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Star Wars
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Domain of Evil

An Adventure for use with *Star Wars: The Roleplaying Game*



There is something *not right* on the swamp planet Trinta. It is an evil place of cold and death, and only the bravest, most capable Rebels will survive its terrors.

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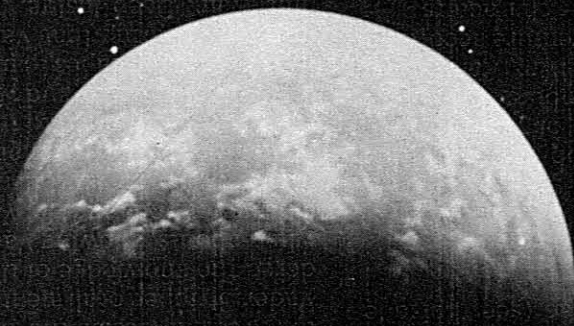
Domain of Evil

by Jim Bambra



There is something *not right* on the swamp planet Trinta. It is an evil place of cold and death, and only the bravest, most capable Rebels will survive its terrors.

A long time ago, in a galaxy far, far away ...



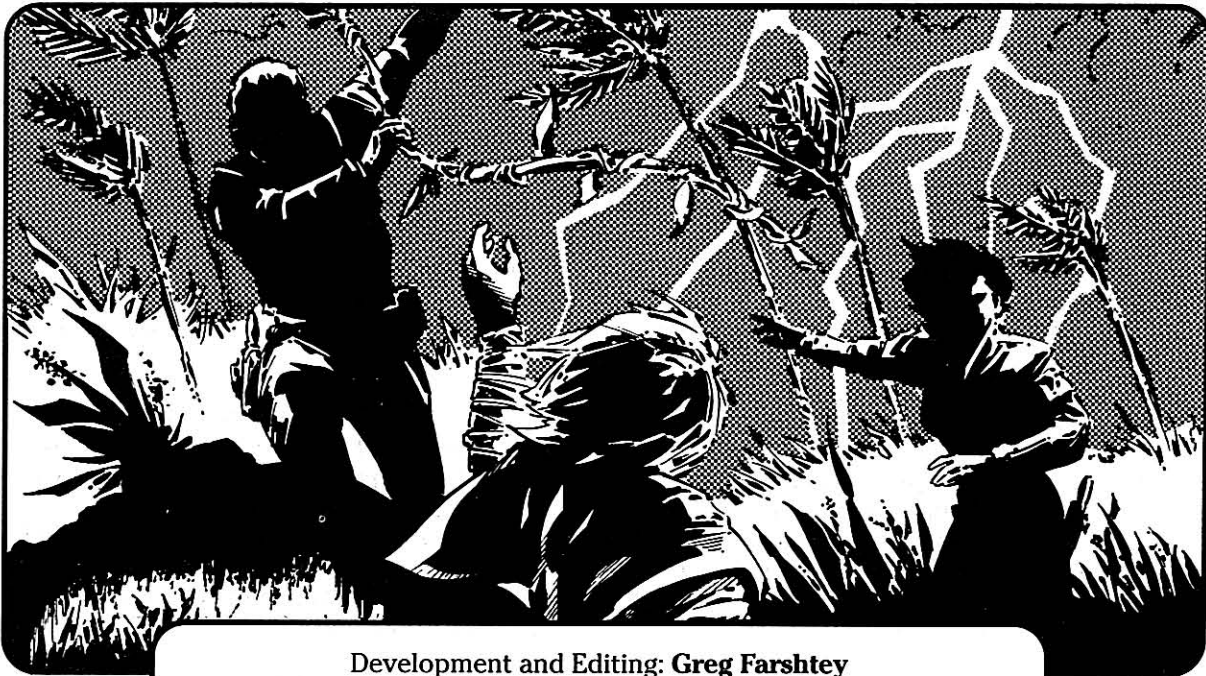
Short of food and water, a group of Rebel heroes desperately search for new supplies. Calling at Kwenn Space Station on their last mission, the Empire impounded their ship. Recognized by Crutag the Taloron Hunter, who covets the price on their heads, the Rebels stole a ship and fled the station.

The ship was a wreck which failed in its first hyperspace jump. Now, having done some rapid repairs, the Rebels approach the world of Trinta in the Outer Rim Territories. Here they hope to find supplies to help them continue the fight against the Empire.

But Trinta holds a dark secret. A secret that will tax the heroes to their limits ...

STAR WARS®

Domain of Evil



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Introduction

It is a dark time for the galaxy. The Empire controls thousands of worlds through brutality and treachery, and uses its awesome might to crush the spirit of myriad races. Backed by a military machine seemingly without equal, the Empire appears to be invincible as it tightens its stranglehold on the stars.

But now a force has arisen which dares to challenge the mighty Empire. This Rebel Alliance has scored significant victories against the Imperial armed forces, enough to prove to the enslaved worlds that their oppressor can be wounded. Rallied by these events, beings on many worlds once again dare to dream of freedom.

This is the setting of *Star Wars*, the saga of a battle between a valiant few and monstrous evil, with the galaxy itself the prize.

Domain of Evil is an advanced *Star Wars* adventure for four to six players and a gamemaster (GM). If you are planning to play a character in this adventure, stop reading now. If you read the book through, you will spoil the adventure for yourself and the other players. If you are planning to be the GM, continue reading.

In This Adventure

...Rebel agents, short of supplies and chased by Crutag, a Taloron Hunter, and his henchmen, crash-land on the world of Trinta. But unknown to them, Trinta is not a normal world. It contains a Dark Side nexus similar to the one on Dagobah.

The nexus on Trinta is home to Halagad Ventor, a Jedi Knight whose mind was probed by Darth Vader to discover the whereabouts of his fellow Jedi; that information was used to track down the Old Republic's protectors and murder them. The process left Venter insane, and he stole a small ship and fled to Trinta.

There the Dark Side nexus called to him, offering him escape from his pain and guilt. In his madness, Halagad accepted, and in the years since then, the nexus has expanded to encompass the entire world. It radically changed Trinta and filled it with images drawn from Halagad's twisted mind.

When the Rebels reach Trinta, Halagad, fearing that Vader has at last found his hiding place, uses the power of the nexus to protect himself. But as he comes to realize the power of the Rebels, he sees in them the means of his release from the Dark Side. Torn between his fears and his longing for peace, Halagad forces the Rebels to confront a series of tests. And if they complete them successfully, the greatest challenge still remains: convincing the tormented Jedi to let go of his dark past and turn away from evil.

The *Domain of Evil* leads the Rebels through a gauntlet of horror, as they battle the creatures of the swamp world and the illusory monsters that stalk the mind of Venter.

Preparing to Play

The GM should read through the entire adventure before play begins in order to present it in a fluid and dramatic manner.

If you plan to run this adventure as part of an existing campaign, review your players' character templates so you can adjust the encounters to make use of their particular skills and experience.

Adventure Materials

This book contains the adventure *Domain of Evil*, various maps, player handouts, four non-player character templates, and the script used to start the adventure. It's a good idea to photocopy the script, player handouts and the maps before play begins.

In addition to the adventure, you also need *Star Wars: The Roleplaying Game*, the *Star Wars Rules Companion*, pencils, paper, and lots of six-sided dice. The *Star Wars* miniatures sets are recommended, but are not essential for play.

Adventure Background

The World of Trinta

Long before Halagad Venter came to Trinta and discovered the Dark Side nexus, the swamp world was regarded as a hellish place, to be

avoided at all costs. Even the Ithorians, who first explored the planet and are noted for their love of heat and humidity, disliked the world, naming it after the realm of demons in Ithorian mythology.

The atmosphere of Trinta is breathable, although the climatic conditions make the air seem like a solid substance that clings to you as you move through it. Ninety percent of the world is fetid swamp, dotted with wooded islands and mudbanks. The remainder of the planet is polar ice caps.

Despite its forbidding reputation and its location in the Outer Rim Territories, attempts have been made to colonize Trinta in the past by various races. All have been dismal failures, and after an Old Republic survey team officially dismissed the world as lacking anything in value, space traffic in its vicinity ceased. It was not until Halagad Ventor sped into the Yartiv system, fleeing from the memory of torture at Darth Vader's hands, that Trinta acquired a permanent resident.

Ventor is the only intelligent lifeform on the planet, although Trinta does have abundant plant and animal life. It is also the site of a Dark Side nexus, a concentration of evil power that allows those with knowledge of the Force to accomplish remarkable deeds, at the price of their souls.

Adventure Synopsis

Episode One: Crash-Landing

Approaching Trinta in a stolen ship, the Rebels are attacked by Crutag, a Taloron Hunter. The drives fail on the ship and the Rebels plummet down to crash on the planet.

Episode Two: Mists of the Mind

The world of Trinta is subject to Halagad's paranoid fantasies and fears. Using the Dark Side of the Force, Halagad projects illusory realities from the depths of his tortured soul. These dreamscapes reach out across Trinta to affect the Rebels and Crutag's hunters.

Within a dreamscape, events appear real. Dreamscapes contain creatures which are manifestations of Halagad's madness, given power by the Dark Side of the Force. They appear in many different guises — some seek to lure the characters to their doom, some attack, while others try to create panic among their victims.

Halagad controls the dreamscapes and dreambeasts with the Dark Side nexus. At first, his powers are limited to creating illusory dreambeasts, the Dradan, which entice the characters away from their ship. These beings are insubstantial and cause no direct harm, but they attempt to poison the characters before finally fading away.

Even worse, Halagad has used the Dark Side to steal the Rebels' and Crutag's ships. Stranded on Trinta, the Rebels, Crutag, and his hunters cannot escape from Halagad's clutches.

Episode Three: The Nightmare Begins

Halagad marshals his anger and gives it embodiment in the form of an illusory Rancor. He seeks out the Rebels with this monstrous creation and uses it to assault their sanity. Channeling the Dark Side of the Force through it, Halagad rips at the Rebels' minds.

Episode Four: A Disturbance in the Force

Having tasted the Rebels' powers, Halagad now suspects that they are more than they at first seemed. These Rebels could prove to be the means of his escape from the power of the Dark Side. But Halagad is torn between his desire to find out more, and his craving to protect himself from discovery at all costs.

A titanic struggle takes place within him as his madness battles with the last vestiges of his better nature. This manifests itself in a vast disturbance in the Force that is felt all over Trinta.

This disturbance has dramatic consequences, releasing huge quantities of Dark Side energy which lashes out to corrupt and warp wildlife in the vicinity of the Dark Side nexus.

Later, Halagad brings himself back under control, but with the Dark Side once again dominant. He now seeks to destroy the Rebels. He directs his nightmarish creations to attack them. Dark forces, released previously by Halagad's rage, torment and attack the Rebels. But the Rebels are able to find a clue to the identity of their torturer, coming upon the remnants of a camp used by Halagad when he first arrived on the swamp world.

Episode Five: Ambush

The Rebels are not the only ones who come to Halagad's attention. Crutag and his gang of cutthroats also interest him. Many of the hunters prove to be weak and die too easily for Halagad's purposes. But he sees in Crutag a strength and vitality he can use.

Using the powers at his disposal, Halagad engineers a confrontation between the Rebels and the remaining bounty hunters. He subtly directs Crutag to an area that the Rebels will shortly pass through. Halagad expects Crutag to kill the Rebels; Halagad will then lure Crutag to the nexus where he will corrupt him, totally.

If the Rebels defeat Crutag, Halagad again flies into a rage. He lashes out with more Dark Side

energy. Tortured creatures go on the rampage and a titanic storm, mirroring Halagad's internal one, tears across the world causing large scale flooding and destruction.

Episode Six: The Dark Side

Eventually, Halagad achieves a new equilibrium. He now seeks to turn the Rebels to the Dark Side by luring them into the nexus. There he presents them with a series of tests designed to lead them down the pathway of anger and fear, the road to corruption. If he is successful, he will use them to destroy himself — only by so doing, he believes, can he be released from his torment.

To survive the nexus and pass Halagad's tests, the Rebels must adhere to the Jedi code. If they trust in the Force, they can escape the nightmare and redeem Halagad's tortured soul.

Dreambeast Attacks

Dreambeasts attack in the normal manner, but instead of causing physical harm, they inflict mental trauma damage on their victims. A victim of a dreambeast attack believes himself to take normal physical damage from an attack. The trauma of the attack feels real: *stunned* characters are stunned for one round; *wounded* characters suffer a 1D reduction in all their die codes; and *incapacitated* characters are unable to act. Characters will even see wounds on their bodies, as if attacked by a substantial foe. Only later, after the combat is over, does a character recover from the trauma and realize the attack affected his mind, not his body.

The GM should apply the mental damage effects of the dreambeast attack after the combat is over. A dreambeast, being insubstantial, fades away to nothingness a few seconds after a combat ends. As it does so, Rebels who were wounded by the dreambeast feel light-headed and see their wounds fade at the same time. *Wounded* or *incapacitated* characters recover with no physical damage (damage caused by creatures or objects other than dreambeasts, of course, remains). They now become aware of having suffered mental damage.

Wound: A mental *wound* causes a character to lose one pip from his *Knowledge*, *Perception*, *Mechanical* and *Technical* attributes. See "Mental Damage" below for the effects of this.

Incapacitated: An *incapacitated* character loses 1 pip from his *Knowledge*, *Perception*, *Mechanical* and *Technical* attributes. In addition, he loses a Force Point.

Force Users: Characters with Force skills are affected differently by dreambeast attacks. Each *wound* or *incapacitated* result wipes out one of their Force skills in this order — *Alter*, *Sense*, *Control*. Once a character has lost all of his Force

skills, he is affected like other characters.

A character with Force skills who takes a *wound* from a dreambeast instantly loses his *Alter* skill, but don't tell the player this immediately. Only when he tries to use his *Alter* skill does he become aware of its loss.

Mental Damage

Mental damage is caused by dreambeast attacks. It causes a deterioration in a character's mental attributes — *Knowledge*, *Perception*, *Mechanical* and *Technical* — which remain until the end of the adventure.

For our purposes, a single die is made up of three pips. So losing three pips results in the loss of a whole die. Take a look at the chart below to see how this works:

Starting Dice	Reduced by -1 pip	-2 pips	-3 pips
5D	4D+2	4D+1	4D
4D	3D+2	3D+1	3D
3D	2D+2	2D+1	2D
2D	1D+2	1D+1	1D

For example, a character who lost one pip from a *Perception* of 3D+2 would have his *Perception* reduced to 3D+1. If he lost another pip, it would become 3D. The loss of a third pip, reduces his *Perception* to 2D+2, and so on.

As a character's attribute die codes are reduced, skills governed by his mental attributes are also reduced.

A character's attributes cannot be reduced below 1D. If a character takes mental damage which would reduce one or more of his attributes below 1D, ignore the damage, but roll 1D and consult the table below. Alternatively, pick any result you like. Tell the player the result in secret, and ask him to roleplay it for the remainder of the adventure.

Adverse Mental Result Table

1. Drooling Imbecile: Life is peaceful. There's no hurry. Just sit down and relax. Drool a little. Now, doesn't that feel good? This is it, the good life. Just sit there and enjoy the peace and tranquility.

2. Psychopathic Killer: Kill! Kill! Kill! You were born to kill. Everything else was born to die at your hands. Fulfill your destiny. Shout your battle cry. Kill! Kill! Kill!

3. Ranting Lunatic: It's too quiet. There's not enough noise. You must break the silence. Shout, rant and rave about anything you like, but end this oppressive silence.

4. Frightened Runner: Fear is everywhere. The only way to escape is to run, run and keep on

running. Let nothing stop you. You must succeed in your break for freedom.

5. Paranoid Madman: They are out to get you. They may pretend to be your friends, but they brought you here to die. Trust no one. Keep your blaster handy. Shoot anyone who threatens you.

6. Harmless Amnesiac: What's going on? Why am I here? Who are you people? Who am I? What day is it? What Rebellion?

Note: The loss of 1D from all attributes and skills caused by a normal physical wound is not counted towards a character's total mental attribute loss. Only mental damage caused by dreambeasts affects a character's mind. A character's attributes can never be reduced below 1D. If a wound brings a character below 1D, the character is considered to still have a 1D attribute.

Regaining Lost Pips and Force Powers

To be restored to their former selves, the Rebels need to complete the adventure. Lost attributes and Force skills are returned after the final confrontation with Halagad (see "Episode Six: The Dark Side").

Difficulty Numbers and Game Balance

As gamemaster, it's your job to modify this adventure to suit the abilities of your players' characters. The "Difficulty Numbers Scale", presented below and in the *Star Wars Rules Companion*, lets you adjust the adventure according to the level of skill of the player characters.

This adventure is designed for four to six experienced characters. If you are playing with fewer than four characters, you should scale the difficulty of the encounters down.

Domain of Evil is meant to be a challenge for the player characters. The players should feel that their characters are facing a powerful evil that is intent on destroying them, but there should always be a chance for them to succeed. If the player characters get badly mauled in one encounter, either reduce the difficulty of the next, or give them time to heal before you present the next encounter.

Keep the player characters under pressure, but remember that you're playing for fun. Give them a few breaks here and there. Players who play badly have plenty of opportunities to lose their characters in the Dark Side nexus. Give them a chance to get there.

Note that in all of West End Games' published adventures, attributes are capitalized and italicized, skills are only italicized.

Difficulty Number Scale

Task	Difficulty Range
Very Easy	3-5
Easy	6-10
Moderate	11-15
Difficult	16-20
Very Difficult	21-30

As this adventure is designed for more proficient characters, you should concentrate on the higher end of the scale, but you may wish to modify the difficulty numbers for certain tasks depending on the skills of the player characters.

For example, if the text calls for a Rebel to make a Difficult starship piloting roll to accomplish a given task, you would assign a number between 16 and 20, depending on the level of skill of the player character.

The Main NPCs

Halagad Vantor: A Jedi Knight, Vantor's will was too weak to resist the mind probes of Darth Vader. Stripped of all mental defenses, he surrendered the knowledge of the Jedi brotherhood's whereabouts, allowing Vader to massacre them all, save for Yoda and Obi-Wan Kenobi. But Vantor was unaware that any but he survived. Racked by guilt, he fled from Vader and hid on Trinta. Once there, he succumbed to the seductive power of the Dark Side nexus and was corrupted. Now he uses his dreamscapes to protect himself from all intruders, fearing that Vader will one day find him again. Deep inside, he yearns for release from the hell in which he lives, and forgiveness for his sin against the Jedi.

Crutag: A Taloron Hunter, Crutag chases the Rebels to collect the bounty placed on their heads. A fierce and determined stalker, Crutag has boasted that he has never failed to catch his prey. He rules his band with harsh discipline, the only way to keep the disparate aliens in his employ from fighting amongst themselves. He considers the conditions on Trinta to be uncomfortable and annoying, but no real threat to his objectives. His most prized possession is his ship, the *Scent of Fear*, and the surest way to anger him is to compare him to bounty hunter Boba Fett, who Crutag considers vastly overrated.

The Adventure Begins

Can the Rebels survive the horrors of Trinta and the nexus, or will they fall victim to the lure of the Dark Side? Let's find out as we enter *The Domain of Evil*.

Episode One Crash-Landing

Summary

The adventure begins as the Rebel heroes approach the swamp world of Trinta. Low on supplies and forced into the Outer Rim Territories by news that Crutag the Taloron Hunter is searching for them, the Rebels are heading for Trinta to restock food and water. As they near the planet, Crutag surprises them and damages their vessel. The Rebels must fight off the bounty hunter's ship and land their own on the swamp world.

Start the Adventure

Locate the script and assign a part to each player. The parts are labelled "1st Rebel," "2nd Rebel," and so on. If you have fewer than six

players, assign additional parts as necessary. Give each player a copy of the script. If you don't have access to a photocopier, you can share the copy in the book. When everyone is ready, read the opening scroll (found on page 2) to the players and then start the script. The adventure begins when all players are finished reading the adventure script.

A Warm Welcome

Crutag has searched diligently for the Rebels since he detected their presence on Kwenn Space Station. Knowing that the Rebels desperately need supplies, Crutag guessed that they would visit Trinta. He has patiently awaited their arrival.

The Hunter and the Hunted

Craft: Scent of Fear
 Type: Taloron Prey Chaser
 Length: 40 meters
 Crew: 1
 Passengers: 25
 Cargo Capacity: 30 metric tons
 Consumables: 4 months
 Hyperdrive Multiplier: x1
 Nav Computer: Yes
 Hyperdrive Backup: Yes
 Sublight Speed: 4D
 Maneuverability: 2D
 Hull: 5D
 Weapons:
 Two laser cannons (fire separately)
 Fire Control: 3D
 Damage: 5D
 Shields: 4D
 Crew: Starship gunnery 3D+1; starship piloting 4D; starship shields 4D.

The loss of their own ship has forced the Rebels to make do with a freighter they stole from Kwenn Space Station. It is slower than the Taloron ship, and its blown ion drives have wiped out all maneuverability.

Craft: Stolen Freighter
 Type: Tramp Freighter
 Length: 30 meters
 Crew: 2
 Passengers: 6
 Cargo Capacity: 100 metric tons
 Consumables: 3 weeks
 Hyperdrive Multiplier: x1
 Nav Computer: Yes
 Hyperdrive Backup: Yes
 Sublight Speed: 2D
 Maneuverability: 0D
 Hull: 4D
 Weapons:
 Two laser cannons (fire separately)
 Fire Control: 3D
 Damage: 5D
 Shields: 3D

DOMAIN OF EVIL

ADVENTURE SCRIPT

The following script begins the adventure.
Your gamemaster will tell you what part (or parts) to read.

GM: *Cut to Rebel vessel emerging from hyperspace. The hyperspace lines flicker, then break into a star spangled view of real space. Rust covers the outside of the ship. Cut to the ship's grubby interior.*

1st Rebel: Here we are, Trinta. We'll breeze down. Forage around and load up with supplies.

2nd Rebel: *(Accusingly.)* That's what you said when we called at Kwenn Space Station.

3rd Rebel: Yeah, except it was crawling with Impies and bounty hunters.

4th Rebel: We had to call at Kwenn. We needed the supplies. Our last mission left us low on food and water.

5th Rebel: Yeah, and the Empire stole our ship. And do we steal a decent one in exchange? No, we take this pile of junk!

6th Rebel: I don't like this. I'm getting us a new course, so we can get out of here if there's any trouble.

3rd Rebel: First jump out of Kwenn and the drives blow. It takes us weeks to fix them. Meanwhile, we've eaten all of the supplies.

1st Rebel: How was I to know it had faulty drives? I didn't get a chance to look them over.

4th Rebel: Don't forget that we had Crutag and his bounty hunters breathing down our necks. It was split from Kwenn or keep an interrogation droid company.

5th Rebel: Never mind that. Even Crutag wouldn't think we'd be dumb enough to come here.

GM: *Cut to viewport. A swirling greenish haze, lit by flickering electrical storms, surrounds the planet.*

2nd Rebel: Yeah, look at those storms. We'll be lucky to find anything. If we don't get blown to bits going through the atmosphere, we'll end up sinking into a bottomless swamp.

3rd Rebel: Crutag's a Taloron Hunter. He ain't gonna give up on us.

1st Rebel: Trust me. Crutag won't find us. He's probably on the other side of the Galaxy by now.

5th Rebel: Sure, just like you said he was no problem before.

4th Rebel: Whether Crutag's following us or not, we've got no choice. We're out of food, and we've only got a day's supply of water left.

6th Rebel: I've got a bad feeling about that planet. I'm nearly there with the jump coordinates.

3rd Rebel: Crutag's got a rep almost as big as Solo's. Once he's on a scent, he don't give up.

2nd Rebel: Swell. We've got Crutag's biggest fan with us *(point at 3rd Rebel)*, and an eternal optimist at the controls *(point at 1st Rebel)*.

Continued on next page.

DOMAIN OF EVIL ADVENTURE SCRIPT

Continued from previous page.

3rd Rebel: Hey! I'm only facing facts. Crutag's ...

4th Rebel: Right behind us! He's on our tail!

2nd Rebel: Where the hell did he come from?

1st Rebel: *(Groan.)* It's not my fault. Someone must have told him we were coming.

3rd Rebel: Says you. Crutag's had time to check out every other planet around here. He's probably been waiting for us.

GM: *Crutag's ship, the Scent of Fear, screams toward you. It opens fire. Blaster bolts sear across your ship, which lurches toward the planet.*

6th Rebel: Let's get out of here. The jump coordinates are done. Come on, make the jump to lightspeed! Punch it!

1st Rebel: No problem. Here we go!

GM: *The pilot's console flickers as the hyperdrives surge into life. Then the drives wind down with*

a sickening shudder. The Scent of Fear swoops onto your tail.

5th Rebel: Great, I knew it. The hyperdrives are blown again, and with our luck, we'll probably burn up in the atmosphere.

GM (as Crutag): I have you now, scum. Surrender or die. *(Chuckles.)*

2nd Rebel: Take us down. We're a sitting target up here.

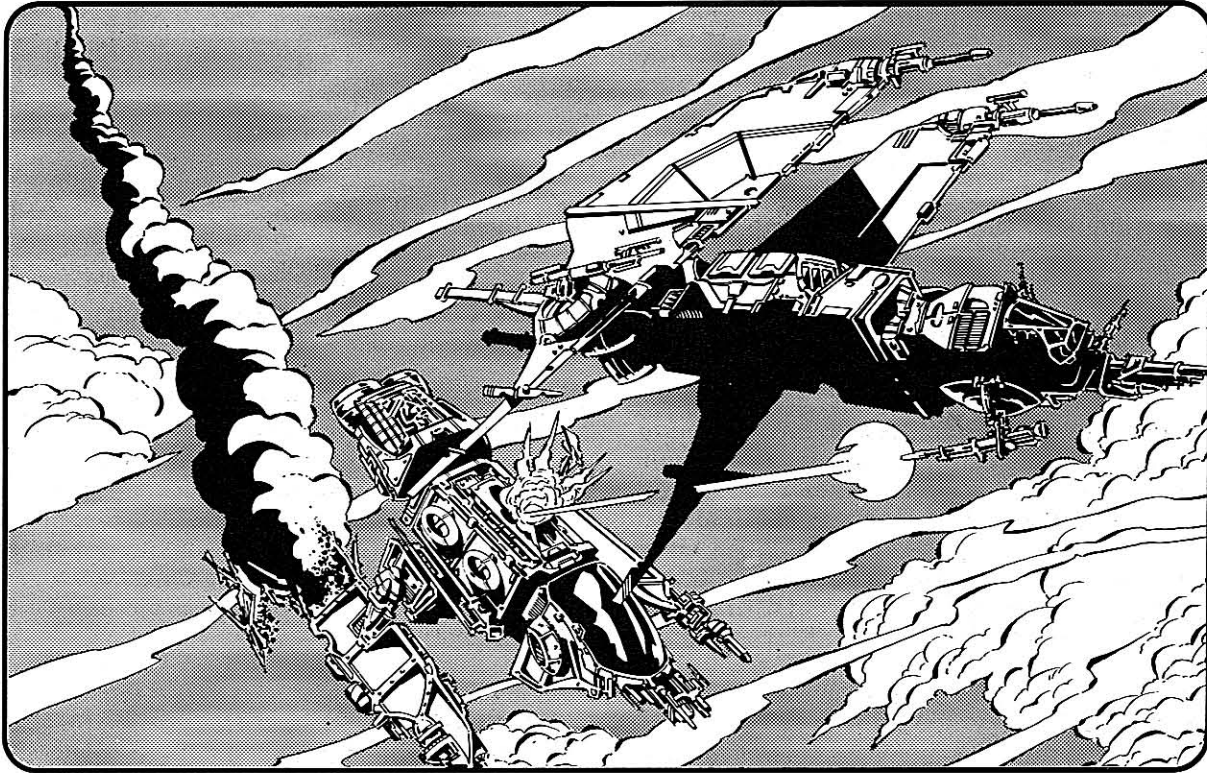
1st Rebel: Okay, Trinta, here we come!

6th Rebel: Not so fast! Crutag's the one who's meant to kill us, not you!

3rd Rebel: We're in big trouble. The ion drives are reaching critical. This could be it, folks!

GM: *The ship shakes as the ion drives lurch under the stress. Caught in Trinta's gravity, the Rebel ship drops towards the world.*

4th Rebel: Hey! Don't stand there gaping. Get to your battle stations! We're not going down without a fight!



After they emerge from hyperspace, Crutag and his crew aboard the *Scent of Fear* commence their attack. The Rebels attempt to jump to hyperspace, but their stolen ship is not up to the task. The hyperdrives again fail on them and they must attempt to land on Trinta to escape Crutag. Unfortunately, the ion drives also give out. The ship dives toward the planet.

The Scent of Fear

Crutag aims to take the Rebels alive. He seeks to disable their ship even further as it falls towards the planet. Crutag attempts to stay at short range, and evades to avoid enemy fire. Each round the *Scent of Fear's* two laser cannons fire on the Rebel ship.

Throughout the descent, Crutag mocks the Rebels, calling on them to surrender. "Give up, scum. There is no escape."

Welcome to Trinta

The descent to Trinta is broken into six segments, each representing a different altitude level, with level one being the highest and level six the surface of Trinta. The Rebels' ship drops one level each round. Deprived of its ion drives, there is no way the ship can be prevented from descending rapidly. The Rebels start at level one and skill rolls are required as the ship reaches each level.

The landing is made especially difficult by the violent weather conditions, which obscure visibility and threaten to shake the ship apart in mid-air. *Starship scanner* rolls are needed during the descent to track the *Scent of Fear* and to navigate through the storm. A character manning the ship's scanners tests against his *Mechanical* attribute.

Going Down Fast

After the players finish reading the script, read aloud:

The *Scent of Fear* is on your tail at short range. Its two blaster cannons track the erratic flight of your ship as it dives toward the flickering green haze below. The ship's controls are sluggish and the whine of air against the rapidly heating hull grows louder and louder.

Level One - High Orbit

Keep in mind that the Rebels' ship is in a screaming dive toward the surface, and they have no time to think, only act. Keep the pressure on by giving each player five seconds to announce an action. If he hesitates, skip him and go to the next player.

Pilot: A Moderate *starship piloting* roll is required to pull the ship out of its dive. A failed roll results

in a stomach-wrenching lurch as the ship spins out of control and drops to level three. The range to the *Scent of Fear* increases to medium.

Scanners: An Easy *starship scanners* roll reveals dense woods beneath the swirling green fog.

Guns: Gunners may fire normally at Crutag's ship.

Level Two - Into the Storm

As the ship reaches level two, read aloud:

Thick green fog envelops the ship. Lightning flashes across the viewport as heavy rain drums onto the hull, and the wind makes an unearthly shriek as it gusts. The scanners suddenly go blank and the viewports reveal only swirling green fog. For an instant, it seems as if a malevolent, inhuman face is rising out of that mist, but then it is gone.

Pilot: As the ship is buffeted by the storm, a lightning bolt strikes the hull, ionizing the controls for one round. A Moderate *starship piloting* roll holds the ship steady. Failing the roll causes it to plunge immediately to level four, increasing the distance between the freighter and the *Scent of Fear* to medium.

Scanners: An Easy *starship scanners* roll reactivates the scanners and allows the *Scent of Fear* to be tracked. If the roll fails, the scanner operator may try again next round. However, a Moderate roll is now needed.

Guns: If the scanner operator fails to track the *Scent of Fear*, the gunners may still fire, but add +5 to the number needed to hit for each round that Crutag's ship remains untracked.

Level Three - Skimming the Trees

Read aloud:

The leafy canopy of what look like huge trees lies directly ahead and underneath you.

Pilot: A Moderate *starship piloting* roll allows the pilot to skim the ship over the trees while the scanner operator looks for a landing site. Failure to pilot the ship successfully results in 4D damage to the ship's hull as it skips across the tops of the trees, unless the shield operator succeeds in using the shields.

Shields: A Difficult *starship shields* roll protects the ship from damage. This is a reaction roll. If the roll fails, the ship takes damage as above, and the Rebels take 3D damage each, unless they make Easy *Dexterity* rolls.

Scanners: The scanner operator can continue to track the *Scent of Fear*.

Guns: Gunners may attempt to blast the trees out of the way. Add the *starship gunnery* roll total to the pilot's skill roll.

Dropping From Level One: If the ship has dropped straight from level two, the Rebels suddenly see, through a gap in the fog, the trees looming up beneath them. A Difficult *starship piloting* roll pulls the ship out of its dive and sends it skimming over the trees. A failed roll results in the ship hitting the trees before bouncing along their tops (effects as above, except damage is increased to 4D per Rebel).

Level Four - The Trees

When the Rebels reach level four, Crutag breaks off his pursuit, but don't tell that to the players. Let them figure it out for themselves. Read aloud:

Scraping noises echo over the hull, as the ship crashes through the canopy of trees. Massive tree trunks loom up ahead.

Pilot: A Moderate *starship piloting* roll avoids the tree trunks. Otherwise the ship takes 5D damage to the hull, and 4D damage to each character unless they succeed in Moderate *Dexterity* rolls.

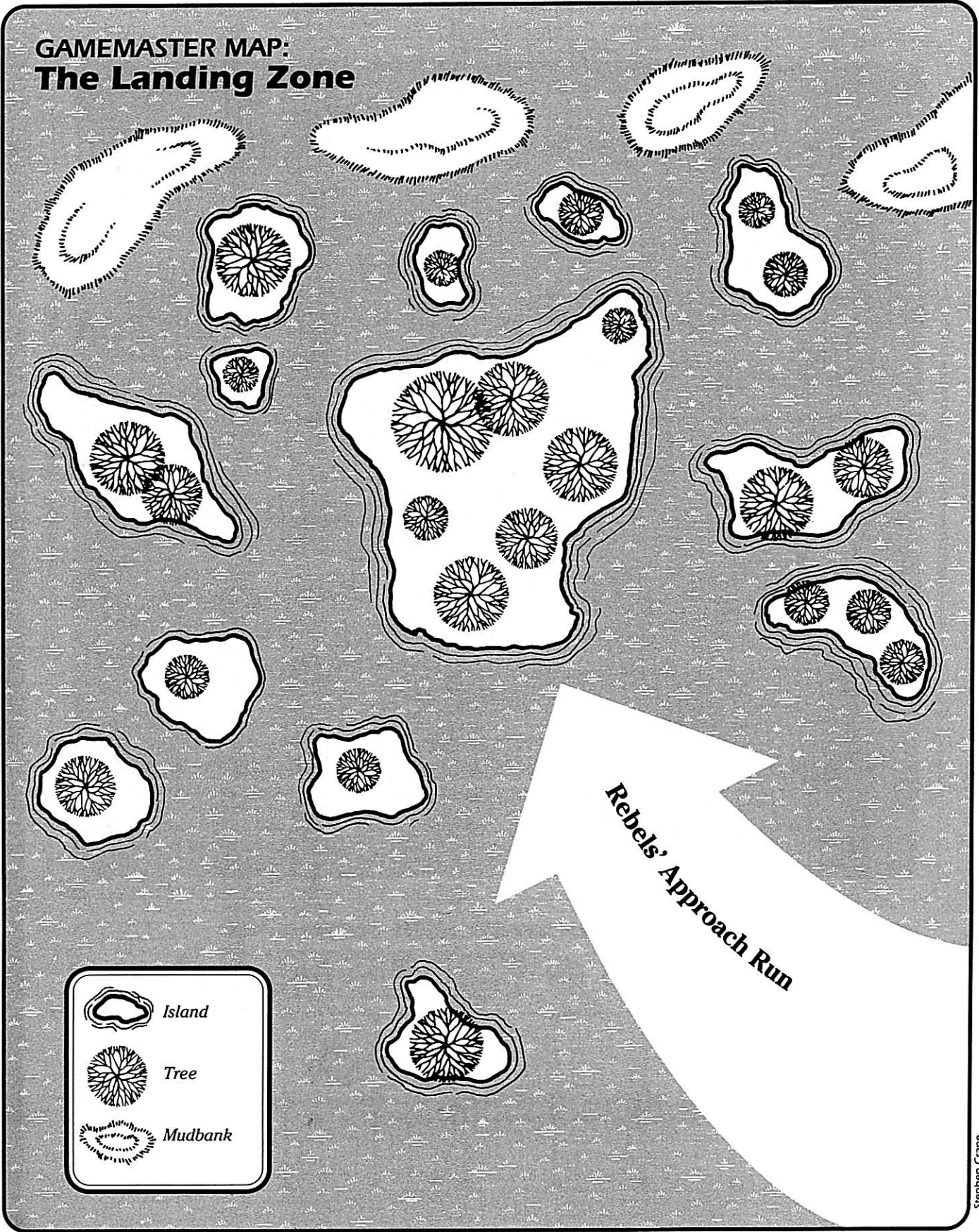
Shields: A Moderate *starship shields* roll protects the ship from damage from the trees.

Scanners: A Moderate *starship scanners* roll reveals the ground below. Give or show the players the *Landing Zone Map*.

Guns: Gunners may widen the passage through the trees. Add their *starship gunnery* totals to the pilot's roll.

Dropping from Level Two: A Moderate *starship piloting* roll pulls the ship out of its dive. The pilot then contend with the looming trees (see *Pilot* above). If the roll is failed, the ship drops straight down into the swamp of Trinta. The ship's hull is broken in two and the Rebels each take 6D damage, unless they succeed in Moderate *survival* rolls, in which case damage is reduced to 3D. The ship becomes flooded and the Rebels must leave the ship immediately (see "Episode Two").

**GAMEMASTER MAP:
The Landing Zone**



SURVEY TEAM REPORT / STR2434

To: Greeley, Director, Cartography and Surveying, Sector O-1
From: Trask, Commander, Survey Team 63529
Re: Trinta, Sector 0-1, planet #5.

Sir,

Trinta orbits the red star Yartiv, in what is commonly known as the "Outer Rim Territories." The atmosphere is oxygen-nitrogen, the climate tropical, with temperatures averaging 40° Celsius. The soil is rich, and there is a great variety of flora and fauna present, but no evidence of intelligent lifeforms. The weather ranges from calm to exceedingly violent, with heavy downpours and lightning storms a frequent occurrence. This, combined with the humid conditions which cause many types of plant life to rot before they can be harvested, can be regarded as contributing factors in the failure of the three colonies formerly established on Trinta.

Terrain

The primary type of terrain on Trinta is viscous swamp, which makes up 90 percent of the planet. Firmer footing can be found on the heavily-wooded islands which dot the planet. In addition, there are a number of mudbanks, which range from solid to virtual quicksand. The northern and southern extremities of the planet are marked by polar ice caps.

Mineralogy

No minerals of worth were contained in the rock and soil samples examined by our expedition. Mineral density is high at 85 percent, but the element most commonly found is iron, which has little value in trade.

Biology

Biodensity is also extremely high, close to 90 percent, with reptiles and insect species predominating. There are also some mammalian species present, but many of these are nocturnal owing to the extreme heat.

There are abundant species of flora, but few of these are edible, and our party subsisted primarily on mushrooms in addition to our freeze-dried rations. Water can be consumed safely, providing it is boiled beforehand. In addition to the lack of edible plants, we discovered at least one species of carnivorous flower.

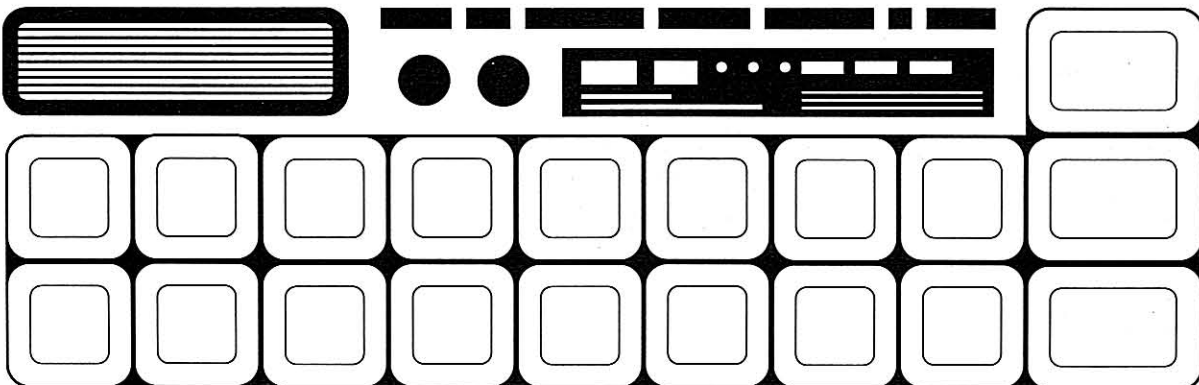
Both the animals and plants on Trinta pose a possible danger to visitors of the planet.

Psychology

Following the standard eight-month investigatory period, I found my team to be unusually tense, and had to intervene to prevent a number of disputes from flaring into violence. This would seem to coincide with the histories of the colonies established here, which disbanded and left Trinta after civil wars broke out among the residents. I can offer no explanation for the behavior of my crew, save to say that they seemed to return to normal once we had left the planet.

Recommendation

In my considered opinion, Trinta is unsuitable for colonization, owing to its hostile climate, poor terrain, threatening plant and animal life, and lack of proximity to major space lanes. In addition, its lack of natural resources make it a poor site for a mining operation. I see no value to the Republic in further investigation of Trinta



Level Five - Above the Swamp

Read aloud:

The ship breaks through the canopy of the trees. Beneath you, a greenish mist rises from the murky water. Trees tower above you.

Pilot: Lining the ship up for a safe landing requires a Difficult *starship piloting* roll. The scanner operator can reduce the difficulty of the roll to Moderate by using sensor data (see below).

Scanners: If the scanner operator has the *Landing Zone Map*, he can use it to help the pilot make a safe landing. It takes an Easy *scanner* roll to send the map over to the pilot's console.

Level Six - Trinta

Read aloud:

Flocks of birds take to the air as the ship screams in for a landing. Air rushes over the ship and water fans out below.

Pilot: With a successful landing approach, the pilot can land on the island with a Difficult *piloting* roll. A Moderate roll lands the ship on the edge of the swamp, and an Easy roll ditches it into the middle of the swamp.

A pilot who failed to line the ship up for the approach run has the difficulty of the landing increased by one level. A crash landing does 4D damage to the ship's hull, and 3D damage to the Rebels.

Welcome to Trinta.

The Scent of Fear

Unless the Rebels have been lucky and shot the *Scent of Fear* down, it is heard flying overhead and landing toward the south.

If the *Scent of Fear* was shot down, its crew manages to land it safely and it has no effect on the rest of the adventure.

Episode Two

Mists of the Mind

Summary

Newly arrived on Trinta, the Rebels examine their ship, and begin to explore the swamp world. The Rebels experience the first dreamscape, and learn that Trinta is far more than it seems. Led away from the ship by Halagad's creations, they return to find it missing.

Trinta: Outer Rim Territories

Trinta is an extremely inhospitable world. The heat makes the atmosphere oppressive, and the presence of a Dark Side nexus should cause Force users to feel uneasy.

The surface of the planet is primarily swamp, and a green mist hovers over everything. Trinta is a relatively small world with a lower than normal gravitational pull, which increases the Rebels' climbing/jumping and lifting skills by 1D.

Brave New World

After the Rebels' ship lands, read aloud:

Driving rain thrums against the hull of the ship. The ship's viewport glows with an eerie red-green light, but tangled vegetation and hanging vines block your vision of the landing site. Suddenly, the floor lurches beneath you, as the ship begins to sink into the soft surface of Trinta.

How far the ship sinks into the surface of Trinta depends on where the Rebels landed.

The Island

If the ship was brought down on the closest approximation of dry land Trinta has to offer, it settles two feet into the soft, oozing earth and then stops.

The Mud Bank

Appearing deceptively substantial and covered with lush vegetation, the mud bank cannot support the weight of the Rebels' vessel. The ship sinks until the viewports are covered with thick oozing mud.

The Swamp

If the ship lands in the swamp, it sinks into the fetid water. Hollow, gurgling noises echo through the hull as bubbling brown mud washes over the viewports. The ship sinks one meter below the water. The thick mud makes it impossible to see anything outside of the ship.

What Do We Know About Trinta?

If the players ask, "What do we know about Trinta?" give *Survey Team Report — STR2434* to them.

Leaving the Ship

The Rebels can leave the ship once it has settled, or even while it is sinking. If they landed on the island or the mud bank, getting out of the ship poses no problem. Rebels who landed in the swamp have to swim to the surface.

Characters in the swamp must use the airlock to escape the ship. As it opens, warm, muddy water floods in. Outside, tendrils of an aquatic plant wave in the current created by the ship's landing. They seem to be reaching into the ship to grab the nearest Rebel, but they are harmless unless a swimmer becomes entangled in them.

To make it through the tendrils and up to the surface requires an *Easy swimming* roll. If the roll is failed, swimmers become caught in the tendrils. Once stuck fast, a swimmer requires a *Moderate swimming* roll to break free. If this roll fails, the swimmer begins to drown (see page 43 of *Star Wars: The Roleplaying Game*).

Damage Report

The ion drives and the hyperdrives are both badly damaged. Other ship systems may also have suffered damage during the fight with the Scent of Fear.

If the Rebels attempt to repair the drives, it soon becomes obvious that success is impossible without access to spare parts. The Scent of Fear is their only likely source.

Other ship systems can be repaired normally, but without the parts for the drives, the Rebels are stranded on Trinta.

Other Rebels may rescue the trapped swimmer by making Easy *swimming* rolls to avoid becoming entangled in the tendrils, followed by Moderate *swimming* rolls to free their comrade. Rebels, including the trapped swimmer, may combine their actions on the second roll only.

Once they reach the surface, the Rebels can make it to the island by making Very Easy *swimming* rolls.

First Impressions

As soon as the Rebels leave their ship, or swim to the surface of the swamp, read:

The air hits you like a damp sponge. Oppressive, cloying, and dense with moisture, it settles around you, making you hot and sticky.

Greenish mist rises from the swamp. Looking up, you see the tops of trees disappearing into boiling red-green clouds. Torrential rain pours from the sky to spatter down onto the undergrowth.

A rustling noise seems to be coming from all of the vegetation at once, and strange animal cries sound in the distance. The atmosphere is one of dark foreboding, fear almost a tangible thing on this world. Trinta feels anything but inviting.

Looking around, the Rebels can see islands dotting the swamp, with a few mudbanks rising out of the water. Once on an island, the Rebels can take stock of their position. Remind them that they ate the last of their rations yesterday and their stomachs are beginning to rumble.

Food and Survival

With no food and very little water, the Rebels need to forage for supplies or they will begin to starve. Each day that a Rebel goes without food,

he or she loses 1 pip from his *Dexterity* and *Strength* die codes. If only one meal is eaten per day, the Rebel loses 1 pip every other day. Two meals a day are sufficient to maintain health and strength.

The Rebels must drink at least four pints of water every day or suffer a 2 pip reduction per day.

Lost pips are restored at the rate of 1 pip per day that sufficient water or food is consumed. If a character's *Dexterity* or *Strength* becomes reduced to 1D, the character is unable to move, and dies the following day unless given food or water, depending on which he is lacking.

Water

The swamp water is drinkable, provided it is first boiled or chemically treated. A Very Easy *survival* roll lets the Rebels know this. If the water is consumed untreated, call for Moderate *stamina* rolls. Failure results in severe stomach cramps for 1D hours, during which time all dice codes are reduced by 1D, as though wounded. At the end of this period, an Easy *stamina* roll is needed to recover. Failure results in the cramps lasting for another 1D hours, when the effects of the water have run its course.

Food

Some of the fungi that grow on the trees are edible. Moderate *survival* rolls are needed to identify the safe varieties of fungi. Enough fungi for one meal can be collected per *survival* roll. If the rolls are failed, the Rebels may collect poisonous fungi. It has the same effect as drinking untreated water.



Trinta — A Tour

The area of Trinta where the Rebels have landed is typical of this swamp world. Large red-brown trees rise up over 100 meters from the islands, their trunks twisted in a grotesque manner. High overhead, the canopy of leaves blocks out most of the light. The rays of the sun which do pass through cast a red-green light on the surface.

The swamp consists of a vast area of water interspersed with islands and mudbanks. Roots and creepers stretch out into the water from the trees, and thick clumps of reeds grow in patches across the swamp.

Islands

Islands on Trinta range from small (barely one meter across) clumps of dirt to islands the size of Manhattan. They are, for the most part, firm underfoot, and often rise steeply out of the swamp water, requiring Easy climbing rolls to scale.

Trees, many with trunks five to ten meters across, cover the islands. Huge root systems crisscross the ground and creepers hang down from the trees into the water. Brightly colored fungi grows on the trees, and at night it glows with a faint luminescence. Between the trees are clumps of bushes with garishly colored flowers blooming upon them.

Mudbanks

Mudbanks are soft and squelchy, with mud rising up to the Rebels' knees. The

noxious stench of the mud assails the characters' nostrils, causing nausea unless Easy stamina rolls are made. Nauseous characters suffer a 1D reduction, as though wounded, until an hour passes or they succeed in a Moderate stamina roll. Rolls may be made every five minutes, but only once the character has left a mudbank.

Water

The liquid on Trinta is warm, brown and slimy. Aquatic plants grow in abundance along its bottom, and often seem to be trying to grasp the Rebels' legs and pull them down.

The water varies greatly in depth. It is one meter deep in some places and over five meters in others. Normally, the bottom will gradually slope down, allowing a character to adjust to the increasing depth, but in certain spots it drops precipitously. Every now and again when the Rebels are wading through the swamp, call for Easy survival rolls from the lead character. If the roll fails, the Rebel steps into a deep area of the swamp. An Easy swimming roll allows him to make it back to the surface. Otherwise, he starts to drown.

Weather

It rains frequently on Trinta. Rain usually lasts for four hours, followed by a period of one to three hours when the swamp steams the water vapor back into the air to ready it for the next downpour.

Animal Encounters

The Animal Encounters sidebar details common lifeforms, but none of these appear until after the Rebels have experienced the first dreamscape.

No Free Lunch

To find food, the Rebels will have to leave the island. Other islands lie nearby and can be reached by wading or swimming. On these the Rebels can hope to catch game or forage for fungi. The largest island lies to the south — the same direction that Crutag's ship was seen to land in. There the Rebels notice gallazes, deer-like creatures, grazing near the water's edge. If the Rebels fire at the gallazes, the herd bolts into the cover of the trees. See "Animal Encounters"

for the statistics of the gallazes.

It is a swim of 200 meters to reach the island. During the swim, the Rebels are attacked by a monsail, a large, predatory fish. As the Rebels enter the water, read:

You wade through the scum-covered water towards the island, until the bottom drops out and you are forced to swim. You are halfway across when a large black fin breaks the water. Then a huge teeth-filled mouth lunges out of the water and snaps at you.

The monsail attacks the lead character. The monsail's victim may use his or her *swimming* skill as a combat or full *dodge*. If it hits, the monsail drags the character under the water. Characters

may attack the monsail by making *Easy swimming* rolls and attack rolls.

If it takes stun or greater damage, the monsail spits out its lunch and darts away. See “Animal Encounters” for its statistics. If killed, the monsail provides enough food for four meals.

The Island

When the Rebels reach the island, read:

As you clamber on to the island, the rain stops. A stillness hangs over the swamp. Nothing moves. No birds or insects can be heard. Only the sound of slowly lapping water breaks the silence.

It is then that you notice large leeches clinging to your legs, sucking your blood.

The Rebels each have 2D leeches clinging to their legs and backs. Six or more leeches cause a character to feel faint, resulting in the loss of 1 pip from all die codes unless a *Moderate stamina* roll is made. The 1 pip reduction lasts until the character has eaten one meal. The leeches may be removed with *Easy survival* or *medicine* rolls.

Leeches continue to be a problem for characters wading or swimming in the swamp. Every time the Rebels enter the water, they attract 2D leeches which go unnoticed until a character leaves the water.

Rebels Still On The Ship

It is important that there are no Rebels left on the ship prior to its disappearance. Encourage them all to leave by emphasizing their need for food. If some insist on staying on the ship, so be it.

Try and entice them out with promises of food, making use of animal encounters if necessary. Failing this, you'll have to be less subtle. The aged ship's life support system breaks down and begins to blow out thick clouds of CO₂. These spread rapidly through the ship, and there is no way to turn the system off. Alarms and buzzers echo loudly throughout the ship.

Cut to the other Rebels' approach as soon as you have the characters out of the ship.

Tracking the Gallazes

Once the leeches are removed, the Rebels can track the gallazes or begin to explore the island. Very *Easy survival* rolls reveal the gallazes's spoor leading into the island's interior. As the Rebels follow the spoor, or forage fungi from the trees, read the Cut-Away, then go to “The Dreamscape Falls.”



Cut-Away to the Scent of Fear

Read aloud:

EXTERIOR OF THE SCENT OF FEAR.

The camera pans across the side of the Taloron Prey Chaser, and comes to rest on the broad shoulders of Crutag. His pinched face turns, and the camera follows his gaze to where twenty bounty hunters check their weapons.

Crutag fits a vibrobayonet to the end of his blaster carbine and sniffs the air. "They are not far away. Spread out. Find them."

CUT TO AN ISLAND

The Dreamscape Falls

As Trinta enters its twilight period, the dreamscape falls. Read:

The red-green light of the swamp world fades to a dark twilight. As the light fades, the air grows thicker. It feels heavy as you draw it into your lungs, and even heavier as you exhale. Your friends move slowly. The hair on the back of your neck prickles. Noises grow distant and muffled. The trees glow with a dark red light as the sun sinks. From the shadows of the huge trees, glowing red eyes stare at you.

Within the dreamscape are phantoms manifested by Halagad's mind. These creatures appear real, but are insubstantial. They resemble tall, spindly humanoids with large red eyes. Their faces are peaceful-looking. They carry no weapons and are dressed in simple white robes. There are at least 25 of these creatures surrounding the Rebels.

If attacked, the creatures dart back into the trees, disappearing instantly from view. After a few seconds, they peer out again at the Rebels through the foliage.

The creatures are capable of speech, but it is not any language that the Rebels are familiar with. They attempt to communicate using mime. If a Rebel approaches peacefully or calls out, a creature steps from behind a tree.

Read aloud:

One of the white robed aliens moves slowly towards you, its hand raised in greeting. It begins to speak, but its language is so alien you

cannot understand it. Seeing your incomprehension, it points at its chest twice and says, "Dradan, Dradan."

The creatures call themselves the Dradan. A Rebel who succeeds in a Moderate *alien races* roll remembers a race of peaceful aliens called the Dradan who were exterminated by the Empire for harboring Jedi Knights. All members of the race were believed to have been eradicated, and their world was reduced to a cinder.

If a Rebel tries to communicate with the Dradan, ask the player to mime out his or her character's actions, and ask for a *bargaining* roll, but ignore the result.

Whether the Rebels mime food or not, the Dradan does. It rubs its stomach and points at its mouth. It nods and beckons for the Rebels to follow. If the Rebels don't follow, it turns round and gestures again.

If the Rebels follow, the Dradan leads them deeper into the island. If they don't follow, it begins its food mime again. If this doesn't work, it mimes a hunter stalking through the swamp. The hunter stops, picks up his rifle and fires. The Dradan, a surprised look on its face, clutches at its chest, and crumples to the ground. Picking itself up, it signals quickly for the Rebels to follow, saying, "Sajak, Sajak!"

If the Rebels still refuse to follow, the Dradan fade into the trees and disappear, leaving no trace of their presence. See "Dispelling the Dradan" below for what happens then.

Following the Dradan

As the Rebels follow the Dradan, more appear and smile benignly. With an Easy *Perception* roll, a character notices that they are heading into a richer part of the island: small birds nest in the trees and edible fungi is much more evident. With a Moderate success, the Rebels note that the direction in which they are heading leads directly away from their ship. On a Difficult roll, the Rebels notice that one of the Dradan has just walked through a tree.

The latter has occurred because Halagad is having difficulty controlling his illusions. In order to maintain the figures of the Dradan, he has reduced their number and made those behind the Rebels appear blurry and indistinct. However, since he is directing them from another location, it is impossible to keep them from passing through solid objects.

Any Rebel who turns to look to the rear of the column notices with a Very Easy *Perception* roll that the Dradan are now floating a few inches above the ground. A Moderate *Perception* roll reveals that the expressions of the Dradan at the

rear have changed. They are dark and scowling. Their eyes glow malevolently, and fangs protrude from their mouths. The swamp also looks dark and sinister. The ground oozes with bubbling mud and the vegetation is decayed. As soon as a Rebel notices this, Halagad acts to correct the illusion. The swamp returns to its former appearance, healthy and full of wildlife, and the Dradan return to their former beatific expressions. If the Rebels attack or attempt to touch any of the Dradan, see "Dispelling the Dradan," below.

The Feast

If the Rebels follow the Dradan, read:

The Dradan lead you further into the island. Here the ground feels firmer and the air is sweet and refreshing. Large fungi growths cover the ground and the lower branches of the trees bear bright orange fruit.

The Dradan take you to a clearing where a large carcass is spitted over a campfire. Simple wooden plates are set out around the fire. The plates are covered with fruit and vegetables. The Dradan mimes for you to sit, then hands you a plate.

Ask for *Perception* rolls. On any result less than Easy, the Rebels feel safe and content. With a Moderate success, the Rebels sense that everything is not as it seems. A Difficult success allows them to see that the Dradan now look evil. They

have glowing black eyes, fanged mouths and clawed fingers.

If the Rebels eat the food, they find it tastes musty, although soft. They are eating poisonous fungi. If the Rebels eat the fungi, ask for *stamina* rolls. On a Moderate or better result a Rebel is unaffected. On any other result, the Rebel is stricken with severe stomach cramps as though he had consumed untreated water (see "Food and Survival" above).

As the Rebels finish their meal, darkness presses in on them. The Dradan hover at the edge of their vision, their eyes filled with hate. If the Rebels do nothing, the Dradan fade away after a few minutes.

Dispelling the Dradan

Any action taken by the Rebels against the Dradan causes the dreamscape to wink out. The night turns dark and oppressive, broken only by the sickly glow of the fungi. The island reverts to its normal appearance. Dark trees covered in clinging vines and hanging creepers tower above the Rebels. Creepers brush across the Rebels' faces, caressing them and sending shivers up their spines.

Slithering noises are heard in the distance, followed by the sound of a large creature crashing through the undergrowth. The sound stops abruptly. The swamp becomes quiet and still. The Rebels are alone.

Trinta's long, dark night lies ahead.



Night on Trinta

The Rebels are lost in the swamp. Getting back to the ship at night requires a Very Difficult *search* roll. Even if they succeed, it takes them most of the night to find their way back. If they wait until morning, an Easy *search* roll suffices. Either way, they will have to contend with their first night on Trinta.

Night on Trinta for the Rebels is an unnerving, but not particularly dangerous, experience. Throughout the night, creatures are heard stalking toward them, but never quite reach them. The noises stop suddenly, only to start up again from farther away. Every now and again, a large creature is heard smashing its way through the trees.

The Rebels catch glimpses out of the corners of their eyes of dark shapes moving through the undergrowth or breaking the surface of the water. These fleeting appearances are unnerving, but no amount of searching (at night or in the morning) reveals any tracks.

Keep the Rebels on their toes, and maintain the tension until morning. When dawn breaks, the oppressive feeling lifts as the red glow of the sun rises through the trees. The frogs and insects start up their chorus, and Trinta seems almost cheerful.

The Vanished Ship

When the Rebels return to the area where they left the ship, a thick, dank mist covers the swamp. A search of the area quickly reveals that the ship is missing. Halagad, using the power of the Dark Side nexus, has moved the ship far to the north. No matter how hard the Rebels search the area, they find no evidence of where the ship has gone. It has mysteriously vanished, but is returned to them at the end of Episode Six.

Searching the area reveals that the Rebels are in the right location. Scorch marks are on the ground, and there are signs of the ship's passage through the trees. Numerous booted footprints crisscross the area. A Moderate *search* roll makes it obvious that these are the Rebels' tracks. There is no sign of anyone else being in the area.

If the Rebels want to search the swamp, let them. Ask for *swimming* and *search* rolls, then tell them that they don't find anything. To make the search more exciting, you may want to have them attacked by water snakes or monsails (see "Animal Encounters").

Animal encounters give the Rebels an opportunity to catch or shoot game. Each animal is rated according to how many meals for one person it provides. The encounters should only be used after the first dreamscape has ended. Afterwards, use them whenever the Rebels search for food, and any time you want to liven things up. The encounters can be selected randomly by rolling 1D, or used in any order you like. The Rebels may see the animals from a distance or may only hear them.

1. **Monsails:** The monsail is a predatory fish with a horizontally flattened body, a large dorsal fin, and a narrow tail. They have sharp teeth and feed on smaller fish or any other living thing that ventures into the swamp. Monsails normally attack individually, but have been known to travel in schools of up to three.

Monsail: DEX 3D; PER 3D; STR 4D; bite damage 4D+2. Provides four meals.

2. **Skinwings:** Reptilian birds resembling pterodactyls, skinwings grow to a length of one meter and have wing spans of up to two meters. Their wings are leathery, and they emit a loud screech to announce an attack. Their beaks are filled with razor-sharp teeth.

Skinwings are not terribly intelligent creatures. They will swoop down to investigate

Animal Encounters

any stirring in the water, often finding it is a maligator luring them within reach. Skinwings will eat virtually anything, and they attack the Rebels in order to sample the culinary delights of these new life forms. As soon as one of them is hit, the skinwings swoop away, cawing loudly.

Skinwings: DEX 3D+1; PER 2D+1; STR 2D+2; bite damage 3D. Provides two meals.

3. Maligators: Large serpents, maligators grow to a length of 2.5 meters. They prefer the shallow areas of the swamp and basking in the sunshine on islands and mudbanks. Along with their teeth, maligators make use of a spiked tail in combat. Rebels can encounter these on land or in the water, when splashes will alert them to the presence of 1D maligators.

Maligators will normally attack by having one charge the prey, while the others circle around behind it. Maligators feed primarily on gallazes, and skinwings that venture too close to the surface of the water.

Maligators: DEX 2D+1; PER 2D; STR 3D+2; bite damage 4D; tail damage 4D. Provides three meals.

4. Morrils: Cute chipmunk-like creatures, the morrils live in the trees, and are the most common prey of skinwings. 2D morrils will watch the Rebels carefully from their

branches, but not attack. If they are attacked, they will flee.

Morrils feed on plants, although they have also been known to be carrion eaters.

Morrils: DEX 3D; PER 2D+2; STR 1D. Two morrils provide one meal.

5. Water Snakes: Long, black serpents (1D) who will attack if their nests are disturbed. Water snakes live in holes in mudbanks and islands under the surface of the swamp. They are most likely to attack while a Rebel is climbing out of the water onto an island. The snakes raise their heads above the surface before attacking.

Water Snakes: DEX 3D; PER 2D+2; STR 2D; bite damage 4D. Water snakes provide two meals.

6. Gallazes: The only purely herbivorous animal on Trinta, gallazes resemble deer. They travel in herds (2D) and feed on the abundant vegetation on the planet (their systems are immune to the various poison plants). They are apparently capable of some form of silent communication with each other, although its nature is unknown. They will flee as soon as the Rebels approach, and can swim.

Gallazes: DEX 3D; PER 2D+1; STR 2D. Provides three meals.

Episode Three

The Nightmare Begins

Summary

In this episode, the Rebels discover that members of Crutag's team have been killed by Halagad's dreamscapes. They are chased by an illusory Rancor through the swamp, and when they finally defeat it, they discover that it was only a bad dream.

No Particular Place To Go

If the Rebels returned to their landing site during the night, let them make camp until the morning, then run this scene. If they returned in the morning, run the scene as soon as they have determined that their ship has disappeared. Read:

You came to Trinta for supplies, but it now looks as though you are doomed to spend the rest of your lives here. As you ponder this depressing thought, the mist begins to fade and thunder rumbles overhead. A flash of lightning illuminates the area, as if pointing out with amusement that your ship is gone. Within seconds, torrential rain is again pouring from the sky, turning the ground beneath your feet to a river of mud.

Over the noise of the thunder and rain comes the sound of blaster fire in the distance, followed by agonized screams and loud thrashing noises. The screams stop abruptly. No other sounds are heard, although they may simply be drowned out by the pounding of the rain.

With Very Easy *Perception* rolls, the Rebels can locate the source of the screams. They come from a small island to the west. After wading through the gradually darkening swamp, they arrive at the scene of the carnage. Read:

As you wade through the swamp, the sky grows darker and darker. Light barely penetrates the tree canopy high overhead, and sounds are muted and distant.

After a while, you reach an island on which

you see a lizard-like alien sprawled over a fallen tree trunk. A blaster rifle lies by its side. You approach cautiously, but the alien makes no move or acknowledges your presence — clearly, he is dead. Nearby, floating face down in the green scum-covered swamp, is a human. Three meters from the human floats a black boot, in the middle of what appears to be a slick of blood.

Three of Crutag's hunters have fallen victim to a dreamscape. One has been killed by his own fear, another has drowned in his attempt to flee the horrors of the dreamscape, and the third has been eaten by a monsail.

An Easy *planetary systems* roll indicates that the darkness is unnatural, but does not give any indication of its cause.

The Body on the Log

The alien is 2.5 meters tall, covered in horny, black scales. Its slitted eyes are opened wide in horror. Its sharp, needle-like teeth are drawn back in fear and its tongue protrudes through them. There are no signs of physical damage on the alien, except for some old scar tissue on its chest. Its legs are coated in green algae, an indication that it waded through the swamp to reach the log.

The alien has a blaster rifle, a vibroblade, and three grenades.

Have the Rebels make *alien races* rolls. An Easy roll identifies the alien as a Barabel from Barab I. Barabel are renowned as hunters. A Moderate roll reveals that Barabel are fearless, independent creatures. They are intelligent, but think nothing of eating other sentient species.

The Swamp

The swamp is one meter deep by the floating body, and two meters deep by the boot. It is covered in a thick green algae which conceals the monsail. The monsail does not attack anyone who approaches the floating body, but its sail

breaks the surface if anyone moves toward the boot. It attacks in the following round.

Monsail: DEX 3D; PER 3D; STR 4D; bite damage 4D+2. Provides four meals.

The Floating Body

The body in the water is a human and is covered by a dozen or more leeches. A Very Easy *medical* roll shows that he has drowned. A search of the body reveals three packages of concentrated rations, a blaster carbine, and a vibroblade.

The Boot

This is all that remains of the third hunter. The rest is inside the monsail.

The Rimrider

On Easy *Perception* rolls, the Rebels spot a glint of metal in the swamp near the island. It looks like the nose of a small ship, and an Easy swimming roll to its location will reveal that it is, indeed, the wreckage of a scout ship, the *Rimrider*.

None of the Rebels have ever heard of this vessel. If they decide to search the ship, an Easy *search* roll will reveal no salvageable parts or any clue as to its owner. The Rebels will, however, notice that the medical kit is missing from its compartment.

Very Easy *Perception* rolls will indicate that the ship has been in the swamp for at least two decades, possibly longer. The airlock and hatch were closed, making it unlikely the pilot was killed in the crash and his body washed away. The Rebels can now be sure that, at some time in the years since Trinta was rejected as a potential colony world by the Old Republic, there was another intelligent being here.

The Hunters' Trail

Back on the island, an Easy *search* roll reveals the hunters' trail. It leads into the water and then emerges on a mudbank. Three deep sets of footprints cross the mudbank before again entering the water to emerge at another island. The "Rancor Chase Map" shows the trail taken by the hunters. With Easy *search* rolls, the Rebels can continue to follow the trail across the swamp, to where it ascends a rock escarpment on an island.

But all the Rebels have found is great danger. They are about to meet the dreambeast responsible for the hunters' deaths.

The Nightmare Falls

After the Rebels have followed the hunters' trail to the mudbank, or if they decide to return to their landing site, read:

As you look out over the swamp, the rain

stops, but the light continues to fade. The trees look gnarled and twisted. The hanging vines seem to writhe and reach toward you.

Suddenly, you hear the same crashing noise you heard last night from far off in the swamp. A horrible roar breaks the stillness, as if a thousand great beasts were giving voice to their rage at the same time. The sound grows closer, and you see flocks of skinwings flap noisily into the sky. Now you can see a shape looming in the mist, and huge trees being batted aside as if they were playthings.

An illusory Rancor, created by Halagad, is rampaging through the swamp. It is rapidly closing on the Rebels. Give the players five seconds to decide what they are going to do, then read:

The crashes and roars continue, growing closer all the time. The very ground shakes, sending ripples across the surface of the scummy swamp. A huge beast, over five meters tall, smashes a tree out of its way and lurches into the water. Its eyes glow redly as its head turns in your direction. The creature is a Rancor!

The Rebels face one of the most dangerous creatures in the galaxy. It should be obvious that the Rebels' only hope of survival is to attempt to flee from the Rancor. If they look for an escape route, they see, to the south, a rock escarpment rising six meters above the swamp. Numerous islands and tracts of swamp lie between them



and it. On top of it, they see large boulders which could be rolled down on to the Rancor.

If the Rebels flee, go the “The Chase” below. If they decide to fight, or if the Rancor catches one of them, see “Fighting the Rancor.”

The Chase

Before running the chase, review the movement rules in the *Star Wars Rules Companion*. During the chase, maintain tension and drama by not giving the players time to think. Only fast action gives the Rebels a hope of reaching the rock escarpment ahead of the Rancor. Once there they can climb the escarpment, then roll or throw boulders onto the pursuing Rancor.

The Rancor heads towards the largest group of Rebels, bellowing and roaring as it goes. During the chase, describe the Rancor’s thundering footsteps and its hot breath as it gets close to the Rebels.

Keep On Running

The *Rancor Chase Map* shows the layout of the swamp. Each numbered location is described below. The Rebels can take any route through the swamp they like.

Due to Trinta’s low gravity, the Rebels’ *climbing/jumping* and *lifting* rolls are increased by 1D.

The Water

The contours show the varying depth of the water. One meter deep water can be waded through at five meters per speed action, or the Rebels can swim at two meters per speed action. In depths of two meters or more, the Rebels can only swim.

Keep in mind that there may be depressions or holes in the swamp bottom at any point, requiring the Rebels to swim or drown.

Jumping From Island to Island

A “J” marked on the map indicates that the gap between the islands may be jumped across with an Easy *climbing/jumping* roll. If a roll is failed, the Rebel lands in the water and must try to swim to safety.

1.

The Mudbank

The mud is soft and oozing, reducing the Rebels’ running rate to five meters per speed action. Its movement difficulty is Moderate (see page 12 of the *Star Wars Rules Companion*).

2.

Islands

Trees grow on the islands. The islands are firm underfoot and have a movement difficulty of Easy.

3.

Logs

The logs lead to the adjacent islands. They are slippery, with a movement difficulty of Difficult. Rebels who fail their movement rolls fall into the water and have to swim to the island.

4.

Vines

With an Easy *climbing/jumping* roll, the Rebels can use these vines to swing across to island 5. Rebels who fail to swing across fall into the water and must swim.

5.

Maligator Island

Firm ground awaits the Rebels here. It is also home to two maligators, large, blue alligator-type creatures with flattened heads. They attack anyone landing on the island or falling into the water at location 4.

Maligators: DEX 2D+1; PER 2D; STR 3D+2; bite damage 4D; tail damage 4D. Provides 3 meals.

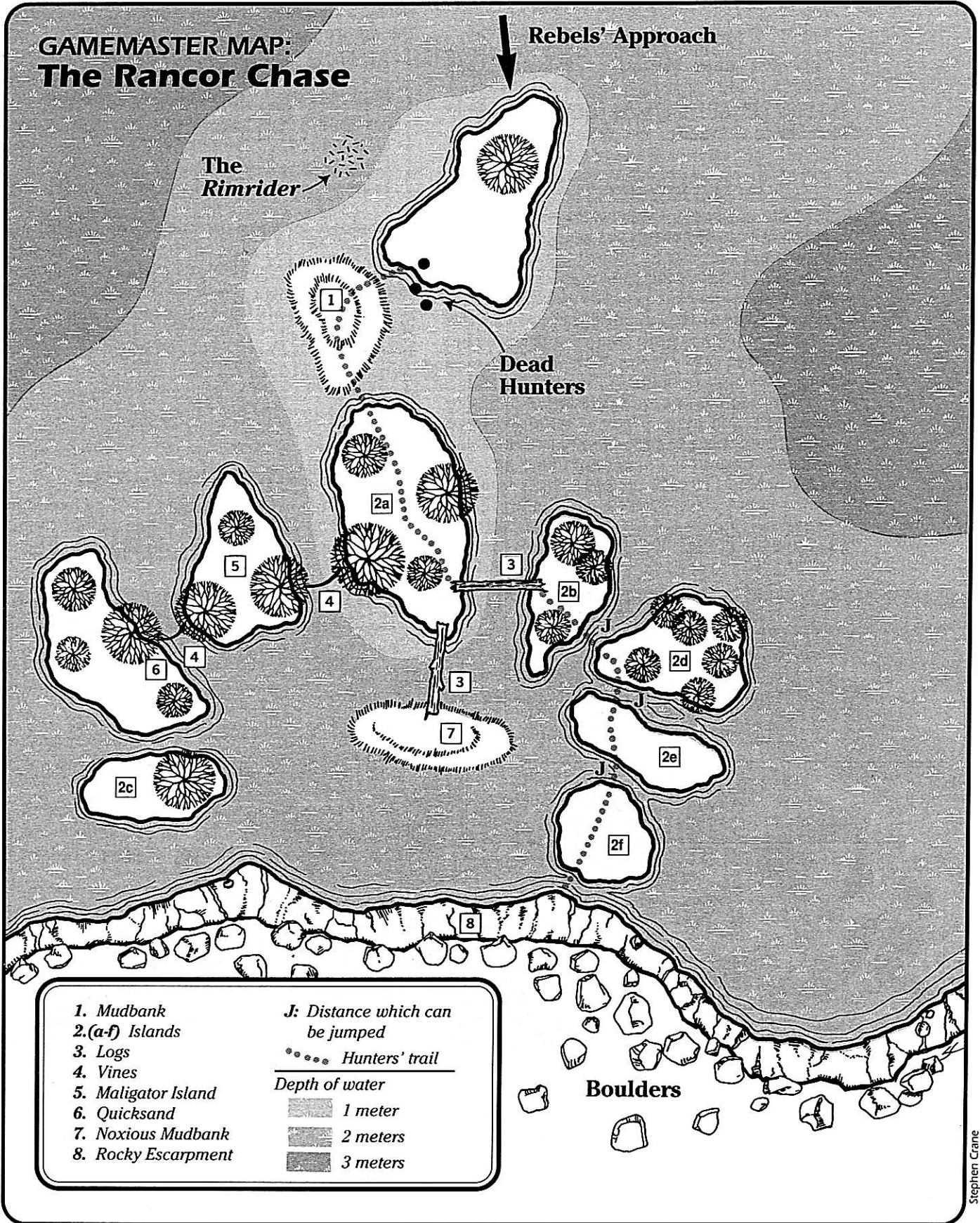
With an Easy *climbing/jumping* roll, the Rebels can use the vines at the south end of the island to swing over island 6 to island 2C. Failing this roll causes the Rebel to fall into the Quicksand on island 6.

6.

Quicksand!

This island conceals a patch of quicksand. A Moderate *search* roll warns the Rebels of its presence, otherwise the lead Rebel steps into the quicksand and begins to sink. A Moderate *survival* roll allows the Rebel to scramble free. The sinking character can combine his actions with any other Rebels present. Give fast-acting characters who throw a rope or reach out with a stick to their comrade an extra 1D on their *survival* roll. If the roll is failed, the difficulty increases by one level each round, until a Very Difficult roll is failed, at which point the Rebel sinks under the surface and begins to drown.

**GAMEMASTER MAP:
The Rancor Chase**



- | | |
|---------------------|---------------------------------|
| 1. Mudbank | J: Distance which can be jumped |
| 2.(a-f) Islands | Hunters' trail |
| 3. Logs | Depth of water |
| 4. Vines | 1 meter |
| 5. Maligator Island | 2 meters |
| 6. Quicksand | 3 meters |
| 7. Noxious Mudbank | |
| 8. Rocky Escarpment | |

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7.

Noxious Mudbank

This area stinks. Moderate *stamina* rolls are needed to avoid suffering a 1D reduction for the duration of the chase. The movement difficulty is Moderate.

8.

The Escarpment

A rocky escarpment, six meters high, rises up from this island. Strewn across its top are numerous boulders that can be rolled on to or thrown at the Rancor. The escarpment can be climbed with a Moderate *climbing/jumping* roll. The Rancor can climb the escarpment in three rounds. As it does so, it tries to grab anyone near the edge with its claws and shove them into its huge mouth.

The boulders come in four sizes: small, medium, large, and huge. There is only one huge boulder, but there are many smaller stones available. The following table shows the *lifting* difficulty number needed to pick up and drop a boulder onto the Rancor, along with a boulder's damage strength. It is, of course easier to attack the Rancor with smaller stones, but it will take longer to

defeat it that way, and will allow it time to climb the escarpment.

Boulder Size	Difficulty	Lifting Damage
Small	Easy	4D
Medium	Moderate	6D
Large	Difficult	8D
Huge	Very Difficult	10D

Boulders may also be rolled on to the Rancor. This reduces the level of the difficulty by one (Difficult becomes Moderate, etc), but requires a Moderate *Dexterity* roll to hit the Rancor.

If the Rebels are thinking of continuing to run, they have a wide expanse of open rocky ground before them. It counts as Moderate for movement purposes, and does not affect the Rancor. As you control the Rancor, have it catch them and swallow them one by one, then go to "Death by Rancor."

Fighting the Rancor

The Rebels are going to fight the Rancor either through choice or because it has caught them. Even though the Rancor is a dreambeast, it acts



Staging the Rancor

The Rancor is not real, but it is subject to certain restraints. Halagad must concentrate to maintain it, and he cannot make it disappear and reappear ahead of the Rebels. He uses his Control skill of 5D to act as the Rancor's speed code. Unlike the Rebels, it is not affected by the terrain it traverses. It treats all terrain as clear.

But the Rancor chase is not intended to be an exercise in dice rolling. It should be dramatic and fluid, with the Rebels always being one step ahead of the Rancor. If they make their movement and climbing/jumping rolls, make them sweat by having the Rancor thudding along behind the slowest moving character. If a character fails a roll, and the Rancor is close enough to get him, it attacks, or maybe that character suddenly finds himself at the back of the fleeing Rebels, with the Rancor breathing down his neck.

Reward fast and dramatic play by letting the characters make it to the escarpment. If they want to turn and fight the Rancor, let them. They'll soon regret it.

like a real Rancor. Its attacks do not cause physical damage, but they appear to do so. Play this up for all it's worth.

Describe the Rancor's hot breath, its drooling saliva, sharp teeth and claws. It keeps up its unnerving roar throughout the chase, particularly if the Rebels are out of its sight. The Rancor rips and grabs with its claws. It appears to stuff any Rebel it incapacitates into its gaping mouth. The Rebel then disappears down its throat!

Let the Rebels think that swallowed characters are dead, and continue with the chase. But because the Rancor is not real, the Rebels remain alive. Only tell the players this at the end of the chase when the Rancor fades away and they realize that the attack was not real.

Rebels may attempt to emulate Luke Skywalker by wedging a stick into the Rancor's mouth. This requires a Difficult *Dexterity* roll and causes a wound on the Rancor. It prevents the Rancor from biting for the remainder of the chase.

The Rancor: DEX 4D; PER 2D; STR 10D; Speed Code: 8D; claw damage 10D; bite damage 12D.

Defeating the Rancor

When the Rebels defeat the Rancor, either in combat or by crushing it with boulders, read aloud:

The huge beast shudders, casting a baleful glance at you as it slumps to the ground. Its claws tear at the ground, and its legs pump up and down as it convulses in its death throes. A loud wheezing sound comes from its chest, and black blood spurts from its mouth. Finally, the death rattle comes from its throat, and it lies still.

Then it begins to fade. You see the ground appear beneath it, then the Rancor is gone. Even its footprints and claw marks have disappeared. It is as if it never existed.

After the Rancor disappears, the dreamscape begins to fade. The sky grows lighter, natural sounds return to the jungle, and any Rebels incapacitated by the Rancor wake up. Go to "Trauma Time" below.

Death By Rancor

If the Rancor succeeds in defeating all of the Rebels, pause, look thoughtful, then say, "Fade to black." Wait a few seconds, then read:

Bright green light shimmers overhead. A stillness lies over the swamp. You pick yourselves up, amazed to find no claw or tooth marks on you. There is no sign of the Rancor, nor even any tracks or traces of the destruction it caused to mark its passing. It is as if it had never been.

See "Trauma Time" below for information on the ill effects suffered by the Rebels.

Trauma Time

Rebels who were wounded or swallowed by the Rancor find themselves physically unharmed. If they are conscious, they see their wounds disappear.

Characters who lost Force skills are aware that their powers have been drained, as do characters who lost pips from their mental attributes. The Rebels feel shaky and unsure of themselves — their grip on reality is starting to weaken.

Give any Rebels separated from the others time to reassemble, then go to Episode Four.

Episode Four

A Disturbance In The Force

Summary

Crutag and his hunters have been facing problems similar to those of the Rebels. But the low-life scum of the Taloron Hunter's band have been less resistant to the horrors of the dreamscapes. The Rebels encounter a group of hunters killed by their own fears and the dangers of the swamp, reanimated by the Dark Side of the Force.

A tremor in the Force marks a turning point for the worse, and gives the Rebels an objective to head for. The trek to the source of the disturbance proves to be anything but easy, although the Rebels do make an important discovery about the identity of their tormentor. This episode ends just before the Rebels encounter Crutag.

The Hunters

As the Rebels assess the effects of the Rancor's attack, and wonder about its true nature, read the "Cut Away" below.

A Tremor in the Force

Halagad, torn between his better nature and the Dark Side's urging that he use its power to torment others, is close to his breaking point. This emotional battle will result in the unleashing of a great disturbance in the Force.

Read:

Darkness again descends upon Trinta. But this darkness is tangible, like swamp water. It spreads upwards from the ground, and oozes out of the trees. It blots out the sunlight, and seems to choke off all sound. It feels thick, so thick it presses against you, enveloping you in a strange, otherworldly twilight.

Very Easy *planetary systems* rolls confirm that this darkness is anything but natural. Point to any Force users (regardless of whether they still retain their Force skills) and read aloud:

Cut-Away to Crutag

Read aloud:

EXTERIOR: AN ISLAND CLEARING SOMEWHERE IN TRINTA'S VAST SWAMP. Crutag stands in an area of scorched ground, staring belligerently down at a small alien, who is trembling in fear.

"Vanished? Ships don't vanish!"

Crutag raises his fist and slams it into the alien's head, who hits the ground with a sickening thud, his neck broken. The camera pans right, following Crutag's gaze. It settles on a group of bounty hunters who shuffle nervously.

"Two patrols lost to the Rebels in this festering swamp." The hunters nod dumbly, eyeing the crumpled form of their comrade.

"And now the Scent of Fear has been taken."

Crutag points at one of the hunters. "Gatral, we must find the Rebels. Go now. Take six hunters, and search to the north. Find them before they strand us here."

Gatral nods and angrily signals for the hunters to follow him. The camera pans back to Crutag. His cold, hard eyes flare angrily.

"The rest of you come with me. I, Crutag, will show you how to hunt! The Rebels will soon learn the meaning of fear."

The remaining eight hunters follow Crutag into the swamp.

Wipe to....

ELSEWHERE IN THE SWAMP

You sense a great disturbance in the Force. Your vision fills with evil, nightmarish creatures which scream and writhe in torment. An ebon-masked face with glowing red eyes appears amongst them. You feel your windpipe tighten as an overwhelming fear grips you. Somewhere in the dark recesses of your mind a terrified voice screams, "No! No! No! (SCREAM!)" Then great waves of energy begin to batter your body, lifting you and flinging you backwards. As you hit the ground, the vision fades, and you are back in the unnatural twilight of the swamp.

This vision portrays Halagad's greatest fear: that Darth Vader will discover his hiding place and capture him again. He panics at this thought, reacting by releasing his rage and sending it, in the form of Dark Side energy, hurtling across Trinta.

Only Force users are affected by this sudden surge of energy. To avoid taking damage, they need to make a Difficult *Control* roll. Failure results in a mental attack of 4D strength, which has the same effects as a dreambeast attack. In addition, a Moderate *climbing/jumping* roll is required to avoid taking 3D damage from being physically flung backwards.

After the blast, Force users discover that it has left an indelible impression on their minds. They can pinpoint the direction from which the disturbance came: north.

The Swamp of Terror

The Rebels now experience a very powerful dreamscape. The whole reality of the swamp is

being changed as Halagad's paranoid fears take control. The power of the Dark Side is now fully manifested, and the air itself seems to throb with hatred.

With no means of escape from Trinta and Crutag's hunters in hot pursuit, the Rebels have little choice but to head toward the source of the disturbance in the Force. If they decide to hunt for Crutag, it makes no difference. Just run them through the trek, and they'll meet Crutag soon enough.

The Dreamscape

The dreamscape that the Rebels are now experiencing has a tremendous influence upon the trek. The depth of the darkness caused by the dreamscape varies throughout the trek. At times the blackness seems to close in, becoming dense and reducing visibility to a claustrophobic two meters. At other times it lessens slightly, with visibility increasing to as much as 12 meters.

You can change the amount of visibility any time you like by choosing it yourself or by rolling 2D for a range of 2-12 meters. For example, the Rebels are approaching an island, and the visibility has been good (10 meters), but you want to make the island appear forbidding. "As you wade toward the island, the darkness swirls in around you, blotting out the island. You can now barely make out your friends two meters in front of you."

As the darkness is created by Halagad, it lasts until after the Rebels emerge from the Dark Side nexus in "Episode Six: The Dark Side."



Swamp of Terror Terrain

This sidebar recaps relevant information on the swamp from earlier sections, and describes the new types of terrain. Use these brief descriptions to describe the Rebels' trek.

Islands

Islands, covered in thick tree trunks and undergrowth, rise steeply out of the swamp. Easy climbing rolls are needed to ascend the islands.

Mudbanks

The stench from the mudbanks causes nausea unless Easy stamina rolls are made. Nauseous characters suffer a 1D reduction as though wounded, until they succeed in a Moderate stamina roll. Rolls may be made every five minutes, but only once the character has left a mudbank.

Razor Reeds

Banks of black, razor-sharp reeds grow out of the swamp. They grow in dense clumps that make progress both slow and dangerous. A Moderate Dexterity roll is needed each turn that a Rebel spends within the reeds. A failed Dexterity roll results in a Rebel being hit for 3D damage.

The reeds can be cleared out of the way with a lightsaber or thermal detonator. Blasters or grenades have no appreciable effect.

Poison Gas

Bubbles of poison gas break through the scummy swamp water at these locations. The bubbles are visible and the Rebels will notice a pungent odor in the air. If they avoid the bubbles, by skirting the area, they are in no danger, but if they continue they will be affected by the gas.

Each turn that the Rebels spend within the gas, they need to make Moderate stamina rolls. Failure results in them taking a wound.

A character who enters the gas already injured has his injury level increased. For example, a wounded character becomes incapacitated on failing a stamina roll to resist the gas. A character who becomes mortally wounded will die if not removed from the area of the gas.

Once outside of the gas, characters may make Moderate stamina rolls each turn to

recover from the effects of the gas. Each successful roll reduces a wound by one level, so an incapacitated character would become wounded after a successful check. Characters who were already injured when they entered the gas are not restored to full health by making stamina rolls. They can only recover to their previous injury level.

Whirlpool

Whirlpools are created by water being sucked down into caverns beneath the surface of Trinta. The pull of the water can be felt from one kilometer away and grows stronger as the whirlpool is approached.

To avoid being sucked into a whirlpool to their deaths, characters need to make successful swimming or Mechanical (if they are on a raft) rolls as follows:

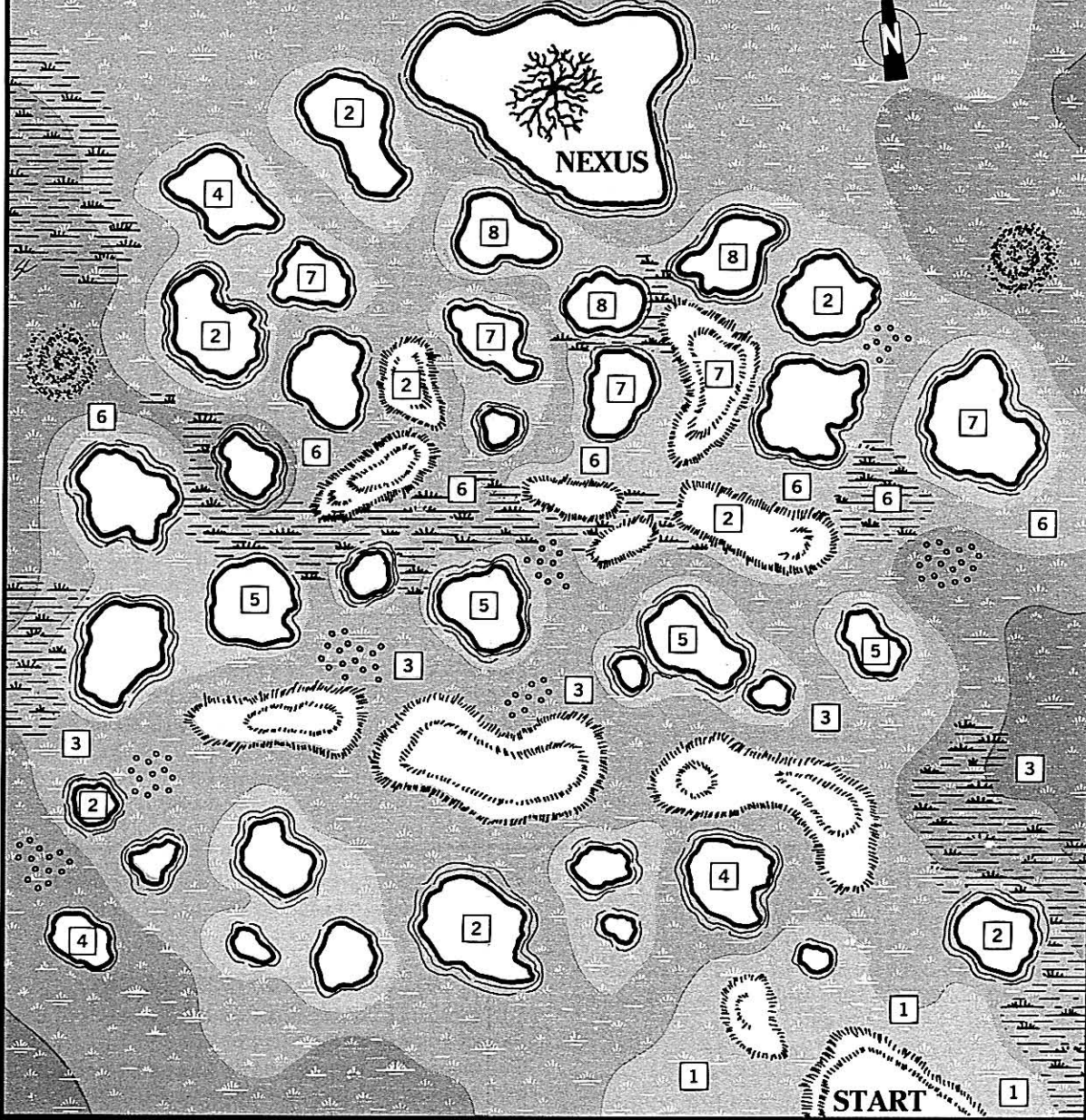
Distance From Whirlpool	Difficulty	
	Swimming	Rafting
500 meters	None	Easy
100 meters	Easy	Moderate
50 meters	Moderate	Difficult
25 meters	Difficult	Very Difficult
10 meters	Very Difficult	No chance (time to swim)



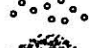
A character who fails a roll gets to attempt one more before being sucked farther into the whirlpool. If he makes it, he stays where he is and must make another roll to move to the next range band. If he fails, he must make another roll to avoid being sucked inwards, and so on. A character who fails two rolls at 10 meters is sucked into the whirlpool and drowns.

For example, an Ewok caught in the whirlpool fails a swimming check at 100 meters. If he makes the next check, he stays at 100 meters and can attempt to swim to safety at 500 meters. But if he fails the second check at 100 meters, he is sucked into the 50 meter band where the difficulty of the check increases.





A Moderate stamina check is required for every 10 consecutive swimming or Mechanical checks a character has to make. A failed stamina roll causes a loss of 1D from all die codes until the character is able to rest for an hour.


**GAMEMASTER MAP:
The Trek (Episodes Four and Five)**



-  Island
-  Mudbank
-  Razor Reeds
-  Poison Gas
-  Whirlpool

1. The Watcher in Darkness
2. Death from the Skies
3. The Face in the Water
4. Carnivorous Plants
5. The Dark Tongue
6. The Dark Jedi
7. The Living Dead
8. The Swamp Beast

- Depth of water*
-  1 meter
 -  2 meters
 -  3 meters
 -  4 meters

Note: All islands are heavily wooded. **Scale:**  2 kilometers

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Making a Raft

The Rebels may decide to make a raft by lashing branches together. It takes 1D+1 hours to build one. How good a job they do depends on the level of their Technical roll:

Very Easy: The raft falls apart as soon as they put it in the water.

Easy: The raft holds up for 15 minutes, then begins to fall apart. The difficulty level of rafting rolls (see below) are increased by two levels.

Moderate: A passable raft. It works fine for an hour. The difficulty level of rafting rolls (see below) are increased by one level.

Difficult or Very Difficult: The Rebels have built a serviceable raft. Rafting rolls are made as described below.

Once built, the Rebels need to control the raft using their **Mechanical** attributes. This is a Moderate task. Failure results in the raft going round in circles, or, on a Mechanical roll of 3-5, capsizing under the uneven distribution of weight. If the raft is attacked by monsaills or maligators, Difficult rolls are needed to control it and prevent it from capsizing.

Staging the Raft Journey

While potentially useful, the raft may prove to be a liability for the Rebels. It all depends

on how long you want them to have it, bearing in mind that they can avoid some of the more interesting island encounters by staying on the raft. Here's a few ideas for making a raft journey exciting, and maybe persuading the Rebels that they are better off without the craft.

Rebels travelling on a raft may find their way blocked by razor reeds and whirlpools. They will also be attacked by monsaills and maligators, who may rip the raft apart believing it to be lunch (consider the raft to have a Strength of 3D). The Rebels may also run it aground on a mudbank and then have to figure out a way of getting it back into the water.

Encountering Crutag

It is important that the Rebels encounter Crutag at the start of Episode Five. This encounter takes place on an island (see "Episode Five"). If the Rebels are still using the raft, they can be lured onto the island by the prospect of finding food — you can have their supplies washed overboard earlier. Or you can force them on to the island by sinking their raft in a monsaill attack. Alternatively, Halagad can use the Dark Side to whip up a sudden squall which smashes the raft into the side of the island.

Time in the Trek

The Rebels' perception of time is also greatly distorted by the dreamscape. Timepieces still measure time accurately, but perceived time is stretched or contracted. Minutes can seem like hours; hours like seconds.

Don't get bogged down in detail when describing the trek. Keep it dramatic. Keep the action moving. Throw events and encounters (see below) at the Rebels in rapid succession. The strange passage of time makes this easy to do. Don't bother to play out slow passages of time. A quick paraphrase is sufficient. "For hours, you slog through the swamp. Then a stirring in the undergrowth makes you all nearly jump out of your skins!"

Also, feel free to compress the distance if the players are getting bored, or expand it if you and your players are having fun, or if you want to give them a chance to heal their wounds. This episode ends when the Rebels have travelled halfway across the swamp and discovered Vantor's cav-

ern. If things start to flag before then, cut to the cave and then to Episode Five and the encounter with Crutag.

Into the Swamp of Terror

The terrain lying between the Rebels' current location and the Dark Side nexus is shown on *The Trek* map. The map shows the islands, mudbanks, and reedbanks that lie between the Rebels and their destination. Water depth is marked by contour lines.

Much of the terrain is similar to that already traversed by the Rebels in Episodes Two and Three, but some of it is of a type not previously encountered.

Shown on the map are a number of situations that the Rebels may encounter as they approach the nexus. These encounters are described in the "Swamp of Terror Encounters" section below. If the Rebels don't go to the island with an encounter on it, they do not have that encounter.

Other encounters take place regardless of where the Rebels go. They occur either after a certain amount of time has passed, or simply because they are unavoidable, regardless of which direction the Rebels choose to travel. These are described in the "Swamp of Terror Events" section.

Starting the Trek

As soon as the Rebels leave the island and prepare to wade or swim through the water, read:

The darkness shimmers across the surface of the thick, black water. As you step into it, you feel the water sucking you down, welcoming you into its cloying embrace.

The hot, humid air is thick with the stench of death and decay. It intrudes into the nostrils, slithers down the throat and settles heavily in the lungs. You're not surprised that no one lives on Trinta. They would have suffocated long ago.

Wading through the water is slow and torturous, with the mud at the bottom clinging to your boots as if it wants you to go no further.

The water appears to have the consistency of treacle. Be sure to have a Rebel or two step into a sinkhole or flounder when the bottom of the swamp drops out suddenly.

The air is unpleasant, and causes breathing to be labored. Every now and again, ask for *stamina* rolls and write down the results in secret. Then either ignore them or nod thoughtfully and declare that those Rebels who failed an Easy roll can feel their lungs growing heavy and swelling up. This is just the character's imagination at work, but it should scare the players. *Medical* rolls reveal no physical symptoms.

Swamp Of Terror Events

With the scene set, it's time to start the action rolling. Use all or some of the following events to add color and excitement to the first part of the journey. Don't weaken the Rebels too much, for they'll be facing Crutag and his hunters in Episode Five and need to be in reasonable shape for that.

When the Rebels get halfway across the swamp, they discover Vantor's cavern and then can proceed to Episode Five.

Lurkers in Darkness

This event may be used a number of times. As the Rebels cross a small island, Easy *Perception* rolls reveal that they are being stalked by something. Dark shapes slither and slide just beyond the Rebels' vision. A torch shined on the

Travel Distances

Rebels on foot can average two kilometers per hour through the swamp, and four kilometers across the islands. Rafting characters, assuming no mishaps, can manage three kilometers an hour through the swamp. If they carry the raft over an island, they travel at two kilometers an hour.

source of the sound only reveals deep shadows where creatures might lurk.

The first few times, these creatures are illusions which do no damage. They disappear if the Rebels search for them, but the noises begin again from in front or behind the Rebels.

After using this event once or twice, have a creature appear. If the Rebels search for it, they find a five meter-long black snake with glowing red teeth. If they ignore it, the snake sneaks up behind them. In either case, the snake, a dreambeast, attacks. It at first seems to cause physical damage. When defeated, it shimmers and fades, as do any wounds it inflicts on the Rebels. The Rebels take mental damage instead.

Dream Snake: DEX 3D+2; PER 3D+2; STR 3D; bite damage 4D+2.

After the dream snake's appearance, either continue unnerving the Rebels with dreambeasts, or hit them with a real creature. From out of the undergrowth comes a three-meter long lizard, corrupted by the Dark Side. It glows with a black light and its eyes are two points of glowing red. Like the other creatures, it stalks the Rebels before attacking. The dark lizard causes physical damage when it attacks.

Dark Lizard: DEX 4D; PER 3D+1; STR 4D+2; bite damage 5D.

Things That Go Bump....

Like the *Lurkers in Darkness* event, this event can be used a number of times. As the Rebels come to the end of an island and prepare to wade into the swamp, they hear the sound of something large slithering through the soft mud, followed by a loud splash as it launches itself into the water. From further away, similar sounds suggest that the dark water before the Rebels is rapidly filling with predators, and the Rebels must cross the water to continue.

Once in the water, the Rebels feel unseen creatures coiling around their legs or bumping into them. Occasionally, they get a glimpse of

dark shapes breaking the water ahead. When felt for, these creatures cannot be found under the water.

After using this event a few times, begin to alternate dreambeasts and real creatures (see "Lurker in Darkness," above for suggestions).

Watersnake: DEX 3D; PER 2D+2; STR 3D; bite damage 3D+2.

Swamp of Terror Encounters

These encounters are marked on the *Trek Map*. Whenever the Rebels reach a marked encounter area, run the relevant encounter as described below.

1.

The Watcher in Darkness

As the Rebels pass over this area, they notice that sounds become even more muffled and indistinct. They also have the unmistakable feeling of being watched. But no matter how hard they search for whatever is watching them, nothing is discovered.

2.

Death From The Skies

These islands are home to nightmarish skinwings. These black creatures have huge, gaping beaks filled with sharp needle-like teeth. The Rebels hear loud cawing sounds from up ahead. If they turn back, they later encounter the skinwings again.

The skinwings (one for each Rebel) glide towards the Rebels from out of the trees. If they hit a Rebel with their claws, he is thrown to the ground unless he makes a Moderate *Strength* roll. The skinwings then attack with their beaks.

Depending on how this episode is going, the skinwings can be either dreambeasts or real creatures.

Dark Skinwings: DEX 4D; PER 2D+1; STR 2D+2; bite damage 4D. Provides no meals.

3.

The Face in the Water

As the Rebels wade through this particularly noisome stretch of water, the lead Rebel notices a grinning skull beneath the water. The skull rises slowly until it is just beneath the surface. The skull is an illusion, and instantly disappears if touched in any way.

4.

Carnivorous Plants

Large plants grow on these islands. They look harmless at first, but when living creatures ap-

proach within two meters, the plants twitch and fling vine-like tendrils at their prey. The tendrils attempt to wrap around the Rebels' arms, legs or bodies. If a tendril hits, roll 1D to see where it strikes: 1, left arm; 2, right arm; 3, left leg; 4, right leg; 5, body; 6, body and both arms trapped.

Next round, any Rebels caught by the tendrils are dragged toward the plants. In the following round, the plants' huge mouths, filled with digestive acid, clamp down on captured Rebels.

Each Rebel has three tendrils flung at him. Rebels can break free of the tendrils by defeating each tendrils' *Strength* of 2D with their own, or by wounding a tendril. For each arm that a Rebel has trapped by a tendril, subtract 1D from the Rebels' *Strength*.

Any hit which causes damage on a tendril causes it to spring back to the plant for one round. On the next round, it shoot outs again at the nearest Rebel.

Carnivorous Plants: DEX 3D; PER 2D; STR 3D+2 (tendrils 2D); bite damage 4D.

5.

The Dark Tongue

This encounter occurs only once. If it occurs on one island, it does not occur on any other.

The island has almost sheer sides. Moderate *climbing/jumping* rolls are needed to get to the top. Once on the island, the Rebels travel until they reach its center. Then they hear loud slithering noises coming from amongst the trees up ahead. The noises grow louder and the ground begins to shake. Force users suddenly feel a deep chill pass over them. Read:

You hear a rustling in the bushes before you. Small, rodent-like creatures scurry across the ground, apparently fleeing in terror. A huge black lizard with burning red eyes bursts through the trees. Glowing black saliva drips from its gaping jaws as a swollen black tongue lashes toward you.

The lizard's tongue attacks the nearest Rebel, hitting him on an Easy roll. The next round, the Rebel is dragged towards the Dark Tongue's stiletto-like teeth, unless he beats the tongue's *Strength* of 2D+1 with his own in an opposed roll. If he succeeds, he breaks free of the tongue. If not, the Dark Tongue bites him for 5D damage.

On subsequent rounds, the Dark Tongue attempts to catch a Rebel with its tongue. If any damage is done to its tongue, it lets go of its victim and does not use its tongue again. When not using its tongue, its chance to hit is reduced to 3D.



Dark Tongue: DEX 4D; PER 3D; STR 4D; bite damage 5D.

Any damage the Dark Tongue causes is real. It pursues the Rebels relentlessly.

6.

The Dark Jedi

This encounter occurs only once. As the Rebels move through this area of swamp, read:

The air suddenly turns cold and hangs still in the air. The water swirls in strange hypnotic patterns and lights glow under its surface. The lights grow larger and brighter as they rise towards you. Then they break the water to reveal hideously distorted Jedi Knights wielding lightsabers.

The Jedi are dressed in rotting rags. They have skeletal faces, and white bones poke through their decayed flesh. Silently, they move to attack you.

The Jedi are dreambeasts that cause mental damage. There is one dreambeast Jedi for each Rebel. They attack using what appear to be lightsabers. After they are defeated, the Jedi and their lightsabers fade away like other dreambeasts.

Dark Jedi: DEX 2D+1; PER 3D; STR 2D; lightsaber damage 5D.

7.

The Living Dead

This encounter occurs only once.

Death has continued to stalk Crutag's hunters. The group led by Gatral has fallen afoul of Halagad's dreamscape and been killed. As the Rebels trudge across an island, they encounter the bodies of the dead hunters which have been reanimated by the Dark Side. Read aloud:

The darkness swirls across the swamp in cloying tendrils. It wraps around your legs, reaching up to your waists. Suddenly, grinning shapes in bounty hunter armor rise up through the darkness. They aim blasters at you. Their skin hangs in tatters and their faces are twisted in fear and surprise. A malevolent red light glows in their eyes.

The hunters are within two meters of the Rebels. There is one hunter facing each Rebel. They open fire immediately. Hits cause real damage. If the Rebels flee, the hunters do not chase them.

Dead Hunters: DEX 3D, PER 3D; STR 3D; blaster damage 4D.

After the fight, a search of each body reveals two days' supply of food, one medpac, a blaster, and armor.

8.

The Swamp Beast

This encounter occurs only once.

Powered by the Dark Side, this loathsome mound of semi-intelligent vegetation is out for blood — Rebel blood. It appears as the Rebels cross an island. Read:

Ahead of you, a large bush begins to twitch and shake. Then two flickering red eyes appear in the midst of the greenery and stare at you. Suddenly, the bush lurches forward in your direction with a frightening roar. It seems to grow before your eyes, and huge, claw-tipped arms sprout from its sides.

The thing, which looks like a mound of animated compost, rushes forwards with arms outstretched. Anyone caught by its claws is hugged into its rotting chest. Moderate *stamina* rolls are needed to avoid being overcome by its stench and suffering a 1D reduction in all codes for the duration of the combat. Caught characters find themselves held fast unless they overcome its *Strength* with their own. Characters may combine actions to free a trapped Rebel. Use the drowning rules on page 43 of *Star Wars: The Roleplaying Game* to determine whether a caught Rebel suffocates.

Swamp Beast: DEX 4D; PER 3D; STR 4D+2; claw damage 5D.

The Cavern of Vantor

Once the Rebels have made it halfway through the swamp, they come upon the cave that served as a campsite for Halagad Vantor when he first came to Trinta, prior to his surrender to the Dark Side and subsequent move to the Nexus. The cave contains the last remnants of his life prior to his capture by Vader and betrayal of the Jedi. Despite the overwhelming influence of the Dark Side, Vantor has never destroyed this cave, and indeed, uses his power to protect it from intruders.

Read aloud:

Up ahead of you, the trees are lit by a pale orange glow. A few steps closer, and you can see that the glow is coming from within a cave, and the shadows thrown on the wall show torches to



be the source of the light. No sounds are coming from within the cave.

If the Rebels are reluctant to try and enter the cave, point out to them that the storm is growing worse, and if nothing else, they would have shelter. If they are still reluctant, suggest that this cavern might be being used by Crutag as a base, and this could be a chance to take the bounty hunter by surprise.

If they still refuse to enter, skip the following encounter and go to Episode Five.

The Hunter Strikes

Read aloud:

As you approach the cavern, you hear a loud hissing noise. Suddenly, the dread figure of bounty hunter Boba Fett emerges from the trees, flying with the aid of his jetpack, blaster firing at you.

Boba Fett is a dreambeast, his image plucked from Crutag's mind. His presence here is evidence of the conflict within Vantor, for he is both attempting to keep the Rebels from entering the cave and to prevent them from leaving the clearing. He will attempt to strike from the sky, using his jetpack to avoid Rebel fire and pinning them down with his own rifle. The image of Fett is able to inflict mental damage only, and will vanish if struck.

Boba Fett: DEX 4D, PER 3D, STR 3D+2; blaster rifle, damage 6D; jet pack.

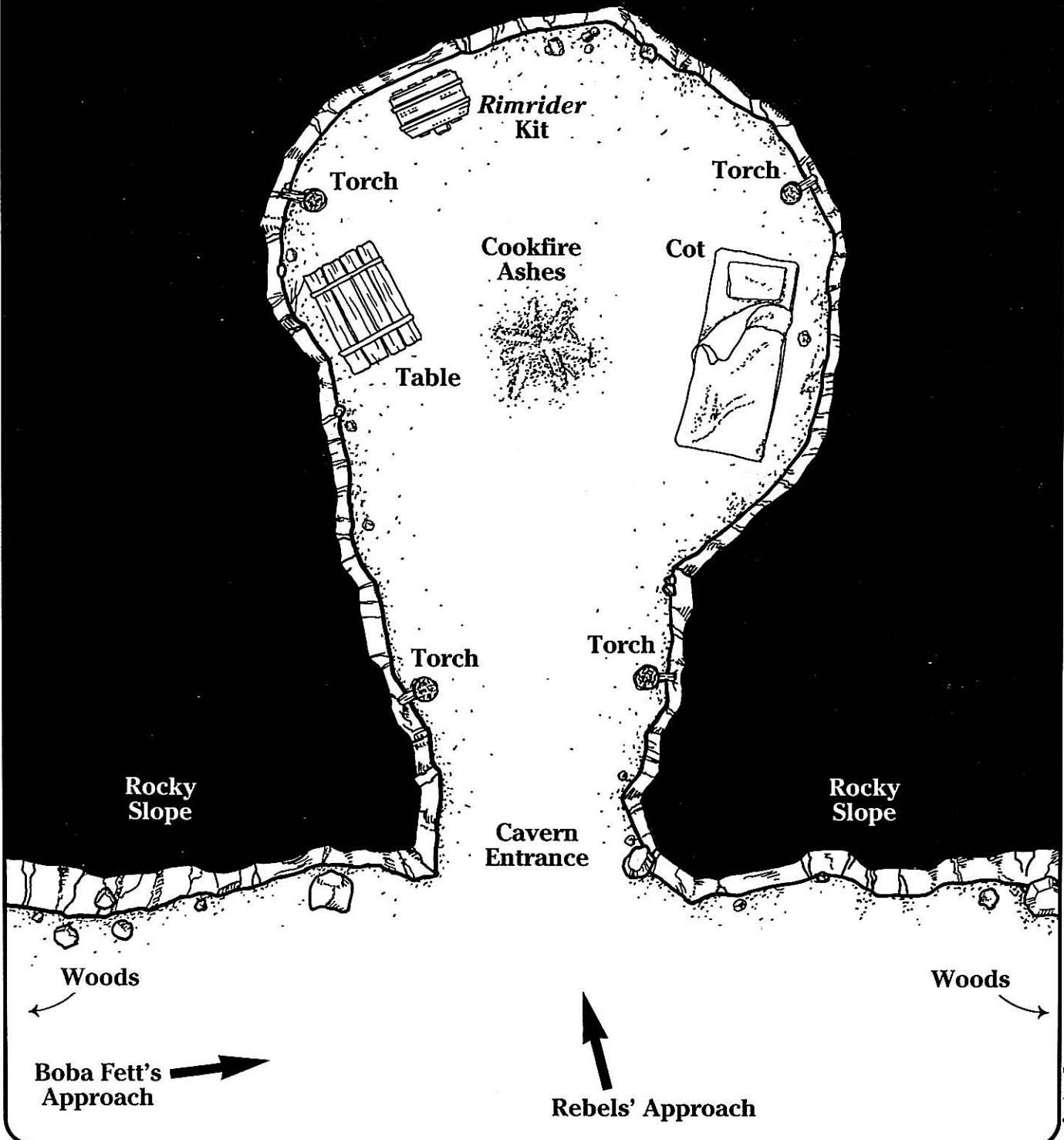
Into the Cave

Once Fett has faded, the Rebels are free to explore the cave.

Read aloud:

The cave is cool, and the only sound is the

GAMEMASTER MAP: The Cavern of Ventr



Stephen Crane

roar of the rain against the stone. There are no footprints leading into or out of the cave, but the torches appear to have been lit recently.

There are no creatures within the cave, the light of the torches sufficient to keep them at bay. The flames themselves are being kept burning by the Force, something which a Force user can learn with an Easy *sense* roll.

The cavern itself contains the remains of a camp, but one that has obviously not been used in years. The furnishings are spartan: a cot in one corner, the ashes of a cook fire in the center of the floor, a crude table with an old standard-issue plate and utensils on it. In the corner is a small kit marked *Rimrider* which contains four medpacs.

An Easy *search* roll will reveal that there is one more thing inside the kit. Buried beneath the medpacs is a golden medallion, the scarlet ribbon it is attached to torn and dirty. The inscription on the medallion reads, "Presented to

Halagad Vantor, in recognition of service to the Republic."

On a Moderate *Knowledge* roll, the Rebels recall that Halagad Vantor was the name of a Jedi Knight who served during the Clone Wars. He vanished shortly before Darth Vader's massacre of the Jedi, and was assumed to have been killed by the Dark Lord of the Sith.

There is nothing else to be found in the cavern. As soon as the Rebels have found the medallion and read the inscription, the torches are extinguished, and growling sounds begin to echo throughout the cave. It seems as if something is inside the cavern with the Rebels, and that possibility should get them started on their trek again. If they do not wish to leave, they can spend the night there without being molested.

End of Episode Four

It's time for the Rebels to encounter Crutag. Cut to Episode Five.

Episode Five

Ambush

Summary

Continuing toward the source of the disturbance in the Force, the Rebels are ambushed by Crutag and his surviving hunters. After defeating or escaping from Crutag, their trek finally brings them to the edge of the Domain of Evil.

A Surprise

Led to a likely site for an ambush by Halagad's dreambeasts, Crutag prepares to trap the Rebels. Meanwhile, the heroes are also being lured to the area by Vantor's illusions.

Crutag has with him Slimego the Rodian, Slizzik the Barabel, and six other hunters.

Locating the Ambush

The ambush takes place when the Rebels have travelled half the distance or more to the Dark Side nexus. It can take place on any island, preferably the first one the Rebels reach after they pass the halfway point. If there is already an encounter noted for that island, run it after the encounter with Crutag and his team or ignore it.

If the Rebels are travelling by raft, see the "Making A Raft" section in Episode Four for suggestions on how to get them to this encounter.

The Ambushers

Character Templates for Crutag, Slimego and Slizzik are in the back of this book. The other hunters' statistics are listed below. The *Ambush Map* shows the location of each of the hunters on the island. Slizzik is hiding in a fetid pool of water in the center of the land mass, and Crutag and Slimego are crouching behind a fallen log. The other six hunters (#1-6) are hiding among the trees and bushes.

Although he is aware that Trinta is a strange world, Crutag has not made a connection between that and the deaths of his hunters, believing that the Rebels are responsible. He is deeply disturbed by the disappearance of his ship, and believes

that the Rebels are somehow responsible for that, too. But he is puzzled as to why the Rebels have not used the vessel to escape Trinta.

Crutag intends to find out where the Rebels have hidden his ship, get it back, and leave this haunted planet with the Rebels, dead or alive.

The Six Hunters: DEX 4D, blaster 4D+2, dodge 4D+2; STR 3D+2. All other attributes: 2D+2. Blaster rifle, damage 5D. Each hunter carries a medpac and two days' supply of food.

Approaching the Ambush

As the Rebels approach the ambush site, read:

The island up ahead rises above the blanket of darkness into the twilight that lies over the swamp. Glad to be out of the clinging darkness, you clamber on to the island.

Visibility on the island increases to 20 meters. As the Rebels pull themselves on to the island, ask for *Perception* rolls. On a Moderate or better roll, the Rebels hear the rustle of leaves as hunter #1 takes a drink of water from his canteen. To avoid alerting the Rebels, assuming they don't spot hunter #1, tell them that they notice the sky beginning to brighten to the north.

Hunting the Hunters

If the Rebels spot hunter #1, they can sneak up on his position by opposing their *hide/sneak* against the hunter's *Perception* of 2D+1. If they fail, the hunter flees toward Crutag in the hopes of drawing the Rebels after him. Should the Rebels follow, see "The Trap is Sprung."

If attacked, hunter #1 defends himself, only thinking of calling for help after two rounds have passed. However, blaster fire alerts the other hunters to the Rebels' presence immediately, and makes it impossible for the Rebels to sneak up on them.

From hunter #1's position, the Rebels can spot Crutag, Slimego and hunters #2-6 with a Moderate *search* roll. With a Difficult *search* roll, the Rebels notice the top of Slizzik's head poking above the level of the pool.

The Rebels may attempt *sneak* rolls to approach each hunter in turn. The hunter's *Perception* or *search* roll is used to oppose the Rebels' rolls. If successful, the Rebels can attempt to deal with the hunters one by one. Any hunter who notices the Rebels calls out to alert other hunters.

The Trap is Sprung

Whether the Rebels walk straight into the ambush or are spotted as they sneak up on the hunters, read:

You hear faint clicks as blasters are prepared to fire. A voice calls out, "Hold it. If nobody moves, nobody gets hurt."

You see Crutag the Taloron Hunter and a Rodian behind a fallen log. Crutag casually points a blaster carbine in your direction, while the Rodian, a wide grin splitting its face, aims a blaster rifle at you. Other bounty hunters step out from hiding and cover you with their blasters.

Weighing the Odds

The Rebels have three choices: do as they are told and surrender, fire at the hunters, or run. If they open fire or run for it, now or later in the encounter, go to "Firefight" below. Otherwise read:

Crutag grins and performs a mocking bow. "You're more resourceful than I thought. But I have you now!"

The Rodian twitches the blaster rifle and says, "Can I kill them now, boss? Can I? Go on, let me blow them away."

Crutag shakes his head, "No, they're worth more alive."

Crutag waves the other bounty hunters forward. "Okay, where's my ship?"

If a Rebel points out that if they had Crutag's ship they would have left Trinta by now, Crutag shrugs. "Makes sense. But if you ain't got it, who does?"

Alternatively, the Rebels can play along with Crutag and offer to take him to the *Scent of Fear*. If they do this, he will state that they will wait until "what passes for morning on this miserable mudhole" before setting out.

In either case, Crutag listens to what they have to say, then orders them to drop their weapons. If they do as they are told, the hunters close in to cover them better. Blasters are pushed into the Rebels' chests and backs as one of the hunters ties their hands behind their backs. Slimego looks disappointed and puts his blaster rifle down. The Rebels are captured! (see "Captured!" below).



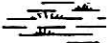




Firefight

Crutag is no amateur. He knows what cornered prey is capable of. Should a firefight break out or the Rebels flee, Crutag and his hunters shoot to kill. Crutag intends to take one Rebel alive,



GAMEMASTER MAP: The Ambush

Swamp
(1 meter deep)

	Tree		Crutag
	Undergrowth		Slizzik
	Pool		Slimego
			Bounty Hunter


Rebels' Approach

however. He wants to find his ship; a live Rebel may be his only hope of doing so.

If Crutag is killed, the hunters break and run unless Slimego or Slizzik succeed in Moderate *command* rolls. The hunters head into the swamp and play no further part in this adventure.

Slizzik

Slizzik has been lurking in the pool of water. Once the firefight starts, she bursts out of the pool in a spray of water, and attacks the nearest Rebel with her claws. Slizzik is a Barabel of few words, contenting herself with screams of "Kill, kill, kill!"

If the Rebels have surrendered to Crutag, Slizzik flies into a rage, shouting, "Kill! Kill! Kill!" Crutag is able to make her grudgingly accept the surrender before she succeeds in killing anyone.

Flee!

If the Rebels run away, the hunters will pursue them across the swamp. Use the chase rules in the *Star Wars Companion* and use some of the obstacles and events from the "Rancor Chase" to spice it up. If the Rebels make good their escape, Crutag begins to track them (see "Tracking the Rebels").

Captured!

Captured Rebels are searched and then tied to a nearby tree. The hunters mock them, calling them "scum," "amateurs," and other choice insults. Crutag, accompanied by Slizzik and Slimego, begins to interrogate the Rebels.

Crutag wants his ship. He is not adverse to having Slimego kick a Rebel or two if he does not get the kind of answers he likes. Unfortunately for the Rebels, they cannot truthfully supply those answers.

Slizzik demands to know who killed her husband, and insists that they face her in single combat. Here again, the Rebels cannot confess to something they didn't do, which will only anger Slizzik more. However, Slizzik's moral code prevents her from beating defenseless prey, but she rants and rages very effectively.

Slimego has no such scruples. He just wants to have fun, and his idea of fun is kicking or otherwise abusing people who can't fight back. He's the life and soul of the interrogation party, and is sure to earn the enmity of the Rebels.

Here's an idea of how the interrogation session is likely to go:

Crutag: Okay, where's my ship?

Rebel 1: Dunno, we ain't seen it since you fired at us.

Slimego: He's lying! *Kicks Rebel.*

Slizzik: You, soft, fleshy creature, tell who killed

Balluzikik, hunter of animals?

Rebel 2: Who?

Slizzik: I kill you! Stand up and fight.

Crutag: Enough! *Pulls Slizzik back, then turns back to Rebels.* Listen, scum. I want my ship. If I don't get it, Slimego, here's going to rip your intestines out and eat them.

Slimego grins and kicks Rebel.

Slizzik: Let them go, then I kill them, dead.

Rebel 3: Look, we ain't got your ship, and we don't know who killed Ballkik, or whatever his name is.

Slimego: *Grins evilly.* Good. Then you die, very slowly, very painfully.

Ending the Interrogation

The interrogation ends when the Rebels have conned Crutag into thinking they will lead him to his ship, or Crutag calls it a night. Either way, the session ends with more threats from Slimego and Slizzik. The hunters then leave the Rebels and break open their food rations. After a meal, they settle down to sleep. One hunter is left to guard the prisoners while another patrols the camp's perimeter.

Escaping

The Rebels can attempt to escape by freeing themselves of their bonds during the night. A Very Difficult *Strength* roll is needed to burst the bonds, or a Difficult *Dexterity* roll allows a character to slip his hands free.

Once free of their bonds, the Rebels need to overpower the bounty hunters, or sneak into the swamp and escape. If it comes to a fight, give the Rebels a reasonable chance of success, but remember that the bounty hunters are professionals who will soon overcome their initial confusion and fight back.

Opposed *sneak* rolls and *Perception* rolls are needed to successfully sneak into the swamp. Should the Rebels successfully escape, their absence will be noted a minute after they leave the camp.

Crutag quickly (five rounds) organizes the bounty hunters to give chase as soon as he is aware that the Rebels' have escaped (see "Tracking the Rebels").

If the Rebels wait before attempting their escape, after a couple of hours, Slizzik takes over from the guard watching them. Slizzik seeks revenge, but her code of honor prevents her from extracting it from tied or otherwise helpless foes. She approaches the Rebels and offers to release them. She will give them three minutes' start before coming after them to kill them.

If the Rebels agree to her suggestion, Slizzik keeps her word, but does not let the Rebels have any weapons. Once any fight starts, Crutag will be alerted and come after the Rebels with the other hunters.

If the Rebels don't agree, and decide not to escape, they are in big trouble. In the morning, Crutag orders the release of the largest Rebel, who is made to fight Slizzik. If the Rebel wins, the hunters try to kill him with their blasters. Slizzik will kill him otherwise.

What happens next depends on whether or not the Rebels have agreed to lead Crutag to his ship. If they have, they are ordered to do so. If not, or if it becomes obvious that there is no ship to be found, Slimego gets to gut a Rebel. The need for escape attempts, no matter how desperate, should be apparent to the Rebels. Should the Rebels lead the hunters to the Dark Side nexus, they have plenty of opportunity to escape during the storm.

Capturing the Hunters

If the Rebels capture and interrogate Slizzik, Slimego or Crutag they find out little.

Crutag is businesslike. "You're worth a lot of money. Nothing wrong with making a living, is there?" Crutag can be convinced of the Rebels' story and will agree to a truce, but he has no intention of honoring it. He escapes at the first opportunity and stalks the Rebels through the swamp.

Slizzik struggles constantly and snaps at anyone who gets too close to her.

Slimego tries to wheedle his way out of trouble by claiming he had no choice except to follow orders. "Crutag's mean, you know. He killed little Hewi just 'cos he didn't know where the ship was. I wasn't going to cross him, but I'll help you." Hewi was the alien hit by Crutag in the Cut Away in Episode Four. Slimego sucks up to his captors and tells them anything they want to know. The only problem is that Slimego doesn't know much.



He's been with Crutag ever since landing and he believes that the Rebels have the *Scent of Fear*. At the first opportunity he'll run, taking a weapon with him if possible.

Tracking the Rebels

If Crutag, Slimego, or Slizzik survive the ambush and are not captured, or if the Rebels lose them in the swamp, they search for the Rebels' trail. The hunters can appear at any point during the trek, either waiting in ambush or pursuing the Rebels. If the Rebels escape again, the hunters lose the Rebels in the swamp. They can encounter the Rebels again later. See "Episode Six" for some ideas.

The Wind and the Rain

After the Rebels leave the ambush site, Halagad's anger creates a savage storm. Read:

A sheet of light flares across the sky. Thunder rumbles in the distance as rain again falls. This time the rain is driven by a wind that sweeps leaves and branches with it. The rain batters at you, stinging your faces and eyes. Lightning again flashes against the sky and the roar of the thunder shakes the swamp.

The storm causes large waves which increase *swimming* rolls to Moderate and cause any rafts to capsize and break up. Visibility is now reduced to 1D meters.

The storm is also filled with images from Halagad's madness. Strange, flapping creatures gibber and screech across the sky. Every half hour or so, lightning flashes reveal Darth Vader's battle mask glaring down at them from the dark sky.

The trees now appear to be blackened and dead, with weird, agonized faces staring out at the Rebels. The faces scream in torment and change constantly.

Obi-Wan

As the storm rages, the Rebels confront another image conjured by Vantor.

Read:

You come to a clearing, in the center of which stands an old man with a benevolent appearance, clad in a long, white robe. A nimbus of light seems to surround him. He holds out his hand and speaks to you, saying, "You have come far, and now it is too late to turn back. The Dark Side is far stronger than you know, and the Light has no power here. This world will be your grave, and your spirits will be trapped here for all eternity."



This is an illusory image of Obi-Wan Kenobi, a Jedi Knight who fought beside Vantor in the Clone Wars. Vantor knew him only as a young man, and was not aware until he scanned the minds of the Rebels that Kenobi had survived Vader's massacre. He is using his image to try and frighten the Rebels and destroy their will to resist before they reach the Dark Side nexus. If the Rebels attempt to speak with the illusion, read:

The old man shakes his head, sadly. "Your only hope of escape lies ahead. But beware — it takes but a moment's hesitation, the slightest failure of nerve, to call destruction down upon you. It is not always the evil who are claimed by the Dark Side, often it is simply the weak."

The illusion says no more. If the Rebels approach the figure of Obi-Wan, the image shatters like glass and fades away.

Encounters and Events for the Storm of Fear

Encounters marked on the *Trek Map* and described in Episode Four can still be used in this final part of the trek. Use as many of the events described below as you like, as well as those from Episode Four. After you've run the events, the Rebels reach the Dark Side nexus.

Timber!

The wind grows stronger, and lightning bolts explode about the Rebels. A loud cracking sound alerts them to the menace of a falling tree. Moderate *dodge* or *swimming* rolls let the Rebels avoid the tree's branches as it crashes into the swamp. Failure results in 5D damage.

Huge Waves

High waves rush over nearby islands, sweeping characters away unless a Moderate *lifting* roll is made. Characters who make the roll are able to grab onto a rock or tree and ride out the wave. Those that fail are swept into the water.

Rebels in the water need Difficult *swimming* rolls to avoid being smashed against the side of a nearby island. Those who fail take 3D damage. Allow the Rebels to regroup before using any other encounters.

Quagmire!

The rain pounds the islands, turning them into swampy messes. Thick mud flows in wide streams across the islands and into the water. Hidden under the mud is a stretch of quicksand which can be detected with a Moderate *search* roll. Otherwise, the lead Rebel blunders into it and drops from view. If the Rebels behind don't immediately stop, they too fall into the quagmire.

An Easy *survival* roll allows the Rebel to scramble free. The sinking character can combine his actions with any other Rebels present. Give fast-acting characters who throw a rope, or reach out with a stick to their comrade, an extra 1D on their *survival* roll. If the roll is failed, the difficulty increases by one level each round, until a Very Difficult roll is failed, at which point the Rebel sinks under the surface and begins to drown.

Down in the Flood

The water rises rapidly, setting up fast moving currents that sweep over the lower lying islands. Fallen tree branches and small animals are washed away. As the Rebels cross between two islands, a sudden rush of water sweeps towards them. Difficult *swimming* rolls let the Rebels make it to the other island. Rebels who fail are swept back and battered by debris (3D damage).

With an Easy *swimming* roll, a Rebel can make it back to the original island. As the Rebel clambers ashore, small furry animals, squeaking in fear, rush towards the Rebel. The animals swarm over the Rebel clutching at clothes and hair, and knocking him off balance.

A Moderate *dodge* roll lets the Rebel retain his balance and extricate himself from the terrified

creatures. If he fails, he falls back into the water, taking 2D damage from the creatures' claws. Once in the water, two animals cling to the Rebel's head, obscuring his vision and increasing *swimming* rolls to Very Difficult. The animals can be removed by beating their combined *Strength* of 2D with the Rebel's own.

Rebels who become separated from the others can rejoin their buddies by making a Moderate *swimming* roll.

Birds of a Feather

The wind picks up even further as thunder cracks overhead. Carried on the wind is a flock of birds. They are swept into the Rebels, causing 3D damage unless the Rebels succeed in Moderate *dodge* rolls. The birds are then blown away into the distance.

Toward The Nexus

As the Rebels approach the island containing the Dark Side nexus, Force users become aware of a deep chill emanating from up ahead. Ask for Moderate *stamina* rolls as they climb up on to the island. Failure results in fatigue: a 1D reduction in all die codes until the Rebels rest for at least an hour.

Then, before they can do anything else, a Dark Side creature attacks them — a gorgand. Read:

Dragging yourselves on to this island, you feel exhausted. The wind and the rain batter you, but there is something more in the air. The humid warmth of Trinta fades, replaced by a chill that moves in waves across the island.

Fighting back a shiver, you prepare to move into the island's interior. A large red shape stirs up ahead, but is instantly lost from view.

Moderate *Perception* rolls allow the Rebels to see the gorgand as it edges along a branch above them. It resembles a large, predatory cat. The gorgand leaps down on to the nearest Rebel. As it leaps, the Rebels see that its body and eyes glow red. The gorgand causes real damage.

Gorgand: DEX 5D+2; PER 3D; STR 5D, bite 5D, claws 6D.

The gorgand attacks until it is incapacitated or killed. At that point, its body twitches and convulses and its skin rips open from head to tail. Its intestines lash out and attempt to strangle the nearest character. On a successful hit, the intestines wrap around the victim's throat and begin to constrict. They start with 1D damage,

but each round their grip tightens, adding a further 1D to their damage score. They may be pulled off by opposing the Rebel's lone or combined *Strength* against the intestines' *Strength*. The intestines then lash out to attack whoever is currently holding them.

The intestines continue to constrict until the victim is incapacitated, and then they attack another character. Damage by the intestines is dreambeast damage. Once incapacitated or killed, the intestines fade away and the gorgand is seen to be still intact.

Intestines: DEX 6D; PER 1D; STR 4D, damage 1D.

The Black Tree

Finally the Rebels have reached their destination. Read:

The wind drops suddenly and the rain stops, but the sky remains dark and oppressive. It is deathly quiet. No sounds or movements break the stillness.

A huge, black tree stands before you. It lacks leaves and mold covers its rotting bark. A deep chill wafts out of the tangled roots at its base.

Force users (whether they retain their powers or not) know that the source of the disturbance in the Force lies under the root system of the tree. They sense that something waits for them down there. Go to Episode Six.

Episode Six

The Dark Side

Summary

The Rebels now enter the Dark Side nexus. Within the nexus the lure of the Dark Side of the Force is strong, and the Rebels will need to remember and use the Jedi Code. If the Rebels achieve the best possible result, they can redeem Halagad and finally give him peace in the Force. If they fail and succumb to the seductive call of the nexus, they are doomed to take Halagad's place.

The Dark Tree

When the Rebels are ready to enter the Dark Side nexus, read:

As you approach the huge, dead, black tree, you see that its base is surrounded by a few feet



of water. Giant, twisted roots form a dark and sinister cave on one side. A foreboding feeling of death washes out of the cave. You shiver.

The climb down into the cave is Easy. Inside, water washes over the ground where more of the tree's roots writhe and twist over the floor. Water drips from the walls. Like the nexus entered by Luke Skywalker on Dagobah, this nexus contains only what a character brings into it. This one becomes filled with situations drawn from the Rebels' own minds. Among the images they see as they walk through the tunnel are Imperial stormtroopers firing at them, Darth Vader murdering Princess Leia, and the deaths of the people of Alderaan. All of these are designed to confuse and anger the Rebels — they are all illusions, and can do no damage.

Force users, even if they have lost their powers, are aware that the cave is permeated by the Dark Side of the Force. It is an integral part of the stones and the earth in this place, and the sense of corruption is almost overwhelming.

All Force powers work within the nexus, but unless used to cause injury or harm, their difficulty is increased by one level.

The Lure of the Dark Side

As the Rebels enter the nexus, each suddenly finds himself alone. Even characters who did not enter the cave do not escape. The nexus expands and envelops them in its power. Read:

Looking around, you realize that you are alone. There is no sign of your comrades. You are aware of being offered power. It calls to you seductively, tempting you. "Feed your anger, release your frustrations, take what is yours by right. Power can be yours. Call upon the Force." You realize that you can gain a Force Point, simply by asking for it.

The Power of the Force

If your players play like bloodthirsty cutthroats or fail to realize that they face a series of important tests, they could all end up consumed by the Dark Side. If it's necessary to steer them onto the right path, feel free to have the Light Side of the Force speak to them as Obi Wan Kenobi does to Luke Skywalker in the movies. As well as the Jedi Code, here's a few other quotes to use:

"Use the Force for knowledge and for defense, never as a weapon."

"Don't give in to hate or anger."

"Resist the Dark Side."

"Control your emotions."

Just in case you think it's too easy for the Rebels, the Dark Side tries to goad the Rebels

into making mistakes. It calls insidiously to them:

"Feel your anger, channel it, draw on its power."

"Fear helps you survive."

"Harness your aggression and grow strong."

But the Dark Side is also subtle. It disguises itself as the Light and offers suggestions to the characters, trying to persuade them to take a wrong action. A Goad is given for each test. This summarizes the situation as seen from the Dark Side, and is used by the Dark Side to characterize NPCs in the tests, or to confuse the Rebels with what appear to be rational arguments.

The Dark Side reaches out to each character with its offer. The procedure is different from the rules on page 52 of the *Star Wars Rules Companion*. The power of the Dark side is strong here. Any time a character calls upon the Dark Side, he or she automatically receives a Force Point which must be used that round. The character also receives a Dark Side Point. The Dark Side seeks to corrupt by any means, and grants its powers regardless of what the character intends to use them for.

Dark Side Points

Every time a character receives a Dark Side Point, roll 1D. If the result is less than or equal to the character's number of Dark Side Points, the character is immediately consumed by the Dark Side and removed from play. Depending on how well the remaining characters do, Rebels who have been consumed by the Dark Side may be redeemed at the end of the adventure (see "Victims of the Dark Side").

The Rebels should be aware that it is the Dark Side calling to them. If they fail to make this connection, you should point out to them that only the Dark Side offers power so easily. If a Rebel still decides to use the Dark Side and becomes consumed by it, so be it. You have done your duty as the GM.

Damage in the Nexus

Events which occur in the nexus during the tests are all illusory. Any damage received by the Rebels is perceived as real, but no mental dam-

age or loss of Force skills occur through combat. However, characters who die during their first test do not get to take a second test. They only reappear for the final confrontation with Halagad.

Tests of Character

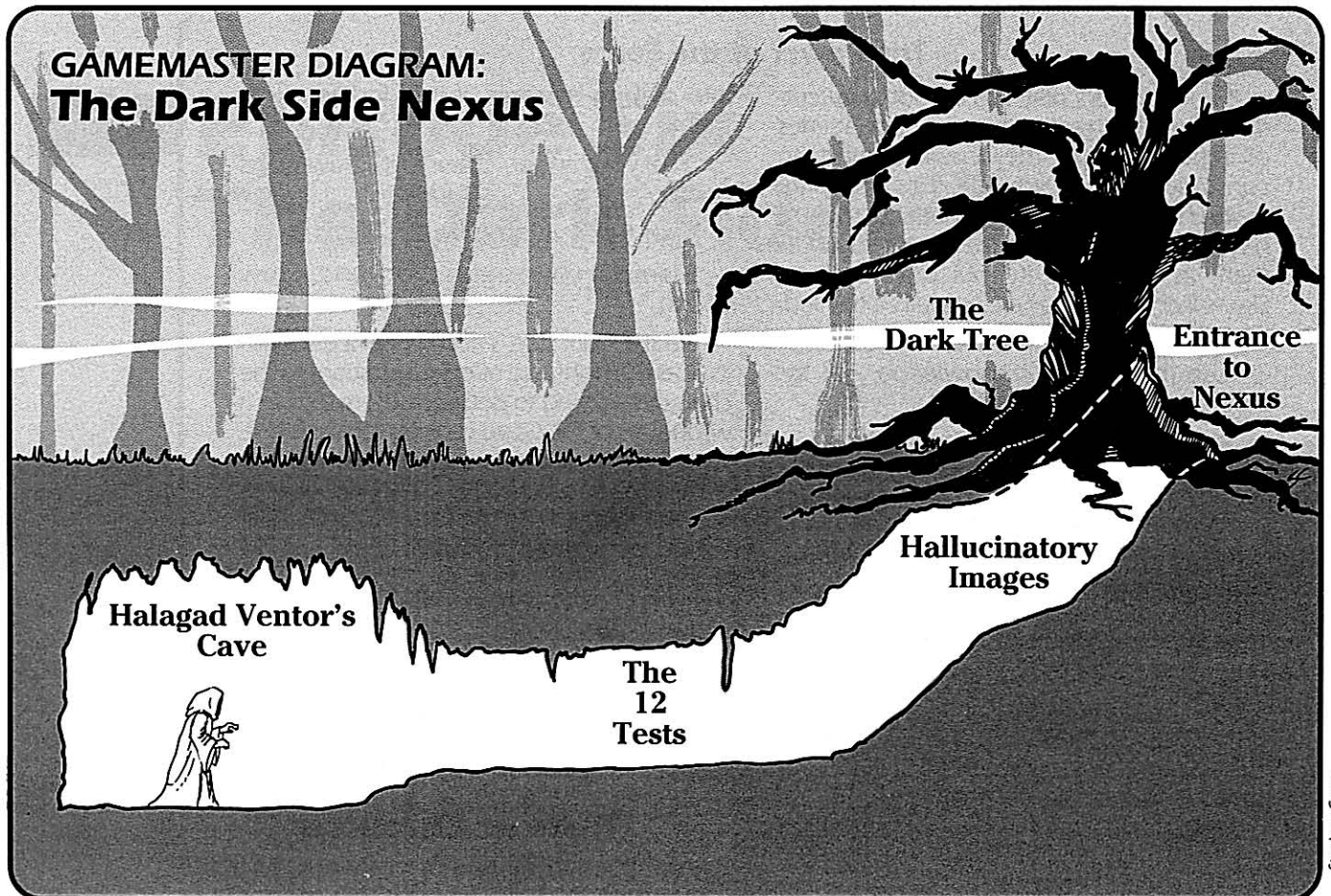
In addition to offering Force Points, the nexus presents each character with two trials. These test the characters' courage and wisdom. If they adhere to the Jedi code and avoid acting from hatred, fear, anger or aggression, they'll defeat the power of the Dark Side. If they fail, then the Dark Side may consume them.

A character gains a Dark Side point for each test that he fails, but he finds that one of his mental attributes is restored to its original level.

After the tests are completed, characters who were not consumed by the Dark Side find themselves reunited, even if they appeared to die during the tests. They must then face Halagad.

There are a total of 12 tests. Assign two tests to each character. If you are running a campaign, you might want to replace some of the tests with situations that could happen in your campaign by using places and situations that the Rebels are familiar with.

The tests are all created from the minds of the characters, the Dark Side is drawing on their past experiences to make the tests appear real. Although the Rebels remain within the nexus beneath the black tree, the Rebels appear to suddenly find themselves in the situations described in the tests. To emphasize this transition, start each test by saying something like, "Your vision



wavers. When it clears, the scene has changed.”

To keep the action moving, run the first player through his or her character’s first test, then move on to the second player, then the third, etc. Once all the characters have completed their first test, run the first player through the second test, followed by the second player, etc.

Alternatively, the Rebels could all be put through the same test. To do this, you’ll need to beef up some of the opposition in the combat-orientated encounters. Others, like “The Bomb” can be used unchanged.

The Tests

*“There is no emotion; there is peace.
There is no ignorance; there is knowledge.
There is no passion; there is serenity.
There is no death; there is the Force.”*

— The Jedi Code

The tests force the Rebels to confront situations where they are tempted to act from anger, fear, aggression, or hatred. To pass the tests, they need to act calmly, drawing strength from the peace offered by the Force.

1.

Death by Firing Squad

Read:

With other members of the Rebel Alliance, you have fought your way into an Imperial base. The fighting has been hard. Many Rebels, including close friends, have died. Now as the fighting draws to a close, you enter a chamber where Imperial technicians cower against a wall. Rebel troopers raise blasters and prepare to fire at the Imperials.

A Rebel officer, incensed at having had half his company killed during the attack, is conducting a battlefield execution. The player character sees that the techs have their hands in the air and are unarmed. As the officer shouts, “Present, Aim, FIRE!” pause momentarily between each *command*. If the Rebel does nothing, one of the techs breaks and runs in his direction just before the order to fire is given.

Goad: The Imperials are responsible for the deaths of thousands of people. They must be eradicated before they kill others.

Character Actions: If the Rebel does nothing, joins in the execution, or shoots the escaping tech, he fails the test.

The character can stop the troopers from firing with an Easy *command* roll. The officer can be calmed down and persuaded he is acting wrongly either through roleplaying or with an Easy *bargain* roll. Otherwise, the character will have to prevent the officer by physically restraining him or shooting him. The Rebel troopers don't take any action against the character.

2.

Dark Passage

Read:

Before you is a dark tunnel. Muffled screams and sobbing sounds echo hollowly from it. You feel compelled to enter this passage.

This encounter tests a character's resolve to remain calm and collected in the face of unknown horrors. The character cannot avoid entering the passage. As the character passes along the tunnel, horrid leering faces loom out of the dark and bony fingers pluck at his clothes.

Goad: It is only a matter of time before you are attacked and killed. Attack first and make whatever is in there fear you. Better still, kill it before it kills you.

Character Actions: As long as the character moves along calmly, and only seeks to defend himself, after four rounds the scene shifts to the next test. He has passed.

If he attacks the shapes in the darkness, three huge lobster-headed monsters loom up around him. They attack with their claws and slaving mouths. The Rebel can only leave the passage once he has defeated all three monsters.

Lobster-heads (3): DEX 4D; PER 3D; STR 4D; bite damage 4D+2; claw damage 4D.

3.

Alien Customs

Read:

You are in a great hall surrounded by a dozen bug-eyed aliens. The aliens are devouring little furry creatures with their extendible mandibles. A particularly repulsive alien tugs at your sleeve, and holds a struggling creature by its tail in front of your face. "You eat," it clicks.

The aliens are Cratniks, an insectoid race. The test is to honor the Cratniks' way of life, and not offend them by impolitely refusing the delicacy offered. The small mammals are the Cratniks' staple food. They are unintelligent.

Goad: These repulsive aliens are eating these cute little creatures out of malice and spite. Save the little creatures from their cruel fate.

Character Actions: If the Rebel graciously accepts the offered food and eats it, he passes the test. It tastes fine. If he refuses politely and explains that he does not eat raw food or he's a vegetarian, etc., ask for a Very Easy *alien races* roll. If he succeeds, the Cratniks honor his wishes, and he passes the test.

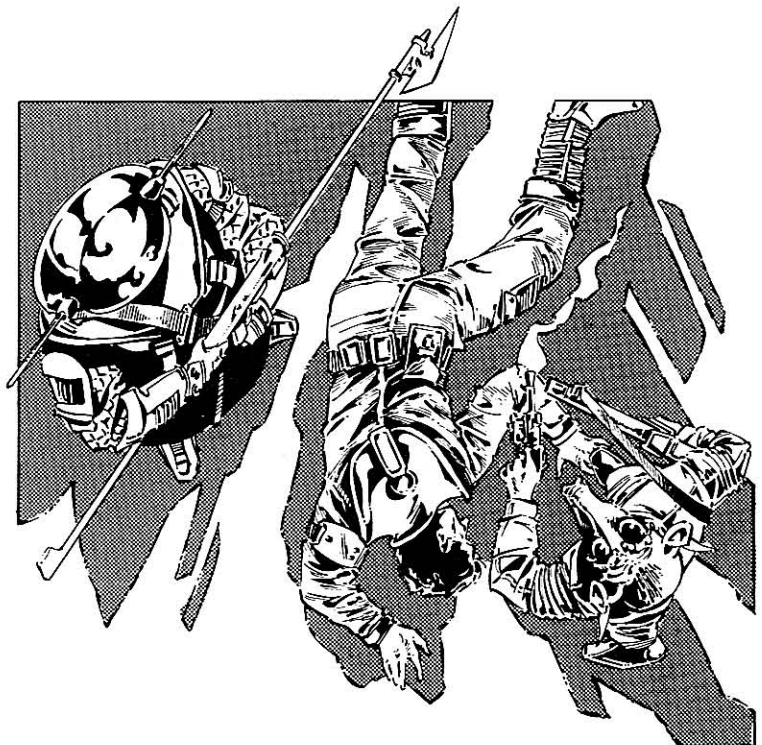
Should the character do anything aggressive, such as push the food away, snatch the little creature from the Cratnik's hand, or get angry in any way, the Cratniks are offended and attack him. He fails the test.

Cratniks (12): DEX 3D; PER 2D+1; STR 3D; bite damage 3D+2.

4. The Bounty Hunters

Read:

From around a corner you hear the sound of blaster fire. Beyond is a room where Crutag and three of his hunters stand over three bodies. As one of the hunters steps back, you see that the



bodies on the floor are your comrades. Crutag says, "Be careful — there are still more of them out there."

Crutag and his hunters have just fought off a group of mercenaries who have wounded the Rebel's friends. The hunters move to cover the rest of the cave while one bends over to give medical aid to the bodies on the floor.

Goad: Crutag and his hunters live only to kill. They have killed your friends. Kill them before they kill you.

Character Actions: If the Rebel attempts to talk to Crutag, the illusory hunter is friendly and explains the situation. He tells the Rebel that his friends are only stunned. If the Rebel acts calmly, he passes the test. If he attacks first, he fails and must defeat the four hunters. After the fight, he discovers that his friends are only stunned.

5. Pit Fighter

Read:

You are in a recessed pit facing a tall, furry humanoid armed with a vibroblade. At the top of the pit, a fat, slug-like alien licks its lips and stares down at you expectantly. Other aliens laugh and jeer at you.

The Rebel is in a gladiatorial pit. The creature he faces is a Wookiee, who does not wish to fight and only attacks in self-defense. Behind the Rebel is an open door, through which he can escape simply by turning round and walking through it.

Goad: The creature means to kill you. You must kill it first in order to gain your freedom.

Character Actions: If the character talks to the Wookiee, he points at the open door and gestures for the Rebel to leave. Or, if the Rebel looks for a means of escape, he sees the door and can leave. He passes the test in both cases.

If he attacks the Wookiee, he fails the test. The Wookiee tries to fight his way past the character and flee through the open door.

Wookiee: DEX 2D vibroblade 4D; PER 1D; STR 4D+1; vibroblade damage 6D.

6. TIE Attack

Read:

You are at the controls of an X-Wing fighter engaged in combat with a squadron of TIE fighters. All but two TIEs have been destroyed. The survivors, trailing smoke, swoop toward a nearby planet. You are ordered to follow and destroy them.

The TIE pilots intend to flee and hide on the world below. They only fight if the Rebel pilot chases and attacks them.

Goad: The Imperial pilots are the enemy; they must be destroyed.

Character Actions: If the Rebel queries the order to follow them and suggests letting them go, ask for an Easy *bargain* roll. If he succeeds, his order is changed to requesting their surrender. If the Rebel calls on the TIE pilots to surrender, either on his own initiative or following a change of orders, the pilots do so, and the Rebel passes the test. He also passes the test if he disobeys his original order and lets them go.

If he hits a TIE, both pilots offer to surrender. He fails the test if he kills the pilots.

TIE Fighters: Sublight Speed 4D; Maneuverability 1D; Hull 2D; Two laser cannons: Fire Control 4D; damage 5D. The TIEs are both heavily damaged.

Tie Pilots: DEX 3D; PER 3D; MEC 4D, Piloting 4D+1, Gunnery 4D+1; STR 3D.

X-Wing: Sublight Speed 4D; Maneuverability 3D; Hull 4D; Four laser cannons: Fire control 3D; damage 6D; shields 1D.

7. Prisoner Escort

Read:

An Imperial Officer accompanied by two Imperial soldiers is leading three Rebel prisoners toward a shuttle. You recognize one of the prisoners as Commander Straken, head of Rebel intelligence. Across the starport, a squad of stormtroopers advances quickly toward the group with the prisoners.

The Imperial officer and soldiers are Rebel agents who have tricked the Imperial forces into releasing the prisoners. If the character does not



interfere by attempting a rescue, the Rebels board the shuttle and escape before the stormtroopers arrive.

Goad: The Imperials have Commander Straken. You must rescue him.

Character Actions: The Rebel only passes the test by determining that the Imperials are in fact Rebel agents. If he approaches them, Commander Straken recognizes him and signals for him to step back. If he doesn't comply, the "Imperial Officer" walks over and quickly explains the situation. The stormtroopers open fire and the Rebels hurry on to the shuttle.

If the Rebel waits and does not approach the prisoner escort, the stormtroopers demand that the Rebels stop. The Rebels run for the shuttle, taking two rounds of stormtrooper fire as they do so.

The character only fails this test by attacking the Rebel agents or by doing nothing to aid their escape.

Stormtroopers: DEX 1D, blaster 3D, dodge 3D; STR 3D (for damage, 2D otherwise). Blaster damage 4D. All other skills 2D. (Skills and attributes already adjusted for armor.)

8.

The Common Good

Read:

You and your comrades are carrying information vital to the Rebel cause, and are being chased through an Imperial base. You have just crossed an extendible bridge which stretches over a drop of 100 meters. Eight stormtroopers are hot on your heels. One of your friends calls for you to hold off the stormtroopers while she operates the bridge's controls. The others rush toward the waiting starship. More stormtroopers are rushing toward the bridge.

The bridge controls have been locked by the central computer and it takes the other Rebel three rounds to release them. During that time, the player character has to hold the stormtroopers off.

Goad: Save yourself. Run for the ship. This is not the time to die in senseless heroics.

Character Actions: If the character runs for the ship, he fails the test. If he stays and fights, he buys time for his comrades. If he dies, he finds peace in the Force and passes the test.

Stormtroopers: see Test #7.

9.

The Children

Read:

You are on a world under attack by Imperial forces. Stormtroopers have invaded the city where you are hiding. As you are about to make your escape, screams come from the next room. Through the door you see six stormtroopers about to open fire on six frightened children.

The Rebel has time to make his own escape, but only by abandoning the defenseless children to their fate.

Goad: You are more important than these unskilled children. They will not die in vain, for they will buy time for you and others to escape.

Character Actions: If the Rebel saves his own skin, he fails the test. If he tries to save the children, a Very Easy *command* roll gets them running for safety. He must then defeat the stormtroopers. If he does, he can still make good his escape. The stormtroopers use combined fire on the Rebel.

Stormtroopers: see Test #7.

10. The Bomb

Read:

Imperial agents have penetrated a Rebel base and planted a bomb. The base, its security breached, is being evacuated, but the bomb threatens to destroy a nearby transport. The transport is ready to lift-off, but it is feared that it will not clear the bomb's blast area in time. You are asked to stay behind to defuse the bomb.

The transport lifts off next round whether the Rebel agrees or not. If he refuses to stay, a volunteer rushes out to defuse the bomb.

Goad: There's no need to panic. Let's just get out of here.

Character Actions: If the character does nothing, he fails the test. If he tries to deal with the bomb, whether successfully or not, he passes the test. He has two rounds to defuse the bomb. A visible timer ticks off the remaining time. Two rolls are needed to neutralize the bomb: a Difficult *security* roll and a Difficult *demolitions* roll. This is obvious to the Rebel. If a roll is failed in the first round, it may be attempted again next round. If he fails (the volunteer fails automatically), the transport is severely damaged and many lives are lost.

11. Revenge of the Sand People

Read:

On the desert world of Tatooine, you see five Sand People dragging a human dressed in Tusken Raider clothing toward a waiting Bantha. The buildings of the nearby moisture farm have been broken into and items are strewn along the ground. Three human corpses lie sprawled on the sand near the farm's entrance. The Sand People pull the man on to the Bantha.

The captured human and the corpses are agents of Jabba the Hutt. They staged an attack on the moisture farm, intending to make it look like Sand People were responsible. Jabba intends to squeeze the farmers into paying him protection money. The Sand People, hearing the blaster fire, attacked the impostors.

Goad: These bloodthirsty aliens deserve to die.

Character Actions: If the character attacks, he fails the test. A Moderate *alien races* roll lets the character know that the Sand People would have

torched the farm buildings, rather than simply vandalizing them. An *Easy search* roll reveals that the three humans sprawled on the ground are also dressed in Sand People clothing. With a Difficult *search* roll, the Rebel sees two farmers watching events from within the farmhouse. It is obvious that the Sand People are ignoring them.

If he approaches cautiously, the Sand People gesture angrily for him to keep away. Unless attacked, they mount the Bantha and leave with their captive. To pass the test, the Rebel has to refrain from attacking the Sand People.

Sand People (5): DEX 2D+1, blaster carbine 3D+1, gaffi stick 4D; PER 2D; STR 3D+2. Blaster damage 5D; gaffi stick damage 4D+2.

12 Checkpoint

Read:

Imperial forces have been turning the starport upside down looking for a Rebel spy. The spy has gained important information and it is vital that it reaches Rebel High Command. You see the Rebel agent across the street. He has been stopped by four stormtroopers.

The agent has been stopped on a routine check, but the stormtroopers will soon realize that he is the one they want, unless the character intervenes.

Goad: Don't get involved. He's in their grasp now. Your interference will only result in both of you being caught.

Character Actions: If the character does nothing, he fails the test. The character may fool the stormtroopers into thinking that he is the one they are looking for with a Moderate *con* roll. Or he may attack, hoping to rescue the agent before three rounds are up. At that point, 10 more stormtroopers appear to chase the Rebels. If the Rebel rescues the agent or convinces the stormtroopers that he is the spy, he passes the test.

Stormtroopers: see Test #7.

The Final Test

After completing their individual tests, those Rebels who have avoided falling victim to the Dark Side, whether they seemed to live or die, are reunited within the nexus. Now they face Halagad Vantor, a former Jedi, now no more than a pawn of the Dark Side of the Force.

Read:

You stand together in a dark cave. Before you is a figure bent almost double, dressed in a long brown robe which covers its face. The figure, sensing your presence, raises its head to reveal a withered and dried face. The eyes burn with a red light, and thin, skeletal hands poke out of the ends of its robe.

The figure takes a shaky, uncertain step forward, and beckons to you. "Welcome. You have passed all my little tests, and so you are, indeed, more than you seem. I sense your strength, but I am stronger yet, for the Dark Side called to me and I paid heed. Join me, feel the power that is mine to bestow, and together, we shall crush the Light."

Into the Darkness

Ventor has been almost completely consumed by the Dark Side, but deep within him, there is still a twinge of regret for the actions he has taken. Thus, while he tries to corrupt or destroy the Rebels, a part of him is praying they will slay him and allow him to find some measure of peace in the Force.

Rebels who succeed in *Easy Perception* rolls note that Halagad looks tired and unhappy. He makes no overt move against them. If they attack him, Halagad makes no attempt to defend himself. If the Rebels kill Ventor, they suddenly find themselves back at their ship (see "The Ship" below). Any characters who previously fell victim to the Dark Side are doomed to take Halagad's place and remain in the nexus forever.

If the Rebels ask Halagad who he is and what he is doing in the nexus, read:

I am Halagad Ventor. Years ago, when the Clone Wars raged, I was captured by Darth Vader, who stripped through the layers of my mind to discover the hiding place of other Jedi. I was too weak to resist him. I had not mastered the powers of the Force. Vader found it easy to rip the information he sought from my feeble mind. Because of my failure, the Jedi were hunted down and destroyed.

I fled from Vader. Finally I came to Trinta, where the Force called to me. Only later did I discover that it was the Dark Side.

A dark haze envelops Halagad. "I am one with the Dark power. You must destroy me in order to escape."

Again, Halagad makes no threatening moves. He is trying to get the Rebels to act through anger and fear, and thus make them vulnerable to the Dark Side. If the Rebels attack, he smiles wickedly and steps forward, saying, "Feel your anger. You

have the power to destroy me, use it! Embrace the Dark Side!"

Redeeming Halagad

Halagad can be redeemed through rational argument and by example. Let the Rebels try to persuade him to throw off the Dark Side. It is best to roleplay this out by letting the characters attempt to win Halagad over.

The Rebels should be aware of the fact that they have no guarantee they will be able to escape Trinta if they kill Halagad. Since he was the cause of the horrors they have encountered, he may well be the only one able to give them their ship back, providing he is alive to do it.

The Rebels must attempt to appeal to the man he once was. One way of doing this would be to show him the Medallion of Honor they salvaged from his cave. If they do this, read:

Halagad seems to stagger a bit at the sight of the medallion. "Where did you get that? Why do you show it to me? That is the property of a dead man, a weak, ineffectual creature who perished in Vader's torture chamber. Take it away! I'll not look at it a moment more!"

Halagad blames himself for the death of all the Jedi, but his scan of the Rebels' minds has revealed



The Fall of a Jedi

Halagad Vantor was born on Alderaan, and as a child, counted later Viceroy Bail Organa among his friends. In his youth, Vantor aspired to be a scholar, and he spent many hours poring over ancient tomes. It was during this time that he first learned the legends of the Jedi Knights, defenders of the Republic, and a hope was born in his breast that someday he might be counted among their number.

Halagad continued to pursue his studies over the coming years, as well as training his body to physical perfection. But though he became proficient in many fields, he was master of none, for he had not the patience to apply himself totally to one area of study. "I'll need to know many things to be a Jedi, and cannot confine myself to but one discipline," he said. In the end, this attitude would be the key to his undoing.

When he reached manhood, Vantor set out to find a Jedi Master to teach him the arts. But even in the days of the Republic masters were reclusive and difficult to come upon — and the few Vantor did encounter were unwilling to train him.

"Your mind is like the winds of Tatooine, flying in every direction at once. The essence of the Jedi's art is control — control of the body, control of the mind, control of anger, fear, and greed. You must learn to rein in all passions, even the passion for knowledge, or you will destroy yourself," they told him.

But Vantor was not discouraged. He persisted in his efforts to find a mentor, and eventually succeeded. Who trained Vantor in the Jedi disciplines is unknown, but the student's flaws of character continued to plague him even as he attained his heart's desire. In seeking to learn all, he learned little. As a warrior, he could use the Force to his advantage, but he remained largely ignorant of the more subtle uses of that great power.

Vantor went on to serve with distinction in the Clone Wars, under the leadership of General Obi-Wan Kenobi, earning the Republic's Medallion of Honor. When Senator Palpatine assumed the title of Emperor, Vantor joined with the Jedi in opposing his dictatorial rule.

Palpatine was no fool, and realized the threat posed by the Jedi. With the aid of the

corrupt Darth Vader, Palpatine set out to systematically destroy the Old Republic's protectors. Many of the Knights went into hiding on other worlds, with only other members of their brotherhood aware of their location.

Vantor was preparing to depart for the Outer Rim Territories when he was apprehended by Imperial stormtroopers. Taken to Vader's flagship, Vantor was brutally interrogated by intelligence officers, but said nothing. Then the Dark Lord of the Sith himself came into the chamber.

"Halagad, old friend," Vader began. "It is a pleasure to see you again. My men say you have been uncharacteristically silent today — a far cry from the boastful braggart who craved medals and acclaim. You are a loud man, Vantor, wielding the Force like a club. The Force was meant to be used like a vibroblade. A slice here, a slice there, and I will carve the information I want out of your mind. Of course, when I am done, you may have a mind no longer. Pity."

Halagad tried desperately to resist Vader's proings, but could not call upon the mental shields that would have protected him. His desperation gave way to fear, his fear to panic, and the Dark Side staked its claim to him even as Vader gathered the crucial information.

Only two Jedi masters escaped the slaughter that followed. Obi-Wan Kenobi, aware of Vantor's weakness of spirit, did not confide in him about his plans to take refuge on Tatooine, nor about Yoda's whereabouts. His soul racked with guilt and his mind virtually broken, Vantor stole an Imperial ship and fled into space. Vader let him go, knowing full well Death or the Dark Side would claim him soon.

Vantor's ship landed on the swamp world of Trinta. Though his Force powers allowed him to sense the presence of a concentration of Dark Side energy, Vantor had not the strength to turn away. He made camp in a cavern, but eventually was drawn to the nexus and gave himself over to the Dark. He has lived in that hellish place since that time, haunted by the faces of those whose deaths he holds himself responsible for.



the information that Kenobi survived. If the Rebels tell him that some of the Jedi survived, and indeed, a new generation now bears that honorable title, Halagad will become confused.

Read aloud:

Halagad seems confused. "Could it be? Have I suffered all these years for a sin not so dark as I believed? Have my hands not earned all the blood that stains them? Are the screams that have filled this cave each day but illusions?"

But the Dark Side is strong in Vantor, and will not let him surrender so easily. He will challenge the Rebels to prove that they have knowledge of the Force. Once they have done so, he will realize that all they say is true, and the Dark's hold on him will begin to weaken.

Read aloud:

Halagad slumps against the stone wall, a gleam in his eye that had not been there before. "It is no trick, then. Vader failed — he could not destroy the last of the Jedi, and they have returned, stronger than before. One day, perhaps, their might will be great enough to slay that spawn of a space slug, Palpatine. And I ... I am free at last. You have brought the Light to Trinta and defeated all the demons of darkness I sent against you, and borne the news that not all my weakness, not all Vader's evil, could eradicate the Jedi from the galaxy."

The Death of Halagad

When Halagad has at last freed himself from the Dark Side, read:

Darkness swirls around Halagad and then dissipates. His lifeless body falls to the ground and begins to decay. Above it, a shimmering form takes shape. A handsome man in his early twenties, dressed in the attire of the Jedi Knights, stands over the aged body. He smiles warmly. "Thank you for giving me the strength to resist. Your powers are great. Great enough to release us all." He fades, and is gone. You suddenly find yourselves back in the swamp by your ship.

The Rebels have emerged near the nexus. If they have freed Halagad, the black tree collapses and sinks into the swamp. The nexus has been drained of its power.

The Rebels find that their mental attributes have been restored to full. They are no longer going mad.

Victims of the Dark Side

If Halagad is redeemed, Rebels who fell victim to the Dark Side in the nexus are also released from its grip. They lie next to the ship. The Dark Side has drained their energies, and they are treated as incapacitated. In time, they recover just like any other wounded character.

If the Rebels killed Halagad rather than redeemed him, Rebels who were consumed by the Dark Side in the nexus will have to remain there in his place.

The Ship

After Halagad vanishes, the swamp returns to normal. The Rebels' ship waits outside, having been brought here by Halagad. The *Scent of Fear* is next to it.



The characters' ship still has a damaged drives, but can be repaired using parts from the *Scent of Fear*. If the Rebels wish, they can repair their ship and take the *Scent of Fear* as a prize.

The *Scent of Fear* also holds the answer to the Rebels' supply problems: its hold contains enough food and water for four months.

The Hunters

Remember the hunters? Facing the possibility of being stranded on Trinta, any surviving hunters are not going to give up easily. Depending on how you want to run the final episode, the hunters could attack after the Rebels emerge from the nexus, or they could be waiting onboard the Rebels' ship or the *Scent of Fear* to ambush the Rebels. Alternatively, the hunters may only arrive as the Rebels are about to lift off from Trinta. Maybe the hunters rush the ship, or just mournfully watch as the Rebels strand them on Trinta.

Rewards

The Rebels have survived a brush with the Dark Side of the Force and this should not go unrewarded. Give each Rebel six to 12 skill points, according to their performance. Award Force Points as usual.

In addition, give a Force Point to those Rebels who passed both tests in the nexus, and another Force Point if they redeemed Halagad. Also, if Halagad was redeemed, any Dark Side points gained by any character during the adventure are removed.

DOMAIN OF EVIL CHARACTER TEMPLATES

Crutag

Template Type: Taloron Hunter
Loyalty: To Himself
Ht: 2m
Sex: Male

DEX 4D+2
Blaster 6D
Dodge 5D
Vibrobayonet 6D
PER 3D+2
Command 5D
Hide/Sneak 4D
Search 4D+2
KNO 2D

STR 3D+2
 (4D+2 for Survival,
 4D resisting damage)
Brawling 4D+2
MEC 2D
TEC 2D
Medical 4D



Physical Description: Pinched face, small beady eyes, broad shoulders, and blue skin.

Equipment: Taloron Hunter armor; helmet; blaster carbine (damage 5D); vibrobayonet (damage 6D); sword (damage 5D+2); comlink; side pouch containing 3 grenades (damage 5D); backpack containing 3 medpacs, food and synthirope.

Background: Crutag is an independent bounty hunter. He is after the bounty (20,000 Credits alive, 10,000 Credits dead, each) offered by the Imperial authorities for the Rebels.

Personality: Cold, hard and unrelenting, Crutag has a reputation for always getting his man or alien.

Quote: "I have you now."

Slimego

Template Type: Rodian
Loyalty: To Crutag
Ht: 1.65m
Sex: Male

DEX 3D
Dodge 4D
Blaster Rifle 4D
Grenade 4D
PER 2D
Hide/Sneak 3D
Search 3D
KNO 1D+2
Streetwise 2D+2

STR 2D+2
Climbing/
Jumping 4D
MEC 1D+2
TEC 1D



Physical Description: Green skin, tapir-like snout, multifaceted eyes, with malevolent gleam.

Equipment: Blaster Rifle (damage 5D); 3 grenades (damage 5D); 2 medpacs.

Background: Slimego recently joined Crutag and he's eager to please his new boss.

Personality: Likes to intimidate his victims and then blow them up.

Quote: "Can I kill them now?"



DOMAIN OF EVIL CHARACTER TEMPLATES

Slizzik

Template Type: Barabel

Loyalty: To Crutag

Ht: 2.5m

Sex: Female

DEX 2D+1

Blaster 4D+1

Dodge 4D

PER 2D+2

Hide/Sneak 4D

Search 3D

KNO 1D

Survival 3D

STR 4D

Brawling 7D

MEC 1D

TEC 1D



Physical Description: Big, scaly, slit-eyed, with a mouthful of razor-sharp teeth.

Equipment: Blaster Rifle (damage 5D).

Background: Recruited from Barabel with her husband by Crutag, Slizzik has served the Taloron Hunter for three years.

Personality: Driven to avenge the death of her husband whom she believes was killed by the Rebels, Slizzik is eager to kill.

Quote: "Kill, kill, kill!"

Halagad Ventor

Template Type: Minor Jedi

Loyalty: Confused

Ht: 1.9m

Sex: Male

DEX 3D

Dodge 5D

PER 3D+1

Hide/Sneak 4D

Search 5D

KNO 3D+2

STR 2D+2

Climbing/

Jumping 4D

MEC 2D

TEC 2D+1

Alter: 5D

Control: 5D

Sense: 4D



Physical Description: Withered, decrepit, no teeth, tufts of gray hair.

Equipment: None

Background: A victim of Vader's ministrations, Halagad fled to Trinta and discovered the Dark Side nexus.

Personality: Paranoid, guilt-ridden, insane, tormented and lost, Halagad may still be redeemed by the Rebels.

Quote: "Feel the power of the Dark Side."



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by Jim Bamba

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