

SOLO ADVENTURE: Quest on Shantuun “Domain of Evil”

The adventure is not my original work. It is the work of Jim Bambra, converted into a solo adventure. This adventure can be seen in its entirety in Classic Adventures Volume 2, published by WEG. All I simply did was converted the plot line into a solo adventure that would fit in the Darkstryder campaign world.

The Farstar stopped at Shantuun for resupply. It was a swampy world with a very unfriendly atmosphere. Landing was a challenge, even for Brophar. The planet’s atmosphere was one tumultuous storm after another. The canopy was thick, and the swamp jungle inhospitable.

And this was the planet that Jessa Dajus, Raso Hasslock, and Gunthar were called too.

The voices told them conflicting stories. One told them that your destiny waited for them on Shantuun. The other told them that your deaths waited.

Game Rules & Notes

This solo adventure will cover the journey travelled by the three of you; the Force Sensitives if the *Farstar*. It’s intended to introduce your characters to your Force Sensitivity.

Combat

The intention is to make it quick and results compatible to the RPG. There are just three stats to worry about in this system of combat. You simply roll the given dice (determined below), compare it to the enemy's Combat difficulty, and consult the combat results table.

There are three rolls to calculate. In all cases you are averaging a value to come up with your overall effectiveness in combat. The system assumes you have chosen a primary weapon and use it in all major combat situations. In all cases, determining the Value of your skill dice or damage dice is done simple by this system.

- Take the number in front of the D and multiply it by 3.
- Add in any numbers that are after the D (The pips)

To get Dice from a Value, you reverse the above system.

- Divide the Value by 3, truncating any fractional portion. This is the number in front of the D.
- Any fractional portion (either 1 or 2) are the pips.

Example:

A Dice of 3D+1 is a Value of 10 ((3*3) + 1)

A Value of 16 is 5D+1 (16/3 = 5 with 1 remainder, thus 5D+1)

Ranged Combat Dice

- Add the Value of your Primary Ranged Combat Skill, the Value of the Damage of your Primary Ranged Weapon, the Value of your primary Ranged Combat Defense (Dodge), and the Value of any Armor you are wearing, if any (Assume physical defense).
- Divide this number by 3, rounding down
- Convert that Value to Dice
- This is your Range Combat Dice for purposes of this solo adventure.

Melee Combat Dice

- Add the Value of your Primary Melee Combat Skill, the Value of the Damage of your Primary Melee Weapon (if none, use 3), the Value of your primary Melee Combat Defense (Melee Perry), and the Value of any Armor you are wearing, if any (Assume physical defense).

- Divide this number by 3, rounding down
- Convert that Value to Dice
- This is your Melee Combat Dice for purposes of this solo adventure.

Brawling Combat Dice

- Add the Value of your Brawling Skill, the Value of the STR Dice for Damage, the Value of your primary brawling Combat Defense (Brawling Perry), and the Value of any Armor you are wearing, if any (Assume physical defense).
- Divide this number by 3, rounding down
- Convert that Value to Dice
- This is your Brawling Combat Dice for purposes of this solo adventure.

Take the difference between your combat roll and combat difficulty number and consult the following table. (Combat Roll - Combat Difficulty Number). Which one you use in combat is usually left up to the player, unless specifically specified. Treat the roll like any other roll in SW RPG, including the Wild Die and character points.

Combat Results Table	
-31 or less	Your character is Mortally Wounded. Your opponents are stunned. You black out. You awaken hours later.
-21 to -30	Your Characters is Incapacitated. Your Opponents are Wounded but get away, unless otherwise indicated. You black out. You awaken hours later.
-16 to -20	Your Character is Wounded. Your Opponents are Wounded but get away unless otherwise indicated.
-11 to -15	Your Character is Wounded. Your Opponents are Wounded but get away unless otherwise indicated.
-6 to -10	Your Characters is Stunned. Your Opponents are Wounded Twice but get away unless otherwise indicated.
-1 to -5	Your Character is Stunned . Your Opponents are Wounded Twice but get away unless otherwise indicated.
0	Your Character is Stunned. Your Opponent(s) are Wounded but get away unless otherwise indicated.
1 to 5	Your Character is unharmed. Your Opponent(s) are Wounded, and fall unconscious.
6 to 10	Your Character is unharmed. Your Opponent(s) are Wounded Twice, and fall unconscious.
11 to 15	Your Character is unharmed. Your Opponent(s) are Incapacitated, and fall unconscious.
16 to 20	Your Character is unharmed. Your Opponent(s) are Wounded Twice, and fall unconscious.
21 to 30	Your Character is unharmed. Your Opponent(s) are Wounded Twice, and fall unconscious.
30+	Your Character is unharmed. Your Opponent(s) are Wounded Twice, and fall unconscious.

Skill Use

Using skills is just like in the regular RPG. The Task listed will provide the skill needed to perform it, the default attribute in parenthesis, followed by a Difficulty Number to be used. Roll equal to or above the Difficulty number to succeed.

A Tour of Shantuun

Planet:	Shantuun
System:	Shantuu
Sector:	Kathol
Type:	Swampy/Jungle Terrestrial
Temperature:	Warm to Hot
Atmosphere:	Type I Breathable
Hydrosphere:	Extremely Moist. Severe weather almost constantly.
Biosphere	Extremely active biosphere; many species of predatory creatures, reptiles and insects being the prominent species. Flora is also extremely abundant.
Gravity:	Standard
Terrain:	Swamps, lakes, islands
Length of Day:	31 Hours
Length of Year:	306 Days
Sapient Species:	None known
Major Cities	None
Starport:	None
Population:	None
Planet Function:	No one ever attempted to colonize. Ruled unsuitable.
Government:	None
Tech Level:	None
Major Exports:	None
Major Imports:	None
Star:	Shantuu

Large red-brown trees rise 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 mud-banks. 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 Shantuun range from small(barely one meter across) clumps of dirt to large islands. They are, for the most part, firm underfoot, and often rise steeply out of the swamp water.

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 grow on the trees, and at night they glow 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 your knees. The noxious stench of the mud assails your nostrils, causing nausea at times.

Water

The liquid on Shantuun is warm, brown and slimy. Aquatic plants grow in abundance along its bottom, and often seem to be trying to grasp your legs and pull you 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 you are wading through the swamp, you occasionally step into a deep area of the swamp. Swimming out allows you to make it back to the surface.

Weather

It rains frequently on Shantuun. 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.

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.

Poison Gas

Bubbles of poison gas break through the scummy swamp water at many locations. The bubbles are visible and you will notice a pungent odor in the air. If you avoid the bubbles, by skirting the area, they are in no danger. The effects of the gas are explained in the encounter they come up in.

Whirlpool

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

CHAPTER ONE

INTRODUCTION

While the *Farstar* crew scavenged for food, you sought after the voices. On the last scavenging run, you three remained behind while the last shuttle-load went up. The pilot's orders were to account for every away-team member before leaving. Somehow they were persuaded to believe you three were aboard. When you were noticed missing, Gorak made every effort to get you back, but soon he also was persuaded to move on. He was promised you would be returned safely.

A few days after the *Farstar* had left, you are still wondering about the planet Shantuun, and wondering what you are doing here. You are all together and you have lost all patience for the others. Driving rain thrums against the plastic of your poncho. The view of the planet is lit by an eerie red-green light, illuminating tangled vegetation and hanging vines that block your vision all around. Shantuun welcomes you with muck and rain that seems to never stop.

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, as if fear is almost a tangible thing on this world. Shantuun feels anything but inviting.

The planet seemed to fight back your intrusion. At times, you find yourself disoriented, and confused. At the rare occasion that you got sleep, you had vicious nightmares.

With the inhospitable environment all around you, you become very ill, infected with some local virus. You become delirious and soon you find yourself alone and lost. After some time you awaken from the daze, well, but still wet and cold, with little supplies.

You only hear a faint voice calling to you "*Follow where the Force leads you. Let the Force flow through you...*"

Once on an island, you can take stock of your position. Your stomach reminds you that you ate the last of your rations yesterday and your stomach is beginning to rumble.

With no food and very little water, you need to forage for supplies or you will begin to starve. The swamp water is drinkable, provided it is first boiled or chemically treated. If the water is consumed untreated, it will cause severe stomach cramps for hours. Some of the fungi that grow on the trees are edible. However, it just doesn't seem like it's enough.

You spend days wandering about, in search of the way the Force is supposed to lead you.

Go to 00

00 Animal Encounters

Roll 1d3-1 time on the Animal Encounters Table.

1D6	
1	Monsails Type: Predatory fish Combat Difficulty: 13 Size: 2 meters
2	Skinwings Type: Avian reptile Combat Difficulty: 14 Size: 1 meter (wingspan), 1.5 meters (length)
3	Marsh Lizards Type: Large serpent Combat Difficulty: 15 Size: 2.5 meters
4	Morrils Type: Docile marsupials Combat Difficulty: None. They are docile. Just an annoyance, very curious Size: 30 centimeters
5	Water Snakes Type: Aquatic reptile Combat Difficulty: 17 Size: 3 meters
6	Gallazes Type: Herbivore Combat Difficulty: None. They serve as good food. Size: 1 meter tall

If sent here by the Introduction, Go To 01. If sent from somewhere else, return there.

01 As Shantuun enters its twilight period, you feel a darkness fall that is more than just physical. 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. 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. Creatures step out of the shadows to greet you.

The Force is a turmoil of confusion. Something tell you there is a dark force at work here, but you are not sure if it has to do with the creatures or something else.

These creatures appear to be real, but somewhat 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 you.

"Trust in the Force..."

What Do you do?

- *Attack. Go to 01a*
- *Wait and see Go to 01b*

01A If attacked, the creatures dart back into the trees, disappearing instantly from view. After a few seconds, they peer out again at you through the foliage.
If you continue to attack, go to 04, else Go to 01B

01B The creatures are capable of speech but it is not any language that you understand. They attempt to communicate using mime. You approach peacefully, and a creature steps from behind a tree.

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. You remember 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.

At some point in your mime conversation, the alien rubs its stomach and points at its mouth. It nods and beckons for you to follow.

What Do you do?

- *Follow Go to 02A*
 - *Don't Follow, Go to 02B*
-

02A If you follow, the Dradan leads you deeper into the island.
Go to 03

02B 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 you to follow, saying "S'jak, S'jak!"

If you still refuse to follow, the Dradan fade into the trees and disappear, leaving no trace of their presence.

Go to 04

03 As you follow the Dradan, more appear and smile benignly. You notice that you are heading into a richer part of an island: small birds nest in the trees and edible fungi are much more evident.

Task: Perception: Difficulty 19.

- **Success: Go to 03B**
 - **Failure: Continue**
-

03A *What Do you do?*

- **Stop Following: Go to 02B**
- **Continue following Go to 05**

03B You notice that one of the Dradan has just walked through a tree. Soon afterwards, there seems to be less Dradan around.

Task: Perception: 7

- Success, Go to 3C
 - Failure, Go to 03A
-

03C You notice that the Dradan are now floating a few inches above the ground, and that the expressions of the Dradan at the rear have changed. They are dark and scowling. Their eyes glow malevolently, and fangs protrude from your mouths. The swamp also looks dark and sinister. The ground oozes with bubbling mud and the vegetation is decayed. As soon as you notice this, however, as if it never happened, things correct themselves. The swamp returns to its former appearance, healthy and full of wildlife, and the Dradan return to your former beatific expressions.

What Do you do?

- **Stop Following: Go to 02B**
 - **Continue following Go to 05**
-

04 Any action taken by you against or if you decide not to follow the Dradan causes the Dradan to appear like they wink out. The night turns dark and oppressive, broken only by the sickly glow of the fungi. Dark trees covered in clinging vines and hanging creepers tower above you. Creepers brush across your face, caressing it and sending shivers up your spine. The swamp, if it changed, returns to normal.

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. You are alone. Shantuun's long, dark night lies ahead.

"Resist the dark side." A voice hauntingly whispers.

Go to 07A

05 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 bare 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.

Task: Perception: See below for results.

0-10:	Go to 05A
11-15:	Go to 05B
16-20:	Go to 05C

05A You feel safe and content.
Go to 06

05B You sense that everything is not as it seems.
Go to 06

05C You see that the Dradan now look evil. They have glowing eyes, fanged mouths and clawed fingers.
Go to 06

06 **What do you do?:**

- Leave the area. Go to 04
- Sit and Eat with them, Go to 07

07 If you eat the food, you find it tastes musty, although soft. You are eating fungi. If you eat the fungi, You must make a Task: Stamina(STR): 13, or be stricken with severe stomach cramps.

Darkness presses in on you. The Dradan hover at the edge of your vision, their eyes filled with hate. You do nothing. The Dradan vanish in thin air, after a few minutes. Their images fade with a sinister smile on their face. You fall unconscious for hours, and awaken in a area of the swamp that you do not recognize.

Go to 07A

07A **Night on Shantuun**

You are lost in the swamp, separated from the others. You feel a stirring inside your soul that disturbs you; a foreboding feeling.

“You feel the Force telling you that there is something here, toying with you Find it and and turn it from the Dark side, and your first step as a Jedi is complete. Your destiny lies there.”

Night on Shantuun for you is an unnerving. Throughout the night, creatures are heard stalking toward you.

Goto 00 for more swamp animal encounters, then return here.

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.

You catch glimpses out of the corners of your 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.

Eventually, the night gives way to an erie dawn. Go to Next Chapter.

CHAPTER TWO

08 You came to Shantuun for supplies, 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 you are lost. 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 scream 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.

Task: Perception 4, you can locate the source of the screams quickly. Failure means you took a while. They come from a small island to the west. After wading through the gradually darkening swamp, you arrive at the scene of the carnage.

After a while, you reach an island on which you see a lizard-like alien (Barabel) 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 beings have fallen victim to some horrible fate. One looks as though it died of fear, another has drowned in his attempt to flee from some horror, and the third has been eaten by some creature.

The Barabel 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. The body in the water is a human and is covered by dozen or more leeches. He has drowned. A boot is all that remains of the third individual.

The darkness that is engulfing around you seems unnatural, but there is no indication of its cause.

You may take anything from the bodies, including the 3 Blaster Rifle (5D Damage), 3 Vibroblade, 4 days rations, a couple of soggy Cigarras, and 3 Imperial Bounty Hunter Licence Cards. These beings were bounty hunters.

Task: Perception: 7

- **Success, Go to 08A**
- **Failure, Go to 08B**

08A You spot a glint of metal in the swamp near the island. It looks like the nose of a small ship. An easy swim to its location will reveal that it is, indeed, the wreckage of a scout ship, called the *Rimrider*. You have never heard of this vessel.

What to do?

- **Search the ship. Task: *search* (PERC) 7. Success, Go to 08C, else continue.**

The airlock and hatch were closed, making it unlikely the pilot was killed in the crash and his body washed away. You can now be sure that, at some point in time, there was another intelligent being here.

Go to 09

08B ^{Go to 09.}

08C The Search will reveal no salvageable parts or any clue as to its owner. You do, however, notice that the medical kit is missing from its compartment. You notice that the ship appears to have been in the swamp for at least two decades, possibly longer. Go back to 8A

09 Back on the island near the bodies,
Task: *Search(PERC):6*

- Success, go to 09A, else go to 09B

09A A successful search reveals a trail of humanoid foot prints leading from the bodies. 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. You can continue to follow the trail across the swamp, to where it ascends a rock escarpment on an island.

A Foreboding stir chills your bones. Fear freezes your joints.

What do you do?

- Follow the Trail. Go to 10
- Not follow the trail, and go opposite direction. Go to 12

09B You feel a dark foreboding feeling stirring in you, like before. Something is drawing you north. You feel two voices calling you.

“Do not give into fear. Fear is the darkside’s ally.”

“Fear and anger are the keys to survival”

You feel these voices guiding you deeper into the swamp, across a field of small islands.

What do you do?

- Follow the pull of the Force. Go to 10
- Ignore the Force, and go opposite direction. Go to 12

10 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.

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.

A rancor is rampaging through the swamp. It is rapidly closing on you. You have only seconds to decide what you are going to do.

What to do?

- Run like hell, Go to 11
 - Stand and fight, Go to 10A
-

10A Fighting the Rancor

You feel the rancor's hot breath, see its drooling saliva, sharp teeth and claws. It continues its unnerving roar throughout the combat. The rancor rips and grabs with its claws.

The Rancor

Type: Large Carnivore

Combat Difficulty: 45

Failure in combat means you are eaten. Any Combat Result less than zero means the beast scoops you up and stuff you in his mouth. You stay aware, and the fear paralyzes you as you go down its throat. Go to 12

Success in Combat, Go to 11B.

11 The Chase

The Rancor gives chase. The terrain proves difficult to manage. You end up jumping From island to island, climbing mudbanks with beast not far behind, dodging logs thrown at you, swinging from Vines, and dealing with the occasional Marsh Lizard. Make 1d6 climbing/jumping rolls, Difficulty 12, or take a Stun for each Failure. If you take more stun than you have STR dice, you fall unconscious, and **go to 12, else goto 11A**

11A 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 **Task: climbing/jumping(STR):12 (after 3 failures. Go to 12)**. The rancor can climb the escarpment in three rounds. As it does so, it tries to grab you near the edge with its claws.

There is only 4 boulders big enough to hurt the Rancor. **Task:lifting(STR):17** is needed to pick up and drop a boulder onto the rancor. One will do the job needed. If all failed, go to 12. Otherwise Go to 11B

11B 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. The sky grows lighter, natural sounds return to the jungle

If you were injured in the combat but not "killed" go to 13, else go to next Chapter.

12 Fade to black. Moments pass like hours. You are still aware of your own existence, and feel no pain. 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.

Go to 13

13 If you were wounded or swallowed by the rancor, you find yourself physically unharmed. You feel like your grip on reality is starting to weaken. You sit in the muck for hours, unsure of what happened. Go to the next Chapter.

CHAPTER THREE

14 Darkness again descends upon Shantuun. 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.

This darkness is anything but natural. You sense a great disturbance in the Force. Your vision fills with evil, nightmarish spidery creatures which scream and writhe in torment. An armored 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! Nol 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.

After the blast, you discover that it has left an indelible impression on your minds. You can pinpoint the direction from which the disturbance came: north.

Accompanied with this feeling is an empathic reading of the emotion behind the outburst: you sense paranoid fears and hatred.

The Force is pulling you North. If you choose to ignore it, you will be haunted with horrific nightmares and illusions until you do.

Go to 15

15 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 Shantuun. 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.

Goto 15A

15A

Swamp Encounter Table 2

Roll 1d3-1 on this table

1d6	
1	Monsails Type: Predatory fish Combat Difficulty: 16 Size: 2 meters
2	Skinwings Type: Avian reptile Combat Difficulty: 17 Size: 1 meter (wingspan), 1.5 meters (length)
3	Marsh Lizards Type: Large serpent Combat Difficulty: 19 Size: 2.5 meters
4	Poison Gas Type: Swamp Gas Task: stamina(STR):14 Failure: One Wound
5	Water Snakes Type: Aquatic reptile Combat Difficulty: 20 Size: 3 meters
6	Whirlpool Type: Swamp Encounter Task: swimming(STR): 15 Failure: One wound.

Go to 16

16 The air is unpleasant, and causes breathing to be labored.
Roll 1d3-1 times on this table (Re-Roll repeats)

1d8	
1	<p>The Watcher in Darkness As you pass through a particular area, you notice that sounds become even more muffled and indistinct. You also have the unmistakable feeling of being watched. But no matter how hard you search for whatever is watching them, nothing is discovered.</p>
2	<p>Death From The Skies Skinwings Type: Avian reptile Combat Difficulty: 17 Size: 1 meter (wingspan), 1.5 meters (length)</p>
3	<p>The Face in the Water As the you wade through this particularly noisome stretch of water, you notice a grinning skull beneath the water. The skull rises slowly until it is just beneath the surface. The skull instantly disappears if touched in any way.</p>
4	<p>Carnivorous Plants Large plants grow on some islands. They look harmless at first, but when living creatures approach within two meters, the plants twitch and fling vine-like tendrils at their prey. The tendrils attempt to wrap around your arms, legs or bodies. If and when grabbed by the tendrils, you are dragged toward the plants. The plants' huge mouths, filled with digestive acid, attempts to clamp down on you.</p> <p>Carnivorous Plants Combat Difficulty: 14</p> <p>If you fail the combat, you do not black out at anytime, Task: Stregnth: 11 to get out. Keep rolling until you succeed. Take a would for every failure until you are Mortally wounded, at which time the plant gives up, spits you out. You later wake up, at would level Wounded, in the swamp,</p>
5	<p>The Dark Tongue On a particular island, you find that it has almost sheer sides. With a quick climb, you are on the island. You travel until you reach its center. Then you hear loud slithering noises coming from amongst the trees up ahead. The noises grow louder and the ground begins to shake. You suddenly feel a deep chill pass over them.</p> <p>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.</p> <p>The lizard's tongue attacks you. If grabbed, you are dragged towards the dark tongue's stiletto-like teeth,</p> <p>DarkTongue Lizard Combat Difficulty: 18</p> <p>If you fail the combat, you do not black out at anytime, Task: Stregnth: 11 to get out. Keep rolling until you succeed. Take a would for every failure until you are Mortally wounded, at which time the tongue gives up, spits you out. You later wake up, at would level Wounded, in the swamp,</p>

<p>6</p>	<p>The Dark Jedi 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 a hideously distorted Jedi Knight wielding lightsaber.</p> <p>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.</p> <p>Dark Jedi Combat Difficulty: 17 Any damage is counted as Stun. If you take more stun than you have STR dice, you fall unconscious, and into tortuous nightmares until you awaken alone in the swamp.</p> <p>After -the combat, the Jedi and their lightsabers fade away.</p>
<p>7</p>	<p>The Living Dead The darkness swirls across the swamp in cloying tendrils. It wraps around your legs, reaching up to your waists. Suddenly, a grinning shape in bounty hunter armor rise up through the darkness. He aim his blaster at you. His skin hangs in tatters and his face is twisted in fear and surprise. A malevolent red light glows in their eyes.</p> <p>The hunter is within two meters of you.. He opens fire immediately. Hits cause real damage.</p> <p>Dead Hunters Combat Difficulty: 19</p>
<p>8</p>	<p>The Swamp Beast 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.</p> <p>Powered by the dark side, this loathsome mound of semi-intelligent vegetation is out for blood - your blood. The thing, which looks like a mound of animated compost, rushes forwards with arms outstretched.</p> <p>Swamp Beast. Combat Difficulty: 22</p>

Go to 17

17 Once you have made it halfway through the swamp, you come upon a cave. 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 the 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.

A storm is brewing, and you need shelter.

What do you do?

- **Go into the Cave, goto 18**
 - **Move on and ignore the cave. Go to next Chapter**
-

18 As you approach the cavern, you hear a loud hissing noise. Suddenly, the dread figure of a Mandalorian warrior emerges from the trees, flying with the aid of his jetpack, blaster firing at you. This is no bounty hunter. It is an authentic Mandalorian warrior from centuries ago. You remember that the Mandalorians were notorious Jedi Hunters.

Mandalorian Warrior
Combat Difficulty: 26

- **Succeed: Goto 18A**
 - **Fail: Go to 18B**
-

18A The Mandalorian fades away in a wisp of smoke, as if never there.
Goto 19

18B You black out, however awaken a few hours later, only stunned from your ordeal with the Mandalorian. There is no sign of the warrior.
Go to 19

19 **Into the Cave**

The cave is cool, and the only sound is the 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. Upon touching the torches, you realize that the flames themselves are being kept burning by the Force.

The cavern itself contains the remains of a camp, but one that has obviously not been used in decades. 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.

There is one thing inside the kit of interest. Buried beneath the medpacs is a golden medallion, the scarlet ribbon it is attached to torn and dirty. The inscription on the medallion reading, "*Presented to Halagad Vantor, in recognition of service to the Republic.*" The medalion is dated during the early years of the Old Republic. The name doesn't sound familiar, however a voice tells you his story.

Halagad was a Jedi sent to the Kathol Sector to capture a Dark Jedi, during the time before the Rift was formed. He was heralded along with his other fellow Jedi sent here, as heroes against the evil of the Dark Jedi that ruled over a planet called Kathol, and subjugated its inhabitants as his personal slaves.

There is nothing else to be found in the cavern. As soon as you 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 you. However, the growling fades.

"Trust in the Force."

If they do not wish to leave, you can spend the night there without being attacked, despite the growling which fades.

Go to the Next Chapter.

CHAPTER FOUR

20 You are now being pulled stronger than ever by the Force. There is a conflict, a chaos. The is good here, but also evil, and it appears evil is winning. It feels like a nexus of some kind, nearby, and something or someone is battling with themselves in that nexus. You continue onward, despite the stirrings you feel in the Force.

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.

Task: Perception: 15

- **Success: Goto 20A**
 - **Failure: If You are Jessa Dajus goto 21, else goto 21A**
-

20A You sense something is just not right. In a fleeting moment you see out of the corner your eye, movement. A strong stir in the Force screams in your mind. A voice whispers to you. "*Ambush*"

If You are Jessa Dajus goto 21, else goto 21A

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

You see Mist, a bounty hunter you recognize from your time with Sarne. He wears his signature Krail Armory Armor, looking ominous and evil. He also looks worn and beaten, as if the planet has taken it's toll on him as well.

What do you do?

- Do as they are told and surrender, go to 22
 - Fire at the hunter, Go to 23
 - Run. Go to 23
-

21A You hear faint clicks as blasters are prepared to fire. A voice calls out, "Hold It. If nobody moves, nobody gets hurt."

You see a bounty hunter. He wears a set Krail Armory Armor, looking ominous and evil. He also looks worn and beaten, as if the planet has taken it's toll on him as well. He identifies himself as Mist.

Mist performs a mocking bow. "You're more resourceful than I thought. But I have you now! Sarne is looking forward to seeing you."

He pauses a moment. "Okay, where's my ship?"

What do you do?

- Do as they are told and surrender, go to 22
 - Fire at the hunter, Go to 23
 - Run. Go to 23
-

22 Captured!

Captured, you are searched and then tied to a nearby tree. The hunter mock you, calling you "scum", "amateurs", and other choice insults. Mist begins to interrogate you.

Mist wants his ship. He is not averse to kicking a captive or two if he does not get the kind of answers he likes. Unfortunately for you, you cannot truthfully supply those answers.

Mist demands to know who killed his partners. Here again, you cannot confess to something they didn't do. At times, it seems Mist sadistically want to have fun abusing and torturing you.

The interrogation ends when Mist calls it a night. The hunter then leaves you and breaks open their food rations. After a meal, he settles down to sleep. He sets up a monitor droid to watch over you.

Escaping

You can attempt to escape by freeing yourself of your bonds during the night. You may make 5 attempts at each before the droid alerts Mist of your activity. He will then awaken, and tighten the bonds (+5 to the difficulty at further attempts)

Break the bonds: Task: Strength: 25

Slip out of the bonds: Task: Dexterity 17

Once free of their bonds, you need to overpower the bounty hunter, or disable the droid and sneak into the swamp and escape.

What to do?

- **Fight, Go to 22A**
- **Sneak, Go to 22B**

22A Mist, the Bounty Hunter

Combat Difficulty: 22

Mist does not fall unconscious on any result. He will flee the moment he knows the battle is not going his way. If you lose the battle, you awaken later under a tree. Signs of battle are around you, and you see a few pieces of Mist's body armor laying around, but no body.

"I could not allow him to interfere any further..." a voice bellows to you in your mind *"I took great risk revealing myself to him, please do not disappoint me again."*

Go to 24

22B

The droid is an old model, and look very worn from its journey on this planet. There is a slight chance you can sneak past its security systems.

Task: *sneak(PERC): 17.*

Success: Your absence will be noted a minute after you leave the camp. After a short chase through the swamp, you have to fight. Luckily, you were able to grab your stuff before you left camp. **Goto 23**

23 Mist, the Bounty Hunter

Combat Difficulty: 29

If you run, he gives chase, and a battle results.

Mist does not fall unconscious on any result. He will flee the moment he knows the battle is not going his way. If you lose the battle, you awaken later under a tree. Signs of battle are around you, and you see a few pieces of Mist's body armor laying around, but no body.

"I could not allow him to interfere any further..." a voice bellows to you in your mind "I took great risk revealing myself to him, please do not disappoint me again."

Go to 24

24 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 make swimming more difficult. Visibility is reduced to a matter of meters.

The storm is also filled with images of madness. Strange, flapping creatures gibber and screech across the sky. Every half hour or so, lightning flashes reveal an armored battle mask of an ancient Dark Jedi order, glaring down at you from the dark sky.

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

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 not the voice that has been speaking to you all along, the one you have come to trust. Then it changes to that voice.

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 man says no more. If you approach the figure, the image shatters like glass and fades away.

Goto 25

25 I huge white lizard figure appears to you. It is a Duiguoguin, a Star Dragon, an ancient race so rare, one might hear of an appearance of one, once every century. You only saw one, but you sensed there were two... or perhaps three.

"I must at least reveal myself to you. I brought you here for many reasons, foremost of which is to prepare you for your journey ahead. Darkstryder is not evil, nor is it good. It is ignorant and insane. I am a Jedi Master, hidden for so many centuries from your Empire. I have chosen you to be a student of mine, but first I needed to test you, and in doing that, you were helping my new family and me. This planet is a nexus of evil. We weren't sure what it was until you came here and angered it. There is a lost soul here, caught up in the nexus; a once great Jedi, torn between the light and the dark, in a sort of limbo. It is driving his soul insane.

"You must save that soul. It is Halagad Vantor, a Jedi that, in a moment of weakness, fled in fear from his battle with the Dark Jedi so many centuries ago. Save him, and free this world of this madness. Do that, and I will tutor you in the ways of the Force. I will show you your Destiny."

The image fades. No questions can be asked of him. *"Follow where the Force guides you. Beware of the Dark Side."*

Go to 26

26 As you walk further along a path you are not sure of, you become aware of a deep chill emanating from up ahead. 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 Shantuun 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.

You see a creature that resembles a large, predatory cat. The creature, called a gorgand, leaps down at you. As it leaps, you see that its body and eyes glow red.

Gorgand.

Combat Difficulty: 27

- **Success: Go to 27**
 - **Failure: Go to 28**
-

27 The creature does not flee, it fall unconscious if a flee Result is obtained. 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 you.

Gorgand Intestines

Combat Difficulty: 21

- **Success: Go to 27A**
 - **Failure: Go to 28**
-

27A Once incapacitated or killed, the intestines fade away and the gorgand is seen to be still intact. All damage from the intestines that you took is gone.
Go to 29

28 The white dragon form stands over you when you awaken. You feel the damage from the creature, and it is excruciating. The Jedi Master does nothing.

"You disappoint me. You have so much to learn." A flash, and you are in your quarters, on the *Farstar*, still wounded.

End of your Adventure.

29 You trek further, driven by this dark feeling of foreboding, but also a feeling of loneliness. 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.

You know that the source of the disturbance in the Force lies under the root system of the tree. You sense that something waits for you down there. **Go to the Next Chapter.**

CHAPTER FIVE

30 As you approach the huge, dead, black tree, you see that its base is surrounded by a few decameters 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 benevolent voice of the Star Dragon comes to you again...

"Remember these things..."

"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.

"At one great time, we called that the Jedi Code."

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. As you enter, you are assaulted with images. These images seemed to directly drawn from the your own mind. Among the images you see as you walk through the tunnel are Imperial stormtroopers firing at you, Sarne murdering thousands of your species for to further his knowledge of Darkstryder, and the pain felt by those imprisoned by the Darkstryder implants. You are confused and angry; fearful and vengeful.

"Do not give into the Dark Side"

You are aware that the dark side of the Force permeates the cave. It is an integral part of the stones and the earth in this place, and the sense of corruption is almost overwhelming. It is a Nexus of Dark Force.

Looking around, 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 dark side reaches out to you with its offer. The power of the dark side is strong here. Any time you call upon the dark side, you automatically receives a Force Point which must be used that round. You also receives a Dark Side Point. The dark side seeks to corrupt by any means, and grants its powers regardless of what you intend to use them for.

31 In addition to offering Force Points, the nexus presents you with two trials. The Star Dragon speaks again, *"These test the characters' courage and wisdom. If you adhere to the Jedi code and avoid acting from hatred, fear, anger or aggression, you'll defeat the power of the dark side. If you fail, then the dark side may consume them."*

You gain a dark side point for each test that you fail.

Your vision wavers. When it clears, the scene has changed

The Tests

Roll 1d8 twice on this list (No Repeats), and perform the test. Please choose the action according to how you think your character would. Don't just choose the one you know is right.

1d8	
1	<p>Death by Firing Squad</p> <p>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.</p> <p>A Rebel officer, incensed at having had half his company killed during the attack, is conducting a battlefield execution. You see that the techs have their hands in the air and are unarmed. As the officer shouts, "Present, Aim, FIRE!". There is a momentary pause between each command. If you does nothing, one of the techs breaks and runs in his direction just before the order to fire is given.</p> <p>Goald: <i>The Imperials are responsible for the deaths of thousands of people. They must be eradicated before they kill others.</i></p> <p>What do you do?</p> <ul style="list-style-type: none"> • Allow the execution: You do nothing, join in the execution, or shoot the escaping tech, you fails the test. • Stop the execution: You can stop the troopers from firing. The officer can be calmed down and persuaded he is acting wrongly. Otherwise, you will have to prevent the officer by physically restraining him or shooting him. The Rebel troopers don't take any action against you.

2	<p>Dark Passage</p> <p>Before you is a dark tunnel. Muffled screams and sobbing sounds echo hollowly from it You feel compelled to enter this passage. You cannot avoid entering the passage. As you pass along the tunnel, horrid leering faces loom out of the dark and bony fingers pluck at his clothes.</p> <p>Goal: <i>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.</i></p> <p>What do you do?</p> <ul style="list-style-type: none"> • Pass along calmly, with out making any violent action. As long as you moves along calmly, and only seek to defend yourself, after four rounds the scene shifts to the next test. You have passed. • Attack first, then move down the tunnel: If you attack the shapes in the darkness, three huge lobster-headed monsters loom up around him. They attack with their claws and slaving mouths. You can only leave the passage once he has defeated all three monsters. <p>3 Lobster-heads. Combat Difficulty: 19</p> <p>You defeat them, you must take an additional test. You fail to defeat them, you failed the test.</p>
3	<p>Alien Customs</p> <p>You are in a great hall surrounded by a dozen bug-eyed aliens, the Cratniks. 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 tall in front of your face. "You. eat," It clicks.</p> <p>Goal: <i>These repulsive aliens are eating these cute little creatures out of malice and spite. Save the little creatures from their cruel fate.</i></p> <p>What do you do?</p> <ul style="list-style-type: none"> • Graciously accepts the offered food and eats it: You passes the test. It tastes fine. • Refuse politely and present a reasonable explanation: You passes the test. The Cratniks honor his wishes, and he passes the test. • Stand, look offended or anything else aggressive: The Cratniks are offended and attack you. You fails the test. <p>12 Cratniks. Combat Difficulty: 42</p>

4	<p>The Bounty Hunters</p> <p>From around a corner you hear the sound of blaster fire. Beyond is a room where Mist 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 you're Farstar crew mates. Mist says, "Be careful - there are still more of them out there."</p> <p>The hunters move to cover the rest of the cave while one bends over to give medical aid to the bodies on the floor.</p> <p>Goal: <i>Mist and his hunters live only to kill. They have killed your friends. Avenge your comrades. Kill them before they kill you.</i></p> <p>What do you do?</p> <ul style="list-style-type: none"> • Talk to Mist: If you attempt to talk to Mist, the hunter is friendly and explains the situation. Mist and his hunters have just fought off a group of mercenaries who have wounded your friends. He tells you that your friends are only stunned. If you act calmly, you passes the test. • Attack: If you attack first, you fail and must defeat the four hunters. <p>4 Boutny Hunters Combat Difficulty: 34</p> <p>After the fight, you discovers that your friends are only stunned.</p>
5	<p>Pit Fighter</p> <p>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.</p> <p>You are in a gladiatorial pit. The creature you face is a Wookiee. The wookiee does not loeed enraged, or ready in anyway to make an aggressive move. He is in solely a defensive stance. Behind you is an open door, through which you determine you can escape simply by turning round and walking through it.</p> <p>Goal: <i>The creature means to kill you. You must kill it first in order to gain your freedom.</i></p> <p>What do you do?</p> <ul style="list-style-type: none"> • Talk to the Wookiee: You point at the open door and gesture for you both to leave. You pass the test. • Attacks the Wookiee: You fail the test. The Wookiee tries to fight his way past you and flee through the open door. He does not wish to fight and only attacks in self-defense. <p>Wookiee Combat Difficulty: 17</p>

6	<p>TIE Attack</p> <p>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.</p> <p>Goad: <i>The Imperial pilots are the enemy; they must be destroyed.</i></p> <p>What do you do?</p> <ul style="list-style-type: none"> • Queries the order and suggests letting them go: Task: bargain(PERC): 8. Success: Your order is changed to requesting their surrender. Failure, can try again at a +5 higher difficulty. Once successful, if you call on the TIE pilots to surrender, following a change of orders, the pilots do so, and you passes the test. You also . passes the test if he disobeys your original order and lets them go. • Attack to cripple: If you hit a TIE, both pilots offer to surrender. You pass. • Attack to kill: You fail the test if you kill the pilots.
7	<p>Prisoner Escort</p> <p>An Imperial officer accompanied by two Imperial Army troopers 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.</p> <p>Goad: <i>The Imperials have Commander Straken. You must rescue him.</i></p> <p>What do you do?</p> <ul style="list-style-type: none"> • You approach cautiously to attempt to get Straken's attention: Commander Straken recognizes you and signals for him to step back. If you don't comply, the Imperial officer walks over and quickly explains the situation; that they are in fact Rebel agents. The stormtroopers open fire and you and the other Rebels hurry on to the shuttle • If you wait and do not approach the prisoner escort, the stormtroopers demand that the group stop. They run for the shuttle, taking two rounds of stormtrooper fire as they do so. • Attack: You only fails this test by attacking the escort group or by doing nothing to aid their escape. <p>Imperial Stormtroopers Combat Difficulty: 28</p>

8.	<p>The Common Good</p> <p>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.</p> <p>The bridge controls have been locked by the central computer and it takes the your comrade a long time to release them. During that time, you have to hold the stormtroopers off. You are alone, and cover is not that great. You know your chances are slim.</p> <p>Goal: <i>Save yourself - Run for the ship. This is not the time to die in senseless heroics.</i></p> <p>What do you do?</p> <ul style="list-style-type: none"> • Run for the ship, he fails the test. • Stay and fight, You buy time for his comrades. If he dies, he finds peace in the Force and passes the test. <p>Imperial Stormtroopers Combat Difficulty: 38</p>
-----------	--

If you successfully passed all tests, go to 32

Else go to 28

32 You stand 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."

This is Vantor. It is apparent that Vantor 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 you, a part of him is praying you will slay him and allow him to find some measure of peace in the Force.

Halagad looks tired and unhappy. He makes no overt move against you. You ask Halagad who he is and what he is doing in the nexus.:

"I am Halagad Vantor. Centuries ago, when the Kathol Wars raged, I was succumbed to the dark side. Fear overcame me when I went into battle against the Dark Jedi of Kathol. I only wanted to survive. Our foe was too great. He had some unknown power. He captured me as I ran like a coward. He tortured me and stripped through the layers of my mind to discover the head quarters of my fellow Jedi. I was too weak to resist him. I had not mastered the powers of the Force. The Dark Jedi of Kathol found it easy to rip the information he sought from my feeble mind. Because of my failure, many Jedi died, and our mission was a failure. He ripped from me the deepest Jedi secrets, and I realized he wanted to wipe out more than the few Jedi here that opposed him. He wanted to wipe them all out.

"I later escaped... or he let me go. I came to Shantuun, where the Force called to me. The nexus kept me in touch with the outside universe, punishing me for my cowardess. He let me watch as the Dark Jedi succeeded at wiping out the Jedi during your Clone Wars."

This should confuse you, considering it was Darth Vader and the Emperor that tried to wipe out the Jedi decades ago, not some Dark Jedi from Kathol. From what you have experienced in the Kathol Sector, there is evidence that there was a Dark Jedi in control of portions of this Sector, but as far as you can tell, he was eventually defeated around the time of the Rift Formation. The Nexus has been lying to Ventor, merging his guilt for his fear of this Dark Jedi and the Empire's Jedi Knight Purge. This allowed the nexus to control Ventor, and grow with his power.

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

Halagad makes no threatening moves.

What do you do?

- **Attack, go to 33**
- **Talk it out with him rationally, go to 34**

33 If you attack, he smiles wickedly and steps forward, saying, "Feel your anger. You have the power to destroy me, use it! Embrace the dark side!"

He makes no move to defend himself. He is centuries old, kept alive by the nexus. He is an easy kill. His body explodes in a black fiery blaze, knocking you unconscious.

Go to 28

34 You feel that Halagad can be redeemed through rational argument and by example. After hours of reasoning, you pull out the Medallion you found in the cave. You show him the Medallion of Honor he earned in service of the Jedi Knights.

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 the Dark Jedi of Kathol's torture chamber. Take it away! I'll not look at it a moment more!"

Halagad blames himself for the deaths of other Jedi, but his scan of your mind has revealed the information that Kenobi survived, and of Skywalker's efforts to restart the Order. Halagad becomes 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?"

Halagad slumps against the stone wall, a gleam in his eye that had not been there before. "It is no trick, then. The Dark Jedi failed - he could not destroy the last of the Jedi, and they have returned, stronger than before. And I ... I am free at last. You have brought the Light to Shantuun and defeated all the demons of darkness I sent against you, and borne the news that not all my weakness, not all the Dark Jedi's evil, could eradicate the Jedi from the galaxy."

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 emerge near the nexus. The black tree collapses and sinks into the swamp. The nexus has been drained of its power.

Two white draconian forms appear out of the jungle, in physical form, before you. One is rather bloated as if pregnant. "My family thanks you. You freed us from the nexus's power. I could not risk leaving my pregnant mate to fight the nexus. I needed your help. And now I offer my services as a Jedi Master, for you truly have the potential to be a Jedi Warrior."

Once it's all over, he teleports you back to the Farstar. You never saw Mist the Bounty Hunter on Shantuun again. THE END