

A Portrait of the Artist as a Young Rodian

**Episode 1 of the Jigsaw Trilogy
A One-Round LIVING FORCE Tournament**

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Is the theft of artwork simple greed, or an attempt to discover a long lost treasure? An adventure for LIVING FORCE heroes of all levels. This scenario should be played before "*Cloak and Vibroblade*" and "*In the Name of the Maker*" (Episodes II and III of the *Jigsaw* trilogy).

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A Portrait of the Artist as a Young Rodian is a standard RPGA Network adventure. A four- to five- hour time block has been set aside for this event but the actual playing time should be about three and a half hours.

It is a good idea to ask each player to put a nametag in front of him or her. The tag should have the player's name at the bottom and the hero's name, species and gender at the top. This makes it easier for players to keep track of who is playing which character.

Reporting the game for RPGA: The RPGA tracks adventures for the Player Rewards program. The Senior GM or designee should provide a Session Tracking sheet to you for reporting. Both the GM and the players need to list their name and RPGA number on the form. This adventure is worth 2 Player Reward points.

GMs of RPGA tournaments are expected to be familiar with the RPGA Rules and Penalty documents. These are available as downloads from the RPGA web site at www.rpga.com.

A note about the text: Some of the text in the module is written so that you may present it as written to the players, while other text is for your eyes only. Text intended for the players is in **bold italics**. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

House Rules

There are a large number of players throughout the world playing LIVING FORCE, and it's impossible to supervise them the way one might in a home campaign. As a result, we have a few house rules. These are outlined here for you.

Atoning for Dark Side Points

Heroes may, at the discretion of the GM, atone for Dark Side Points acquired during play by spending one Force Point to atone for one Dark Side Point. Heroes may only atone for one DSP per scenario played, and only if, in the judgment of the GM, the hero shows proper remorse and understanding of the dangers of the dark side. Players are required to keep a running total on their log sheets of all Dark Side Points ever acquired, even if the hero has atoned for them.

Dissipate Energy

Dissipate energy only works against energy damage to Wounds. It has no effect against vitality damage or stun weapon attacks. Also, the DC for the Fortitude saving throw should be "10 + damage dealt," not just "damage dealt".

Illusion

Use of the Illusion skill allows a save when the hero views or otherwise interacts with the illusion. If the player succeeds at the save, the illusion is seen as an outline only, and anything that might have otherwise been hidden inside or behind the illusion is visible. Illusion cannot be utilized to create "an illusion of nothing"; it cannot make something invisible.

Stun

If a hero hit by a stun attack makes his or her Fortitude save, the hero is unaffected by the stun attack and takes no damage. A hero who fails the Fortitude saving throw is unconscious for 1d4+1 rounds. This ruling includes heroes in the area of effect of a stun grenade. This house rule supersedes the rules in the *SWRPG-RCR*.

Hero Earnings

At the beginning of the round, if the heroes are employed, they receive their pay. No matter how much time has passed since the previous round, they receive pay for one week. Heroes may not have more than one employer. Heroes who are not employed but who have Entertain, Gamble, or Profession skills may roll against those skills to see how much they have earned in the last week. Rather than using the method in the core rules for Entertain or Gamble, however, use the method described for the Profession skill on page 96; that is, roll the check, and then multiply the result by 100 credits to determine the amount you made that week. Note that heroes may use only one of the above methods each round and must choose which before rolling (Employment, Entertain, Gamble, or Profession). Per the rules, you may take 10 on Entertain or Profession checks, but not on Gamble. There is no pay for unskilled labor in the LIVING FORCE campaign.

Issuing Force and Dark Side Points

Issuing Force Points: When heroes perform cinematically heroic actions, you may issue a Force Point. Because this is a heroic campaign, we expect heroism and encourage judges to reward it. In the course of a standard LIVING FORCE event, there are many opportunities for heroism. If a LIVING FORCE hero performs in a way that is heroic, dramatic, and cinematic, then a Force Point is definitely in order. Our favorite story involved the hero at the premiere, who leapt from a moving speeder, grabbed a vine, and swung on that vine to attack someone in another moving speeder. THAT is dramatic, cinematic heroism!

Not everything is that extreme, and you don't have to jump from a moving speeder to earn a Force Point, but if a hero does something that makes you, the judge, say, 'Wow,' then they should probably get a FP.

The core rules (pg 178) define "Dramatic Heroism"

as follows:

To qualify as an act of dramatic heroism, an action must fulfill three criteria:

- It must accomplish a significant task in the defense of good or the defeat of evil;
- It must occur at a dramatically appropriate time (usually the climax of the adventure); and
- It should require significant risk on the part of the hero.

Issuing Dark Side Points: Unfortunately, it is impossible to produce an exhaustive list of all the possible ways people can get Dark Side Points. There are just too many ways that the beginnings of “evil” can manifest themselves.

To quote the *Star Wars Roleplaying Game Dark Side Sourcebook*... “Evil is not always easy to recognize. An innocent act may ultimately result in great suffering. An act of revenge may save the lives of millions of people. The pure at heart can lash out in anger. Evil may lurk beneath a mask of virtue. Whether an act is evil or not often boils down to a question of motivation, and motivation can be hard to identify.

“When a Gamemaster is in doubt about whether to award a Dark Side Point to a character, he or she should consider the character’s motives: Did the character act out of anger? Hatred? Cruelty? Vengeance? Pride? Did the character choose an option simply because it would allow her to spill an enemy’s blood? Was greed or envy involved? Jealousy?” (Great section, beginning on page 41, which illustrates the problem fairly precisely.) The GM must assess the motivations of the character, and if those motivations derive from the base emotions that are the path to the dark side, then a DSP is appropriate.

Wookiees, Rage and Dark Side Points: Per the sidebar on page 182 of the *Star Wars Roleplaying Game Revised Core Rule Book*, Wookiee Force users do not gain Dark Side Points for following their natural tendencies and using the Wookiee rage species ability. They do receive a Dark Side Point, however, if they incorporate Wookiee rage with any of their Force skills.

In addition, while in a Wookiee rage, a Wookiee Force user can’t call upon the Force (except for calling upon the Dark Side when using a Force point). All other uses of the Force require more calm and peace than the Wookiee can manage while in the natural frenzy.

General Notes to the GM

When running this adventure, or any *Star Wars* adventure, keep in mind the *Star Wars* adventures should seem like the *Star Wars* movies. The action should flow quickly and the players should not get caught up in too many mechanical details of what they are doing. Describe things in sweeping statements, and

recall scenes from the movies when necessary to help players visualize what is going on. More than anything else, have fun.

LIVING FORCE adventures are not designed purely to kill characters. If you believe a combat is genuinely too tough for a group you are running, scale it down. If you believe it will be far too simple, scale it up—within reason. Do your best to keep fights cinematic and interesting, and if someone dies because they made a glorious sacrifice, that’s fine. What we want to avoid are the “dumb” deaths that result from a string of bad dice rolls. That’s not cinematic, and it’s not what *Star Wars*, or LIVING FORCE, are about.

This is an adventure for all levels of LIVING FORCE heroes.

GM Overview

Twenty-four years ago the Jedi Council dispatched a single Jedi Knight to infiltrate the criminal organization of Riboga the Hutt on Cularin. Rumors abounded that Riboga traded in slaves. Because Lanus Qel-Bertuk had only just taken over the Almas Enclave, it was decided that an outside agent should be employed. A wily young Knight named Ji-Ad Sarain was chosen for the task.

Now, while most slavers use either stunning slave collars or implanted explosive devices to control their sentient wares, some of Riboga’s agents had begun to experiment with an alternative method—carbon freezing. These goons, under the leadership of a slimy Rodian named Gomalo, established an expansive facility on one of the cloud cities of Genarius to handle shipments.

Sarain infiltrated the operation, posing as a mercenary, and managed to locate this facility. After calling for backup from the Almas Enclave, he attempted to rescue the imprisoned beings. During the ensuing battle, charging a band of the Hutt’s enforcers while the slaves made their escape, Sarain was overcome and captured. Fearing a reprisal by the Jedi, the slavers fled the facility, but not before carbon-freezing their Jedi captive as a safety measure. As they departed the system, however, their ship suffered heavy damage in a Jedi attack. Although the ship jumped to hyperspace, Ji-Ad Sarain was believed lost. In the course of the next year Nirama took control of Riboga’s organization and shut down the slavery racket himself.

In truth Gomalo and his goons abandoned their cargo in the middle of a nearby nebula cloud before limping to the next system. (No doubt they were wary of explaining that particular cargo to port authorities.) To make sure that the location of their loot was not lost, however, Gomalo hastily crafted a bas-relief sculpture that encoded the location of the jettisoned cargo pod.

Word had spread of the slavers' flight from Cularin, however; upon arrival they were arrested and their cargo of plunder—including the bas-relief sculpture—was confiscated. While the slavers sat out a twenty-five year prison sentence for their crimes, the key to Sarain's whereabouts went unrecognized.

Nevertheless, the sculpture did not fail to attract some attention. The local security forces, after returning as many items as they could, eventually sold the rest at a charity auction. As Gomalo was never a terribly gifted artist, the sculpture drifted from owner to owner through the decades. Most recently it was purchased by a pair of wealthy industrialists, Tynnans by the name of Nog and Cham Teleus who were looking to make a new home in the Cularin system. As a sign of gratitude to their new neighbors they have arranged various festivities in celebration of the 125th anniversary of the Cularin Compact; these include swoop races and other competitions, a festival celebrating the industry and products of the system, and displays of native and local artwork. Because the sculpture depicts a native Tarasin, dressed in the clothing of the Dark Star Hellions swoop gang, it was included in the display as a curiosity.

Gomalo the Rodian has a long memory, however. After twenty-five years he was released, and returned to Cularin to see if he couldn't find some new business. It was much to his surprise, then, when he saw his sculpture on display in a museum on planet. Calling on some old contacts, he assembled a team and stole the item, intent on recovering his lost loot. The heist was flawlessly executed, and soon Gomalo was on his way to eliminating his "Jedi problem" without any of the local authorities becoming involved. He would have succeeded, too, except for one setback—he failed to anticipate the greed of his hired goons.

While he was busy deciphering the code and preparing to retrieve the escape pod, his thugs decided to make some quick credits by fencing a few of the other pieces they'd stolen from the museum. Little did they realize that the buyer they'd found was an undercover OPS officer, Ezra Du'Re, trying to recover the items lost by the Tynnans. The thugs managed to capture her, but her droid escaped to summon help.

Scenario flow

In Encounter 1 a droid finds the heroes and enlists them, giving two clues: the warehouse where Ezra was kidnapped and the space port where she was asking a lot of questions and made contact with someone.

If they decide to investigate the crime scene go to Encounter 2. If they decide to retrace her investigation go to Encounter 3. Note that if they go directly to Encounter 3, they might never actually play Encounter 2, and that is quite all right. It is also all right if they come back to it later, for some reason.

In Encounter 2 the heroes are endangered and find a

clue that suggests that a Defel is involved. If they ask around to a Defel's whereabouts they will go to Encounter 4. If they cannot determine the Defel's whereabouts the droid will suggest (if they don't think of it themselves) poking around the spacedock (Encounter 3). Note that if they go directly to Encounter 4, they might never actually play Encounter 3, and that is quite all right. It is also all right if they come back to it later, for some reason.

In Encounter 3 the heroes determine that Ezra made contact with a Rodian's lieutenant, a human. They can either arrange to meet with him (Encounter 5) or go to his "hangout" (Encounter 4). If they go to Encounter 4, they will almost certainly miss Encounter 5 altogether and not return to it. This is all right and can actually be suggested, if time has become an issue.

In Encounter 4 the heroes rescue Ezra and all the artwork but one. The missing piece is the bas-relief of the swoop gang as described in Player Handout 1. This leads directly into Encounter 6.

In Encounter 5 (which may be bypassed or shortened due to player decisions and/or time constraints) the heroes meet with Thook Lafrell. By defeating him (or conning the information) they can determine where Ezra is. If the heroes turn it into a fight, they may end up doubling back to Thook's room or the Starlight Lounge.

Encounter 6 fills in the gaps in the heroes' information and sets them out after Gomalo.

In Encounter 7, the heroes use their skills to find and rescue the missing Jedi in space.

Encounter 1: A Droid in Need

When an OPS sting operation goes awry, the messenger droid sent along to record information decides to summon help in the form of a few local heroes.

Encounter 2: Warehouse 151

Following the droid, the heroes are led to a rundown warehouse in one of the rougher areas of Tolea Biqua. Although the thugs have long since departed—and have taken their new prisoner with them—the heroes might find a clue in the form of a handful of shadowy hairs.

Encounter 3: Questions and Answers, and More Questions

Knowing that their opponent is a Defel, the heroes can undertake a little old-fashioned information gathering. While Tolea Biqua Spaceport Control is one option, it might be quicker (and cheaper) to ask around at the local watering holes. Success provides the name of the establishment from which Gomalo runs his operation.

Encounter 4: Under the Starlight

Using skullduggery or force, the heroes must gain

access to Gomalo's makeshift base of operations and discover the full extent of his activities.

Encounter 5: Doing Business

One option the heroes might employ is arranging business with Gomalo's lieutenant, Thook Lafrell, at another location, and then to stage an ambush there.

Encounter 6: Rightful Owners and Another Lost Item

A search of the hotel rooms can provide a variety of information. If Ezra is rescued, she reveals that Gomalo took one of the items, a bas-relief sculpture of some sort, and departed the system. If the owners of the stolen cache are contacted, they can provide an exact holographic replica of the stolen item, a copy that might reveal the answer to a long-lost secret. Other contacts, such as the Almas Enclave or Nirama's organization, can provide further clues.

Encounter 7: Deep Space Showdown

If the heroes can deduce from the sculpture the location of the lost Jedi, they can find the nebula in which the escape pod was dumped. There they encounter the villains in the process of salvaging the pod, and a ship-to-ship battle ensues.

Important Note to GMs:

Clarification regarding tiering notation: when you see something like "DC 15/20/25/30", use the lowest DC for the lowest tier, the middle for mid-tier and so on. In this scenario, tiers are for character levels: 1-3, 4-6, 7-9 and 10+. Higher level heroes are unlikely to find the combats in this scenario challenging.

Opening Crawl

With the Militia and the Cularin Office of Public Safety concentrating on Thaere, other groups turn a predatory eye toward the Cularin system. As galactic tensions escalate, criminals and opportunists move to take advantage of the conflict to mask their activities.

Though Riboga the Hutt removed his operation from the Cularin System decades ago, one of his minions has returned. Rumors persist of some unfinished business, an affair that might bring danger and death to the system...

Encounter 1: A Droid in Need

Key ideas of this encounter: Introduce the heroes to the investigation of the art heist and start them in pursuit of

the missing OPS agent.

The adventure begins while the heroes are preparing to leave the cloud city of Tolea Biqua, orbiting Genarius. They could have been there for business or pleasure; reasons will likely vary from character to character. If one of the heroes has a ship, the party might start out in the docking bay making final preparations for departure. If not, the heroes are waiting around for the next public shuttle launch. Whatever the case, just as they are preparing to leave, the heroes are contacted by MT-D6. As the droid is seeking help for his imperiled master, he approaches Jedi first and obvious Militia members second. Failing this, he simply approaches the hero with the highest Reputation score.

"Help, help, you must aid me." The origin of the cries is a frantic MT-D messenger droid, one that is fluttering in your direction. "Oh please, good citizen, my master is in dire need of assistance."

Once he can be calmed a little, MT-D6 explains the situation; he can provide the following information:

- His master, an OPS agent named Ezra Du'Re, has been working undercover to investigate the theft of some valuable art objects from a private collection on Cularin. The items were part of a display for a festival celebrating the 125th anniversary of the Cularin Compact.
- Ezra had spent a lot of time at the Space Dock, particularly with some of the workers in the customs area.
- Ezra had arranged to meet with a Human who was looking to sell some "recently acquired pieces" available for "unbeatable prices;" the meeting took place in a nearby warehouse.
- When Ezra arrived she found an ambush waiting; during the ensuing firefight MT-D6 managed to escape and came to find reinforcements. He does not know what happened to his master, and is extremely worried.
- MT-D6 can show two hand sized holos of Ezra, one in civilian clothes and one in her uniform. (He will only show the uniform version if the heroes are alone; he won't break Ezra's cover.)

The droid literally begs the heroes for help. If anyone should be so callous as to ask about payment, MT-D6 promises that something can be arranged. Although outraged that a being could be so mercenary, he is one of those rare messenger droids programmed for deceit—he is frequently used in undercover activities, after all—and is willing to promise whatever it takes in order to secure assistance.

It is hoped that the heroes are not so callous. If they

decide to investigate the crime scene go to Encounter 2. If they decide to retrace her investigation go to Encounter 3.

Encounter 2: Strands of Evidence

Key ideas of this encounter: The heroes gain their first taste of the ruthless nature of Gomalo's goons, and can gain a vital clue.

Refer to GM Aid 2: Warehouse Map for this encounter.

Arriving at the warehouse, the heroes find the place locked tightly. They have two main options for entry, climbing to the roof and finding the hatch there or going in through the front door. (Cutting a new entrance through one wall with a lightsaber is always a third option, of course.) The front door requires a Disable Device check (DC 15/17/19/21); failing this or a lightsaber, it has DR 10 and 60 WP, with a DC 30 Strength check to break it open. The hatch requires a similar check to disable or force open, and has DR 10 and 30 WP.

Unbeknownst to the heroes, Thook Lafrell has left a rather unpleasant surprise for anyone who happens to come in search of the missing agent; the surprise comes in the form of a number of kouhun released in the warehouse. (These are the poisonous insectoids that Zam Wesell uses in trying to kill Padme in *Star Wars: The Attack of the Clones*.) Lafrell has also scattered debris from the crates in the warehouse—they contained fresh fruit and bolts of cloth—about the floor, giving the vermin plenty of cover from which to strike. Grant heroes entering the warehouse through the front door a DC 19/21/23/25 Spot check; for those coming in through the roof the check is DC 15/17/19/21. Any heroes who succeed notice a small creature scurry out of sight underneath the debris.

The suggested number of kouhun encountered is listed below. Gauge the combat strength of your heroes before the battle; if they are particularly tough characters, or would prefer a tougher challenge, use the higher number. Keep in mind that poison can incapacitate or kill even a very tough hero (and doing so at the start of the adventure would be particularly disappointing), so the smaller number is probably the best bet.

Tier	Number of kouhun
Low	1-2
Medium	2-3
High	3-4
Upper	4-5

The kouhun use cover to their advantage; because of the

debris covering the floor, grant them a Hide check after each attack. (Because they must move into position before attacking, the vermin can only attack every other round.) Characters must succeed at a Search check opposed to this Hide attempt to pinpoint their location; even if the Heroes succeed, they still suffer a 50% miss chance on any attacks made. Note that one hero who succeeded could point out a kouhun to another, but heroes must attempt Search checks are required for each target faced. Once the heroes have dispatched the vermin they can search for clues. Those who succeed at a Search check (DC 20/23/26/29—remember that characters can easily take 20 on the check once the kouhun are dead) find, of all things, a handful of hairs just inside the front door. When examined under the light, they seem to be strands of shadow; a DC 12 Knowledge: biology or world lore check identifies them as from the fur of a Defel. (When Ezra was ambushed she tore a handful from her attacker, in a last-ditch attempt at identifying him.) There is no other useful information to be gleaned here.

Note: as Knowledge skills are rather specific it is possible that you might have a party of heroes without either biology or world lore. In that case ask the heroes what skills they have that *they* think would be useful in identifying the fur. Examples might be professions that have the hero encountering a great variety of aliens (bartender, space pilot, doctor), entertain, gather information or appraise. Increase the difficulty to DC 17 to DC 25 depending on how applicable you think their skill is.

Encounter 3: Questions and Answers, and More Questions

Key ideas of this encounter: With a little investigation, the heroes can discover the location of the docking bay from which Gomalo's goons are operating.

Armed with what little information they've been able to procure, the heroes can commence a search for their suspects.

If you feel that your table would like to roleplay this encounter, and has the time, use "The Slower Method", below. If time is already an issue, you may use "The Quick Method, immediately following.

The Quick Method

For players who prefer to make a skill check and be done with it, a Gather Information check is sufficient; the DC depends on which clues they have so far gained and use when they begin asking around town. Use the following suggested DC's. Higher-level successes get the lower-level information as well.

DC	Information Gathered
10/13/16/19	You want to talk to Thook Lafrell.
12/15/18/21	He can be found at the Starlight Lounge
14/17/20/23	He works for a Rodian.
16/19/22/25	He has been seen with a Defel
18/21/24/27	He may have smuggled into the city a number of venomous insects.

The Slower Method

A successful hunt directs the heroes to the customs officer on duty; he is a shifty-looking human named Sherk, with an inflated sense of his own importance, who is in charge of inspecting the vessels that arrive at Tolea Biqua. With sufficient persuasion (a bribe of 200 credits or more, a DC 16/19/22/25 Diplomacy check or, failing these, a similarly difficult Intimidate check) he will talk with the heroes. Grant a +2 circumstance bonus to the check if the heroes have an obvious Jedi or Militia member in their party who is willing to pull rank on Shirk.

You talked with the woman? (MT-D6 shows the holo of Ezra in civilian clothes.) **Yeah. She was here.**

Asking as many questions as you.

What was she looking for? **Who knows? Pictures? People who could move er, um, luxury items.**

Luxury? **Well, not quite legal items.**

Did you give her a name? **I told her how to get in contact with Thook Lafrell. He can smuggle anything in. Smuggled bugs in once.** (If pressed Sherk can describe the bugs as kohouns.)

You're going to tell us? **Sure. Call this number. You'll be given a location and time of a meet.**

GM NOTE: this leads directly to **Encounter 5**. The call and directions are "off-screen"; Encounter 5 begins with the heroes arriving.

(If they show him the Defel fur) Know what this is? **Looks like some of the fur off of Lafrell's partner.**

What is he? **A Defel.**

Where can we find him right away? (He looks very nervous but will come around with more money, more talk or more intimidation) **Starlight Lounge. He hangs out there.** (Go to Encounter 4.)

That's about the limit of Sherk's useful knowledge.

Encounter 4: Under the Starlight

Key ideas of this encounter: The heroes face off against a number of Gomalo's thugs in order to rescue Ezra.

Refer to the map of the Starlight Lounge and Hotel for specific details regarding this encounter.

NOTE TO THE GM: Ezra is currently in Room 1 of the Starlight Lounge. She is being held here until Gomalo sends word that he has his lost treasure and he no longer needs her as insurance. After that Gomalo doesn't care what happens to her. Thook Lafrell believes that it is more profitable and safer for him to keep her alive and in relatively good health.

The Starlight, as the locals know it, is a three-story circular structure that is wide open in the center. Entrance is gained through a single set of double doors, which are attended at all times by four thickly set bouncers. The ground level contains six small bar areas, along with three sets of 'freshers. Four pairs of turbolifts, with transparent walls, provide access to the upper two levels. Scattered private tables and four sections of bar-style seating occupy these areas.

The lounge's most distinctive feature, however, is a dance floor that boasts adjustable gravity, along with a projected hologram of the stars of the galaxy that slowly revolves throughout the chamber. Visitors to the nightclub twist and turn in graceful arcs and spirals, drifting through images of suns and nebulae over the dance floor. The controls for the holoprojectors and the artificial gravity are located on the south side of the stage, in the center of the room. On this particular evening, the entertainment is an Ortolan named Moritz Nor and his electric organ quartet Hyperdrive. (Think of the blue elephant-like alien in the band at Jabba's palace.)

After returning to the Cularin System, Gomalo selected the Starlight as his temporary base of operations; he has hired rooms 1 and 2 for that purpose. Each room is only accessible through a specific turbolift, and then only with a special key card. Thook Lafrell has the key for Room 1, while the leader of the Togorian mercenaries holds the key card for Room 2. When the heroes arrive, Thook and the mercenaries have taken a table on the second level (marked with an "x" on the map) and are celebrating their success. The Defel also possesses a key card for Room 1, where he is interrogating Ezra when the heroes arrive.

Casing the Joint

While the Rodian's underlings do not expect that they would be followed from the warehouse, they are generally a wary bunch. For this reason, the heroes must be careful how they approach the situation. First of all, it should be noted that any Jedi entering the establishment who have not taken pains to conceal their affiliation automatically attract a great deal of attention. Such characters receive outright hostile stares from most of the customers, but Gomalo's goons and the locals know better than to cause trouble with Jedi when it can be avoided. This does not prevent a good deal of underhanded taunting and other insults, of course.

This kind of attention might prove useful, however, if

at least one of the heroes doesn't advertise loyalty to the defenders of peace and justice in the galaxy. With suspicion directed toward the Jedi, such characters can learn a good deal about who runs the show at the Starlight. Either through Gather Information checks or appropriate roleplaying, the heroes can learn the following:

DC	Information Gathered
12/14/16/18	Yeah, we saw a Defel come through here; I think he's staying in one of the hotel rooms downstairs.
15/17/19/21	That's right—he did have a Human lady with him.
18/20/22/24	If you're looking for him, I suggest you talk to the slick-looking Human who's sitting at that table with all the ladies—Thook Lafrell is his name.
21/23/25/27	Yeah, they do run with a Rodian; Gomalo is his name.
24/26/28/30	Lafrell's staying in Room #1.

Keep in mind that, provided the heroes ask the right questions, they need not make the Gather Information checks. Similarly, they can always enhance their skill checks by spreading around some money; grant them a +2 circumstance bonus for every 200 credits that they spend, to a maximum of +4.

Note here that a hero who succeeds at a DC 27/29/31/33 Knowledge: streetwise or Knowledge: organized crime check recognizes the name Gomalo as the Rodian who used to be in charge of Riboga's slavery operation; furthermore, if that was successful, a Jedi Lore check at the same DC recalls the tale of Ji-Ad Sarain, the Knight who disappeared in the process of wiping out the slavery ring. It is up to the heroes to speculate how this might be related to their task at hand.

If the heroes express interest in doing business with Thook, he is receptive to such a possibility. Note, however, that Gomalo's goons do not normally do business on the premises of the Starlight; instead they generally arrange to conduct transactions at another location, such as the warehouse in Encounter 2. Thook plays it cool if there is any mention of a missing OPS agent, although characters questioning him can attempt a Sense Motive check opposed to his Bluff check to determine that he is concealing information. If the heroes still press him with an accusation, he warns them "Stay out of other beings' business." Nevertheless, he and the Togorians know that offensive action would be a sign of guilt and only turn violent if they are themselves attacked.

If the heroes adopt a wait and see strategy, allow those who simply sit back and watch to attempt Spot checks, with the following results:

DC	Information Gathered
15/17/19/21	Periodically a few of the beings seem to head down through the turbolifts. (By trial and error the heroes can confirm that down is not normally an option, although there does seem to be a slot for a key card of some sort.)
18/20/22/24	The beings that do head downstairs seem to be using key cards to do so
21/23/25/27	Each of the turbolifts is marked with a number from one to eight.
24/26/28/30	Thook and one of the Togorians each have such a key card. (This they notice only once they've determined that they need to look for Thook La'Frell.)

Anyone who specifically asks need not make a skill check to note that the controls for the dance floor gravity and holoprojector, along with the house lights, are located on the south side of the stage.

Sometimes There is No Alternative to Fighting

Eventually there is most likely going to be a fight. Unless the heroes can successfully steal a key-card for the turbolift, sneak into Room 1, defeat the Defel, rescue Ezra and slip out of the Starlight without attracting any attention, Thook and the Togorians are likely to see what's happening and take exception to it. This might also be the case if one or more of the heroes attempts to sneak into the hotel room and runs into the Defel: if he is able to call for backup, those heroes who are still in the lounge are likely to see what's happening.

In the event that a fight does ensue, Thook and the Togorians use the setting and their special abilities to their advantage. Thook immediately makes a dash for the controls by the stage; with the reduced gravity of the dance floor, he can leap from the second level to the first without taking any damage. He then drops the house lights to a level of near darkness. While this gives most beings a 20% miss chance, those who have low-light vision or darkvision (including the Togorians) suffer no such hindrance. If anyone moves to attack him, Thook uses his next action to increase the dance floor gravity to four times normal. Determine the encumbrance effects for each character on the floor as a result.

The Togorians, for their part, use this concealment as they begin to encircle the heroes and take sniping shots with their blasters set on fry. They will spread the shots around the heroes, preferring to whittle the party down evenly and hopefully gain some more prisoners for ransom. Their intent is not to kill, but they have no real confidence in "stun" settings.

Should any character (particularly Jedi) move to engage them in melee, they are happy to oblige; in such

cases they use their four-meter reach and two-meter steps to surround the opponent and attack without being threatened. If things are going badly for Thook and the Togorians, they can call upon the Defel for reinforcements. In this case, he uses his invisibility while attacking in the same manner in which the Togorians use their concealment; refer to his description for appropriate details.

If all of Gomalo's goons have been subdued, the heroes can access the hotel room and rescue Ezra. Room 1 also contains a number of works of art of great value, including a Corellian flame sculpture (1000 credits), a Tatooine sandcasting depicting a Tusken Raider in battle (2500 credits), an ornately woven Miraluka tapestry (1500 credits) and a Wookiee wroshyr carving of a katarn (2000 credits). Any character interested in keeping the items would draw the disapproval of Ezra, not to mention receiving a Dark Side point. It would be reasonable for Jedi heroes to want to prevent theft, also! Should anyone ask about Room 2, it contains six sets of blast helmets and vests (Togorian-sized, of course—suitable only for large beings), along with a dozen blaster power packs.

If they lose the fight

If the heroes lose the fight and all are captured then Thook will stabilize any dying character and take them all to Room 1 of the Starlight Lounge where he will lock them up with Ezra. Let any ploy to get a guard into the room succeed (e.g.: feigning sickness, a fight amongst themselves, loud complaining). Then give them a second chance with only two of the Togorians. The rest have cleared out. They'll still be in time to attempt to solve the mystery.

It would be bad if the heroes lost again. If necessary, make up some useful stats for Ezra and have her help.

Proceed with Encounter 6 when Ezra has a chance to share her information. (Note that her information is detailed there.)

Encounter 5: Doing Business

Key ideas of this encounter: One option for the heroes is to arrange a meeting off of the premises, and then ambush the goons or try to bribe Thook.

The heroes might elect to contact Thook in person in order to find out more information or negotiate for Ezra's release in some way. Possible ways they can contact Thook is through the contact number from Sherk at the Space Dock or through the Starlight Lounge.

Thook is paranoid. If the heroes wish to meet he will give them a location and agree to meet them there in two hours. Thook will send the Defel ahead to scout out the situation five minutes before he and three of the

Togorians arrive to do business. Use the same map and description from Encounter 2.

Hiding the heroes

If the heroes elect to hide some or all of the party either to ambush or to gain the upper hand have them make hide rolls. This roll can be assisted. When the Defel arrives he makes one quick spot check before hiding himself. If he spots any heroes he will pretend not to see them.

Negotiating with Thook

Thook is quite willing to ransom Ezra and the artwork he has for an exorbitant amount of credits and a promise of immunity. He wants a 1000 credits finder's fee for the art (about 10% of the estimated value) and 2000 credits reward for "rescuing" the OPS officer. Yes, he calls it rescuing. If the heroes refuse to pay or if threats start then Thook gives the signal for his people to attack.

Intimidating Thook

Thook can be intimidated into leaving quietly and letting the heroes know where Ezra and the missing art is. If the heroes will agree to give him and the Defel a one-day start, he will hand over the key to Room 1 of the Starlight Lounge. Use the usual process, skill opposed by a Will save. Modifiers for good RP may apply. Modifiers for muscle would only apply if the heroes look well able to take on the Togorians, and they might even get penalties if they look incapable. If the heroes fail then Thook gives the signal for his people to attack.

Fighting Thook

If negotiation or intimidation breaks down or the heroes simply elect to attack Thook and his people will fight back, weapons set on lethal. They will spread the shots around the heroes, preferring to whittle the party down evenly and hopefully gain some more prisoners for ransom. Their intent is not to kill, but they have no real confidence in "stun" settings.

Should any character (particularly Jedi) move to engage them in melee, they are happy to oblige; in such cases they use their four-meter reach and two-meter steps to surround the opponent and attack without being threatened. If things are going badly for Thook and the Togorians, they can call upon the Defel for reinforcements. In this case, he uses his invisibility while attacking in the same manner in which the Togorians use their concealment; refer to his description for appropriate details.

If they win

Thook has the key for Room 1 of the Starlight Lounge in his pocket. He also has Ezra's identification as a souvenir.

If they lose the fight

If the heroes lose the fight and all are captured then

Thook will stabilize any dying character and take them all to Room 1 of the Starlight Lounge where he will lock them up with Ezra. Let any ploy to get a guard into the room succeed (such as feigning sickness, a fight among themselves, loud complaining). Then give them a second chance with only two of the Togorians. The rest have cleared out. They'll still be in time to attempt to solve the mystery.

It would be bad if the heroes lost again. If necessary, make up some useful stats for Ezra and have her help. Once they win, send them to Encounter 6, where Ezra shares her data.

Calling in Some Backup

There is one alternative, however. If things go completely wrong for the heroes, they might need a little extra help. As upstanding citizens of the Cularin system, and ones who have likely provided exceptional services to a number of influential beings in the past, they do have friends who owe them favors. OPS is probably the best option, since they are attempting to rescue one of the Office's own agents. While OPS' jurisdiction off of the planet of Cularin is questionable they would be justified as they are rescuing one of their officers and there is no official civil police on Tolea Biqua.

Some players might find this circumstance disappointing, of course, figuring that the heroes have pretty much failed. Because of this, treat the situation lightly. If at all possible, allow the heroes to suggest the idea of calling in help. In this way they can overcome this obstacle through the heroes' previous success and connections, rather than through GM fiat. Keep in mind that, if the heroes are completely overwhelmed by a combat, MT-D6 can always go for help, but this should only be used as a last resort.

Once the heroes have the room key, or if they were delivered to Room 1, proceed to Encounter 6.

Encounter 6: Rightful Owners and Another Lost Item

Key ideas of this encounter: once Ezra has been rescued, she can provide a vital clue in the next stage of the investigation.

Once Ezra has been rescued, she can shed a good deal more light on the situation. After reporting in to the OPS office, she next contacts the rightful owners of the artworks—Nog and Cham Teleus. The Tynnans (furry otter-like aliens and a cute couple to boot) are immensely grateful, and insist that the heroes should receive a

reward. (This even applies to Jedi, whom the Tynnans encourage to “Buy yourself a spiffy new robe or something else nice.”) The Tynnans do notice that one item from the collection is missing, a bas-relief sculpture depicting several aliens. Ezra can acknowledge that Thook mentioned the item to the Togorians; apparently Gomalo took it and went off in search of “A much more valuable item.” Thook seemed to think that the sculpture would lead Gomalo to the treasure, but he wasn't sure how. Gomalo also mentioned a name, Ji-Ad Sarain.

Nog and Cham have a holographic image of the sculpture; they keep such images as a precaution in case items are destroyed or stolen, although “Really the sculpture was not an outstanding piece.” If anyone asks about the origin of the sculpture, they admit that it is a mystery. They were able to determine the artists who crafted most of the other pieces in their collection, but the bas-relief didn't match the style of any widely known artist.

Refer to Player Handout 1 for a description of the image. It depicts four beings of different species, including a Tynnan, a Tarasin, a Rodian and a Twi'lek. All are dressed in the colors (including the insignia of a star worn on the chest) of the Dark Star Hellions, a notorious swoop gang that has long been a problem on the Outer Rim. This alone should strike the heroes as odd; it is entirely unlike a Tarasin to join an outlaw swoop gang. (A DC 10/12/14/16 Knowledge: streetwise check can confirm the fact that the colors belong to the Dark Star Hellions, while a similar Knowledge: Cularin check makes it clear that the Tarasin would definitely seem out of place.)

The secret of the sculpture is that it does not depict real individuals, but instead conceals a map to the location of the pod in which Sarain was dumped. The star on each of the uniforms depicts the location of a planet along the Corellian Run—Tynna, Cularin, Rodia and Ryloth, respectively. A fifth star can faintly be seen above the figures, marking the location of the nebula where Gomalo dumped the pod. A DC 13/15/17/19 Astrogate or Knowledge: spacer lore check can confirm the proximity of the planets; it is up to the heroes to deduce what the fifth star means.

Once the heroes have the name Gomalo, they might wish to consult an expert regarding the Rodian's history. If any of the heroes have sufficient reason to be able to call up a favor from Nirama's organization—having performed a service for him in a previous adventure, for example—they can try to contact someone in that organization. In this case the Nirama himself is not available, but the heroes can be put through to Nadin Paal, his Gran lieutenant. Paal can confirm that Gomalo was a Rodian criminal who worked for Riboga, and whom people believed to be involved in the slave trade.

Communication with the Almas Enclave can bring further insight. (Here again, if any of the heroes

have specifically earned the favor of Lanius Qel-Bertuk, they may wish to contact him directly.) When the name of either Gomalo the Rodian or Ji-Ad Sarain is mentioned, the heroes are immediately put through to the Master Lannius. With great surprise he urges them to pursue the mission and relates the tale of the lost Jedi Knight. Note that Lanius can provide no assistance with interpreting the bas-relief sculpture, however.

Note: Rather than calling either Nirama or Almas the heroes might remember the information through their knowledge skills. Knowledge (criminal organizations) or Knowledge (criminals) or similar Knowledge skills would confirm that Gomalo was a slaver working for Riboga. Knowledge (Jedi lore) or Knowledge (famous Jedi) or similar knowledge skills would confirm that Ji-Ad Sarain was a Jedi who was presumed killed while trying to infiltrate Riboga's slave trade.

Note: If the heroes do not have their own ship, or if their ship will not carry the whole party, then Ezra will "lend" them the ship that she used as part of her cover. She cannot accompany them, as she wants to report in and arrange transport of any prisoners. The ship is found on Player Handout 2 and GM Aid 3.

Continue with Encounter 7.

Encounter 7: Deep Space Showdown

Key ideas of this encounter: Once they have discovered the nature of Gomalo's business, the heroes must race to rescue the lost Jedi Knight before he falls into the Rodian's clutches.

By this point it should be clear that Gomalo has gone in search of something of value, and that this could very well be a lost Jedi Knight. By interpreting the map hidden in the sculpture they can gain a rather rough estimate of where Gomalo has gone.

These coordinates drop them in the middle of a nebulous gas cloud that has formed around a young (in galactic terms) star.

As the mottled backdrop of hyperspace gives way to star lines, which recede to the familiar pinpoints of stars, you find yourself surrounded by one of the galaxy's most glorious spectacles. All around your vessel flares of color and brilliant rippling clouds of gas shimmer with the energy of a young star; it seems your coordinates have carried you into the edge of an emerging nebula.

Due to the density of gas particles and the flares of energy in the area, running a sensor scan is a little more difficult than normal. Characters who succeed at a DC

12/14/16/18 check pinpoint a single vessel in the vicinity; the heroes should have little difficulty guessing the identity of its captain. Moreover, those who succeed at a DC 18/20/22/24 check also detect a smaller craft, lying motionless in space next to the larger vessel.

The heroes may also wish to tap into any communications being made; those who succeed at a DC 15/17/19/21 check hear a Rodian-accented voice announce "I have waited a long time for this day; bring him to me."

As Gomalo and his goons have thus far not expected any interference in their plans, they have been in no hurry to recover the escape pod. (After twenty years of waiting, an hour or two shouldn't matter much!) Once they detect a newly arrived vessel, however, this changes. As soon as they spot the heroes, Gomalo and his goons begin the recovery procedure in earnest. Luckily for the heroes, the Rodian's ship does not have a tractor beam; instead he has dispatched a team of three Togorians in space suits to do the job. While they cut their way into the escape pod with a fusion torch, their comrades aboard Gomalo's ship attempt to destroy the would-be rescuers.

The fight:

The following description presumes that you are using starship grid combat from the Revised Core Rule Book. If you do not wish to, abstract what follows into "rounds", using the description as a guideline.

When they first detect Gomalo's vessel, the heroes are 35 squares away from it. Gomalo's vessel will also detect theirs if they simply continue straight in. If that happens, then the sequence of events, detailed below the table, begins. How many rounds the heroes need to get into combat range depends upon their speed and tactics. However, they can also try to sneak up on Gomalo.

If the pilot uses the drifting gas clouds to hide their approach, however (or uses a similar maneuver, such as looping around so as to approach the enemy with the sun behind them), they may be able to avoid detection for a fair period of time.

Check Result	Squares Closer
1-10	5
11-20	12
21-30	19
31-40	26
41+	33

As an example, a roll of 37 reduces the number of squares from 35 to 9. Many ships would be able to move and attack (or take another action) against Gomalo's ship from that range.

If the heroes manage a roll of 41+, this means that they close to almost on top of Gomalo's ship before they are spotted. They gain a surprise action for the first round.

Otherwise, Gomalo detects them at their new, shorter range and the events below begin.

Refer to Chapter 10 of the *Star Wars Roleplaying Game Revised Core Rule Book* for rules regarding starship combat. As soon as they spot the heroes, Gomalo's ship attacks while the Togorians grab the carbonite slab from its cargo module.

It takes the Togorian recovery team three rounds to cut its way into the cargo module. Once they have extracted the carbon-frozen Jedi Knight (another round), the ship pulls up next to them, boarding hatch open, and they move aboard (another round). Note that allowing the team aboard forces the crew of the ship to lower the shields on the rear of their vessel. While they do so, they present their front end to their opponents. Any hits scored against their rear half at this time automatically apply damage to the vessel's hull points, although damage reduction is still applicable. Once they have their prize aboard their vessel, or if they are in serious danger of being disabled before they can do so (see below), Gomalo and his goons flee for hyperspace. (It takes three rounds to clear the nebula enough to enter hyperspace safely.)

If the Jedi is brought aboard the enemy vessel, of course, the heroes find themselves in a most difficult spot. After all, blowing up the starship is likely to kill Ji-Ad, even if he is frozen in carbonite. To prevent this from happening, particularly brave and/or foolish heroes may wish to go extravehicular in order to engage the Togorians directly. By all means, allow them to do so. The Togorians are armed with blaster pistols and vibroblades; moreover, one of them is equipped with a fusion torch (refer to their stats in GM Reference 1 for its damage). Keep in mind that heroes who lack the Zero-G Combat feat suffer a -4 penalty to all attacks.

This also raises a concern regarding the possibility of decompression. Each time an EV character is hit for damage, he or she must attempt a Fortitude save (DC 15); those who fail suffer an additional 1d6 damage from the deep cold of space.

Should the EV Togorians be defeated, Gomalo and his crew immediately make a run for it. They also attempt to flee if their vessel loses all of its shield points and more than three quarters of its hull points. Should the heroes manage to disable Gomalo's ship without destroying it, he and his people surrender. This would occur if Gomalo's ship has 0 to -99 hull points.

Note: remember, a starship is dead in space when it reaches 0 hull points. At this point, all systems (including life support) are off line. Unless Gomalo's ship reaches -100 hull points it is intact enough to rescue Ji-Ad Sarain. At -100, it would explode and the Jedi would be destroyed.

Conclusion

Once the heroes have recovered Ji-Ad Sarain, it is

assumed that they take him back to the Jedi Enclave on Almas. If they happened to contact Lanius Qel-Bertuk for information, he politely requests that they do so when he speaks with them.

The Jedi immediately find a location where Sarain can be unfrozen, and invite the heroes to attend.

As the command is typed into the control console, a flare of light breaks the cold gray metal that covers the Jedi's face. Like the twin suns of Cularin rising over the jungle, the light begins to spread; beneath the disappearing metal coat appears a youthful but wizened face. When the last remnant of the carbonite prison disappears, Ji-Ad Sarain curls forward and falls into the waiting arms of a pair of Padawans and he is taken away for medical treatment.

Lanius Qel-Bertuk is overjoyed and does not conceal it. "My friends, you have won a major victory for the forces of good in the Cularin system. In this time of darkness you have brought back, as if from death, one who help us defend peace and justice in the galaxy. My friends, I thank you."

Here Ends A Portrait of the Artist as a Young Rodian

Experience Point Summary

Experience is calculated as follows for LIVING FORCE events.

- 1) Experience awards in the SWRPG are not made for achieving objectives, but instead for successfully completing an adventure of a given length. Thus, if the heroes survived and accomplished the primary goal of the adventure, they receive full Adventure Experience.
- 2) Assign discretionary role-playing experience (0-400 XP). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially. Do NOT automatically award max role-playing XP, consider carefully how well the players stayed in character. This is your opportunity to reward appropriately cinematic behavior, so use it!

Adventure Experience Award:

Did the heroes rescue Ji-Ad Sarain? If so, each hero who survived receives 600 XP.

Adventure Experience: 600 XP
Roleplaying Experience: 0-400 XP

Total Possible Experience: 1,000 XP

If the heroes did not complete the scenario because of time constraints, but were “on the right track,” you may award ½ adventure experience. If the heroes succeeded in rescuing Ezra and deciphering the sculpture but did not rescue Sarain, award them ¾ adventure experience.

Loot Summary

If it's not on this list, the heroes cannot keep it. This is a house rule that overrides what they may actually encounter in the scenario.

- 200 credits to each hero from Nog and Cham Teleus as a reward for recovering most of their art collection.
- 1000 credits to each hero from Cularin OPS as a “temporary sub-contractor fees”.
- *Bas Relief Sculpture (cert)*: to commemorate the rescue of the Jedi Ji-Ad Sarain Nog and Cham Teleus awards each hero with a replicate of the sculpture. It is about the size of a datapad and is of a Tynnan, a Tarasin, a Rodian and a Twi'lek all dressed in the colors of the Dark Star Hellion swoop gang.
- **Vibroblades (cert)**: these oversized vibroblades all bear the sigil of Gomalo (G in the Rhodian script). They are designed for large beings and, when used by Medium sized beings, must be used two handed. They cannot be used by Small beings. The blades have been rendered "safe" but can be made active again by purchasing the proper energy cell (10 credits) and making a DC 15 Repair check.
- **Blaster Pistols (cert)**: these standard blaster pistols have been customized with mother of pearl handles that bear the sigil of Gomalo (G in the Rhodian script).

Player Handout 1: The Sculpture



Player Handout 2: The Hero's Spaceship

Heroes' Ship: Kuat Systems Engineering *Wayfarer*-class Medium Transport; Class: Space Transport; Cost: 202,500 (new), 130,000 (used); Size: Medium (82 meters); Crew: 10; Passengers: 6; Cargo Capacity: 220 metric tons; Hyperdrive: x2, x14 backup; Consumables: 3 months; Initiative: +0; Maneuver: +0; Defense: 20 (+10 armor); Shield Points: 60 (DR 15); Hull Points: 160 (DR 15); Atmospheric Speed: 830 m (14 squares/action); Max Speed in Space: Attack (6 squares/action).

Weapon: Laser cannon; Fire Arc: Front; Attack Bonus: +4 (+2 fire control, +2 crew); Damage: 4d10x2; Range
Modifiers: PB +4, S +2, M/L n/a.

Weapon: Quad laser cannon; Fire Arc: Left; Attack Bonus: +4 (+2 fire control, +2 crew); Damage: 6d10x2; Range
Modifiers: PB +4, S +2, M/L n/a.

GM Aid 1: Combat Statistics, NPCs

Gomalo the Rodian: Rodian Scoundrel 4; Init +3 (Dex); Defense 16 (+3 class, +3 Dex); Spd 10 m; VP/WP 17/12; Atk +3 melee (1d3+1, unarmed) or +4 ranged (3d6 or DC 15 stun, blaster pistol); SQ Lucky (1/day), Precise attack +1; SV Fort +2, Ref +4, Will +0; Rep +1; Str 10, Dex 13, Con 12, Int 15, Wis 8, Cha 15. Challenge Code C.

Equipment: Comlink, blaster pistol, datapad, bas-relief sculpture.

Skills: Appraise +9, Astrogate +9, Bluff +12, Computer Use +9, Disable Device +9, Forgery +9, Gather Information +9, Knowledge: streetwise +9, Pilot +9, Search +9.

Feats: Fame, Influence, Skill Emphasis (Bluff), Track, Weapons (blaster pistols, simple weapons).

Kouhun (# depends on tier): Vermin 6; Init +5 (Dex); Defense 23 (+4 natural, +5 Dex, +4 size); Spd 6 m; VP/WP 6/1; Atk +13 melee (1d2+poison, sting) or +13 ranged; SQ vermin, blindsight, poison; SV Fort +1, Ref +10, Will +3; SZ D; Face/Reach 1 m by 1 m/0 m; Str 2, Dex 20, Con 2, Int 1, Wis 12, Cha 1. Challenge Code C.

Skills: Hide +11, Listen +5, Move Silently +11, Spot +5, Survival +5.

Feats: Stealthy, Weapon Finesse (sting).

Special Qualities: *Vermin*—Kouhun receive a +10 bonus on saves against mind-influencing effects; *Poison* Fortitude save (DC 12) negates, initial damage 1d6 Con, secondary damage 2d6 Con. (GM Note: careful with this, with a Low-Tier table.)

Nak'har: Male Defel Scoundrel 3; Init +4 (+4 Dex); Defense 18 (+3 class, +4 Dex, +1 size); Spd 6 m; VP/WP 18/12; Atk +3 melee (1d6 or DC 15 stun, stun baton) or +7 ranged (3d8 or DC 18 stun, heavy blaster pistol); SQ Invisibility, blindness, precise attack +1, lucky (1/day); SV Fort +2, Ref +7, Will +0; SZ S; Rep +1; Str 10, Dex 18, Con 14, Int 10, Wis 8, Cha 10. Challenge Code B.

Equipment: Stun baton, heavy blaster pistol, comlink, visor.

Skills: Balance +10, Escape Artist +10, Hide +10, Move Silently +10, Pilot +10, Search +6, Sleight of Hand +10, Tumble +10.

Feats: Point Blank Shot, Rapid Shot.

SQ: Invisibility—In normal light, Defel appear as visible patches of darkness, much like shadows. In areas of low light, they are effectively invisible. Unless the Defel is under direct normal sunlight (or the artificial equivalent, such as a well-lit arboretum), it gains a +2 circumstance bonus to attacks, and its target loses its Dexterity bonus (if any) to Defense. Attacks against a Defel in these circumstances suffer a %50 miss chance. Under especially low-lit conditions (such as a dimly lit cantina), the attacker must also guess which 2-meter square the Defel occupies (see Concealment Miss Chance in Chapter eight of the *Star Wars Roleplaying Game*; *Blindness*—Away from their home world Defel must wear special visors that cost 100 credits apiece. Without a visor, a Defel is considered blinded (See the Character Condition Summary in Chapter Twelve of the *Star Wars Roleplaying Game*).

Thook Lafrell: Human Scoundrel 4; Init +7 (+4 Improved Initiative, +3 Dex); Defense 16 (+3 class, +3 Dex); Spd 10 m; VP/WP 15/10; Atk +4 melee (1d3+1, unarmed) or +6 ranged (3d6 or DC 15 stun, blaster pistol); SQ Lucky (1/day), Precise attack +1; SV Fort +1, Ref +7, Will +0; Rep +1; Str 12, Dex 16, Con 10, Int 14, Wis 8, Cha 13. Challenge Code C.

Equipment: Comlink, blaster pistol, sabacc deck.

Skills: Appraise +9, Bluff +8, Computer Use +9, Disable Device +9, Forgery +9, Gamble +6, Hide +9, Move Silently +9, Search +9, Sleight of Hand +10, Tumble +13.

Feats: Dodge, Heroic Surge (1/day), Improved Initiative, Skill Emphasis (tumble), Weapons (blaster pistols, simple weapons).

GM Aid #1: Combat Statistics, NPCs

Togorians can be found in the Ultimate Alien Anthology on page 161 (descriptions) and 163 (picture). For those without this resource a brief written description follows.

Togorians are large sized creatures, standing 2.5 meters. They resemble a thickset, bipedal wolf, with retractable, razor-sharp claws. They are known throughout the galaxy as ruthless pirates and mercenaries. They are brutal and short-tempered.

SQ at all tiers: SQ: *Physical Intimidation*—Togorians may use their Strength modifier instead of the Charisma modifier for Intimidate checks (note: this is calculated into the Intimidate skill value); *Low-Light Vision*—Togorians can see twice as far as normal in dim light (such as moonlight), and they retain the ability to distinguish color and detail under these conditions.

Tier 1-3

Togorian Mercenaries (4): Female Togorian Thug 1; Init +1 (+1 Dex); Defense 11 (+1 class, +1 Dex, -1 size); Spd 10 m; VP/WP 0/19; Atk +3 melee (2d6+3, vibroblade) or +1 ranged (3d6 or DC 15 stun, blaster pistol); SQ Low-light vision, physical intimidation; SV Fort +5, Ref +1, Will -1; SZ L; Face/Reach 2 m by 2 m/4 m; Rep +0; Str 17, Dex 13, Con 16, Int 8, Wis 10, Cha 8. Challenge Code A.

Equipment: Vibroblade, blaster pistol, comlink.

Skills: Intimidate 7.

Feats: Heroic Surge (1/day), Toughness, Weapons (blaster pistols, simple weapons, vibro weapons).

Tier 4-6

Togorian Mercenaries (4): Female Togorian Soldier 2; Init +1 (+1 Dex); Defense 13 (+3 class, +1 Dex, -1 size); Spd 10 m; VP/WP 22/16; Atk +4 melee (2d6+3, vibroblade) or +2 ranged (3d6 or DC 15 stun, blaster pistol); SQ Low-light vision, physical intimidation; SV Fort +6, Ref +1, Will -1; SZ L; Face/Reach 2 m by 2 m/4 m; Rep +1; Str 17, Dex 13, Con 16, Int 8, Wis 10, Cha 8. Challenge Code B.

Equipment: Vibroblade, blaster pistol, comlink.

Skills: Climb +6, Intimidate +8, Jump +6. =15

Feats: Dodge, Heroic Surge (1/day), Weapons (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Tier 7-9

Togorian Mercenaries (6): Female Togorian Soldier 4; Init +1 (+1 Dex); Defense 14 (+4 class, +1 Dex, -1 size); Spd 10 m; VP/WP 40/16; Atk +7 melee (2d6+4, vibroblade) or +4 ranged (3d6 or DC 15 stun, blaster pistol); SQ Low-light vision, physical intimidation; SV Fort +7, Ref +2, Will +0; SZ L; Face/Reach 2 m by 2 m/4 m; Rep +1; Str 18, Dex 13, Con 16, Int 8, Wis 10, Cha 8. Challenge Code C.

Equipment: Vibroblade, blaster pistol, comlink.

Skills: Climb +8, Intimidate +10, Jump +8. =21

Feats: Dodge, Heroic Surge (1/day), Mobility, Spring Attack, Weapons (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Tier 10-12

Togorian Mercenaries (6): Female Togorian Soldier 6; Init +1 (+1 Dex); Defense 15 (+5 class, +1 Dex, -1 size); Spd 10 m; VP/WP 53/19; Atk +9 melee (2d6+4, vibroblade) or +6 ranged (3d6 or DC 15 stun, blaster pistol); SQ Low-light vision, physical intimidation; SV Fort +8, Ref +3, Will +1; SZ L; Face/Reach 2 m by 2 m/4 m; Rep +1; Str 18, Dex 13, Con 16, Int 8, Wis 10, Cha 8. Challenge Code C.

Equipment: Vibroblade, blaster pistol, comlink.

Skills: Climb +8, Intimidate +10, Jump +8, Pilot +6.

Feats: Dodge, Heroic Surge (1/day), Mobility, Power Attack, Spring Attack, Toughness, Weapons (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

GM Aid #1: Combat Statistics, Space Ships

Gomalo's Ship: Corellian Engineering Corporation Barloz Medium-size Freighter; Class: Space Transport; Cost: 120,000 (new); Size: Small (41 meters); Crew: 2; Passengers: 4; Cargo Capacity: 120 metric tons; Hyperdrive: x2, x12 backup; Consumables: 2 months; Initiative: (see table below); Maneuver: (see table below); Defense: 21 (+1 size, +10 armor); Shield Points: 30 (DR 10); Hull Points: 120 (DR 10); Atmospheric Speed: 800 m (13 squares/action); Max Speed in Space: Attack (8 squares/action).

Weapon: Laser cannon; Fire Arc: Turret; Attack Bonus: (see table below); Damage: 4d10x2; Range Modifiers: PB +4, S +2, M/L n/a.

Weapon: Quad laser cannon; Fire Arc: Left; Attack Bonus: (see table below); Damage: 6d10x2; Range Modifiers: PB +0, S +0, M/L n/a.

Note on tiers: the values for the ships initiative, maneuver and attack bonus are not calculated in the stat block but can be found in the table below. Note that high and upper crews have the same statistics.

Tier	Initiative	Maneuver	Attack Bonus
Low	+3 (+1, +2 crew)	+3 (+1, +2 crew)	+0 (+2 fire control, -2 crew)
Medium	+5 (+1, +4 crew)	+5 (+1, +4 crew)	+2 (+2 fire control, 0 crew)
High	+9 (+1, +8 crew)	+9 (+1, +8 crew)	+4 (+2 fire control, +2 crew)
Upper	+9 (+1, +8 crew)	+9 (+1, +8 crew)	+4 (+2 fire control, +2 crew)

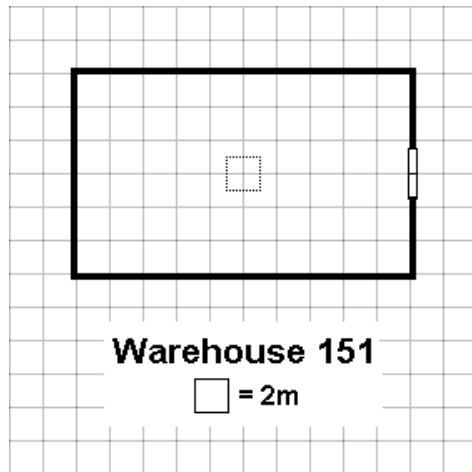
Heroes' Ship: Kuat Systems Engineering Wayfarer-class Medium Transport; Class: Space Transport; Cost: 202,500 (new), 130,000 (used); Size: Medium (82 meters); Crew: 10; Passengers: 6; Cargo Capacity: 220 metric tons; Hyperdrive: x2, x14 backup; Consumables: 3 months; Initiative: +0; Maneuver: +0; Defense: 20 (+10 armor); Shield Points: 60 (DR 15); Hull Points: 160 (DR 15); Atmospheric Speed: 830 m (14 squares/action); Max Speed in Space: Attack (6 squares/action).

Weapon: Laser cannon; Fire Arc: Front; Attack Bonus: +2 fire control, + crew; Damage: 4d10x2; Range Modifiers: PB +4, S +2, M/L n/a.

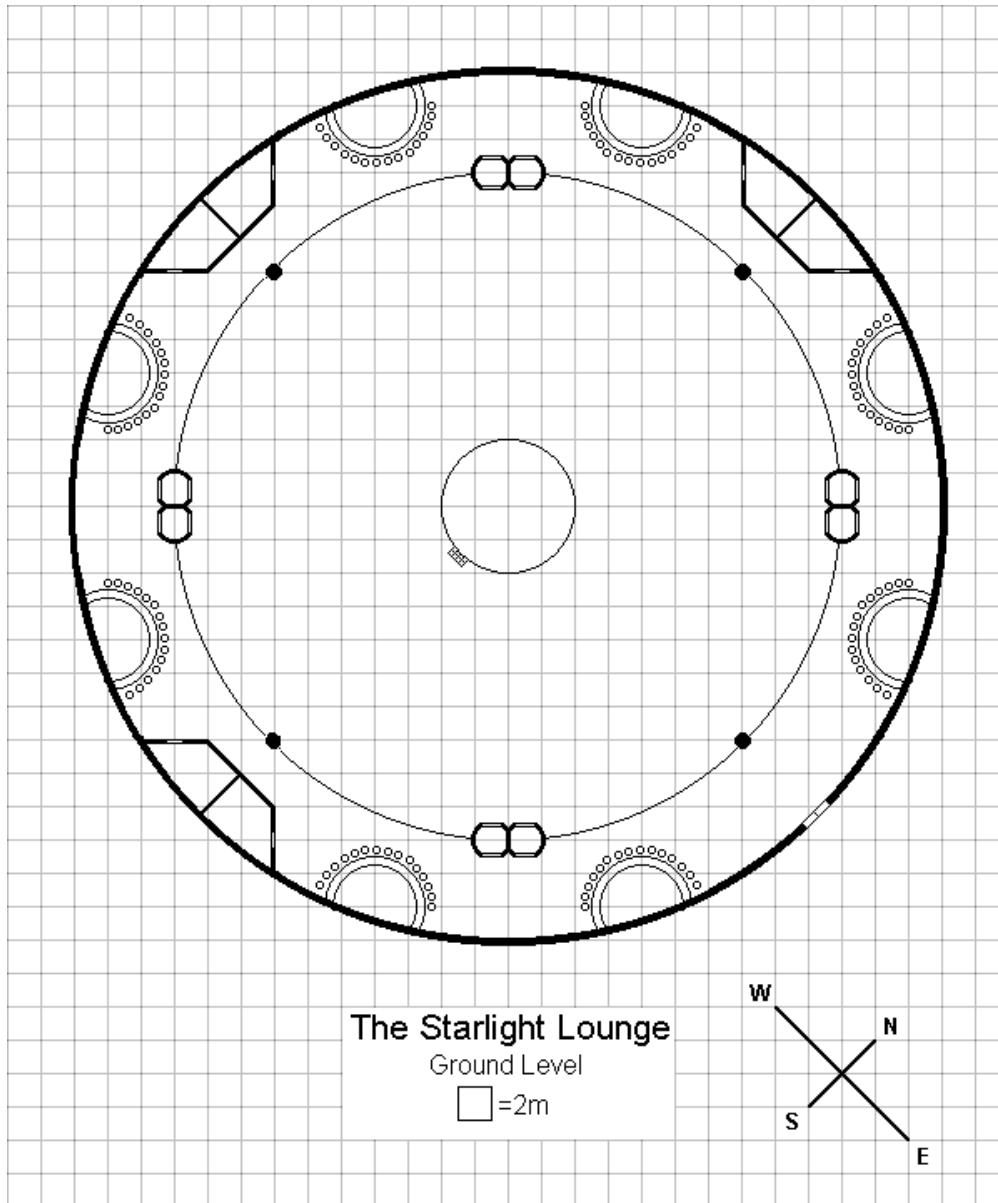
Weapon: Quad laser cannon; Fire Arc: Left; Attack Bonus: +2 fire control, + crew; Damage: 6d10x2; Range Modifiers: PB +4, S +2, M/L n/a.

Note on hero's ship: the rules for "Heroes as Crew" can be found on pages 224 and 225 of the *Star Wars Roleplaying Game Revised Core Rule Book*

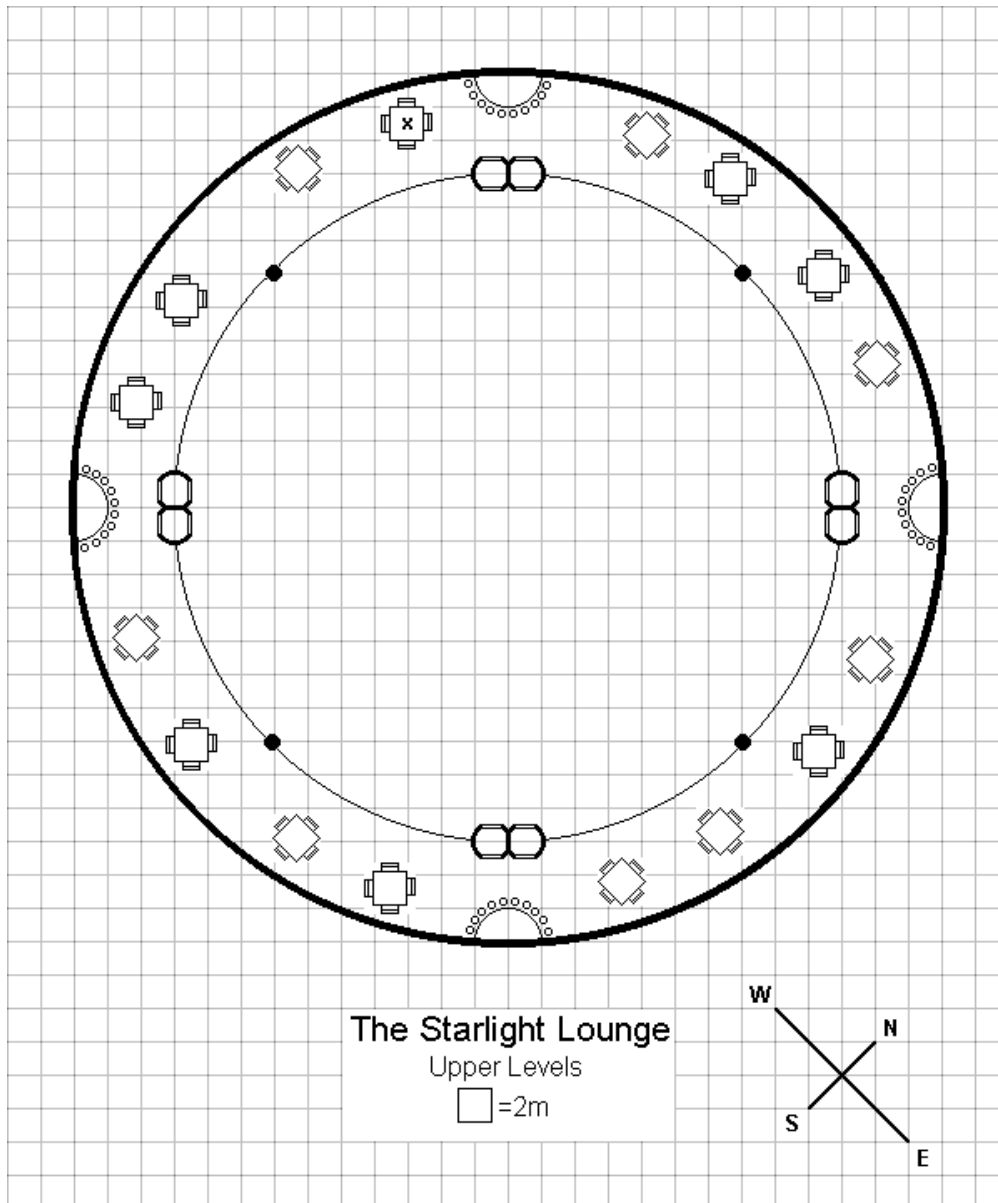
GM Aid 2: Warehouse Map



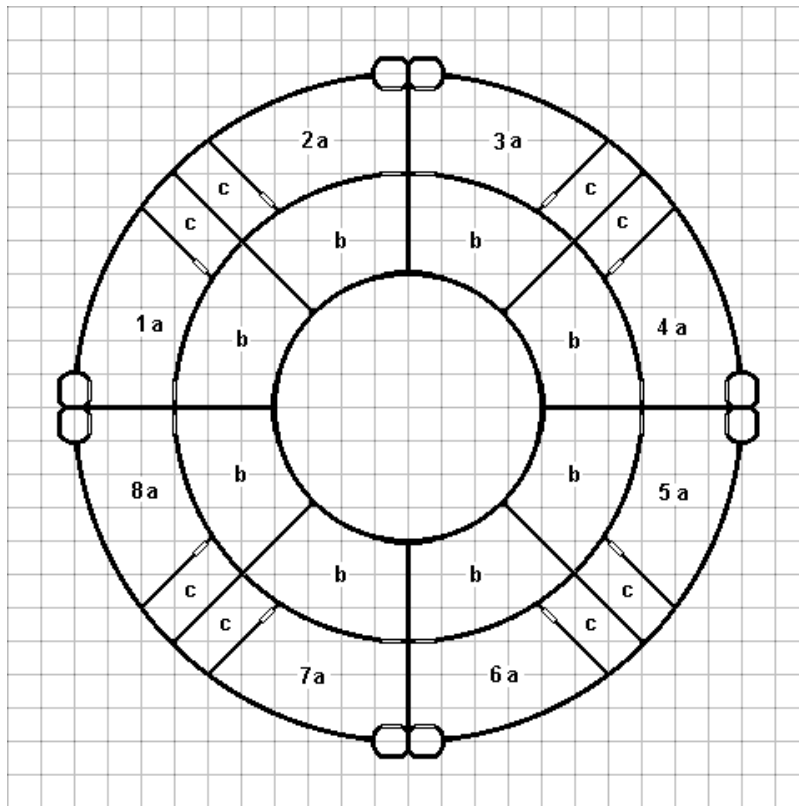
GM Aid 3: Starlight (Ground Level) Map



GM Aid 4: Starlight (Upper Level) Map



GM Aid 5: Starlight (Underground Level) Map



Critical Event Summary

A Portrait of the Artist as a Young Rodian

1. Did the heroes rescue Ezra Du'Re?

☐ Yes ☐ No

2. What was the fate of Ji-Ad Sarain?

☐ Rescued ☐ Killed ☐ Taken by Gomalo

GM Name, RPGA#: _____

GM Email Address: _____

Convention Name/Date _____

Convention Coordinator:

To report these results (for events during the months of March and April only), you may US mail them to:
Living Force Critical Event Reporting: PO Box 707, Renton, WA 98057-0707

Or e-mail them to: rpgahq@wizards.com

Or fax to: (425) 687-8287