

## **Trade Blocked**

### **Rules:**

- 1 Life, with possible revives
- No !forceheal
- No Channel Hatred or Meditate
- No killing other players

### **Needs:**

- 1 or 2 Factions
- 3 helpers

### **Background:**

A non-aligned cartel faction has blocked a major hyperspace route for multiple planets and is looting the materials from passing by ships. A leader from one of the planets beckons out on an open channel asking for support in removing the cartel.

### **Main Event:**

The leader explains the situation to the Jedi/Sith that arrive and they can choose to work together or not. If they decide they will split up to deal with the blockade, the Sith will take on and clear one of the ships causing the blockade while the Jedi will do the other. Whichever group clears their ship first will get to TP to the final blockade ship first and possibly steal the boss loot if fast enough. Also depending on which ship was taken, different rewards will be given out to the group. I.E one ship will have bundles of alchemy ingredients stolen from another ship and will be able to be claimed. While the other ship may have had raw materials transported and has material drops, along with the chance for crystals. *These ships will have multiple stages unlocked by either defeating a wave and then a short puzzle to open the door to the next room and depending on lives lost, a room for mini-boss then revives.* At the end room of each smaller ship will be a mini-boss which are the right-hand and left-hand man respectfully of the Cartel Boss. These will be player-controlled.

### **Final Ship:**

The final ship which is the flagship of the cartel's blockade will have 2 stages. One stage which is a PvE fight with semi-hard npcs followed by a puzzle to unlock the door which the Cartel Boss has locked down. Once the puzzle is solved the final boss fight will commence followed by a player controlled boss who is the Cartel Boss. Once the boss is about half hp, the leader who called the Jedi/Sith to come help will ask that the Boss is not killed so that they can be brought to justice and that they will be rewarded if they do not kill him but capture. Alternatively, the Cartel Boss says if you

let him have an honorable death by fighting he will say with his last breath where a secret stash of loot is. This loot will purely be a credit reward for the first two players to find it.

**Ending:**

The outcomes chosen by the players determine the outcome of the event. If they did not split forces, then all players would receive small amounts of Alchemy, Materials and a Event roll. If they did split forces, then the Alchemy and Materials will be split to which faction cleared which ship. If the players did **not** kill the boss, then they are rewarded with a single Legendary roll (or reward of fitting value).

If the players **did** kill the boss, then a cache containing two 250k ic rewards will have its location revealed after all event goers have their other rewards given.