character try and back Thulsa Doom, the above will happen, but the players will be given drugged food at the feast. Once Doom has been killed, Brais will offer them their freedom if they agree to aid him.

Fun Stuff that can happen with the Chiefs.

"I want her for my woman" - One of the Chiefs fancies himself as a hard man and more worryingly fancies NoNo. He will approach Dac Brais and ask for the right to take her. Brais will give it. NoNo probably doesn't want to go out with this guy which leaves her two options. When the Chief tries to take her, Brais will mention that her man may fight for the right to keep her. One of the male characters will then have to do single combat with the Chief. Secondly NoNo can opt to defend herself (cue furious laughter from the Chiefs).

This is an easy fight, the character can just whip out a blaster and kill or disarm the Chief (use Thulsa Doo's stats). Killing him will raise no eyebrows, disarming him (shooting his sword or stunning him) will cause uproar (put give the character a character point or two for decency). Brais will eventually get the Chiefs to settle down, but the atmosphere will be a lot more tense.

"The Heroes portion" - The choice cut of the Riding Beast is the Heroes Portion and it goes to the best warrior present. Brais has given up his right to the meat, but during the meeting one of the players takes the meat by mistake. There is an immediate challenge issued by the Chief whose considers it his own. This is non-killing combat and the character can back out at any time. However, if a blaster was used defending NoNo, the Mormori will disallow them and offer the character a sword.

Scene 7: The Attack.

The attack begins the next morning at first light. You can go into detail on this or not depending on your preferences. The basic plan is as follows.

Dac Brais has contacted a traitor, a slave you broke his programming and survived with a rudimentary intellect intact. This traitor is going to open the gates of the Castle, so that the Mormori can charge in, thus circumventing the wall defences. However the plan is doomed. The traitor was discovered and killed. The Tyrant is aware of the plan. The gates will be left open and the “head” of the Mormori will be allowed in, the gates will then be shut, trapping them inside, where packs of Hounds will be loosed on them. The Tyrant has also opened the sluice gates of his Castle and is pumping thousands of gallons of warm, sewage water into the ground surrounding the Castle. This creates an artificial marsh and mist. The Mormori horde, deprived of its leaders, robbed of mobility and visibility will be cut down by the wall defences and Hounds.

The Battle for the characters can be a short or as long as you like. If the characters attack using their ship, it will be hit with turbolasers and tractor beams (as detailed above) and will be dragged down into the Courtyard, where the worst of the fighting is taking place.

The Blood Tor.

In true Conan style, the characters will eventually end up in hand to hand combat, trading blows with lobotomised Mormori and Hounds. This will probably take place in the courtyard. The characters should be surrounded, fighting back to back on a growing pile of bodies (the Blood Tor). They can either surrender, or get stunned by the Hounds. Play up the unequal and savage nature of the battle, wound, a character or two and then let them get captured.

Scene 8: Captured !!!

If the players get captured they will be brought in chains before the Tyrant, who will interrogate them. He will be rather pleased with himself, having won a great victory, etc and magnanimously decides to spare their lives, though he demands to learn why they were part of the group that attacked his Castle. In the essentials, this is virtually identical to the Throne room scene. Once he learns that the group are after the Cryptacoron, he will provide them with some medical care and return their gear to them. This is the best entertainment he has had in years. He will however attach a holo-camera to one of the male characters shoulders so that the entire adventure can be viewed in his throne room.

Scene 9: The Search for the Cryptacoron

The search for the Cryptacoron begins in the bowels of the Tyrants castle. The Tyrant and his slaves accompany the characters, Ms Brunner and Kaz Barak to a large dark chamber beneath the castle, the hi-tech ruin look now predominates in sharp contrast to the Arabian Nights feel of the Tyrants Castle. Shattered computers, broken wiring and fallen girders litter the Jedi Base levels.

The Tyrant takes a small coded key from his robes and flamboyantly runs it through the lock of a large trap door on the floor. The trap door hisses and rises, sliding back to reveal the

darkness below. The Tyrant gestures to the darkness and hisses “A leap into the dark, a leap of faith perhaps ?” and smiles.

The characters can jump into the darkness and fall eight metres onto a hard concrete floor (3d, jumping at 20+ reduces this to 2d) or attempt to lower a line. The Tyrant’s slaves will cut the line as soon as the last character goes down. The characters will still fall, but will only take 2d. Northwest Smith will be held back from this, the Tyrant wants him for other things.

Scene 9a: Sleeping with the Enemy.

Note: It would be a good idea to “cut” this scene with the other scenes, trying to end it towards the end of the chase in scene 12.

The Tyrant has lost many of his “pets” because of the Mormori (who weren’t exactly discriminating when they trashed his pleasure gardens), so he needs to breed a new group. Northwest Smith is the man for the job, given a bit of work. The Tyrant will prevent Northwest Smith from joining in the hunt for the Cryptacoron and the adventurer will be led away by two of his pretty female slaves (pretty as opposed to beautiful, these girls are in fact of near average intelligence) and a pack of Hounds.

Smith is taken to a room filled with exotic plants and flowers. Strangely feathered birds hop from branch to branch and butterflies fly about the rooms marble interior. At the centre of the room is a large pool. Smith is undressed by the two slaves, who bath and shave him. He is then anointed with strangely smelling unguents and oils and dressed in silk robes rather similar to the Tyrants. Smith may object to this, if so the girls have devices like thimbles with a needle coated with tranquilizer on them and will simply prick him into a happy smiling state as the need arises.

Smith is then escorted to the Tyrants bed chamber. The Tyrant requires a male to sire a new line of beauties. However Smith’s rugged intelligence and independent spirit would hamper this, he has decided to feed on Smith’s beauty, thus destroying his mind.

The Tyrants bedchamber is a large room of white marble with onyx pillars, hung with multi-coloured silks. A large raised bath is in the centre of the room, a bed of raw silk and the feathers of exotic birds floats on the bath, which is filled with mercury (4d to ingest).

The Tyrants is lying on the bed when Smith is marched into the room. This is the point at which the Tyrant does the classic space opera villain mistake, he talks to much. He tells Smith about the history of the planet (the jedi-base, Sith war, etc), and who he is (“My people were ancient when the protozoa that spawned your species were young”). He goes into some detail about Smith’s beauty (“You are rather like an uncut gemstone in some ways”) and most importantly tells Smith what he is going to do (“You shall spawn another family of children, that I may feed upon”).

This is the kicker. The Tyrant is so used to total power, that he hadn’t even considered the fact that an unarmed man could kill him. His force powers are depleted by the loss of his food supply, he is to all intents and purposes defenseless. Smith is also unarmed however. Eventually the Tyrant will tire on talk and attempt to feed (to do so all he needs to do is hold Smith still and insert a portion of his liquid self into him, the preferred method is a kiss).

Smith shouldn't have a great deal of difficulty killing the Tyrant, there are several options open to him, beating the Tyrant to death, drowning him in mercury, smothering him or just breaking his neck. Whatever happens, once the Tyrant dies, his body will decay speedily and only the liquid form of the Tyrant will remain, this will begin to smoke and burn after exposure to light.

Escape from the bed chamber is relatively easy. Pandemonium is breaking out amongst the Hounds, who go crazy when deprived of the Tyrant's leadership. Smith should be able to make it to the ship with little difficulty or at least meet up with the other characters. If you're into that sort of thing, the Castle can start collapsing.

Scene 10: The Three Tests.

Note: This is not a dungeon crawl, the exploration is far more a matter of atmosphere and tension than hexes and 10 x 10 rooms. Most of the monastery has collapsed, but there are corridors and lift shafts that are still intact. Because the characters have only a few glowrods, so leave the majority of the complex undescribed, simply make it up as you go along to fit the needs of the story and the sense of drama.

The characters can wander around the ruins of the monastery, but they have little clue as to the location of the Cryptacoron. The closest significant area to the characters is the library, after a bit of wandering around, the characters come across a large sealed door marked "Library". The door is jammed and has to be blasted open (STR 5d to resist damage).

The Library is a massive room (the characters will be unable to see the ceiling) and is filled with mile upon mile of small metal data-slugs (an ancient format) which won't fit any of the datapads the characters have. Huge metal filing cabinets line the walls and form dark claustrophobic aisles, where only one can pass abreast. An 8+ Perception roll will hear a banging echoing through the library. It is relatively easy to track it to its source, a Sith war robot trapped under the wreckage of a ruined computer bank.

The robot will attack the characters if freed (25+ strength task), but it is very low on power, so its weapons are largely ineffective (treat the blaster as if it were set on stun). Remember to emphasize the claustrophobia and darkness of the library, when conducting combat with the robot. Make 'em sweat.

The computer bank can be resurrected requiring a 20+ Computer Repair roll. It acted as a catalogue for the library, however its data banks were wiped by the EMP pulse from the nuclear weapons used by the Sith. However the light from the screen does illuminate the back of a fallen filing cabinet where the skeleton of a male human lies. Scratched on the cabinet, there is a message.

"To those who may come after, this is a warning. My strength is fading and my life is ended, the metal thing that it cut short lies beneath the wreckage of my beloved library. I, Joda Kras, Jedi Knight and Scholar tell those who would resist the Sith, that our knowledge is safe. The holocrons, lightsabres and other artifacts of the force lie to the north, some distance from here. Save them if you can. We are done. The Sith are retreating, but Brother Trokas's plague weapon shall finish them. Save what you can."

IX-187's internal compass can give them a northerly bearing, if he has been incapacitated Karak Raka's datapad has a built-in compass.

Following a northerly bearing and taking the shortest possible route, the players are going to travel along a series of corridors which end at a sudden dead end. An 12+ Perception roll will indicate to the floor by the end of the corridor gives slightly (a Perception 28+ to notice this before you stand on it). If more than 4 people stand on the section of floor, it gives way and the character slide down a long section of floor into a large gym area. The gym is big, about the height and length of six double decker buses lined up.

The floor is littered with lightsabre training remotes, exercise gear and sporting equipment. There are exits to the north and to the east. The northern blocked with rubble, anybody opening it must make a 20+ Jumping roll to avoid being hit for 2d damage by rocks.

The eastern exit leads to a stairway which goes up two stories and leads to a corridor which has been partially filled by rubble. There is a large section of roof wedged against both walls forming a triangular space about 3 high. The "corridor" is 20 feet long. However the first person to crawl into the space will see a small shard of a mirror lying about half way down the "corridor". The mirror reveals a narrow shaft that leads up, however a Sith war droid is clearly visible in the mirror. Anybody crawling through the space is going to be a sitting duck.

The droid isn't actually activated and is scrap metal. The characters however don't know that. Give the first one to risk the crawl a character point for bravery.

Climbing up the shaft is a 18+ Climbing roll, the climber is rewarded with nothing more than an empty room holding a deactivated Sith war droid, a skeleton (human, male, a Sith) and two exits blocked with rubble.

The end of the corridor leads to a door. The door (a standard, hinges with doorknob type door) leads into the Monastery workshops. This place is a warren of smelters, machine tools, presses, etc. Think of the steel works in Terminator Two and you've a good idea, except that this one is deactivated. The characters after some exploration, come across a pile of unusual looking gear.

As the players wonder at the collection of holocrons, lightsabres, texts on meditation, etc. They hear a loud *fssss* behind them. Above them welded to two girders is a suspended animation pod. This pod opens discharging a flood of grey-ish fluid all over a randomly selected character. The Guardian drops about ten feet to the ground and lies gasping on his hands and knees. Within twenty seconds or so, he regains his composure and draws his lightsabre. He will make one (bad) attempt to attack the characters with his sabre, before either being shot (quite likely) or collapsing because of his wounds.

Scene 11: The Cyptacoron and the Guardian

As the Guardian lies dying on the ground, Koraz Bak begins to scout out the surrounding area. He finds the metal press (a machine for casting large pieces of metal, it looks like a car crusher) and tells Ms Brunner about it. The Guardian is beyond help, he looks up at the nearest character and reads their mind using his force powers. He points to the Cryptacoron amongst the jumble of artifacts.

The Guardian can fill in any gaps in the back story that the characters may have missed, if you have the time. Before he dies he passes on his lightsabre to Ursa and then dies.

“Take this and only this. But beware, there is a great darkness coming. There is one amongst you who must face it, but she may not face it alone and she must face it with the aid of the Cryptacoron, though it means her own death. Once the minions of the Dark Side tried to take it and were destroyed, but in their pain and rage they stained it. It must be destroyed. Take form this place and from this planet, take it to the mother of this system and let her destroy it forever. Cast it into the Sun.”

Scene 12: Imperial Doublecross and the Chase.

As soon as Ursa touches the Cryptacoron, she drops to the ground, vomits and loses consciousness. The player should be handed the Cryptacoron character sheet. Once this happens Ms Brunner and Koraz Bak exchange looks, Bak grabs Ursa, while Ms Brunner blasts the control panel on the metal press. The metal press holds four Sith droids, who were corralled in there by the Guardian hundreds of years ago.

Bak and Ms Brunner, take off running leaving the character to fight the droids (the droids are between the characters and the two Imperials who are heading towards the exit). Brunner and Bak retrace their steps through the corridors and such like. Run the chase using the standard rules. The characters should win eventually, but make them work for. Brunner and Bak will be doing their damndest to get away, including blasting at rooves to cause cave-ins and such like.

Unfortunately the corridors leading from the library to the surface have caved in. Brunner and Bak are at a dead end. As the character just about catch up with them, theres another cave in and part of the wall of the corridor is cut away revealing a lift shaft, sunlight can be seen at the bottom of the shaft. However the floor behind the characters also breaks and the ground beneath the feet of the last character disappears. Ask him to roll strength, whatever he rolls he ends up dangling by his finger tips over a long drop of close on 60 metres.

Meanwhile, Ms Brunner and Bak are tearing up the lift shaft maintenance ladder as quickly as possible. The characters will have to chase them and rescue their friend. It is an 10+ Strength task to haul him up or a 20+ Strength task for him to lift himself.

Once all the characters are on the ladder in the lift shaft ladder (the shaft measures about 60 metres from top to bottom), the cave-in shears away the bottom of the shaft, leaving a pit beneath. Anybody falling off the ladder (with one exception) is instantly killed after falling 200-300 metres straight down into the blackness.

Once the chase is in full swing, Ursa should start making Willpower rolls everyround. Once she rolls a 6 on the Wild Dice or gets a 30 or is dropped by Bak, she regains consciousness. Get her to make a Telekinesis roll, whatever she gets it's enough to slow her down or at least let her levitate herself so that she can grab onto the ladder.

Once the top of the lift shaft is reached, the characters will find themselves in the ruined pleasure garden of the Tyrant. If their ship isn't parked in the garden, it shouldn't be too difficult to get Smitty on a comlink so that he can rather unsteadily fly it to their location. The rest of the characters, should meet up with Northwest Smith about now.

Scene 13: Escape from Xathra

As the players blast off from the planets surface. They should all be patting themselves on the back, they've escaped, etc. Ursa should be thinking about destroying the Cryptacoron an argument may break out between those who want to destroy the artifact and those who want to bring it back to Rebellion HQ. If this happens allow it to happen. Then at an appropriate moment, either have NoNo (who is probably piloting the ship) or Smitty notice something on sensors. "The Nymph of Darkness" has arrived in system, right between "The Miss Adventure" and it's hyperspace jump point. "The Miss Adventure" is substantially faster than the "The Nymph of Darkness" (9 to 4) so allow the pilot to think they can outrun "The Nymph" for a roudn or two. At that point the Super Star Destroyers tractor beams come into play and "The Miss Adventure" is dragged into its cargo hold.

The characters could try an pretend to be a Imperial Customs Vessel, but since there are supposed to be none in this sector, they will be ordered to land in the Super Star Destroyers dock. If they don't comply the Nymph will simply capture them using Tractor beams.

Scene 14: Captured Again !!!

It is quite likely the players have seen Star Wars, so they will probably be well aware of the standard operating procedure for when you have been captured by a vastly more powerful ship. Once the Miss Adventure has been taken into the dock, a two man scanning unit will be sent in to search for the ships occupants. The characters are likely to be either lying in wait or hiding in the secret compartments in the ship. This is one part of the scenario that is best ad-libbed. The players with a bit of ingenuity should be able to avoid capture and be able to roam the corridors of the Nymph at will. Between Ursa's force powers, Fontaine's Imperial uniforms and their native wit and ingenuity, they should be able to figure something out. If they don't they'll be captured and dragged before the Grand Moff, who will make the same mistake as the Tyrant. He will begin to speechify, cackling evilly and so on. This should give the players enough time to think of something, anything to escape. If they don't, they're sadly ignoring one of the great traditions of the genre and they will end up being dragged before the Emperor in chains.

Once aboard the Nymph, there are two things the characters need to do. They need to shut down the tractor beams and they need to destroy the Cryptacoron.

Shutting down the tractor beams.

This can be accomplished rather like in Starwars by going to the main power generator and shutting it down, therefore enabling the Miss Adventure to escape.

Destroying the Cryptacoron.

As soon as Ursa boards the Cryptacoron, she will feel an immense evil presence. The Guardian will begin to speak to her in her mind, telling her to destroy the Cryptacoron before the forces of evil can get their hands on it.

Endings

There are three ways of ending this adventure. The players can shut down the tractor beams, escape on the Miss Adventure and jettison the Cryptacoron into the Sun.

Secondly, they can be captured and brought before the Emperor in chains.

Or lastly, there is optional scene 15.

Optional Scene 15: Darth Vader, I presume.

If Ursa decides not to run and to seek out the evil force on board the ship, she will find it on the bridge of The Nymph of Darkness. When the characters burst in...they will meet Grand Moff Arkan, face to face. However a door opens and out steps...Darth Vader. This option only makes sense if Dorsa Fontaine decides to crash "The Nymph of Darkness" into the Sun. The ship's vast size would make it impossible to stop (momentum's a wonderful thing) in time to avoid collision, while still allowing the Miss Adventure enough time to get away to hyperspace.

This option while it may seem implausible is damnedly effective, destroying the ship and making the artifact impossible to retrieve. The Sun is also the largest thing visible from the bridge as the characters burst in. Darth should only be brought in if the players decide to do this. Ursa is incapable of beating him in a duel, but can delay him long enough to allow Fontaine to make the necessary course changes. Ursa must survive for at least five rounds for this to happen.

When Darth does kill Ursa, her body should fall somewhere inaccessible, so that he has to run to his personal escape craft leaving the Cryptacoron to fall into the Sun.

The End.

FLOATING ACTION BEATS

Whenever the pace slows a bit. There are a couple of events that can be used to keep things clipping along.

“Two Gun”’s Shakes

IX-187 must make an immediate Hard Willpower roll or begin to develop spasms in his circuitry. His fingers will contract and jerk uncontrollably for several rounds, making all manual tasks impossible. This is a manifestation of the kind of mechanical cerebral palsy that he is suffering from and that will eventually kill him. Allow him to get worried and then take it away again, it isn't going to disable him during the adventure.

The Guardian

The Guardian, the dying Jedi that the characters met in the ruins of the monastery can speak to Ursa in her mind a la Obi-Wan Kenobi. Use him to poke the characters into action when the players get bogged down.

PEOPLE, PLACES AND THINGS

The Tyrant

The Tyrant is a Slu'ack, a species of force sensitive slimes that were eons old before the Jedi Knights were even thought of. While their normal form is that of about 2 gallons of crude oil, they can possess other species by just “swimming” into them, burrowing up into their brains and operating the controls from there. They have evolved beyond a need for physical sustenance, there are in fact ancient, cynical and jaded aesthetes who live on beauty. The Tyrants palace is based a round a pleasure garden filled with 150+ beautiful people, mostly girls and young boys, who he breeds selectively for beauty. Unfortunately, this destroys their minds and the beautiful people are about as intelligent as new born kittens.

The Tyrant currently inhabits the body of a tubby man in his early thirties, with full lips and baby soft skin. He usually dresses in silken robes, purple or red.

The Tyrant isn't particularly interested in the Cryptacoron (it isn't interested in anything much), but finds the characters struggles entertaining and so it plays along.

Roleplaying: The Tyrant is simply put, a child molester about as old as the known universe and should be played as such. It does have a sort of depraved charisma, when playing the Tyrant you should try and be charming, but threatening at the same time, while constantly reminding the characters that they are totally within your power. This assumption of total power means that the Tyrant is cripplingly arrogant and over confident will be the flaw that will allow the players to kill him.

Qoute: You are a fine specimen aren't you ?

Good Movie Character to think of: Dr. Frankenfurter in the Rocky Horror Show.

Detail to emphasis: He pouts a lot and undresses people with his eyes.

The Tyrants Castle

The Tyrants Castle is a massive structure perched on top of what appear to be a large natural mesa (or big rock). The “mesa” is in fact the remains of the Old Jedi Monastery, covered by layers of once-radioactive ash and dust which has solidified into sandstone. The Tyrants castle is roughly round, with low walls and numerous small turrets.

One large tower topped with a hemispherical roof overlooks the central courtyard. The central courtyard is the Tyrants pleasure garden, full of exotic plants and fountains. The Tyrants “food” lie around on couches singing senseless little songs and playing like puppies.

The surface of the Tyrants Castle is studded with Turbolaser and tractor beam batteries and pens holding packs of the Tyrants dogs.

The interior is maze of corridors and passageways, leading to warren of different rooms, stores, operating theatres, larders, etc. The “mesa” underneath for fifty feet or so is still part of the Tyrants castle, underneath that are the ruins of the Jedi Base.

The Hounds of the Tyrant

The Hounds of the Tyrant are the Tyrants own private army. There comes a point where young boys achieve a certain maturity and he no longer finds them attractive, they are then converted into Hounds and serve him as soldiers. The Tyrant finds the idea of female warriors...distasteful, once they grow old they are killed and fed to the others. The conversion process is painful and damaging and destroys whatever sanity the boys had to begin with.

The boys arms and legs are removed, and the young man is placed in an armoured metal tub which is then fixed permanently to his body. The tub holds feeding and waste systems as well as a potent drug injection unit. The tub also has repulsolift engines fixed to the bottom to allow the “hound” to move around fairly quickly. The drug injection system keeps the “hound” under the thumb of the tyrant, they can be whipped up into a rabies like frenzy or reduced to a coma at the touch of a button. A blaster is crudely welded to the side of the tub and this and the “hounds” teeth make up it’s weapons.

Qoute: Raggsdk agghahagsdgasg fsdgfadsgfds !!!!

Good Movie Character to think of: Rapid dogs in any horror movie ?

Detail to emphasis: They drool and scream all the time.

The Cryptacoron

The Cryptacoron is a form of holocoron, a record of knowledge concerning the force. It takes the form of a large shawl or scarf woven from silk, crystal and spun glass. The pattern is complex and ever changing. A student wishing to study the force from the Cryptacoron must concentrate on the ever changing geometry’s of the pattern, which reflect the flowing tides of the force. At present it consists mainly of shimmering pinks and blues, but is stained with red in places.

While the Cryptacoron was crafted as an artifact of pure knowledge by a Jedi artisan, thousands of years ago, it was captured when the Jedi Base on Xathra was destroyed during the Sith war. While the Sith were eventually destroyed by a plague weapon released on the

planet by the last Jedi, their dying minds altered the flow of the force so much that they partially entered the Cryptacoron and altered it's structure.

The Cryptacoron only affects certain force sensitives, the only one on the planet at this time is Ursa Rex, who without knowing it is a powerful potential force user. When Ursa comes into contact with the Cryptacoron, she will immediately scream, vomit and lose consciousness as the artifact invades her mind. This coma like state will last throughout the chase in the base (details below). When Ursa recovers she will immediately manifest major force powers, but will be irretrievably damaged by the Dark Side.

NOTE: The Cryptacoron can not be destroyed, it can however be made very hard to get to. Xathra's sun is a place that's very hard to get to.

Detail to emphasis: The constantly changing shimmering colour reflects the mood of the wearer.

Ms Brunner

Ms Brunner is a high ranking member of the Imperial secret police and a murderous sociopath. While appearing to be a loyal servant of the Empire, Ms Brunners main priority is her own aggrandizement. While in any rational society she would immediately be recognized as criminally insane, the guys at the Imperial Recruiting office thought she'd make real officer material. Essentially she's a cross between a film noir femme fatale and a Gestapo officer, alluring and vicious by turns. The eye she lost during a knife fight while working under cover in Wild Space, she keeps as it so unusual in the days of bionics that it has a real intimidation value. Her strategy is to attach herself to the strongest personality in the group and further her own ends while trying to manipulate that person. She disposes of them once they cease to be of use to her.

Quote: Oh yes, pretty, pretty, we have ways of makes you talk.

Good Movie Character to think of: The Tyrant of Slogo from Barbella Queen of the Galaxy.

Detail to emphasis: She purrs and repeats herself a lot. She also licks her lips a lot.

Koraz Bak

A rather gifted Imperial science officer who has also done some courses in archaeology. A small evil looking man with a nervous manner and an easy smile, he still wears an Imperial uniform. He adores and loathes Ms Brunner. He worships (you might call it love) her as the more powerful personality of the pair, but he hates her for despising him. Nevertheless he is quite prepared to do her dirty work and lay down his life for her. He will be obscenely friendly to the characters, while selling them out at the first opportunity.

Quote: You de-espise me don't you ?

Good Movie Character to think of: Peter Lorre in the Maltese Falcon or M.

Detail to emphasis: He has big bulgy eyes and is constantly scared and spiteful.

The Mormori

The Mormori are the current inhabitants of Xathra, they are a nomadic herding people and have a Mongol-Hun level of technology (bows & arrows, tents, yurts, etc). They are about 6-7 foot tall and are lanky with Klingon type faces with longer muzzles and with the teeth exposed. Their dress is pretty much Mongol type as well, lots of furs, pointy helmets and leather thongs. Their culture is roughly tribal and totally despotic with the strongest clans ruling and exacting tribute from the smaller ones. They are a fairly simple people (intellectualism isn't a survival trait on Xathra) and this shows in their language, which is a heavily corrupted form of Basic. The character will be able to speak it, but they'll have to use short sentences and the Mormori won't have words for blasters (thunder-sticks), space ships (star birds) or droids (metal demons) or other hi-tech stuff. Their words for things are purely descriptive, simply describing the function of the object. Their horses (which look like really hairy shire horse with horns) are simply called riding beasts.

Roleplaying: Speak in short clipped sentences, use short words and act mean.

Details to emphasize:

Warlike nature, talk about killing and battle a lot.

2) The Mormori live a primitive life, live on riding beast milk and cheese and raw meat...washing isn't high on their priorities, they smell Bad.

They are a relatively simple people, but they aren't wowed by technology, the Tyrant has made them lose their awe of it.

Good Movie Characters to think of: They look just like the Mauraunders in the Ewoks film. Personality wise they're like Klingons (without the honour jag) or Mongols.

Quote: What is good in life ?

To see your enemy crushed before you, your lance in his belly and the weeping of his women in your ears.

Dac Brais

Dac Brais is the first Mormori leader to unite the tribes around the Tyrant's castle and amass a large (3000+) army in centuries. Strong enough to become leader of his tribe, smart enough to see that he's a big fish in a small pond and that the Tyrant is the most powerful being around. He has just about broken through the near hysterical fear of the Tyrant amongst the Mormori and is getting together an army to destroy him. Brais is your common or garden power hungry warlord and will do or say anything to get more power than he has already. He is quite capable of pretending to be a simple protector of his people if that will get the characters support.

Roleplaying: Act simple and proud, a sort of 7ft noble savage.

Good Movie Character to think of: Yul Brunner in either The King and I or Villa Rides !

Details to emphasize: Brais is taller, cleaner and more pleasing to the human eye than most Mormori, don't emphasize the big teeth or the snout as much.

Quote: “My people seem as children to young, but we are strong children and we must fight to be free.”

Thulsa Doom

This is Dac Brais’s main rival amongst the Mormori. He is smaller and only has one eye. He is pretty much indistinguishable from Brais, as he is another power hungry warlord. He is however intelligent enough to realise that attacking the Tryants castle is suicide. Doom is more concerned with his own survival than being the greatest warlord in Mormori history and his greed is exceeded only by his prudence. He is no coward however and if he dies (as is likely), he’ll die with his boots on.

Roleplaying: Talk like a Klingon, but without as much macho attitude.

Good Movie Character to think of: A craftier more sneaky Genghis Khan.

Details to emphasis: He only has one eye, close one when you’re playing him.

Quote: “What good are the Tyrants riches to us, if we are meat for his hounds before get are hands on them.”

The Witch Queen

The Witch Queen is the arbiter of disputes between clans. While there is a great deal of blood shed between clans she stops it before entire tribes are wiped out, decides on what level of tribute the losers pay and so on. She also acts as a seeress and priestess. The Mormori pray to Mother Xathra for good grazing and no disease or famine, the Witch Queen also conducts sacrifices. She is undecided as to whether the attack on the castle should go ahead or not, but she is willing to be swayed by the characters.

Roleplaying: Act crafty and try and weird the players out by looking at them sideways and smiling showing all your teeth.

Good Movie Character to think of: The Witch Smeller in King Solomans Mines or any movie witch.

Details to emphasis: This is a wizened old witch that would probably be knocked over by a stiff breeze, yet if she gave the order all 3000+ Mormori would tear the characters apart.

Quote: “Yes, they smell sweet, do they not, this strange sky people, sweet, hehehehehe”.

Grand Moff Arkan

Grand Moff Arkan only has a bit part in this scenario. He may or may not appear at the end.

Roleplaying: Act like you have authority, look down your nose at the players and look as if you despise them.

Good Movie Character to think of: Grand Moff Tarkin or any Nazi General from a WW2 movie.

Details to emphasis: The military bearing and the tendency to scream abuse.

Quote: “Men, kill them ! Now !” or “You Domkoff !!

The Guardian

The Guardian is the last of the Jedi Knights to survive the Sith attack and to detonate the plague bomb that wiped them out. Severely wounded he placed himself in a suspended animation tank and prepared to meet his fate. He is convinced that the Sith have over run the base and will attack the first living being he sees. He looks kind of like a “Close Encounters” style alien (big head, little body), but more muscley, he also has been virtually disemboweled, so he has bits of his intestines hanging out.

Roleplaying: Gasp and croak a lot and tell the players about the great darkness about to consume the galaxy.

Good Movie Character to think of: The Crusader in Indiana Jones and the Last Crusade.

Details to emphasis: The nasty nature of his wound, the strange smell of the incubation fluid, the fact that he has a lightsabre.

Quote: “*gasp* I feel a great *gasp* darkness *gasp* coming near.....may the force....*death rattle*”

Darth Vader

He’s here to make sure there’s a great big lightsabre fight at the end and to scare the players shitless.

Roleplaying: Act big, act tall, breath heavily and be inscrutable.

Good Movie Character to think of: I dunno....Mary Poppins ?

Details to emphasis: This is like THE Darth Vader, man. Wow.

Quote: inhale exhale inhale exhale inhale exhale...

Smitty

Smitty is a member of the Rebel Alliance by default. A retired pirate, he joined so he wouldn’t get hunted down by bounty hunters. His job is to maintain The Miss Adventure (McCanless’s usual mechanic is sick) and he never ever leaves the ship. He looks like a grown up version of one of the seven dwarves, probably Greedy or Grumpy.

Roleplaying: Be obsequious, but not so crawling that the players get disgusted. Agree with everything they say, make your own point and then try and make out like it was their idea.

Good Movie Character to think of: Smee, Captain Hook’s sidekick in Peter Pan.

Details to emphasis: The tiny pebble glasses that sit on his nose and the fact that he's always smiling.

Quote: "Aye, Captain that be a good idea."

"To those who may come after, this is a warning. My strength is fading and my life is ended, the metal thing that it cut short lies beneath the wreckage of my beloved library. I, Joda Kras, Jedi Knight and Scholar tell those who would resist the Sith, that our knowledge is safe. The holocrons, lightsabres and other artifacts of the force lie to the north, some distance from here. Save them if you can. We are done. The Sith are retreating, but Brother Trokas's plague weapon shall finish them. Save what you can."

Ursa's vision

As your fingers touch the shimmering fabric of the Cryptacoron, you convulse. Your bile rises in your throat and you fall to the ground. Suddenly blackness swallows you. The you begin to see.

You see a man, a weaver, working on a piece. Carefully, he works warp and weave, shuttle and thread to create a scintillating web. It is the fabric that you hold in your hand.

Then you really begin to see.

You see the flows of the force, the vast cosmic waves that course through every living thing. You reach out with your feelings, seeing the galaxy as it really is. Understanding for the first time, what life really means.

You see a monastery, a place of peace, where the Jedi Knights studied the ways of the Force. A fleet of ships surround it, dark, malevolent ships, bristling with weaponry. They launch bombs and the Knights die, the monastery is destroyed. Then the ships open up and pour down a rain of death robots, killing machines and black clad Sith warriors.

You see a Jedi Knight, bleeding from a dozen wounds detonating a weapon, a plague weapon. The disease bomb doesn't effect the robots, but their masters die screaming, their black armour no protection against the tiny germs that slew them. You feel joy in their deaths, happy that they who destroyed the monastery are now dead.

You hear a voice in your head, a voice of pure melody speaking no language you know, but you understand it anyway. It is the Guardian.

"Be at peace, child, anger is the way of the Dark Side. You are lost, the deaths of the Sith warriors, their anger and pain destroyed the Cryptacoron. Perverted it and now you are lost. Destroy the cloth while you still can. You are doomed, but your friends can still live. There is a great evil abroad and it must not be allowed take possession of the Cryptacoron. The cloth must be destroyed, it must be cast into the Sun. That is the only way to be sure. "

You realise the Guardian speaks the truth and you burn with anger, you are so young and yet you are doomed. Then suddenly you feel the Dark Side grow strong in you. It is the Cryptacoron it is beginning to exert it's influence. It must be destroyed.

Game Effects:

You now have Force Skills Control, Alter and Sense at 6d. You now have 2 Force Points and 2 Dark Side points. You also have the force powers, Lightsabre combat, Telekinesis and Affect Mind.

You also now have the skill Lightsabre 6d

Lightsabre Combat

Make an easy Sense roll and a Moderate Control roll. If successful, you may add your sense dice to your lightsabre skill. You may also add or subtract your Control dice to or from your lightsabre damage.

Telekinesis

Make an Alter roll to lift something (including yourself). The difficulty depends on the weight, how far you want to move it, etc.

Affect Mind

Make Control and Sense rolls to alter the minds of others. Large groups and for complex thought are more difficult than individuals and simple emotions.

Scenes**SETUP**

The room is as usual filled with tables and chairs. Once GMs have their players, everybody should settle down, while the lights are turned off. The scenes are to be lit using torches held by GM, I can steal lights if needs be. The introductory scenes need about a 5 ft by 18ft area to be do stuff in, with a door to enter and exit from. Clearing the space shouldn't be problem, we can sit the players in rows of the tables and move the tables back when we're finished.

THE INTRODUCTORY SCENES.**INT. THE COCKPIT OF THE REBEL PRIVATEER "THE FOXY LADY"**

Frellis O'Manniack is seated at the controls of her ship. She is in a state of great agitation and is running her hands over the controls like a hyperactive concert pianist.

FM: This is the freighter Foxy Lady to listening post C-14. I repeat. This is the freighter Foxy Lady to listening post C-14. Come in Charlie One Four. Are you receiving ?

C-14: *radio crackle* This is C-14 receiving you Foxy Lady. What seems to be the problem ?

FM: I have just intercepted an Imperial transmission from the Xathra (ZAT-raa) System. It doesn't appear to be anything special the encoding is simple enough. Shall I pass on the message ?

C-14: *radio crackle* Proceed.

FM: Message reads...hang on, somethings just come out of Hyperspace. I've got it on short range sensors. By the iron loins of Klono, would ya look at the size of that thing ! Hold on...I'm taking evasive action.

Sounds of ship engines firing, FM pitches Star Trek style from side to side, while grappling with the controls of the Foxy Lady.

EXT. SPACE

At this point in the proceeding, two black clad individuals rush out. One holds a model Star Destroyer and the other holds a model of the Foxy Lady. They wiggle them about enthusiastically as the battle rages.

INT. THE FOXY LADY

FM: *sounds of space battle, missiles, lasers and whatnot* Its no use, they're taking down my shields. Mayday, Mayday, this is the Foxy Lady. I'm going down, they'll be gone in a second. The shields are down. I am taking fire from an Imperial Craft. *loud explosion* FM is thrown back in her pilots chair.* The controls are completely ionised. I'm dead in space. *Hum of a tractor beam* They've got a tractor beam on me ! My controls are dead. Mayday, Mayday. This is the Foxy Lady to....

C-14:*radio crackle* What was the message ?

FM: By the many moons of Endor ! I'm dying out here !!!Message reads: Landing made on Xathra Four. Have made contact with the natives. They are primitives, without spaceflight or basic technology. Have discovered site of the artifact. The artifact is...and the next bit is scrambled. Retrieval difficult, but not impossible. The natives are uncooperative and seem fearful of a legendary being known only as the Tyrant. All avenues are being pursued. Hail the Emporer. Science Team Alpha Delta Aught Seven.

C-14:*radio crackle* Thank you, message received and understood.

FM: *stares incredulously at the radio* Thank you ? Thank you ? The best that could happen me is my ass gets sent to the Spice Mines of Kessel and all you can say is thank you ?

EXT. SPACE.

The two model starships now meet (during the above the Foxy Lady has been slowly dragged towards the Star Destroyer). Once Frellis has been captured they leave.

A loud clank as the Foxy Lady lands in the holdof the Star Destroyer

INT. THE FOXY LADY

FM: You'll never take me alive !

Two or three Imperial Marines rush in and open fire. Frellis shoots one in the head, he falls to the ground, clutching his skull.

Imperial Marine 1: We've orders to take her alive, set blasters to stun.

Frellis has now taken cover behind her pilots chair and is shooting at the Marines. She gets off a few shots, then one of the Marines stuns her.

IM 1: Take her to Grand Moff Arkan immediately.

IM 2&3: Yes Sir.

They grab the unconcious Frellis by the elbows and drag her off.

INT. THE IMPERIAL STAR DESTROYER “THE NYMPH OF DARKNESS.”

Arkan is standing in his “Man of Destiny” pose, staring off into space. Miss Brunner is standing behind him. Two Imperial Marines come in dragging Frellis O’Manniack after them.

IM1: Grand Moff Arkan, we have captured the Rebel and her ship.

The two marines allow Frellis O’Manniack to flop down onto the floor. That done they snap to attention.

GMA: Very good, what of the transmission from the Xathra system.

IM1: Sir, it is possible she may have passed on the transmission she intercepted.

GMA: Have our technicians examine her ships data tapes, there may be some record of outgoing radio traffic there.

IM1: As you wish, sir. *bows, clicks heels together and leaves*

IM2 follows him.

Ms Brunner sidles over to Frellis’s prone form and like a cat, examines her.

MB: *smiles* Hmmm....pretty, pretty.

GMA: And what do you think of her my sweet ?

Ms Brunner lifts FM’s head and runs her fingers over FM’s face. She smiles.

MB: She’s pretty, pretty...strong though...she could be broken, broken...given time, time. Couldn’t you pretty, pretty ? We can break you...can’t we, we ?

IM1 comes in unarmed and looking worried.

IM1: Sir, we have just received a coded transmission, it is Lord Vader, he wishes to speak with you.

GMA: Very well. Wait outside and take Ms Brunner with you.

MB turns and looks at him. She raises an eyebrow.

IM1 and MB leave. Grand Moff Arkan takes up his man of destiny pose again, but facing towards the speaker that Darth Vader’s voice will be coming from.

DV: Grand Moff Arkan, this interception would suggest some sloppiness. How did you manage to miss a Rebel freighter ? The Emperor is most displeased.

GMA: The freighter was captured. We are checking the data-tapes now. It was such a small vessel, it couldn’t have had the long range communications necessary to pass...

GMA appears to be having some difficulty with his collar.

DV: Enough of these excuses. Your lack of progress is pitiful.

GMA is really flustered and panicky now and is gasping for breath.

GMA:but Lord Vader, the rebellion on Coriolla Meae...it has not yet been defeated...we must...

DV: You must capture the Cryptacorion with all haste. That is all. Crush* this insurrection now. Carry out your mission or next time I will not be so merciful.

*On "Crush" GMA is jerked onto his tippy toes, he freezes, struggles to breathe, then on "merciful" Vader releases him. GMA remains standing, but only just.

GMA: Yes Lord Vader.

DV: Hail the Emperor.

GMA: Hail the Emperor.

GMA collects himself, pulls his uniform back into position and returns to his man of destiny pose.

GMA: Ms Brunner, Guards.

Ms Brunner and the two troopers enter.

GMA: Take her to the interrogation cubes.

The two troopers pick Frellis up, just as they right her, she regains consciousness and struggles. The guards restrain her, but only just.

FM: What ? Let go of me !

GMA moves over to look her in the eyes, he likes this, it's a power fix.

GMA: So, rebel. Have you anything to say before you are taken to the interrogation cubes. Well ? Speak now and we may not have to go to all this unpleasantness. There's a moment of staring between the two. We get the feeling that if she wanted to, FM could bat the guards aside with ease.

FM: Nuts. *she moves her tongue around her mouth a little, then spits*

GMA: Aaaghh *puts his hands to his eye*

Ms Brunner comes over and grabs FM's chin. She laughs.

FM: Hmm.....pretty, pretty. (she says it low and soft like you would say to a cat)

FM is not digging this as Ms Brunner gazes at her, she tries to turn her head away, jerking to the left and right. But Ms Brunner holds her in place.

FM: Aww...poor, pretty, pretty won't you play, play with me. *smiles*

FM looks as if she's about to vomit.

GMA: *finished wiping his eye* Take her away.
They all leave. GMA last.

INT. THE BRIEFING ROOM REBEL HIGH COMMAND

Enter General Craic Shambleau, he will proceed to give the players a briefing. He will bumble over to the centre of the room first and set up a large map of the solar system, with little starships, etc on and illustrate points with a stick as he talks.

NOTE FROM EAMON: There's no script for the briefing as I'll be giving it (I'm Gen. Craic Shambleau). This will make it seem more natural and more chaotic. The idea is to give the players the uneasy feeling that they're being led by idiots. This is a list of the information I'll be giving out...

An Imperial Transmission was intercepted recently by a rebel privateer, before the privateer was boarded she managed to transmit the message to a Rebellion Listening Post. I'll run a tape of Frellis reading the message.

The artifact mentioned is the Cryptacoron, an ancient artifact associated with the Ancient Jedi. As all the Jedi and Force stuff is total hookum, the Emperors desire to capture the worthless artifact is another sign of his lunacy.

The Empire have sent an archeological team to recover the artifact, they must not be allowed to capture it. Even though it has no real powers it could prove an important morale booster for the Empire. It could also be used to sway the credulous populations of primitive planets.

The artifact is located on the planet of Xathra.

The players will be supported by the Corellian Corvette, The Yvala. The Yvala is merely a support vessel and will come become involved if large amounts of artifacts need to be transported. It will otherwise remain orbiting around Xathra five (the inhabited Xathra is Xathra two) keeping watch for any space craft coming into the system.

At this point I'll answer questions, the players will get very little extra information this way, but it will add to the feelings that HQ haven't a barney about the mission.

Q. Wheres Xathra ?

It is in the Xathra System. The co-ordinates are in your nav computer.

Q. What's Xathra like ?

We don't know. The only records we have suggest that approximately eight thousand years ago there was a fairly primitive civilization present. No space travel or repulso lifts, but the

usual early industrial stuff, the internal combustion engine, the wheel, radio. As to climate and conditions climates we are mapping the planet (lie), but it's too early to say.

What are the people like ?

Er....mmmm.....bipedal we think.

Q. What's the Cryptaron ?

An artifact dating back to the time of the early Jedi. It apparently has "supernatural" powers.

Q. What does it look like ?

Well...um...we don't know.

Q. Well how are we supposed to find it then ?

The Imperials have been there for over three months...they're archeologists, ask them. Odds are the Imperial will be where the artifact is, you're irregular operatives, use your initiative.

Q. Will there be any other Imperial Craft in the area ?

Xathra is a backwater system, so back water in fact that in checking the data tapes we've only found two ships that have passed through the system in the last five hundred years, both of which were suffering from hyperdrive malfunctions. There is no chance of any Imperial craft passing through what so ever.

The Briefing will last about 5-10 minutes with questions. During it the General will pepper his sentences with phrases like "brothers and sisters", "the day of victory is at hand" and "comrades". The idea is to create the impression of a certain kind of lefty student, a sort of well intentioned idiot, who means well but is caught up in the panoply of socialism. Think Citizen Smith meets Crix Madine. He will see the characters off with "Farewell Comrades, good luck against our Imperial oppressors". Too anyone who was vociferous in defending their belief in the force, jedi, etc he will take the piss out of them as they go to their tables. ("Oh yeah....and may the force be with you".)

Costume and Props

Grand Moff Arkan is dressed in black or grey military uniform (preferably with lots of buttons, etc) and black jackboots. He is unarmed and has a little medal ribbons on the right breast of his uniform.

Miss Brunner is a blatant rip off (sorry, homage to) to the Tyrant of Slogo from Barbarella: Queen of the Galaxy, when she's in her one eyed wench disguise. In a nutshell, she should be dressed in something tight and a black, with a big belt. Sort of like a scary cat-woman from Batman. Her hair is tied back in a pony tail and she carries two long sharp, nasty looking knives that she toys with constantly. She also wears an eye-patch.

The Imperial Troopers should be dressed in black military style gear, the desired affect is something like Space Nazis. I'd suggest black combats (+really shiny jump boots) with black

shirts and baseball caps. They are armed with carbine type blasters, the blasters will be made out of plastic tubing and wood suitably spray painted.

Frellis O'Manniack should be dressed like a mixture of Gypsy Queen and Space Pirate. Whatever comes to hand really. I'll make her blaster out of a toy gun with extra bells and whistles on.

Darth Vader and Listening Post Charlie One Four are only heard during their scenes. I suggest that they be prerecorded.

The pilots chair will be an ordinary chair. If we have access to a nice black swivel chair it would be nice, but it isn't essential. The control panel will be made out of spray painted polystyrene with buttons and switches and whatnot stuck on.

The Space ships will be large cardboard cutouts with the picture of the film pasted on (a Super Star Destroyer for The Nymph of Darkness and a Millennium Falcon or other freighter for The Foxy Lady) on sticks.

General Craic Shambleau is dressed in a ragged looking pale beige or white uniform, preferably the wrong size for him. He should look distinctly unmilitary more like a school teacher or minor civil servant than a general (that's because he is a school teacher, the rebellion takes what it can get). He also wears really nerdy glasses, he plays with them nervously.

STATISTICS

Name: **The Tyrant**

Average Stat: 4d ; Perception 6d

Weapon: none ; Skill: none ; Damage: none

Dodge: 6D

Move: 11

Other Relevant Skills: All Force Skills 5d ; Pout & Seduce 7d ; Control Hounds 6d

Notes: Hasn't engaged in anything as tiring as combat for 800 billion years and doesn't see why he has to now.

Character Points 12

Force Points 2

Dark Side Points 20+

Name: **The Hounds of the Tyrant**

Average Stat: 1d ; Strength 5d (incl armour) ; Dexterity 2d

Weapon: Blaster ; Skill: 2d+2 ; Damage: 3d

Bite 3d+1 2d+2

Dodge: 4d+2

Move: 15

Other Relevant Skills: Howl 5d ; Search 3d+2 ; Sneak 2d+1

Notes: Bites must receive medical treatment or the victim will get tetnus.

Name: **Joe Mormori Warrior**

Average Stat: 3dd ; Strength 4d+2 (incl armour)

Weapon: Sword ; Skill: 3d ; Damage: 5d+1

Lance 3d+2 7d

Bow 4d+1 3d

Dodge: 3d

Move: 11

Other Relevant Skills: Beast Riding 4d+2 ; Survival 3d+1

Notes: There are 3000+ of 'em.

Name: **Joe Riding Beast**

Strength 4d ; Perception 3d ; Dexterity 2d

Weapon: Butt with horns ; Skill: 2d ; Damage: 5d+1

Dodge: 2d

Move: 16

Orneriness: 1d

Name: **Ms Brunner**

Average Stat: 3d ; Perception 4d ; Dexterity 4d ; Knowledge 4d

Weapon: Blaster pistol ; Skill: 7d+2 ; Damage: 3d

Vibroblade 6d 6d

Dodge: 6d

Move: 11

Other Relevant Skills: Torture 9d+2 ; Sneak 8d+2 ; Space Transports 4d+2 ; Seduce 7d+2 ; Disguise 6d+1 ; Investigation 6d ; Persuasion 8d+2 ; Intimidate 6d+1

Character Points 18

Force Points 1

Dark Side Points 3

Name: **Smitty**

Average Stat: 2d+2 ; Strength 3d+2 ; Mechanical & Technical 4d

Weapon: Wrench ; Skill: 3d+2 ; Damage: 4d+2

Blaster Pistol 3d+2 3d

Dodge: 3d

Move: 11

Other Relevant Skills: Repair Space Tranports, etc 6d

Notes: Can fix just about anything competently.

Name: **Koraz Bak**

Average Stat: 3d ; Strength 3d+2 ; Knowledge 4d

Weapon: Blaster Pistol ; Skill: 5d+2 ; Damage: 3d

Hold-out Blaster 5d+2 3d

Dodge: 4d+2

Move: 11

Other Relevant Skills: Persuade 3d+1 ; Archeaology 5d ; Stamina 4d+2 ; Biology 5d+2 ; Repulslift operations 4d+2

Notes: Has a holdout blaster concealed in his boot.

Character Points 6

Force Points 0

Dark Side Points 2

Name: **Dac Brais**

Average Stat: 3d+1 ; Strength 5d ; Perception 3d+2

Weapon: Sword ; Skill: 6d ; Damage: 5d+1

Lance 7d+2 7d

Bow 6d+1 3d

Dodge: 5d+2

Move: 11

Other Relevant Skills: Beast Riding 7d+2 ; Persuasion 5d ; Command 6d+2

Character Points 14

Force Points 0

Dark Side Points 1

Name: **Thulsa Doom**

Average Stat: 3d ; Strength 4d+2 ; Knowledge 3d+1

Weapon: Sword ; Skill: 6d+1 ; Damage: 5d+1

Lance 6d+2 7d

Bow 7d+1 3d

Dodge: 5d+2
Move: 11
Other Relevant Skills: Beast Riding 6d+2 ; Command 5d+2 ; Value 4d+2
Character Points 10
Force Points 0
Dark Side Points 0

Name: **Darth Vader**
Average Stat: 6d
Weapon: Lightsabre ; Skill: 12d ; Damage: 5d
Dodge: 10d
Move: 11
Other Relevant Skills: All Force Skills at 10d+ ; Intimidate 15d ; Miraculously avoid death 25d
Character, Force and Dark Side points ridiculously high.

Name: **Joe Stormtrooper**
Average Stat: 2d
Weapon: Blaster Rifle ; Skill: 3d ; Damage: 5d
Dodge: 3d
Move: 10
Other Relevant Skills: None.
Notes: Their strength is in numbers.

Name: **Witch Queen**
Average Stat: 1d ; Perception 3d+1 ; Knowledge 4d
Weapon: none ; Skill: none ; Damage: none
Dodge: 6d+1
Move: 8
Other Relevant Skills: Tribal Lore 7d+2 ; Read the Omens 5d+2 ; Persuasion 8d ; Beast Riding 3d+1 ; Smell Coward 7d+1
Notes: She has no real force ability, or ability to read the future.

Name: **Sith Death Droid**
Average Stat: 1d ; Strength 6d (incl armour) ; Perception 3d
Weapon: Blaster ; Skill: 4d+2 ; Damage: 5d
Dodge: 2d
Move: 8
Other Relevant Skills: Search 4d
Notes: Already wounded.

Kuat Drive Yards Executor-class command ship

Note: Yes, I know that Super Star Destroyers were only manufactured after the Battle of Yavin, but I want one in my scenario, so there.
Scale: **capital**

Length: 17 miles approx.
Skill: Capital ship piloting: super star destroyer
Crew: Skeleton: 50000 with command 7D; Total crew: 280734
Passengers: 38000 troops
Cargo Capacity: 250000 metric tons
Consumables: 6 years
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 0D
Space: 4
Hull: 10D
Shields: 8D
Sensors:
 Passive: 75/1D+2
 Scan: 150/3D+2
 Search: 300/5D
 Focus: 8/6D+2

Weapons:
250 Turbolaser Batteries
 Fire Control: 1D
 Space Range: 3-15/35/75
 Atmosphere Range: 6-15/70/150km
 Damage: 7D
250 Heavy Turbolaser Batteries
 Fire Control: 0D
 Space Range: 5-20/40/60
 Atmosphere Range: 10-20/80/120km
 Damage: 10D
250 Concussion Missile Tubes Fire Control: 2D
 Space Range: 2-12/30/60
 Atmosphere Range: 0.2-1.2/3/6km
 Damage: 9D
250 Ion Cannons
 Fire Control: 4D
 Space Range: 1-10/25/50
 Atmosphere Range: 2-20/50/100km
 Damage: 4D
40 Tractor Beam Emplacements
 Fire Control: 4D
 Space Range: 1-5/15/30
 Atmosphere Range: 0.1-0.5/1.5/3km
 Strength: 9D

."The Miss Adventure" - Imperial Customs Guardian Light Cruiser

Scale: **Starfighter**
Length: 42 metres
Skill: Space transports: Guardian Cruiser
Crew: 3

Passengers: 6 (in the brig)
Cargo Capacity: 200 metric tons
Consumables: 3 months
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D
Space: 9
Hull: 5D
Shields: 2D
Sensors:
 Passive: 30/1D
 Scan: 60/2D
 Search: 90/4D
 Focus: 4/4d+1

Weapons:
4 Laser Cannons
 Fire Arc: 2 Front 2 Turret
 Crew: 1
 Fire Control: 2d+2
 Space Range: 1-3/12/25
 Atmosphere Range: 100-300/1.2/2.5km
 Damage: 5D

A common Imperial system patrol craft, it is quite capable of handling common freighter and smuggler traffic, although it is totally outclassed when sent up against capital ships. These ships are common in lightly populated, isolated systems where the Empire needs to maintain a presence without underwriting the expense of assigning a larger vessel to patrol duty.

The Miss Adventure has undergone substantial modifications since you acquired her. The vast majority of her basic systems are now automated, so that a crew of three (pilot, co-pilot and technician) can run her, when before she took a crew of 16. She has also been fitted with secret compartments in her bulk heads so that she can carry contraband in such a way that it won't show upon scanners.