

Introduction

Otherspace III: Extinction is a Star Wars adventure for a gamemaster and four to six players. The Characters should ideally be experienced, as they will face great challenges in this adventure. Beginning level characters can play this adventure, but the encounters should be ‘toned down’ to reflect their overall toughness. Gamemasters should read the entire adventure before play begins so that the action and storyline can progress naturally, without a lot of page flipping and undramatic pauses.

Players, however, should stop reading this booklet now. The information contained herein is for gamemasters only.

In This Adventure...

...a group of heroes responds to a call from a remote military outpost and arrives to discover a strange visitor from another dimension. This young woman brings news of an impending invasion, and has been sent by her mistress, Ellen Varnay, to find help. Surely this cannot be the legendary Jedi Knight presumed dead in a hyperdrive accident decades ago... can it?

The heroes are quickly swept up in a tide of events that takes them across dimensional barriers and into conflict with both the genocidal Charon and a legendary Jedi Knight teetering on the brink of darkness. The fates of two dimensions hang in the balance as this epic struggle unfolds.

Integration with Previous Otherspace Adventures

In order to integrate this adventure with the previous two Otherspace modules there are a few basic assumptions that must be made. First and foremost, you must assume that the first two adventures were merely the ‘tip of the iceberg’ as far as the Charon menace is concerned, and that there is a larger power at work behind the scenes.

In the first module, Otherspace, we are told that

the Desolate was the flagship of the Charon, the instrument of their conquest of their galaxy. In order to run the third chapter, we must assume that the Desolate was but one of many such vessels, and its leader also one of many. It only stands to reason that the conquest of an entire galaxy would require more than one vessel. Imagine then, thousands of these ships, working in concert.

In Otherspace II: Invasion, the Desolate (now commanded by the Charon construct of Moff Ravik) crosses over to the Star Wars galaxy in an abortive invasion attempt. Assume instead that the Desolate was merely an advance scout for the armada to follow; its crossover made possible by a malfunctioning prototype of the dimensional drive.

In essence, you must assume that there was more going on in the first two modules than even the author’s of those adventures knew. The Charon menace is more than a single ship, it is an entire race, numbering in the billions, led by a ‘Mother-Queen’ of immense power. If you are willing to fudge the background just this little bit, you’ll find the trilogy of Otherspace fits together quite nicely.

Adventure Background

This adventure is the final chapter in a trilogy of Star Wars: The Roleplaying Game adventures. What began with Otherspace and continued in Otherspace II: Invasion, culminates in Otherspace III: Extinction. If you have not played the previous adventures, you may wish to consider running them first, but this is not necessary for enjoyment of this adventure. The necessary information from those adventures is summed up below.

Summary of Previous Otherspace Adventures

In Otherspace, the Celestial, an Alliance prison transport, suffers a hyperdrive accident which hurls it into another dimension known as Otherspace.

Here the Charon, a mysterious race dedicated to the worship of the “Void”, were the sole remaining civilization in a galaxy decimated by their destructive jihad. The arrival of the Celestial awoke them from their hibernation.

A group of rebel heroes battled across the length of the Desolate, the Charon’s half-living starship. Overcoming both Charon and escaped Imperial prisoners, the Rebels managed to find the parts needed to repair their shattered hyperdrive and fled back to realspace.

Having learned of the existence of another dimension, teeming with the ‘disease’ of life, the Charon realized that their holy mission was not yet complete. They would not rest until this dimension too was made desolate. To this end, they integrated the consciousness of Imperial Moff Ravik into their biological computer, hoping to use his knowledge to help them build a drive capable of taking them across the dimensional barrier.

In Otherspace II: Invasion, the Charon worked feverishly to complete their ‘dimensional drive’, and after several months were close to success. The Desolate was to be the first to cross over, an advance scout for the armada to come. Unfortunately for the ship’s commander and holy leader, Ber’asco, things did not go as planned. In the final stages of preparation for the jump, the consciousness of Moff Ravik (having somehow survived ‘integration’) lashed out at the Charon commander, struggling for control of both the ship and Ber’asco’s corporeal body.

The end result of this struggle was a mis-timing of the jump and a disastrous crash immediately after the Desolate’s emergence in realspace. Ravik, existing as a monstrous Charon/Human hybrid, was now in control. His mind shattered by his ordeal, he planned to lead the Charon on a rampage of destruction throughout the galaxy. Ravik’s first step was to capture Stronghold, the rebel outpost they had crash-landed next to. While his bio-scientists began the process of transforming its inhabitants into mindless ‘constructs’, his warriors scoured the planet for the hidden rebel shipyard. With its hyperdrive equipped ships, he would be able to carry his insane mission of death to new worlds.

Only the timely intervention of a band of heroes prevented these plans from coming to

fruition. Investigating the loss of contact with the outpost, these brave beings managed to rally the surviving rebels of Stronghold and bring an end to Ravik’s mad schemes.

Subsequent Events

The loss of the Desolate and the apparent malfunction of its dimensional drive set back the Charon’s invasion plans, but only for the moment. The void would not be denied. Even as arachnoid scientists worked to perfect the drive, the Mother-Queen, true ruler of the Charon race, called her children from the far reaches of Otherspace. The armada gathered. Billions of Charon in tens-of-thousands of ships- the bulk of their entire race- stood poised for the fateful day when their crusade would begin again.

But the dimensional barrier was not the only obstacle to the arachnoid’s plans. Unknown to the rebels who had twice before encountered the Charon, there were others who fought against the Arachnoid menace. Despite the lethal ‘efficiency’ of the Charon war against life, their victory was not complete. Here and there, handfuls of beings had managed to survive. They lived in hiding, ever fearful of discovery and eradication. Some twenty years ago, the arrival of a warship from another dimension changed all this. The RSS Triumph, veteran of the recently ended clone Wars, suffered a hyperdrive accident that inadvertently sent the vessel to Otherspace. Aboard was the legendary Jedi Knight Ellen Varnay, and under her leadership the ragged bands of survivors gathered and were soon transformed into a viable, if hopelessly outnumbered, fighting force.

After years of struggle, the ‘Resistance’ (as they called themselves), established a secret colony called Sanctuary. From here, they began to strike back against the Charon. Though they could do little more than harry the arachnoids, their very presence was a victory. They represented life and hope to all those who had survived. Perhaps it was a futile struggle. Maybe the Charon were unbeatable. But to the Resistance, life, however fleeting, was worth fighting for... and that is exactly what they did.

Recent Events

Several months before this adventure, on a mission to discover the reason behind the gathering of the Charon armada, Ellen Varnay was captured. The Mother-Queen herself conducted the 'questioning' of her adversary, but even after weeks of physical and mental torture, the Jedi simply would not be broken. The Mother-Queen was enraged... and yet curious. What power did this creature possess that made her so strong? The queen had to know, for perhaps she too could acquire this power.

Making use of her race's bio-computers, the Mother-Queen established a direct mind-link with Varnay and began a series of cruelly methodical mental probes aimed at discovering the source of the Jedi's power. The Queen got more than she bargained for, however. The link worked both ways, and Varnay, seeking to find some weakness in her enemy that would help her escape, unwittingly stumbled upon the Charon's plans to invade Realspace... her home. In a moment of pure rage and fear, Varnay lashed out with the force. The Mother-Queen and her attendants were struck down in a storm of blue-black force energy. The Jedi managed to escape in the confusion, fleeing the Armada in one of the Charon's prototype dimensional-drive biopods.

Unfortunately, the Mother-Queen hadn't died. Though injured grievously, she felt it was a small price to pay, for in those final moments of the link she had seen the source of Varnay's power. She had felt the rage and fear... the darkness. It burned in her now, like an insatiable hunger. It was the Dark Side, the ultimate embodiment of the Void, and its power was now hers. Though difficult to control at first, the Mother-Queen was learning fast. Soon, she would master the darkness... and serve it. Together, they would rid the galaxies of the hateful light of life.

Back on Sanctuary, a recovering Ellen Varnay could sense the growing power of the Queen. Guilt stricken, she believed it was her fault, her weakness that had allowed this to happen. Despair gave way to rage: Varnay resolved that she would not allow this to happen. She told the Resistance of the destructive plans she had glimpsed in the mind of the Charon Queen. For the surviving crew of the Triumph, the idea of the Charon taking the war to Realspace, their home, was unthinkable. Those

members of the Resistance native to Otherspace felt much the same way. They did not want the nightmare that befell their civilizations to happen to anyone else. Thus the Resistance dedicated itself to a new goal: to stop the Charon from crossing over, no matter what the cost.

Though acting in anger, Varnay was no fool, she knew how long the odds were against the Resistance. She needed help, and she could think of only one source, the Jedi (not knowing that the order had been destroyed by the Emperor during her twenty year absence). During her escape from the Charon, Varnay had stolen a prototype dimensional-drive biopod. Using this ship, she would send one of her people across the barrier to bring back help. She didn't know if the ship would even survive the jump, let alone make the return trip with help, but she had to try, even if only to give warning of the Charon threat. For this mission she chose Tishana, one of her most trusted students. Even as Tishana's craft made the Jump, Varnay turned to the task of planning the final confrontation with the Charon. With or without help from the Jedi she would stop the arachnoids, or die trying..

Main NPCs

Here are brief explanations of the major non-player characters, including their backgrounds, plans and motivations. More information is available in the NPC profiles section and in the various episodes in which they appear.

Ellen Varnay: Legendary Jedi knight and hero of the Clone Wars, Ellen Varnay was presumed dead some twenty years ago following a tragic hyperdrive accident onboard the RSS Triumph. This 'accident' was discovered to be the result of deliberate sabotage. But, unknown to Varnay and the crew of the triumph, it was actually done by agents of then Senator Palpatine during the early stages of his "Purge" of the Jedi order. But Varnay had not been killed in the accident. Rather, she and her ship wound up stranded in the dimension known as Otherspace. Here, Varnay, assisted by the capable Captain Marsten (see below), fought her way through numerous Charon attacks to eventually found the Resistance. Even in the face of the brutal realities of life in Otherspace, the Jedi's naturally intense and aggressive personality was tempered by

her belief in and adherence to the Jedi Code.

Her recent ordeal with the Charon Mother-Queen has pushed her too far, however. She has endured too much cruelty, seen too much death. The rage she feels at this is also fueled by her guilt. In that moment of weakness during her torture, she let the Mother-Queen discover the secret of the force's dark side. The thought of the Charon armed with that power terrifies her beyond words and she is driven to erase 'her mistake', as she considers it, by destroying the Queen and her children once and for all. Though she has not yet been consumed by the dark side, Varnay treads a dangerous path, setting aside the Code to give herself and her pupils the 'edge' she feels they need to have any hope of defeating the Charon. Given time, her students would grow strong in the lightside, but right now, time is something they don't have. As she sinks deeper into the dark side, she sees those around her less and less as people, and more like tools, weapons she can use to exact her revenge on the Charon. Some part of Varnay still wants to return from the dark, and perhaps that is another reason she sent Tishana to find the other Jedi. When she learns of the fate of her order, she will sink even further into despair... One of the major goals of this adventure is for the players to help bring Varnay back to the light.

The Mother-Queen: The arch-nemesis of Varnay and the ruler of the entire Charon race. This twisted and powerful creature embodies the cruel, genocidal fanaticism of her subjects. She is the latest in a long line of Mother-Queens who have led the Charon in their long crusade to rid their galaxy of all life. The revelation that there is another galaxy to conquer has filled her with dread purpose—the war must continue. The Void must be satisfied.

The continued existence of the Resistance troubled the Mother-Queen, as did the power which its members seemed to wield. This 'Force' was like nothing the Charon had ever faced before, and until recently, they had no way to counter it, save for superior numbers and the fanaticism of the Warrior caste.

This changed when Varnay was captured.

During a mind-link with the Jedi, the Mother-Queen discovered just what the Force was, and more importantly, discovered that it had a dark

side. Though the encounter nearly killed her, what she learned may well spell the downfall of the Resistance, and pave the way for the invasion of the next dimension.

Since learning of its existence, the Mother-Queen has turned all her efforts into mastering the dark side of the Force. She sees the dark side as the ultimate embodiment of The Void she serves, and for its part, the dark side has rewarded its pupil, enhancing her already formidable powers. So while her children gather, the Mother-Queen grows in strength. Now, she feels, not even the Force will be able to stop the Charon and their holy cause.

Tishana: A fledgling Jedi, Tishana is the best of Varnay's students. Her bravery, compassion and thoughtfulness are very close to the Jedi ideal. Though ferocious and determined in battle, she has a very tender and caring nature, and despite her battle-hardened demeanor, she is just as naive and uncertain as any young woman coming of age. Of late, she has been influenced by Varnay's new, aggressive nature. As the teacher falls toward the dark side, so to do her students. Tishana, however, knows something is wrong, and with help from the PCs, will seek to turn her Mistress back to the light.

Kordak: Kordak is an aggressive (sometimes even brutal) humanoid who is easily the most powerful warrior of all Varnay's students. He has also been the most difficult to train in walking the path of light. He struggles constantly with both his natural, war-like tendencies and a with a deep anger stemming from his bearing witness to the extinction of his entire race at the hands of the Charon. Though he is not truly evil, Kordak is falling quickly to the dark side, especially since Varnay is no longer teaching him to control his rage. Now she sees it as a tool she can use to defeat her enemy, and in her current state of mind, that is all that matters.

Captain Marsten: Virgil Marsten made a name for himself during the Clone Wars, quickly rising to the rank of Captain in the Republic Starship Triumph. His promising career was cut short, however, by a sabotaged hyperdrive resulting in an unplanned trip to Otherspace (See Ellen Varnay above). Marsten's formidable command and tactical skills were put to the test in decades of battle

against the Charon. It is a tribute to his ability that the Resistance 'fleet' has survived and even grown in size over the years of conflict. The Triumph itself is like an extension of Marsten's body, its superbly trained crew able to respond almost instinctively to the orders of their Captain. Though he does miss his home dimension, he has refused to fall into despair, and over the years has managed to maintain his vitality and hope; to maintain his humanity in the face of the unrelenting Charon.

The source of Marsten's inner strength comes from his belief in Ellen Varnay. The Captain has, over the years, fallen deeply in love with the Jedi, but for some reason, he hasn't been able to tell her. It breaks his heart to see her in her current state, and though he has tried to talk to her about it—to help her, she has shut him out, withdrawing further into her own anger and fear. For the first time since his arrival in Otherspace, Marsten is has begun to lose hope. All he can do now is pray Varnay will come around.

Axelai: This hulking, bear-like humanoid holds the unlikely position of Librarian within the Resistance. He is currently in charge of a storehouse of knowledge and art salvaged from the extinct races of Otherspace. Infinitely wise and patient, Axelai also serves as an advisor to Varnay and to many of her students. When not engrossed in his studies, the librarian spends his time with the children of Sanctuary, his innate gentleness and talent as a storyteller making him immensely popular. As far as Varnay's present condition is concerned, he shares much the same problem as Marsten. She has shut him out and refuses to listen to his counsel. He sees the PCs as a catalyst that will hopefully spark change in the fallen Jedi, and will help them in whatever way he can.

The Charon: A race of spider-like beings hailing from a planet which was devoured by a black hole. The Charon adopted a religion which worshiped the 'Void', and through it, death. Tens of thousands of 'prophets' have led them on a crusade across their home galaxy, destroying millions of worlds and civilizations and conquering all who opposed them.

Their culture is separated into two distinct castes, each bred specifically for their duties. The warrior caste serves to destroy all who would dare

resist the will of the Void. The worker caste, known as 'bioscientists', supply the warriors with the tools they need to carry out this war, from weapons, to ships, to hideous 'constructs'— zombie-like soldiers created from the dead bodies of fallen enemies. All Charon are fanatically loyal to their Mother-Queen and to their cause. They see all unfettered life as a blasphemy, and seek to send all life (including themselves eventually) to the Void.

With their victory in Otherspace almost complete, the Charon now seek a way to carry their 'holy war' to other dimensions—to spread the message of the void and stamp out the hateful 'disease' that is life.

The Resistance: Though the Charon crushed every other civilization in Otherspace and were responsible for the extinction of untold millions of species, their victory over life was not complete. Here and there, beings had survived. These pitiful few lived in hiding until the arrival of the RSS Triumph, and the Jedi Ellen Varnay. Under her leadership, the small bands gathered together and actually began to strike back at the supposedly invincible Charon.

The beings that make up the Resistance are a varied lot, representing hundreds of different species, few of which are familiar to the PC's. From humanoids, to reptillians, to avians and insectoids, the variety of beings that make up the Resistance is astounding. On a grim note: many of these beings are the only surviving members of their race and civilizations. The surviving crewmen of the Triumph (and their descendants) make up another significant portion of the Resistance, and have, over the years, adapted to life in Otherspace.

Even with such a widely varied makeup, the Resistance is remarkably organized and tight-knit. Its members trust each other and their leaders implicitly, and each would gladly lay down his or her (or its) life to save the whole. While this loyalty is commendable, it has blinded them to the problem they are currently facing. They can't bring themselves to question their leader, even though many are beginning to feel uneasy about the new turn their cause has taken. It will require the efforts of outsiders (the PCs) to 'shake up' the situation enough to bring about a change.

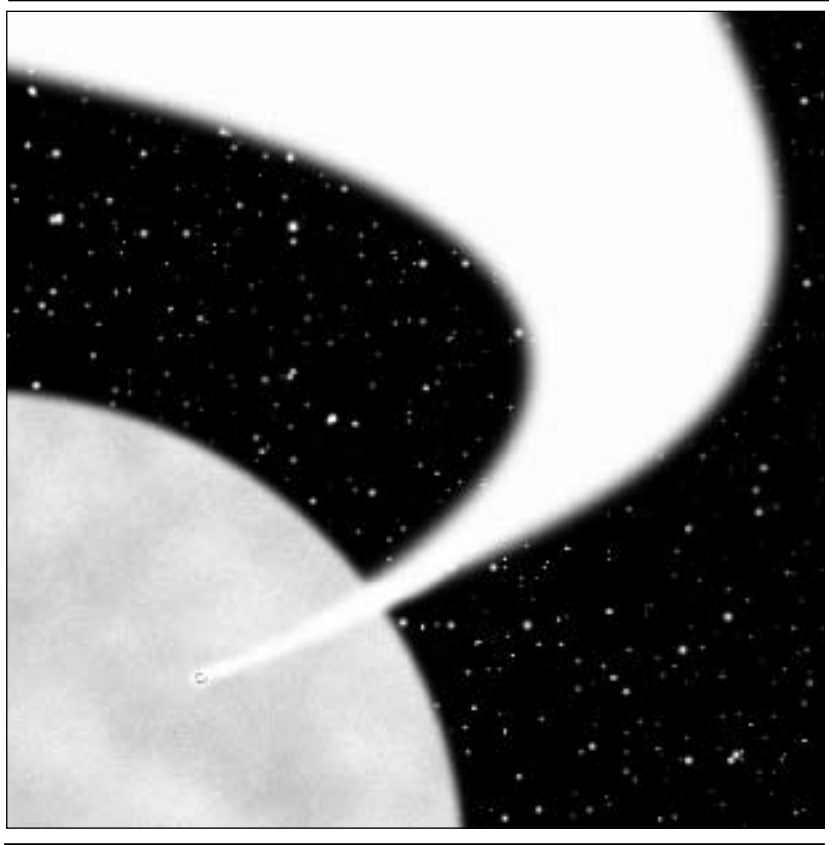
Setting The Tone

As with previous Otherspace adventures, Extinction is a horror story (albeit on an 'epic' scale). An entire species, billions strong, waits to invade, intent on one goal: the destruction of all life. With the galaxy divided in open warfare between the New Republic and the Empire, the Charon's plan seems frighteningly plausible. As game master, it is your job to make the players truly feel the danger, both to themselves and the galaxy as a whole. Think of horror and suspense movies and try to incorporate their storytelling techniques into your narrative and descriptions. While you don't have to go into extreme detail, make your descriptions colorful, and remember, there are senses other than sight. A cold, clammy breeze or eerie moaning wail can be just as frightening as seeing a Charon Warrior round the corner in front of you.

But beyond personal fear, you should try to impress upon your players the overwhelming might of the Charon: their swarming hordes; their thousands of warships and bio-fighters; and their fanatical tactics that put the success of their 'jihad' above personal survival. Your players have to believe the Charon stand a very good chance of winning or the adventure will lose a lot of its drama. This isn't just another mission, this is an epic struggle for the future of the galaxy. Luke and Han aren't here to deal with this problem, it's up to the players this time. This is their turn in the spotlight (or is that the frying pan...).

Troubleshooting

Game masters should keep in mind that even though this book presents a definite storyline, their players are by no means obligated to follow it. Therefore, the various episodes and events should not be treated as a 'script', but rather as an outline of how things could possibly go. You can steer players in certain directions, but you should never dictate to them. Nobody enjoys being told what to do, especially when it's supposed to be fun. So, when your players do something unexpected (and they will), don't force them back into the storyline. Adapt. Nudge them subtly if you can, and if you can't, make sure you know the adventure well enough that you can alter it. The bottom line is, be flexible... and be ready for anything.



E

pisode One Emissary

Summary:

The adventure begins with the heroes being called in by the New Republic to investigate a mysterious craft picked up at a remote outpost. A strange pod and its single occupant bring news of a great danger from another dimension: Otherspace. This emissary asks the heroes to journey back with her to stop the threat before it is unleashed on the galaxy.

Starting the Adventure

Make sure you have read the adventure and understand the motivations of its characters as well as the general flow of its storyline. To help with the atmosphere, try dimming the lights or playing some kind of ‘spooky’ background music. You don’t need to go to extremes here, just have fun with it (that’s the whole point of the game anyway, right?)

This done, begin by reading the introduction above and then the cut away. From there, proceed with the rest of the adventure, reading aloud from the text when prompted (and when appropriate to the PC’s actions).

Read Aloud:

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

As the war between the Empire and the New Republic rages, a storm gathers. A dark presence waits, consolidating its forces in a place far removed, yet all too close to the known Galaxy. Twice before the storm has touched the galaxy; twice before it has been thwarted. Now begins the final chapter in the struggle against the darkness, with a only a small band of heroes standing in the way of... Extinction.

Cut-Away to Space:

Read aloud:

EXTERIOR: SPACE. *A sea of white stars shines against the velvet black of space. A slight distortion appears, causing the stars to shimmer, then blur. And then, with a rending sound, a hole of flat grey tears the fabric of space. An oblong spheroid of some sort hurtles out of the anomaly. The camera angle changes as the hole seals, following the path of the sphere as it arcs towards a nearby planet, trailing a cloud of smoke and debris...*

[The scene shifts to show...]

EXTERIOR: SURVEILLANCE TOWER. *Suspended in a slender tower high above a forested mountain range, a Republic soldier tracks the path of an asteroid as it burns across the sky and impacts over a distant ridge. She lowers her macro-binoculars and pulls out a comlink...*

[Fade to:]

EXTERIOR: CRASH SITE. *A squad of Republic soldiers move cautiously across a circle of blasted trees towards a blackened spheroid. One trooper moves forward, his companions covering him from defensive positions. Tentatively, the soldier reaches a gloved hand out to touch the charred side of the pod. A loud hiss and blast of steam cause him to stagger back; the squad raises its weapons as a circular hole irises open. Then there is silence. The trooper approaches again and peers cautiously inside. The camera focuses on his face as his eyes widen. He glances over his shoulder and shouts “Sir, we’ve got a visitor.”*

[Cut to:]

INTERIOR: CHARACTER’S SHIP.

The Outpost

Read Aloud:

A crisp wind greets you as you step off the ramp of your ship onto the landing pad of Republic Outpost Geneva-IV. A trio of Uniformed figures stride purposefully across the tarmac towards you. You recognize the middle officer as General Airen Cracken. His grim countenance tells you that something is not right... "Greetings, gentlebeings," he says, "welcome to Geneva, and thank you for responding so quickly."

At this point allow the characters to greet the General and his aides (Base Commander Valcon and Lt. Anders, Alliance Intelligence). After curt responses by all the officers, Cracken will lead the characters to a remote hanger on the far side of the tarmac. All questions about why the characters were called here will be met with a somewhat grim: "I'd like you to take a look at something first."

Any force sensitive players will feel a strange, tugging sensation, as if someone is calling to them, but the voice is obscured and faint. A difficult sense roll will determine that the 'call' is coming from the outpost's security wing. The General will insist that the players go to the hangar first, however.

Genevra-IV Military Outpost

This small outpost is really nothing more than a forward observation post situated in the 'no-man's-land' between Republic and Imperial space. Housing roughly two hundred support and combat troops, Geneva serves as a base for reconnaissance and scouting missions in the area and as a minor fuel and supply depot for any New Republic naval vessels operating nearby. The terrain of the planet is mostly untamed, temperate forest and mountains.

NOTE: You do not have to use this specific base. If you wish to substitute it for a similarly remote base you have developed in your campaign, feel free to do so.



The Pod

Read aloud:

A dull thunk echoes through the chamber as Cracken activates the overhead lights. Resting in the middle of the hangar is an oblong spheroid, its rock-like surface charred. It appears, at first glance to be a meteor which has survived re-entry. The valve like hatch in its side, however, shows it to be something quite different...

Cracken will give the players the go ahead to check out the pod. Players familiar with the Charon will recognize the sphere for what it is: a Bio-pod. A ship composed of biological and mechanical components. All the controls of this particular pod seemed to be shorted out or fused: it must have had a rough trip. A difficult search roll will reveal one odd, fist sized, piece of machinery which appears unharmed. An easy starship repair roll will allow the character to realize the component has something to do with the hyperdrive, but just what it does is anyone's guess. As is typical with most Charon technology, this vessel exudes an aura of unease, any force sensitive character will pick this up.

Cracken will explain that the pod crashed some thirty-eight hours ago, and that the sensors didn't pick it up till it was entering the atmosphere. He has read the reports on the Celestial and Stronghold missions (Otherspace and Otherspace

II), but would like for the players to confirm that this is indeed a Charon vessel. Upon confirmation he will become grim, clearly this means the Charon threat is still out there. If the players have not participated in the Otherspace or Otherspace II adventures, he will give them a short briefing on the Charon and what is known about them, underscoring the threat the pose.

After they are done examining the pod, the General will ask the characters to accompany him to the outpost's security wing to take a look at the passenger that was found inside.

The Passenger

Read aloud:

Through the haze of the detention cell's force-field, you see a young woman, sitting crosslegged in the center of the floor, her eyes shut, apparently oblivious to her surroundings. She wears an odd mix of robes and piece-meal armor over her lithe, grey-skinned body. Her long, blue-black hair is pulled back into a loose pony-tail to reveal the delicate and attractive features of her face. Faint scars criss-cross her exposed arms and her body is toned and fit, like a soldier, yet, she seems to radiate peace and calm; a serenity inconsistent with her appearance.

Allow any characters with Force tendencies to make a knowledge roll at easy, if they succeed, they will notice a distinct similarity between the woman's garb and the robes once worn by Jedi Knights. Any force-using characters who make an easy Sense roll realize this woman is strong in the force, and that she is the source of the strange 'call' they felt upon landing at the outpost.

Cracken explains that the woman has been in this 'trance' since they pulled her from the pod and that they found something interesting on her person. At this point, he produces a lightsaber. The General will allow the players to examine the saber, but will not allow them to keep it. The craftsmanship of the lightsaber is unique, the hilt appears hand-forged, and is ornately worked.

If any of the party are known to be medical experts, or force sensitive, he will ask the player(s) to take a look at the woman, and see if they can rouse her from her trance. If there are no doctors or

force-sensitives in the group, he will still suggest a closer look, figuring "Hey, it couldn't hurt." Cracken will signal the guards to deactivate the force field and usher the group into the cell. As soon as the players step into the cell...

The woman's eyes fly open, her piercing, blue gaze locks onto (the most force-sensitive person in the party). "You have come at last!" She rises in one fluid motion, her voice carrying a tone of excitement and insistency. "Quickly, we have no time to lose. You must help me gather as many others of your order as possible."

The woman's name is Tishana. She is a fledgling Jedi from Otherspace, a student of the great Jedi Knight Ellen Varnay. (see Character profiles for details). She is operating under the information given to her by Varnay, who became stranded in Otherspace before the fall of the Jedi. She believes the order still exists and that the players are, themselves, Jedi. She will introduce herself and continue to insist on quickness of action. "We must hurry, there is little time to lose!". When the players explain to her that the Jedi no longer exist, Tishana will be crestfallen...

Tishana's eyes darken, her expression falls to one of great sorrow as she looks away. Her voice is a sad whisper, "They are no more... just as Mistress Varnay feared." She closes her eyes and hangs her head for a moment as silence fills the cell. Her eyes open again suddenly, her expression hardening with resolve. She turns on her heel and pushes past you towards the door, saying simply, "I must leave." One of the guards moves to block her, raising his weapon. Tishana throws out her hand, making a gesture in the air—the guard is suddenly flung backwards out the door.

Allow the characters to react how they will. Tishana will resort to further violence only if the players force her to. If the players do nothing to intervene, Cracken will, asking for Tishana to calm down and tell him where she has to go. Any character who makes a moderate Jedi Lore or difficult Knowledge roll will recognize the name (refer to the info given in the Character profiles section). In any case, Tishana will explain the plight of her people and the message she bears from her mistress:

The Message

Read aloud:

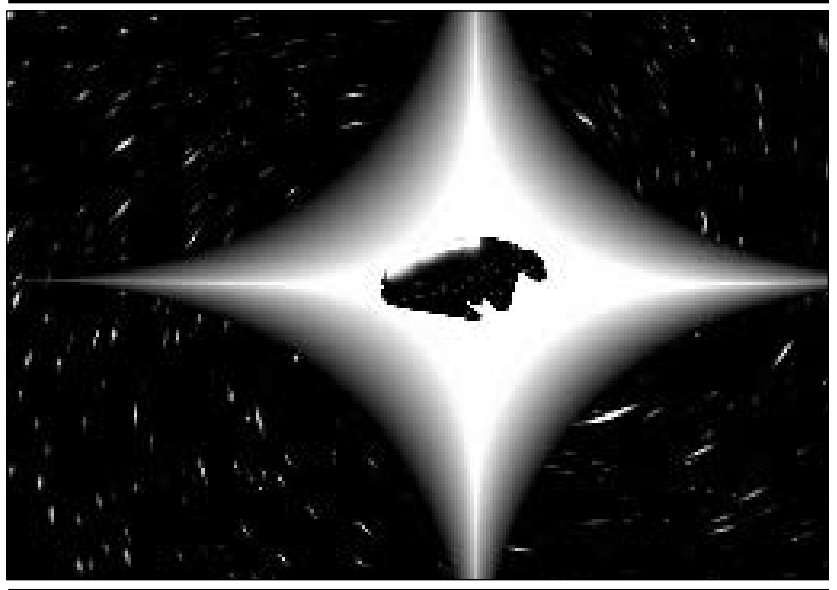
Tishana speaks slowly, her expression grim, “The Charon plan to cross over. They plan to spread the message of the “Void” to this dimension, your dimension. Even now, my people fight to stop them. My mistress sent me here to find help... and I have failed. Please, let me go back. If I cannot bring help, let me at least return to fight alongside my people.”

This is the moment of choice for the players. They should want to accompany Tishana back to her dimension, to aid her people. If the players do not seize this chance to offer their assistance, have Cracken take them aside and ask them to go with Tishana, acting as a reconnaissance team, their mission: to assess the threat the Charon pose, should they cross over. If the players are still reluctant, or adopt a “What’s in it for us?” attitude, Cracken will offer them monetary compensation (up to 20,000 in cash or equipment). Once the players offer their services to Tishana, read the following:

Tishana eyes each of you appraisingly. Then, slowly, a smile spreads across her serious face. She speaks softly, a note of relief evident in her voice. “Perhaps I have not failed after all. I am most grateful for your offer of assistance. You are not many, but...” she pauses, her voice growing a bit distant, “... you may be enough.” Tishana blinks “We must hurry. Come.” With that, she strides out of the cell, past the now hesitant guards.

Departure

Tishana will make a bee-line for the hangar where the pod is located. She intends to remove the hyperdrive component necessary to achieve crossover. Depending on what happened when the party inspected the pod, the characters may already have this component. In any case, once she recovers the part she needs, Tishana will ask to be taken to the player’s ship so she can install it. She will complete the installation quickly (using the Enhance Attribute force power to aid her Technical skills).



Cracken will return Tishana’s lightsaber and will offer the party supplies from the base stores. Allow the players to collect the gear they think will be necessary, but keep in mind that Genevra is a small outpost, stocking only standard gear. When everything is finally gathered and stowed, Tishana will take the astrogation controls, explaining she needs to guide the crossover jump personally. When the ship takes off, read the following:

With your gear stowed and everyone aboard, your ship lifts off, quickly clearing the atmosphere of Genevra-IV. Tishana has positioned herself at the astrogation station in preparation for the dimensional jump. Cracken’s voice crackles over your com- system as you leave the gravity well, “Good luck, gentlebeings. We’ll do what we can here and we’ll be waiting for your return. May the Force be with you.” Tishana closes her eyes, her hands move deftly over the astrogation controls. Her expression is one of great calm as she makes the final adjustments. Her eyes slowly open as she eases back on the control lever, taking your ship into hyperspace.

E pisode Two Reception

Summary:

In this episode, the characters will arrive in Otherspace, hoping to find and aid Tishana's people in their war against the Charon. The fledgling Jedi will direct their damaged ship to a Resistance outpost, only to discover it overrun by Charon. Surrounded and outnumbered, the players will be rescued in the nick of time by an Old Republic battlecruiser carrying a group of lightsaber-wielding warriors. Once aboard and en-route to a place called "Sanctuary", they will be introduced to several major players in the Resistance— and will begin to see alarming signs of darkness within the Resistance itself.

Arrival

Read aloud:

The jump begins like any other: a flash and streak of stars, then the kaliedescope swirls of the hyperspace lane. Unlike other jumps, however... your ship seems to continue accelerating. The deck vibrates under you as an unhealthy shudder ripples through the vessel. Holes begin to tear through the wall of the hyperlane: maws of light and dark. Blue-white ionization plays over the control panels as systems begin to short out.

Tishana sits at the astrogation station, in deep concentration, ignoring the chaos around her. With a stomach-churning roll, the ship seems to turn and drop through one of the holes. Suddenly, the power gives out, leaving you in total darkness, surrounded by the bitter tang of ozone. Gradually, a dim light begins to filter through the viewports. Your ship hangs motionless in the dull grey void of Otherspace. You have arrived.

The PC's ship has crossed over to otherspace, but dimensional travel has its price. The ship has been severely damaged by the energy flux of the jump.

Allow the players a few moments of anxiety before the emergency generator kicks in, providing enough energy to run most of the ship's vital systems, namely life support and the emergency lighting system. A quick survey by a technician will show the extent of the damage (see Damage Report, below).

Tishana seems drained. She will sit quietly in her seat as the characters take stock of their situation. If

D amage Report

An inspection of the ship reveals the following:

Main power core: Heavily damaged. Will need dry dock facilities to affect repairs.

Power cells: Drained. Ship's systems running on emergency power. Only enough energy for a few hours flight (at most).

Hyperdrive: Fused. Completely irreparable. Will need to be replaced. The device Tishana installed has survived the crossover, however. Backup hyperdrives will be operational, but will be insufficient to achieve dimensional crossover. The backup can be engaged, but will severely drain the ship's emergency power system.

Sublight and Maneuver drives: Only minor damage (Moderate Starship Repair roll to fix). Backup power enough for a few hours flight (6-8 hours tops).

Sensors/Communications: Offline. Can be powered for short periods by the emergency generator, but will drain the energy reserves.

Weapon systems : Offline. Can be powered for short periods by the emergency generator but will be a great drain to emergency power if fired.

Life Support: Online. Capable of roughly 48 hours operation on Emergency power.

any of the characters check on her, she will smile tiredly and insist that she is okay, and just needs to catch her breath. As soon as the character's get their ship operational again (about an hour's work on the sublight drive), Tishana will talk to them about their next step.

Read Aloud:

Tishana seems to have regained her strength, her voice is clear as she stares out the cockpit viewport. "We have made it, my friends. We must now find my people." Her eyes seem to study the formations of black pinpoints that are the "Stars" of Otherspace. Her fingers glide over the charred controls of the astrogation station as she lays in a course. The display highlights a system several light years distant from your current position. "They are here... or were when I left." She turns her bright blue eyes on you "We must get there as quickly as possible."

Quick calculations will show that the ship will have just enough energy to make it to the system Tishana has indicated... barely. The young jedi will watch quietly as the players pilot their ship towards the rendezvous, but will engage in conversation if approached. If asked about her people, she will say that they need to keep moving to avoid the Charon. She says that if her people had to evacuate, she does have one more way of contacting them: Through the force, but that is iffy. She is still but a student.

Play up the characters fear of their ship's power situation by having various (non-vital) ship components cut out along the way (i.e. the emergency lights die... then flicker back on, sensors go blank for a moment, etc.). As the players draw nearer to their destination, they will get a close look at one of the black "stars" of Otherspace:

The "star" at the center of the system you have just entered is like none you have ever seen before: It burns a cold black with cracks of red lacing its surface like bleeding scars. Dim, hellish light filters out over the shattered remains of planets, asteroids and other debris. The course Tishana outlined takes you through this graveyard system, towards a planet near its center. Brownish grey and red stormclouds roil over the surface of the world,



obscuring its surface. Tishana quietly straps herself in, preparing for the descent.

None of the characters have ever come across this kind of stellar phenomena before, and the ship's computer cannot classify exactly what happened to the star. Tishana will say that it is the Charon's work, turning the suns into the likeness of the "void" they worship. She does not, however know exactly how the charon are able to corrupt stars in this manner.

Landing

The descent will be bumpy as the ship drops through turbulent stormclouds. Have the pilot make a Moderate roll to avoid any mishaps. A failure will result in a minor power failure (a result of the pilot overcompensating and shorting out the already taxed systems of the ship) and a rapid loss of altitude. A difficult piloting roll will pull the ship out of its dive. If this roll is failed, the best the pilot can do is bring the ship in for a controlled crash-landing. Either way (crash or normal landing) the character's ship will be on its last legs. Even if they avoid crashing, the ships power systems will be so drained that taking off again would be chancy. Once down, the characters will have a chance to examine their surroundings:

The landscape outside the viewport is bleak. Greyish-brown flatlands surround the ship, lit only by what light can filter through the oppressive clouds. Tendrils of dust and reddish smoke twist over the cracked and dry ground, driven by the harsh winds that moan around the ship. Looming in the distance, just visible through the haze, is the wreckage of buildings... some kind of city, stripped to its skeletal remains.

Once on the ground, Tishana will be eager to leave the ship and find her people. She will suggest breath masks to guard against the pollutants in the air outside. Though some of the Charon's Red "Death" mist is still floating around, it is mostly diluted. Tishana will say that this world was destroyed long ago by the Charon and that her people have a hidden base under the city.

If some of the characters wish to remain on the ship, allow them to, but make them feel uneasy. Describe their companions slowly disappearing into the mist outside; the noise of the wind moaning over the hull of the ship, etc. Staying in comlink communication with the ship will prove to be a problem as well. The thick, polluted atmosphere outside will cause interference, garbling comlinks with static. All contact will be lost once the rest of the group enters the city.

C ut-Away to Ruins:

Read aloud:

INTERIOR: A BARREN ROOM IN ONE OF THE RUINED BUILDINGS. The Camera looks out a window across the wind-swept wastelands surrounding the city. A small group of figures emerge from the haze, the only signs of life in the barren landscape. The wind moans sadly through the room then fades away... leaving only the sound of faint rustling and clicking. A shadow moves slightly, at the edge of the frame as the shot fades.

[Fade to:]

EXTERIOR: RUINS. Where a group of heroes enters the remains of a great city...

The City

Travel across the blasted wastelands towards the city will be uneventful, but play up the character's fear by having them see strange shape moving within the mist and haze. These are merely optical illusions, however. The Charon aren't coming for the players... yet. Continue building suspense as the players enter the city ruins: Dark gaping doorways in ruined buildings, strands of webbing blowing in the bitter tasting wind, dried and cracked skeletons peering out from the rubble. Tishana will be cautious, but not overly concerned as she guides the Characters through the city. She moves with grace and an almost unnatural silence, her large eyes constantly scanning the area around her. Read the following after the party has made its way into the city a bit:

You move slowly over the cracked roadway into what must have been the central plaza of the city. Tishana pauses here, crouching in the cover of a burnt out landspeeder. She motions for you to lay low as well. The city is very quiet now, even the wind seems to have died down. Once you are under cover, she moves forward again, striding to the edge of the Plaza, her eyes closed in concentration. She pauses as a gust of wind strikes her, swirling her hair. Her eyes suddenly snap open. She spins, looking fearfully at the buildings around her. Quickly she heads back towards you... past you, she shouts "They're here... We must go now!"

The Trap

Unknown to Tishana, her people's base was discovered shortly after she left. The Charon wasted no time in destroying the complex and killing all its inhabitants. They left a force behind, dormant, in case someone should return to the base... someone like the PCs. Tishana has sensed the Charon trap and will urge the players to flee back to their ship.

Very soon, the magnitude of the trap will become apparent to the players: there are several thousand Charon in the city. Rising out of their dormancy, the arachnoid hordes will begin to close in on their prey. The players can either run or fight. Either way they will be cut off and encircled.

As you fall back through the city, you can sense movement all around you. In doorways, windows, alleys, hulking chitinous beings skitter out of the rubble. To all sides, behind you, closing in, cutting you off. Hundreds of cruel eyes focus on you. Rising over the mournful wind is the unnerving sound of thousands of Charon, hissing and clicking in their strange language. Tishana answers them with the snap-hiss of her Lightsaber, igniting it and standing defiantly, her young face calm. She spares you all one glance. "I am sorry it has come to this, my friends. May the force be with you... always." With that, she turns back to face the tightening circle of Charon.

The purpose of this encounter is to show the players the true power and cruelty of the Charon. The situation is hopeless: the Characters are outnumbered with no where to run. Try to drive this point home to the players, make this feel as though it could be their last battle...Tishana seems to think it will be.

The Charon will try to incapacitate all the PCs and Tishana. They will show no mercy, and whenever one is cut down, another will take its place. The charon will press their attack relentlessly, teaming up on players, crawling over their own dead and wounded to get at their enemies. Tishana will fight with calm ferocity, her lightsaber cutting a deadly swath through the Charon. You don't have to make dice rolls for Tishana during the battle, just describe her fighting to provide background color for the encounter (whatever you do, don't allow her to be killed at this point in the adventure).

Do your best as a GM to take down as many players as you can. This does NOT mean kill them all. The Charon want live specimens. Fudge your dice rolls if necessary, changing mortal wounds to incapacitating ones. Your goal here is to scare the players, to make them believe in the mortality of their characters as they see their friends fall. Your players may become irate at you for putting them in a no-win situation, but be strong... If played right, this encounter can be very dramatic.

When half the PCs are down, or you feel the proper dramatic effect has been reached, proceed to the rescue scene.



Rescue

Read Aloud:

The Charon continue to press in on you... unending waves of claws and terrible, emotionless eyes. Your strength is fading, exhaustion threatens to take you just as surely as the Charon. Then darkness sets in... a shadow looms overhead. The Charon seem to pause, to follow your own gaze upwards.

Hanging majestically over the battle is the unmistakable wedge shape of a Star Destroyer. The battered hull of the Victory-Class starship hangs barely a hundred meters above the ground, blocking out the sky. Searchlights stab out towards the ground, suddenly bathing the area in harsh, blinding light. The Charon shrink back, their hordes swirling in disarray. With a deafening roar, the gun batteries on the starship open up. The world around you erupts in flame and explosions as hundreds of Charon are incinerated— yet you are left unscathed.

Raining down with the turbolaser fire are humanoid shapes, dropping from the docking

bay of the star destroyer, jetpacks firing. As they fall closer you can make out various humanoid, all dressed in piecemeal armor similar to Tishana's. As they land in a circle around you, nearly half of the twenty warriors ignite lightsabers. Tishana lets out an exultant cheer as her people cut ferociously into the Charon, forcing them back.

The ship above is the VSD Triumph, an old Republic battlecruiser stranded in otherspace shortly after the end of the Clone Wars (See Introduction) The soldiers dropping to the rescue are elite members of the Otherspace resistance: the Saber Warriors. The Jedi Ellen Varnay, having sensed Tishana's return to Otherspace, sent Admiral Marsten and the Triumph to pick her up...they arrived not a moment too soon.

Let the battle continue a few rounds more. The Charon fall back at first, then renew their attacks with fanatical fury, pressing on through the murderous turbolaser fire towards the deadly blades of the Saber Warriors. The warriors hold the arachnoids off as a battered rescue shuttle descends quickly to the ground. Tishana wastes no time clambering aboard the vessel, and motions for the PCs to follow. Any character who is slow in boarding the shuttle will get assistance (in the form of a rough shove) from a hulking Saber Warrior (Kordak, see Character Profiles Section.).

Once the PCs are onboard the shuttle, the Saber warriors beat a hasty retreat, triggering their jetpacks and rocketing towards the docking bay above. Most make it, but an unlucky few are pulled down by the claws of their life-hating enemies. Charon leap after the shuttle as it rockets skyward, several cling to its underside, clawing to get inside. After the PCs get rid of these hitch-hikers, the shuttle will quickly zip into the docking bay and the Star Destroyer will ascend quickly, leaving the burning battlefield behind.

Meanwhile, back at the ship...

It is quite possible that some of the players stayed with their ship while the others went with Tishana. As mentioned above, communications with the rest of the PCs will be lost once they enter the city, leaving those on the ship isolated... a perfect chance to play on their fears. Characters watching out

viewports will see shapes in the mist, moving then disappearing (optical illusions, but the players don't need to know that). The wind will moan around the ship, sounding like voices crying out in agony. Try to play up the creepy mood and get the characters jumping at shadows, that way, when the actual attack comes, they may disregard it at first.

As the PCs in the city get caught in the trap, the Charon will send a force of fifty warriors out to secure the players ship. They will appear out of the mist, moving noiselessly towards the ship from all sides. The arachnoids will first attempt to web the ship down, and then tear their way inside to search for passengers (whom they will attempt to capture). PCs onboard may deal with this threat however they see fit, but remember, the ship's systems are down (including shields and weapons). Just when all looks helpless, The Triumph will arrive (on its way to save the PCs in the city) and drive off the Charon, dropping a small group of Saber warriors to clear the ship. The star destroyer will then tractor the vessel into its hanger bay. Even if no one stayed onboard the ship, the Triumph will still stop to pick it up.

Welcome Aboard

Read Aloud:

The hangar bay of the star destroyer is bustling with activity as your shuttle touches down. The last of the warriors fly into the bay on their jetpacks, medical personnel scurry to tend the wounded, technicians rush up to secure the shuttle. Klaxons sound a warning as the mighty ship rises higher into the atmosphere, out the magnetic shield you can see the burning landscape below, rapidly shrinking out of view.

Tishana leaps out of the shuttle and runs towards one of the warriors, a hulking, dark-skinned humanoid with prominent brow ridges on his head. "Kordak!" she shouts excitedly. He raises a hand in greeting and moves towards her. The two exchange words in a strange, guttural language as Tishana leads him back towards your group.

"My friends, this is Kordak, one of our finest warriors."

Kordak eyes you disdainfully then turns to Tishana. "Mistress Varnay knew you would return. She sent us to pick you up... you and those

of her order come to help.” He turns his gaze to you once more. “This is our help.” he scowls, shakes his head and turns back to Tishana, “I hope they were worth it.” With that, he turns on his heel and stalks out of the hangar bay.

Not quite the warm welcome the PCs were expecting, eh? The players are supposed to form a dislike for Kordak, this first encounter should accomplish that nicely. Should any of the PCs attempt to follow Kordak or call after him, Tishana will stand in their way and try to talk them down, saying that it is just Kordak’s “way” and they should not pay too much heed to his rudeness. Any force sensitive players should notice a distinct ‘darkness’ to Kordak’s aura, though not consumed by the darkside, he is filled with anger.

After the scene with Kordak, A group of six soldiers will approach the shuttle, asking the PCs if they would please accompany them to the sickbay. The soldiers are young humans and humanoids wearing what appear to be old, but well maintained Old Republic Naval uniforms (hand me downs from older crewmen now ‘retired’ or dead). Medical personnel will help move any wounded or incapacitated PCs. Tishana tells the PCs not to worry and says she will meet them later. Right now, she must speak with the captain.

Observant players will notice their ship (partially web covered) resting in the hangar bay across from them, technicians already working to repair it. Any crew members who stayed aboard the ship while the rest went into the city will rejoin the party at this time, making their way to the Sickbay.

The Triumph

Read Aloud:

The guards escort your group through the halls of the Star Destroyer, towards the ship’s sickbay. The corridors are worn and old, but well maintained. Symbols of the Old Republic abound, as do odd bits and pieces of alien technology, used to replace worn or damaged ship systems. As you walk, you see some sections have been sealed off completely, while others have been converted into ‘gardens’ of some kind. The crew seems to be as piecemeal in its makeup as the ship itself: an odd mixture

of unrecognizable aliens and humans wearing uniforms reminiscent of the Old Republic Navy.

The guards are polite but stern and will not allow the character’s to wander the ship. Their orders are to take the PCs to the sickbay and then to temporary quarters where they will stay until the captain says otherwise. These men are not much for chit-chat either, they will tell the players to save their questions for the Captain.

After a short walk, the PCs will arrive at Sickbay where they will be greeted by a surly reptilian in a white lab-coat (Mihspahk, see Character Profiles). He will treat the most seriously wounded of the party first, assisted by several antique medical droids. Once the wounded are stabilized, the good doctor will begin unceremoniously immunizing the party with a serum designed to counteract the effects of the Charon’s red “death” mist. The shots will be painful and nauseating and Mihspahk’s bedside manner leaves much to be desired.

The guards will then escort the players to a recovery room where they may rest and clean up. The quarter’s are spartan but clean and have enough bunks to accommodate all party members. A table is situated in the center of the room, on it, a box of survival rations and several canteen’s of water. Lockers contain clean clothing (simple one-piece jumpsuits) if any of the players are interested. The guards will remain outside the door and will not allow any character to leave the area, they say the Captain will visit them in due time.

Any players who were badly wounded during the battle with the Charon will be put in bacta tanks and then taken to an intensive care ward to recover. Players interested in seeing their wounded comrades will be told that they are being treated but will not be allowed to see them without the Captain’s permission. If they ask about their ship, they will be told the same— it is being repaired, but they must wait until the ship is out of immediate danger.

Captain Marsten

After about six hours, the Triumph’s Captain will come to visit his new passengers. Accompanied by Tishana and Kordak, Captain Marsten will arrive at the PCs quarters and introduce himself:

The entry chime on your cabin door sounds. Shortly thereafter the portal hisses open and three individuals walk in. Tishana, clean and in a simple grey jumpsuit; Kordak, wearing his battle armor and a dark scowl; and a third man whom you assume is the Captain. Wearing a well-kept Old Republic uniform, this grey-bearded man regards appraisingly with his dark brown eyes. He nods and smiles slightly before he speaks. “Welcome aboard the RSS Triumph. I am Captain Marsten.”

Marsten will greet all the PCs and apologize for making them wait. If the players ask why they were confined to quarters, Marsten will explain that it was just a routine precaution until the ship was out of danger and he had time to talk with Tishana. The Captain will be friendly with the PCs as long as they are polite, he will be gruff and curt to any who “cop an attitude”. He will inform the players that they will be arriving at Sanctuary (the resistance’s headquarters) in approximately 24 hours, and that they should rest until then. Before he leaves, he asks if there is anything he can provide for the character’s in the meanwhile. Requests for food, drink, clothing or bedding will be granted and he will most definitely allow the PCs to see any wounded party members. Keep in mind the Captain has limited resources: requests for weapons or other equipment will be denied.

Marsten’s visit will be relatively short, he does not have the time right now for long conversations, even though he is dying for news from his galaxy... news from the Republic.

Any PC who thinks to ask about their ship will discover it is in good hands. Tech crews have been working to repair it since it was brought on board. Any PC who wishes to help repair the ship will be granted permission to, but will be escorted and asked not to wander. The tech crews estimate that the ship should be spaceworthy within the week.

During the conversation with the Captain, Tishana stands quietly, she seems more relaxed now than the players have ever seen her before. She will offer to take the players on a tour of the ship, after they have rested of course. Kordak will remain silent during the exchange, his brooding presence vaguely unnerving.

The Tour

Provided any of the PCs are interested, Tishana will lead them on a tour of the Triumph. She will take them to non-vital locations such as the crew lounges, the vehicle maintenance bay (where the PCs ship is being repaired) and lastly, the ship’s gardens. The tour will show that the triumph has taken much damage over the years, some sections are entirely sealed off due to damage, others have been converted into large, indoor gardens, providing food and oxygen for the ship’s crew (as well as a nice place to relax).

Tishana will be relaxed and in a relatively good mood during the tour, though she is still a bit nervous about telling her mistress that she could find none of the Jedi order. This is a good time to let the players ask questions. Tishana will answer any questions to the best of her ability, and can provide much information on the resistance, the Triumph, Sanctuary, and the Saber warriors. She is, however, reluctant to talk about Mistress Varnay, saying only that she is a great leader and teacher and has done more than any other to keep the resistance alive.

After the tour, Tishana will escort the PCs back to their quarters, where they are to remain until the ship arrives at its destination. The reason behind the PCs confinement to quarters is simple: they are an unknown. Marsten runs a tight ship, and until the PCs are cleared by Varnay, he’d just as soon they stay safe and out of the way. The guards will bend over backwards to make the PCs comfortable, but will not allow them to leave the cabin.

Unscheduled Tours

It is entirely possible the players will not want to be confined to their quarters. Should the PCs manage to get past the six guards outside their cabin, let them wander for a while, but keep in mind that all vital areas of the ship are heavily guarded. When the players have had enough fun or things bog down, have a squad of guards discover them and return them to their quarters. The guards will try to handle the situation peacefully (their enemy are the Charon, not the PCs), but will fight if pressed. Any PC who actually harms a crewman will be tossed in the brig for the rest of the trip and face a stern lecture from an irate Captain Marsten, who reminds them that he has enough problems to deal with already.

RSS
Triumph

The RSS Triumph

The game stats for the Triumph are as follows:

Craft: Rendili StarDrive's Victory I

Type: Victory-Class Star Destroyer (Modified)

Scale: Capital ship

Length: 900 meters

Skill: Capital ship piloting: Star Destroyer

Crew: Skeleton Crew: 1,723 with *Command* 7D+2; Total crew 2,305

Crew Skill: Capital ship piloting 8D, capital ship shields 8D, sensors 8D, astrogation 8D, capital ship gunnery 8D, starship gunnery, communications 8D

Troops: 230

Cargo Capacity: 9,000 metric tons

Consumeables: Unlimited*

Hyperdrive Multiplier: x1

Hyperdrive Backup: x15

Nav Computer: Yes

Maneuverability: 1D

Space: 5

Hull: 6D+2

Shields: 3D+2

Sensors:

Passive: 75/2D

Scan: 75/2D

Search: 110/2D

Focus: 5/3D

Weapons:

XX Heavy Batteries (Including Plasma Cannons, Heavy Turbolasers,

Disruptors, Particle Beams and Electromagnetic Rail Guns)

Fire Arc: 18 Forward, 12 Port, 12 Starboard

Crew: 3-10

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

XX Light Batteries (Including Laser Cannons, Blaster Cannons and Autocannons)

Fire Arc: Forward

Crew: 5

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/35/75

XX Laser Cannons

Fire Arc: Forward

Crew: 5

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/35/75

XX Concussion Missile Tubes

Fire Arc: Forward

Crew: 5

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/35/75

XX Tractor Beam Projectors

Fire Arc: Forward

Crew: 5

E

pisode Three Sanctuary

SUMMARY

In this episode, the players will arrive on the resistance safeworld “Sanctuary”, and come face to face with the Jedi Knight Ellen Varnay. While the resistance gathers itself for a final offensive against the Charon, the characters become acquainted with the inhabitants of Sanctuary and slowly become aware of the darkness that has almost consumed their leader. As the story progresses and the tension builds, the players must ultimately confront Varnay in an attempt to turn her back to the light.

Cut-Away to The Bridge:

Read aloud:

INTERIOR: BRIDGE OF THE TRIUMPH. *A magnificent nebula swirls outside the main viewport, gradually thinning as the massive warship emerges from the clouds. Captain Marsten barks out commands from his place at the center of the bridge. Around him, his crew moves smoothly; human and alien carrying out their orders with efficiency and confidence. The course is set towards a group of dead planetoids... an oasis of sorts in the midst of the dense nebula.*

[The scene shifts to show...]

EXTERIOR: SPACE. *The Triumph rumbles majestically through the clutter of rock debris, slowing as it nears one of the larger planetoids. Craters pock-mark the surface of this abused sphere, and it is towards one of these impact sites that the Star Destroyer descends. Searchlights illuminate the area below the ship revealing the entrance to a vertical shaft. Never slowing, the Triumph drops into the opening...*

[Cut to:]

INTERIOR: BRIDGE OF THE TRIUMPH. *Jagged stone walls slide by the viewport, dangerously close. But as the ship descends, neither the Captain nor the crew show any sign of worry; they move as if this series of tight maneuvers was routine. Finally the descent slows, then stops in front of a huge cavern gouged in the wall of the shaft. Docking lights glare out harshly, ushering the large ship inward. The camera turns to focus on the Captain's lined and careworn face as he glances out the viewport. He allows himself a brief smile. “Sanctuary.”*

[Cut to:]

INTERIOR: CAVERN. *Ground crews and vehicles scurry like insects under the massive form of the Star Destroyer as it glides past the magnetic shield and into the cavern. Mooring tractors lock the mighty ship into place, preventing it from drifting in the confines of this irregular docking bay.*

[Cut to:]

EXTERIOR: CAVERN. *Passengers debarking from the Triumph...*

Sanctuary

Read Aloud:

You are engulfed in noise and harsh light as you take a wide, metal gangplank down from the star destroyer to the floor of the gigantic docking cavern. Tishana ushers you off as quickly as possible, making way for repair and supply teams already clambering aboard. She explains that the Triumph is departing shortly to retrieve members of other Resistance cells and bring them here for a great war council.

Kordak, scowling as usual, approaches. “Tishana, you must take them to the command center. Mistress Varnay wishes to see them.” With a final scowl, he departs, heading down one of the numerous side tunnels of the cavern.

Perceptive players will notice their ship being off-loaded as well. A tech crew guides the stricken vessel into a side hangar. Here it will undergo final repairs and should be fully functional within the week. Also in this secondary hangar are a motley assortment of some two-hundred small craft, almost no two alike. Some are of Old-Republic origin (a trio of antique Z-95 Headhunters), but most are of alien design. These small craft serve as the defense squadron for Sanctuary, and many represent the only surviving vessels of numerous extinct civilizations.

Mistress Varnay

Tishana will lead the PCs down another side-tunnel, past workshops, supply rooms, armories and barracks to the command center. When they arrive, read the following aloud:

This irregularly shaped cavern is packed with a bizarre conglomeration of computer machinery. Apparently patched together from dozens of different alien designs, it is a wonder this makeshift command center can even function. And yet the place is alive with activity. Dozens of humanoids go about their duties at a frenetic pace: monitoring, and coordinating various base operations. Clearly, something big is in the works.

The ‘eye’ of this hurricane of activity is a tall, stately woman with flowing, silver hair. She stands with her back to the door, and as you are lead closer you notice she wears the robes of a Jedi. As you draw near, she speaks.

“Tishana... you have returned.”

Tishana lowers her head reverently, “Yes mistress Varnay.”

“They are no more.” Varnay’s voice is hollow, resigned.

Tishana raises her eyes, “But, I have brought others. They are strong, capable fighters...” her voice trails off.

“They are too few.” Varnay says, her voice distant. “They are not Jedi.”

“But mistress—” Tishana starts.

Varnay raises her hand angrily “Enough!”

Tishana flinches and falls silent.

Varnay turns to face your group. She is truly beautiful, her face seemingly untouched by the years that have silvered her hair. You are chilled, however, by the hardness in her steel-grey eyes and by the wicked scar that curves along the right side of her face. Her gaze travels to each of you in turn. It is unnerving... imposing. Finally she speaks.

“You are here now. Come good or ill, your destinies lie with ours.” She turns to Tishana. “They are your responsibility. Find a place for them.

Tishana replies meekly. “Yes mistress.”

Any force sensitive PCs will notice (with an easy Sense roll) a distinct ‘chill’ in the room. Clearly, Varnay has strayed close to the dark side... perhaps too close. In any case, now is not the time to confront her about it. She is currently absorbed in planning a new offensive against the Charon and simply does not have the time. Persistent players will be urged to leave by Tishana. If this isn’t enough to dissuade them, Varnay will order a pair of Saber warriors to escort them from the room.

The point of this encounter is to introduce the PCs to Varnay and let them know that ‘something is rotten in Denmark’. This will give them something to talk about and drive their thoughts through the episode. If they were to confront Varnay now it would ruin the dramatic effect. They will get their chance at a confrontation... just not right now.

Tishana leads the PCs through the tunnels in silence. She will talk about her mentor if questioned, concentrating only on the good she has done, describing how Varnay formed the resistance: gathering survivors, training the Saber Warriors, founding Sanctuary. If questioned about Varnay’s behavior in the control room, Tishana seems apologetic, explaining that her mistress is under incredible pressure right now, especially after discovering the fate of her Jedi order. She goes on to say that Varnay was not so harsh prior to her capture by the Charon. This should pique the PCs interest. If pressed further, Tishana reveals what she knows of Varnay’s capture and subsequent escape from the Charon several months ago, namely that the Charon tortured her (giving her that scar) and ever since then, she has been... different. Tishana remains loyal

Sanctuary

to Varnay, however, refusing to listen to any talk of the dark side— for now at least. She has convinced herself that the change in Varnay is just temporary and that she just needs time to recover and she'll be her old self again (though her belief in this fades a little every day).

When the conversation slows (or if it never began), have the PCs reach their final destination:

Paradise Found

Read Aloud:

A pair of blast doors stand at the end of the gloomy stone tunnel. As you approach, the doors grind open and you are overwhelmed by bright rays of what appears to be sunlight. As

you eyes adjust, a balmy breeze swirls in around you, carrying the scent of wild flowers. The doors open onto a ledge overlooking a gigantic, kilometers-wide cavern. Lush vegetation covers the entire floor below: trees, shrubs, grass and vines— a carpet of green climbing the cliff-like walls all around. In the distance, a waterfall rumbles, its waters forming a wide stream which meanders across the length of the cavern. Amid the wilderness stand acres of tilled fields and lush orchards and even a quaint village, tucked away at the base of a nearby cliff-wall. A squinted glance overhead reveals some kind of huge, artificial sun-dome, its life giving rays making this paradise possible.

Tishana stands nearby, the cares seeming to

melt away from her serious face. “Come.” she says simply, guiding your group down a ledge walkway toward the distant settlement.

Using the scavenged technology and knowhow of the races of Otherspace, the Resistance was able to construct this haven of life amidst the desolation of their Galaxy. This cavern is indeed a miniature ecosystem, fully self contained, providing a refuge for beleaguered resistance fighters and their loved ones. Roughly 5000 beings make their home here, mostly non-combatants and children, but with a good number of recuperating warriors as well. The rules of Sanctuary are simple: leave outside cares outside. This is a place to celebrate life... a rare commodity in this Charon dominated dimension.

The PCs follow Tishana across the floor of the cavern, along a forest path and over a simple, wooden bridge to the settlement on the far side of the river. Hand-made houses of stone and wood rise along the riverbanks, amid numerous vegetable gardens and orchard groves. Further back, the village begins to climb the cavern wall itself, with ledges, ramps and stairs providing access to scores of cozy cave-homes. Men, women and children of hundreds of different races live, work and play here in harmony with the land. Tishana is greeted warmly by all, as are the PCs (though they will be subject to a great many curious stares and the topic of whispered conversations as they pass). As the players proceed into town, go to event one below.

What do we do now?

The focus of the rest of this episode is roleplay. The players will spend approximately one week on Sanctuary as the Resistance gathers for its final assault on the Charon Armada and their ship is repaired. There are several planned encounters and events during this week, but what the PCs do during the rest of the time is entirely up to them. It is hoped that they will explore their surroundings and interact with the beings of Sanctuary, hopefully forming some kind of friendship or respect for these brave beings who have survived despite all odds and refuse to give up the simple joys of life. Any relationships or feelings formed now will make the next episode all the more dramatic and give the characters a personal stake in the coming Charon attack. Ask the players how their characters are

spending their time. You don't even have to roleplay out all of the interactions. Just try to get the players to think about what their characters would do in a situation like this. Hopefully, this will allow them to see and express their character as something more than a collection of statistics and equipment lists.

Sanctuary Events

The following events will happen during the week the PCs spend in Sanctuary. Most can occur at any time during that week, but they should occur in order, as they build towards a final confrontation with Varnay. The GM should, as always, feel free to add or subtract any events he or she wants.

Event One: The Librarian

This event will happen as Tishana first leads the players into the village.

You make it to the center of the village before encountering a rather strange sight: striding through the settlement is an immense, hulking humanoid, standing some 2.5 meters tall, his body covered by thick, silvery-brown fur. He seems absorbed in the study of a small leatherbound object which he holds in his huge, paw-like hands. A pair of wire-rimmed spectacles are perched atop his muzzle-like snout, looking ridiculously tiny compared to the bulk of his ursine features.

If his appearance were not striking enough already, it is made moreso by the sheer number of children riding, climbing, hanging, dragging, running and skipping along with / on top of / beside and behind him. Nearly two dozen smiling, laughing youngsters proceed with the good natured creature, apparently finding him to be the perfect, mobile playground. For his part, the creature seems perfectly content and not the least bit distracted.

Tishana laughs at the sight and cries out happily, “Axelai! Over here, I have some people I would like you to meet!” The ursoid glances up at the voice, his muzzle curling in a bearish smile. He changes course and shambles slowly closer. Half the children rush ahead, swarming around Tishana instead, grinning at you curiously from the shelter of her embrace.

Tishana will introduce the PCs to Axelai, the Librarian of Sanctuary. He is responsible for collecting and preserving the surviving combined knowledge of the races of Otherspace and can be quite helpful in answering just about any question the players have to ask about Otherspace, the Charon or the Resistance. The Librarian is laconic but eloquent and is extremely intelligent and charming (when he wants to be). He is genuinely glad to meet the PCs and is very curious to hear of their dimension. He invites them all to visit him at his library after they are settled in, then (after giving Tishana a warm embrace) shambles off with his entourage of children.

Event Two: Getting Settled In

Tishana leads the PCs to a cave midway up the cliff face. The interior is sparsely furnished, but cozy, with enough bedding for all the characters and even crude bathroom facilities. Tishana will leave the players here to settle in assuring them she will be back shortly. The PCs are now free to either rest here or explore their surroundings.

Should any PCs choose to accompany (or follow) Tishana, she will proceed to a small cabin at the edge of the village (her home), change into a simple dress and then go among the townsfolk, taking a collection of food and other goods for the players. This done, she returns to the PCs cave with several baskets of food, drink and even clothing. She invites them all to come to a celebration that will begin at 'sundown' in the Village- A welcome home for the warriors and crew of the Triumph, a chance to unwind from the strain of combat. The young Jedi's behavior is almost a complete reversal of her former, serious demeanor. She seems very young now, energetic and enthusiastic like any other eighteen-year-old. Tishana will be a constant companion to the players if they let her and will take them on a tour of Sanctuary if they wish. She is eager to hear stories of their galaxy and is a great source of information on Sanctuary, the Charon, and Ellen Varnay, though she is somewhat tight-lipped on the latter subject and will try and change the subject if the PCs suggest something is wrong with the Jedi.

Event Three: The Celebration

At 'sundown' (when the artificial light-dome is

dimmed and shut down) people begin to gather at the edge of the settlement near the banks of the river. A banquet is laid out and kegs of local brews are tapped. A mis-matched band of unfamiliar aliens strikes up a lively tune, and before long, people rise up to join in a simple dance. Warriors and townfolk, young and old, aliens of every description allow themselves to put aside their cares and hurts for a while and just celebrate the simple joys of life. Life is a rare commodity in Otherspace and celebrations like this are an escape from the horrors outside sanctuary and a reminder of exactly what it is the resistance is fighting for.

The beings of Sanctuary will welcome the PCs without hesitation, doing whatever they can to make them feel at home. Allow the players some room to roleplay here. Again, have each player describe what it is their character is doing. The whole point of this episode is to give the players a chance to roleplay their characters in a non-combat situation. Should any of the characters avoid coming to the celebration, have Tishana or Axelai visit them and try to persuade them to come. At the celebration, Tishana will take it upon herself to make sure the PCs have enough to eat and drink. If any of them don't seem to be enjoying themselves, she'll drag the offending PC(s) into a dance. Her honest good cheer should be enough to crack even the most determined 'gruff' in the group.

As the night proceeds, however, something happens to break the festive mood.

A hush seems to fall over the celebration, followed by a nervous ripple of whispers. The dancers slow, then stop as the musician's song fades away. The crowds part before Kordak as he shambles unsteadily toward your group. He stops and stands somewhat shakily, clutching a gourd-like bottle in one hand. Regarding you through narrowed eyes, he jabs an accusing finger in your direction. "Good warriors died to bring you here... and now you laugh and dance." He sways slightly, then growls "It is not right."

"No, Kordak." Tishana's calm, commanding voice rings out. She moves to stand between you and the drunken warrior. "It is not right that those warriors, our friends, died. But it is not the fault of these people. They are brave and worthy." Her voice takes on a harsh, scolding

tone as she continues. **“This is Sanctuary. Here we celebrate life. You know better than to bring your anger here... and if it is a fight you want, then it is me you will have to face.”**

Though he towers over the young Jedi, Kordak seems to wither before Tishana’s unflinching gaze. He manages only a strangled, frustrated growl before he turns and stalks away. The crowds open quickly to let him pass. The music starts up again as Tishana returns to your group, but it seems more subdued now...

The purpose of the scene is to underscore the fact that there are some disturbing problems within the Resistance. Force sensitive PCs will realize that Kordak is on the brink of the Dark Side, just like his teacher, Varnay. This encounter should further their desire to help resolve this situation— if only because their own skins are on the line here, too.

After this scene, Tishana will be more willing to listen to any doubts cast upon her Mistress and the effect she is having on others. She is not yet ready to confront Varnay, however. Nor does she wish the PC’s to. Allow the tension to build a up to events five and six. In the meanwhile, the PCs can try to dig into Varnay’s background by talking with Tishana or Axelai. The more they know about what happened to her, the more ‘ammunition’ they will have in their attempt to turn Varnay back to the light. If the player’s don’t seem interested in talking about this, have either Tishana or Axelai bring it up.

Event Four: Romance?

Tishana enjoys the celebration immensely, she is, after all, very young and it is a good momentary escape from the many problems and duties her position forces onto her. Now that she has the time to ‘let her hair down’ (literally and figuratively) she may begin to develop feelings for a male PC, especially if that PC has proven himself honorable in earlier encounters. Tishana is naive in the ways of courtship, but not so in her judgement of character. False or clearly shallow advances will be politely refused. Rather, she seeks out the most kind or thoughtful member of the group. If this should turn out to be a force-user, all the better, but that is not a requirement.

How to develop this romance (or whether to develop it at all) is up to you, the game master, but again, it could make for some good roleplay and will help to create dramatic tension in the episodes to come. Just keep in mind that Tishana is not looking for a ‘one night stand’. She is a caring, intelligent young woman with discriminating tastes. Depending on the player character’s reactions, the result of this romance could be anything from a close friendship to a deep, abiding love affair (or even a doomed love affair, should Tishana die in the final episode of the adventure.)

Event Five: Training Session

The Resistance is preparing for its offensive, and since it appears the characters will be joining them, they are eventually invited (by Tishana) to attend a training session. Since the PCs are (presumably) ‘elite’ fighters, they will be allowed to train with the Saber warriors— the elite of the Resistance.

Assuming they agree, Tishana will lead the PCs to the training center in the military complex of Sanctuary. This stark, stone chamber contains some forty warriors of many different species, including some who helped rescue the PC’s in Episode two.

The training session is lead by Kordak, who seems subdued after his behavior at the celebration the other ‘night’ (though this doesn’t stop him from scowling at the PCs anyway). The session begins with basic exercises, then moves on to combat training, including ranged weapons, melee weapons, unarmed combat, and lightsabers (for those who know how to use them). The warriors spar with eachother as well as specially designed sparring droids (resembling robotic Charon).

If your players are the kind who enjoy combat roleplay, then indulge them a bit here. Let them show off, and/or test their skills against the NPC’s in ‘friendly’ combat. Tishana won’t mind mixing it up a little, and Kordak actually looks forward to the chance (should any PC challenge him). Though all sparring combat is strictly non-lethal, Varnay’s warriors do not play ‘nice’— there are bound to be bumps and bruises after these sessions are over. Kordak, though rough, will not dare cause serious injury to any character in the presence of Tishana.

Should the players give a good account of themselves during training, they will easily win

Exploring Sanctuary

Sooner or later (it is hoped) the Characters will end up exploring their surroundings. There are several major areas of Sanctuary that could be of interest to the PCs:

The Village: Apart from a small ‘tavern’ of sorts and the workshops of several craftsmen (carpenters, weavers, potters, etc.) there isn’t all that much to see in the village. The townsfolk will be helpful and friendly to the PCs, providing them with anything they need (within reason). Though curious about the Character’s origins, the townsfolk will not pester them about it, but will listen eagerly if given the chance.

The Library: This is a large, multi-leveled cavern filled floor to ceiling with all manner of data-storage devices, from alien computer terminals to datapads to ancient leather-bound tomes. It is here that the Librarian Axelai seeks to catalogue and maintain the surviving knowledge of the races of Otherspace. History, literature, technical manuals, even artwork from thousands of races can be found here. Sadly, this lore is all that remains of most races. Though the library could best be described as a disorganized clutter, Axelai claims to have a system. Indeed he can recover most any knowledge the PCs can think to ask him for (keeping in mind this is a different dimension’s lore we’re talking about). Of particular interest to the PCs would be works relating to the Charon and to the arrival of Varnay in Otherspace. With this information, the character’s can piece together most of Varnay’s history in Otherspace (See Adventure Background) and can learn most of the specifics about the Charon themselves (save for their mysterious Queen, whom no one but Varnay has seen and lived to tell the tale).

The Wilderness: The settlement covers only a small portion of the cavern, the rest is either tilled cropland and orchards or untamed wilderness, left to grow as it will. The forests

are beautiful and peaceful, made up of both pines and hardwood interspersed with patches of shrubs, ferns and wildflowers. A variety of fauna can be found as well, mostly insects and birds, but also including small rodents and lizards. Only a few predators exist to keep the populations in check, the largest of which is a small fox-sized creature (which poses no threat to the PCs). In all, a nicely balanced (if limited) ecosystem.

The Waterfall and River: The waterfall that feeds the river that flows through the cavern has its source in a gigantic aquifer situated above the cavern. Water is allowed to run down the falls and into the river, eventually ending up in a reclamation/pump station at the other end of the cavern. Here, the water is pumped back up to the aquifer to repeat the cycle. Water can also be directed to an overhead sprinkler system designed to simulate rain. The area around the mouth of the falls has been sculpted by nature and numerous artisans into a beautiful grotto, complete with secluded caves, ledges and pools of crystal clear water, perfect for swimming. Mosses, lichens and vines have overgrown the moisture slicked rocks, covering the area in a rich green carpet of vegetation. This place is frequented during the day by those seeking recreation or meditation, though usually by no more than a dozen at a time. The river itself is wide and slow-flowing, fed by the waterfall and converging with several small brooks (fed by the artificial rains). A few hardy species of fish thrive in the waters, and are harvested on occasion by the citizens of Sanctuary.

The Military Complex: This is a warren of low, gloomy tunnels and chambers situated between the docking area and the main cavern. It is divided into a number of distinct sections, each detailed below. Most of this area is off-limits to the PCs unless they’re accompanied by Tishana.

“The Forge”: Here, skilled craftsmen hand forge the weapons and other equipment of the

resistance: blasters, armor, jetpacks, modified charon plasma weaponry— All are constructed here along with more mundane technological items like agricultural machines and even a few crude droids and computers. Also fabricated here are the lightsabers wielded by Varnay's elite circle of warriors, each hand-crafted by the weaponmaster Krim (A stocky, hairless alien with a massive upper body and a roguish patch over one eye). Though they could be considered somewhat crude, these weapons are very effective. The armory also contains captured examples of charon weaponry: plasma-cannons, bio-armor, and even a biopod fighter (the latter broken down into its components for analysis). If any of the players lost weapons in previous encounters, Tishana will help them replace what they lost here, but keep in mind the Resistance has limited resources. (i.e. don't allow the players to take more than they need from here). Under no circumstances will the PCs be allowed to take lightsabers, those are reserved for those who know how to use them. The only exception to this would be a force-using PC who has no lightsaber of his own. If this is the case, Tishana will equip him/her with one from here.

Med-Lab: This treatment/research center is staffed with nearly two-dozen medical volunteers and is currently treating about forty patients (recovering Resistance soldiers as well as a few mundane injuries and illnesses), though there are facilities for a great many more casualties. Treatments range from holistic herbs and therapies to high-tech synthetic medicines and other scientific methods— an odd combination of old and new that has produced remarkable results. Of interest to the players here are complete scientific reports on Charon anatomy and bio-weapons (webbing, poison, and the red “death” mist). Characters unfamiliar with the Charon can learn much about the race here (tell them as much or as little as you want from the background material on the Charon). There are even a few Charon bodies kept in storage, representing all encountered castes: Warriors, Bioscientist ‘workers’

and the massive, cybernetically enhanced ‘Sentinels’. Resistance scientists have made several breakthroughs regarding Charon bio-weapons, including the antidote inoculation for the red-mist and a solvent that can be used to dissolve Charon webbing.

Training Room: A series of huge, featureless stone caverns where the warriors of the Resistance train and exercise. The expansive facilities include several weight-lifting stations, grav tracks, obstacle courses, firing ranges, etc. One room is reserved for Varnay's Jedi students. Here, they hone their combat skills against stun-remotes, charon-shaped sparring droids and each other. (See Sanctuary Events for more information.)

Command Center: This is the room where the PCs first meet Varnay. This area, along with its adjacent conference and tactical computer rooms, is off-limits to all non-essential personnel (i.e. the PCs). Varnay spends almost all her time here, seeming to work around the clock planning something she calls the “final offensive”. No one knows the details of this offensive, but whatever the plan, the resistance trusts its leader explicitly and will follow her orders without question. Don't allow the PCs to confront Varnay here, she will eventually come out to deal with them elsewhere (See Sanctuary Events for more information.)

Escape Bays: When Sanctuary was built, the designers had to plan for the eventuality of it being discovered. Therefore, they constructed several escape bays spaced evenly along the asteroid's surface. Each of these bays houses numerous escape craft, cobbled together from whatever parts the resistance could find. Though mismatched in appearance, these craft are fast and dependable and there are enough of them to evacuate two times the current population of Sanctuary (so that if one or two escape bays become cut off, the evacuees could all escape through the others). These bays are accessible through numerous tunnels, and will become important during Episode Four.

Smashed
Droid

the trust and admiration of the Warriors. The mood of the training session should be kept light if possible, to contrast with Varnay's imminent arrival. After the training has gone on for a while, or whenever the roleplay begins to slow down, read the following aloud:

A hush suddenly falls over the training room. The groups of warriors part quickly, giving way to Varnay as she enters the cavern and strides to its center. Her students gather around her in a wide circle, none daring to speak. She eyes the assemblage, then says quietly, with just a hint of menace in her voice. "Who will show me what they have learned this day?" There are no immediate responses, but finally, one of the warriors gets up enough nerve to step out from the circle. Varnay nods and draws her lightsaber, motioning the blue-skinned alien closer. Thus begins the duel.

It is brief but brutally demonstrative. Though the warrior holds his own for a while, his guard eventually slips, and he pays for it with a small cut... then another, and another. Through it all, Varnay comments coolly on what it is the Warrior is doing wrong. "Foolish." she comments "Do not hold back. The Charon will not."

The frustration of the fight begins to take its toll on the rapidly tiring warrior. He lashes out in anger, snarling. Varnay nods as she deftly blocks the attacks. "Use it. They hate you. Hate

them back... use it!" Spurred on, the Warrior practically throws himself at his teacher, only to wind up spawled on the floor, felled by a vicious round-house kick to the head.

Varnay turns to address the rest of the room as the warrior writhes in pain at her feet. "Use it... But control it. Focus your anger, it will give you the strength we need to win." A cold silence fills the cavern as she lets this 'lesson' sink in, broken only by the groans of pain from the student lying on the floor.

This should set warning bells ringing in the minds of the players especially those who play force users. What Varnay is teaching is the way of the darkside. Though the PCs may agree with her that extreme measures are necessary to defeat the Charon, what she is doing is ultimately self-destructive to her students and herself. It goes against not only the Jedi Code, but against the ideals the Resistance has been fighting for since its inception— the celebration and preservation of life itself.

Should any of the characters verbally confront Varnay about what she is doing, or take her challenge to 'show her what they have learned', the Jedi will indeed invite them to a sparring duel. Unless your characters are very experienced (or very lucky) they should be completely outmatched. Though she will not seriously injure them, Varnay will push them, almost to the point of taunting them. Part of her knows what she is doing is wrong, but another, darker, part wants to prove that she is right— that using your anger will make you a better fighter.

If the characters persist in challenging her teachings during or after the duel, she will finally explode in anger:

In a single fluid motion, Varnay lunges to the side, swinging her lightsaber in a vicious arc that completely bisects a nearby sparring droid. As the shattered mechanical clatters to the ground, the Jedi rounds on [the PC(s) questioning her], eyes burning with anger. "You understand *nothing!*" she snarls. She gestures to the sparking, twitching droid with the tip of her lightsaber and hisses. "*That* is what the Charon understand! That is the *all* they understand! *That* is the only way!" She spins away, stalking

out of the cavern in an angry flutter of robes.
“Exercises are over.”

After seeing this display, and feeling the discord within her mistress, Tishana is finally ready to help the PCs confront Varnay and will take them aside immediately after the Jedi leaves (preventing them from following her if they try) She asks them to come with her later that night. Tishana knows now that it must be done— Varnay’s slide into darkness threatens to take the Resistance with it, and this she cannot allow. Read the cut-away at the top of the next column and then proceed to the next event.

EVENT SIX: CONFRONTATION

After the training session and while the PCs plan for their upcoming confrontation with Ellen Varnay, describe the feeling of unease falls over Sanctuary. Its inhabitants seem unusually subdued. Tension seems to hang in the air, causing depression in some and tempers to flare in others. Word of Varnay’s outbursts has spread quickly, and the people who believe so strongly in her now feel lost... without hope.

Tishana’s plan is to approach Varnay after she has ‘cooled down’ a bit and has gone out for her evening meditation— which usually takes her to the caves overlooking the waterfall. She hopes that the tranquil and isolated setting will help to calm her mistress, and make her more likely to listen to reason.

Though she is open to just about any plan the Players come up with, Tishana will be horrified by any suggestion to use violence. Not only is she still loyal to Varnay, she also realizes her importance as a symbol to the Resistance. Were the Jedi to be slain, the morale of the resistance would be destroyed. Unless the players come up with a better idea, she imply intends to try and reason with Varnay and not back down.

The scene that follows will require good roleplay from the players. Though Tishana has chosen a place and a time, it should really be up to the players to talk to Varnay and bring her back to the light. If your players aren’t particularly adept at talking, then the following encounter could be rather awkward. In this case, have Tishana help out a little, but the PC’s words and actions should really decide the outcome.

Cut-Away to Dark Chamber:

Read aloud:

INTERIOR: NEST CHAMBER. *The camera begins a slow pullback from a dark form situated at the center of a huge web. One by one, long spindly limbs unfold from this mass, silhouetted against the grey window behind. “Yesssss...” rasps an alien voice. “She draws closer to the void... She draws closer to me.”*

Hundreds of rasps, clicks and chitters are heard just off camera, growing in intensity. The voice at the center of the web speaks again, soothingly “The time approaches, my children... soon... ssssoon...”

[Fade to:]

EXTERIOR: SPACE. An armada of dark ships rumbles towards and into a familiar looking nebula.

[Cut to:]

INTERIOR: SANCTUARY. Where a group of heros meet to decide the fate of their cause...

When the players have made all the preparations they care to, read the following:

Evening falls over Sanctuary. Tonight, however, the darkness seems more than just a physical state. The inhabitants of Sanctuary seem to huddle by their fires and in their homes, paying you no mind as Tishana leads you past them towards the distant waterfall. The uneasy pall that has fallen over the settlement seems only to intensify with the coming of night. Though quiet, your guide doesn’t appear to share in this depressive mood. Tishana’s face is set with resolution and, when she looks to your group, confidence.

Your path winds through the woods, along the river to the waterfall that is its source. There, you climb the rocky slopes of the cavern wall to a cave etched within it. Tishana pauses slightly before entering, turning to look at each of you. After a moment, she offers a small smile and ducks into the cave.

A small fire illuminates the rocky chamber and before it kneels Ellen Varnay, her back to the entrance. She seems unaware of your presence at first, but then suddenly speaks. Her voice is low, with just a hint of menace in it. "So, Tishana. You think to challenge your mistress. Come then.." Varnay rises, turning to face your group. "... what have you to say?"

And now the roleplay really begins. It is up to the players, with Tishana's help (as needed) to turn Varnay back to the light. This will not be an easy task, but it is a necessary one. Not only is it 'the right thing to do', it is also the only way to keep the Resistance from crumbling (and thereby stop the Charon).

As the players confront her, Varnay will fight back verbally. Though part of her knows she is wrong, the dark urges her defend herself, to justify her actions. Her main argument is that the ends justify the means. If she must turn heartless to slay the Charon, then so be it.

The players can offer many arguments against this, but the most convincing would be to point out that if she does this, she becomes what she seeks to destroy. It was hope and a love of life that kept her and her people alive all these years, and it is just possible that these same things can see them through this, their darkest hour. If the players seem to be faltering, have Tishana try to nudge the argument in this direction.

As the confrontation proceeds, Varnay will become more and more angry, especially when Tishana joins in. Should the players come up with a particularly good argument or if the scene is starting to drag on, the Jedi will finally snap. At this point, read the following aloud:

Without warning, Varnay's lightsaber seems to leap into her hand. The Jedi sweeps the weapon into attack position, snarling in frustration: "You don't know! You haven't seen what I have, you don't know what I do! They must be destroyed!" She rounds on Tishana, jabbing the tip of her lightsaber accusingly in her direction. "You turn against me when I need you most! After all I have done... this is how you repay me?!" Despite herself, Tishana looks down, ashamed. Before anyone has a chance

to speak again, an angry scream interrupts. Kordak emerges from the shadows of a nearby tunnel. "You DARE challenge my Mistress?! You will all pay for your insolence!" The hulking warrior launches himself into the midst of your group, igniting his lightsaber as he charges.

Kordak has followed the PCs to the cave and has listened to the arguments from the shadows. He has now had all he can stomach, and (spurred on by his Mistress's anger) he attacks. Run the combat as normal, determining surprise and initiative as normal.

While Kordak is a dangerous opponent, he really shouldn't be a match for the entire party. It is hoped the players will find some way to subdue him rather than kill him, but it is entirely possible that they may have to do just that.

Either way, Varnay will be stunned by the attack. She will not join either side, but rather watches in horrified fascination. This is a product of her teaching, and a graphic example of what the players may have been arguing all along. Tishana will aid the PCs, but will not kill him, no matter what the reason.

When the fight is over, and Kordak is subdued (one way or another), Varnay will drop her lightsaber and kneel beside the fallen Warrior. Even if he is not dead, the impact of the fight has finally opened Varnay's eyes. "What have I done?" she asks numbly. "What have I done..." This said, proceed with the cut-away below.

AFTERMATH

Read Aloud:

Somewhere, in the distance, a single low wail sounds, echoing across the cavern from the direction of the settlement. It is soon joined by others. Tishana looks up in alarm. "No! The evacuation signal..." Her face twists in dismay as she turns to Varnay for guidance. But the Jedi pays no heed to anything going on around her. She continues to kneel beside Kordak, shaking her head slowly. She mutters to herself as bitter tears begin to run down her cheeks. "They've found us... they've found us, and it was all my fault... all of it."

At this point, Varnay is overcome with grief and feels she deserves to stay here and die for what she has done. She knows that the only way the Charon could have found out about Sanctuary was through the Mother-queen's newly gained dark Force abilities. With them, the arachnoid ruler could sense for the life force of the beings in the resistance— could track it across the void of space. And worst of all, the Mother-Queen gained these powers from Varnay.

Give the players a chance to complete Varnay's redemption by pointing out to her that she is still needed and that even if it was her 'fault' there is something she can still do about it. If the players do not do this, or seem ready to leave Varnay to her fate, then have Tishana speak up, saying "We need you, now more than ever." Once this final emotional hurdle is taken, Varnay will have been truly redeemed to the light, read the following aloud:

C **ut-Away to Command Center:**

Read aloud:

INTERIOR: COMMAND CENTER. *A Resistance technician monitors a sensor readout, running a standard sweep of the area around the Sanctuary asteroid. His eyes suddenly widen in horror as blips begin to appear on his screen, first dozens, then hundreds. He slaps an alarm button on his control panel and shouts for the duty officer. "Sir! Charon vessels approaching!"*

[Cut to:]

EXTERIOR: SPACE. *An armada of Charon vessels emerges from the clouds of the nebula. Hundreds of larger ships begin disgorging thousands of smaller craft as they fan out into formation in front of the Sanctuary asteroid. In hasty response, Resistance attack ships begin launching to intercept, but they seem pitiful few against the arachnoid fleet.*

[Cut to:]

INTERIOR: COMMAND CENTER. *A Resistance officer stands amidst the chaos of activity, shouting orders. "Finish launching all defense craft! Signal the evacuation!... and notify the Triumph of our situation!" He pauses to glance at the sensor display screen again, exchanging glances with the technician monitoring it. The officer hisses to himself worriedly "Damn it... Where is Varnay?"*

[Cut to:]

INTERIOR: CAVE. *Where Varnay kneels beside a fallen Kordak...*

Varnay looks up, turning to regard each of you with searching eyes. She nods slightly, almost to herself, as a grim determination builds in her tear-streaked features. She rises from where she kneels and speaks in an earnest, resolute voice. "You are right. You were right all along. I..." her voice breaks from emotion. "I cannot express the gratitude..." She shakes her head, regaining her composure. "But, there is no time for that now. Come, we have a battle to win."

E

pisode Four Paradise Lost

Summary:

In this Episode, the players must fight their way free of Sanctuary as it is attacked, doing their best to save as many of the Resistance as possible. Opposing them are the Charon Armada and hordes of arachnoid warriors invading the asteroid base itself. With the timely aid of Captain Marsten and the Triumph, the players should be able to make it to where the rest of the Resistance has gathered its fleet. From there, they will prepare for the final assault on the Charon as they prepare to make the dimensional crossover to realspace...

Cut-Away to Space:

Read aloud:

EXTERIOR: SPACE: *The battle rages between the vastly outnumbered resistance attack ships and the Charon armada. Waves of ships blast through the defenses to hammer the Sanctuary asteroid itself.*

[Cut to:]

EXTERIOR: ASTEROID SURFACE. *Dozens of huge, beetle-like Charon vehicles land on the surface of the asteroid and begin to burrow into the stone, throwing up clouds of debris behind them.*

[Cut to:]

INTERIOR: COMMAND CENTER. *A grim officer watches the display screens, then announces over the base-wide comm-unit "We have Charon borers inbound, Sanctuary has been compromised, I repeat, we have been compromised..."*

[Fade to:]

INTERIOR: SANCTUARY. Where Varnay and our heroes hear the grim news...

Holding Action:

Even as the announcement is made, Varnay begins to take control of the situation. Despite all of her recent troubles, she is a brilliant leader, and one with a lot of experience fighting the Charon. She informs the players that Sanctuary does have an evacuation plan, but that it will take time. Therefore, they must all help to hold off the Charon invasion while the resistance's non-combatants escape.

In order to avoid being overshadowed by the Jedi's combat abilities, the Characters should be sent off on their own while Varnay and Tishana attend to other tasks (this also reduces the number of NPC's you will have to keep track of in the following scenes). The Jedi directs the players to the Village in the main cavern, asking them to help oversee its evacuation and escort the people there to their designated evacuation ships.

Meanwhile, the Charon have already begun to infiltrate the asteroid with their borers and other vehicles. There will only be a few scouts and raiders to begin with, but these will soon be followed by hordes of warriors...

Scenes of Evacuation:

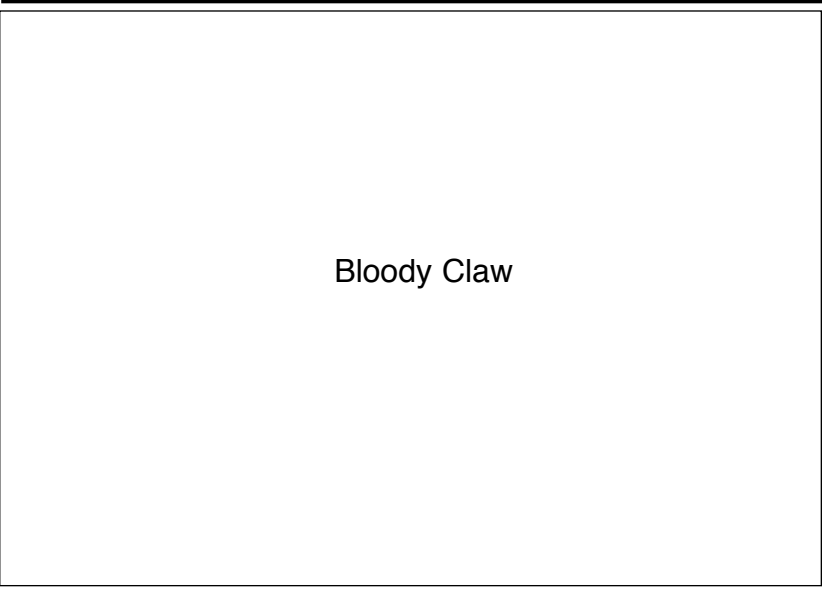
Once the players are on their way, run the following scenes, keeping in mind the current condition of the PC's and the fact that you do not want to kill them, but rather just make life a 'challenge' for them. As always, though, if your players make foolish decisions, then they should pay the price. Players who do not use their heads in these encounters could easily lose them.

Scene One: Chaos in the Village

Upon arriving in the village, the players find a scene of pure chaos. Despite their dedication and training, the people here are afraid. Though they have been prepared to evacuate ever since they moved here, many had begun to believe it would never happen and are now in shock. Without any

solid leadership, the people mill about in a state of near panic gathering what goods they think they can bring with them. Some have begun to move toward the evacuation tunnel, but unless someone gets control of the situation and motivates them, it is clear they won't get out in time.

This is a chance for those players with high command skills to take charge. A loud voice and a Command roll will get the attention of crowd and get them moving to the tunnel. Failing the use of Command skills, a loud show of force (A Wookiee



Bloody Claw

C ommanding The Situation

The less time the evacuation takes, the fewer Charon the players will have to face in subsequent encounters. The rules for this are as follows:

| Player's Command Roll | Modifier to Number of Charon |
|-----------------------|------------------------------|
| Heroic | x.5 |
| Very Difficult | x.75 |
| Difficult | - |
| Moderate | x1.5 |
| Easy | x2 |
| Very Easy | x3 |

If the players use a show of Force (wookiee roar, firing blasters into the air) rather than their command skills, the number of Charon in the following encounters should be modified by x1.5.

If the players do nothing to take command of the situation, but still stay with the evacuees, multiply the number of Charon in the following encounters by x3.

If the players ignore the situation and move to save their own skins, the number of Charon should be modified by x.5. This is a very cowardly thing to, however, and the players should face repercussions later for leaving people behind to die.

When applying the modifier to determine the number of Charon involved in an encounter, round all fractions up.

roar, blaster shots in the air, etc.) will suffice, but the evacuation will be less orderly and take more time. Consult the table below to see how this encounter affects those to follow.

Scene Two: The Library

As the players (hopefully) get people moving in the village, Axelai, the librarian, is busily downloading what he can of the library files onto a portable terminal and grabbing what few artifacts he can carry— most will have to be abandoned. As he does this, the players should notice a group of 8 charon warriors scale down the sheer cliff walls and enter the library cave (remember, the number of charon may be modified by the players' actions in the previous encounter).

It will take the players five rounds to reach the library from the village. If any were already at the library (for whatever reasons), then run the combat as normal, with Axelai assisting them. If no players were at the library, then they will arrive to find a wounded Axelai battling the Charon amidst the now burning ruins of his library. If nobody goes to the library, then Axelai will be killed.

To add some drama to this scene, during the combat in the library, one of the village children will rush in to assist Axelai— only to wind up being batted aside by a charon warrior. As the child falls, critically injured, Axelai will go berserk and attack the offending charon bare-handed. His rage is such that he literally rips the charon limb from

limb (from limb). You don't actually have to roll dice for this, just describe it happening during the combat. This kind of violence coming from the normally pacifistic librarian should help increase the 'desperate' feel of the battle.

When it is all over, Axelai (if he is still alive) will gather the child in his arms and move to join the evacuation.

Scene Three: Borers

Once the majority of the evacuees are in the tunnels, headed for the escape ships, read the following aloud to any players performing rear-guard for the retreat.

As the last of the beings of Sanctuary make their way into the escape tunnels, you pause for one last glance at the cavern. Already fires have are raging through the forests, set by small parties of charon advance scouts. Thick clouds of black smoke have begun to fill the cavern, blotting out the light of the sun-dome above. Here and there you can see flashes of blasters and plasma weapons, accompanied by distant screams and shouts— it seems not everyone was able to get out in time...

And then the Charon arrive in force. The ground begins to rumble and sections of the cavern walls suddenly collapse inwards. Odd , beetle-like burrowing vehicles burst through the stone and disgorge hordes of of arachnoid warriors and clouds of their red 'death mist'.

Your view of this scene is suddenly interrupted when the ground rumbles again, this time much closer. Another charon borer vehicle emerges, chewing its way through the stone only twenty meters from the escape tunnel you guard.

Even as the borer begins belching out gouts of red mist, warriors leap from its back and skitter towards you, the light of distant fires glinting hellishly off their armored bodies...

The players will have to hold off 16 Charon warriors in this battle (modified by the results of their actions in encounter one). As always, feel free to modify the exact number of Charon to suit the current condition of the party. If the characters are already pretty beaten up, then lower the number of Charon. If the players have been easily defeating

Warriors in previous encounters, then raise the number Charon.

During the battle, remember to take the effects of the red-mist into account. Most players are probably immunized from the mist's mind-warping effects by now, but it can still hamper their vision.

After unloading its troops, the borer vehicle will attempt to withdraw back the way it came, headed for the surface of the asteroid. And for you people who must have explanations about such things, the reason the asteroid base is not explosively decompressing as the borers penetrate its surface is because the asteroid itself has a thin atmosphere. Though the tunnels the Charon have dug are indeed venting the 'good' atmosphere of the base out into space, it is happening much slower (and less violently) than it would have if the base interior was suddenly exposed to hard vacuum.

The Charon will attempt to kill or subdue all the players and then go after the evacuees fleeing down the tunnel. Once the player's defeat or otherwise overcome the Charon, they may themselves proceed down the tunnel to the evacuation bays.

Scene Four: Last Stand

Read Aloud:

You hurry after the flood of refugees, rushing down the escape tunnel and away from the burning ruins of Sanctuary. As the twisting passageway proceeds, it suddenly opens into a larger cavern where several other tunnels join it. At the entrance to one of these, a small band of resistance warriors fights to hold off a swarm of Charon. As you watch, another group of arachnoids emerges from a different tunnel and sweeps in behind the warriors, cutting them off from retreat. The cavern is large enough that the Charon have not yet taken notice of your presence. It would be easy enough to sneak by while they are distracted, but you know that by doing so, you would leave the warriors to certain death..."

Should the PCs stop to aid the warriors, they will face another 16 Charon (again, modified by the results of their actions in scene one). They will be aided in this fight by six resistance warriors. Should the players overcome these Charon, they

(and any surviving resistance warriors) will be able to retreat all the way to the escape bays without further incident. From there, they can board one of the escape craft and launch into space. Proceed with Scene Six.

Scene Five: Scramble (Optional)

It is hoped that the Characters are well-rounded enough to be useful both on the ground and in their ships, but if any of them are really more suited to space combat, have Varnay order them to their ship to help with the defense of the asteroid from outside. If there aren't enough PC's to fully man their ship, then have several resistance members volunteer to fill any vacant positions. All volunteer crewmen will have a 6D in any applicable skills (Gunnery, Astrogation, Shields, etc.)

When the ship is finally manned and launched, read the following description aloud:

The space surrounding the asteroid is utter chaos. Swarms of Charon vessels swirl by—squadrons of biofighters, strange, beetle-like boarding craft, and perhaps a dozen huge 'motherships'. Though few in number, the rag-tag fighting craft of the resistance are making their presence known.

Explosions blossom against the backdrop of the surrounding nebula, sending thousands of Charon to their 'void'. Yet thousands more remain. One by one, resistance ships are singled-out and overwhelmed by numbers. The lucky ones are destroyed outright. Others, merely disabled, are pulled in by the motherships... a fate no one envys.

You have only a second to take this all in, for as soon as you clear the asteroid, greenish plasma blasts light up around you. It seems the Charon have singled *you* out as their next target...

A squadron of eight Charon bio-fighters attacks the character's ship. Though there are other resistance ships fighting, they are all too busy to aid the PCs at the moment. If the player's ship is not particularly combat oriented (possible, but not likely) feel free to adjust the number of Charon fighters down.

Likewise, if the ship is a battlewagon, send a full 12 fighters against it.

Once past this initial dogfight, allow the characters to proceed as they see fit (and as time allows). If only one or two players went with the ship while the rest stayed on the asteroid to help with the evacuation, then focus more on those inside. If, however, the majority of the players returned to their ship, then concentrate more on the exterior battle. For this, you will have to come up with your own 'scenes'. But here are some suggestions:

The PCs must rescue (or destroy) a disabled resistance craft that is being pulled in by a mothership. Indeed, if there is no way to rescue the pilot, he (or she) will ask to be destroyed. This can be a very dramatic scene, especially if the pilot is an NPC that the players have befriended previously.

The PCs must stop a flight of Charon borers (escorted by bio-fighters) from landing near Sanctuary's escape launch bays. This is a flat out dogfight scene.

The PCs make an attack run against a Charon mothership in an attempt to hamper the arachnoids lines of communication. Unless the player's ship is particularly well armed, then the goal of this scene should be to destroy a particular 'communications node' rather than the entire ship.

No matter which battle you emphasize (the space battle, or the battle inside the asteroid) all the player characters should wind up in space for the final scene of the episode.

Note: If none of the player character's returned to their ship, it will be evacuated by NPC resistance crewmen and will survive to escape with the rest of the resistance.

Scene Six: The Gauntlet

Read Aloud:

As the evac ships finally launch from Sanctuary it seems that all of your heroics were for naught. The resistance's fighting ships have been decimated. It is clear that those few that remain will not be enough to cover the unarmed

life-boats in the run they must make against the Charon gauntlet.

There is a brief moment of respite as the disorganized Charon regroup. But any hope this brings is quickly dashed by the arrival of three more motherships and their escorting bio-fighters. Reinforced, the arachnoid fleet maintains its position, cutting off all avenues of escape, but holding off its attack. It seems they are smugly content to let their prey come to them...

Over the resistance com-channels can be heard the voices of its warriors, speaking words of defiance and resolve. Varnay begins to issue the order to move out when she is cut off by a sudden series of explosions.

Roaring out of the clouds of the nebula comes the Triumph, and with it a host of mis-matched warships. One of the Charon mothership's is destroyed instantly and its wreckage plows into a second. A wave of fresh resistance fighters roars in after, clearing a lane through the blockade.

Marsten's voice sounds over your com-channel, steady and clear. "Allow us to get the door for you." An exultant cheer greets him and the evacuation ships barrel towards the opening in the Charon formation.

By the time the Charon recover from the sudden onslaught, you have fled with the Resistance's fleet. Behind you, Sanctuary disappears into the mists of the nebula...

And so, the players are narrowly able to escape the Charon. Though the Resistance has lost its Sanctuary, they are not defeated. In fact, Resistance leaders from all across Otherspace are gathering even now to plan a last assault against the arachnoids. The player's ships will dock with the Triumph and from there they will travel to this rendezvous.

Loose Ends

Any number of things may have happened during the last episode, and once onboard the Triumph, the PCs will have a chance to catch their breath. During the three day trip to the rendezvous, any wounded players will have their injuries treated and any equipment that was lost will be replaced as best as possible (keeping in mind the Resistance's limited resources). If the player's ship was damaged

during the space battle, it will also be repaired during this time.

If any of the characters was unfortunate enough to be killed during this episode the trip will provide a chance for memorial services (if any of the surviving PCs are so inclined). The same goes for any NPCs who were friends of the players. Players who have lost their characters and wish to start another must come up with some kind of background to explain them. The easiest would be to have them be one of the Resistance members—even, possibly, a traveller from Realspace who was stranded in Otherspace not too long ago.

During this 'downtime', Varnay will make a point of visiting the players to apologize for her behavior towards them and to thank them earnestly for all they have done so far. With the recovery of Varnay, the mood of the Resistance has changed—though they realize the danger they are going into, they are once again certain of their course of action, and of their leader.

Should Kordak have died in the previous episode, then there will be great mourning, especially by Varnay. This time, however, she will not allow her guilt to affect her judgement. She realizes that she played a great part in his demise, and that she will have to atone for that, (perhaps for the rest of her days) but she no longer sees that as an excuse to let herself fall to the dark again. Even if Kordak lives, Varnay knows she still has much to atone for.

Tishana and Axelai will spend much of their time during the trip with the player characters, providing a chance for any relationships to be further developed. As always, urge your players to describe how their character spends his 'down-time'. When this all these loose ends are tied up, proceed with the next episode.