

STAR WARS®

ROLEPLAYING GAME

Rebel Jedi

A Free *Star Wars* Miniadventure

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“Rebel Jedi” is a *Star Wars Roleplaying Game* miniadventure for four player characters of 15th level, set about 12 years after the Battle of Yavin. The heroes should be at least sympathetic to the New Republic, but they don’t need to be actual Rebels. The adventure assumes that the heroes would be willing to help Jedi Master Luke Skywalker track down and apprehend a rogue Jedi, without payment. If the heroes are a bit more mercenary than that, you might have to adjust the specifics. The party should include at least one Force-user, though that character needn’t be a Jedi. If you plan to play a character in this adventure, don’t read any further. The information below is meant for the Gamemaster’s eyes only.

To play this adventure, you need a copy of the *Star Wars Roleplaying Game* revised core rulebook and the *Galactic Campaign Guide*. A copy of *Starships of the Galaxy*, *The Dark Side Sourcebook*, and the *Power of the Jedi Sourcebook* might come in handy as well, but they are not vital.

Adventure Synopsis

The heroes are contacted by Jedi Master Luke Skywalker to help him locate a Jedi student who has disappeared—and may possibly have gone over to the dark side.

Lieutenant Dal Konur had served with distinction in the Rebel Alliance as a SpecForce trooper. Highly trained and extremely motivated, he was indomitable in combat and a master of infiltration. When his nascent Force abilities began to surface, he took the advice of New Republic Councilor Borsk Fey’lya and sought training at the Jedi Academy. But old ways died hard, and Lieutenant Konur couldn’t grasp why the Jedi didn’t use a weapon as potent as the Force to end the conflict with the Empire once and for all. Disgusted, he took matters into his own hands, stowing away aboard the Academy’s supply ship and heading out into parts unknown.

Luke wants the heroes to go look for Dal and bring him back to Yavin 4 before the student can do something he’ll later regret. But it won’t be easy: Dal Konur is a dangerous adversary, and Luke wants him brought back unharmed. Making matters worse, it’s almost certain that Dal is heading into Imperial space, so not only must the heroes find a single highly trained infiltrator, but if they don’t find him fast, they may have to look for him in hostile territory.

The trail leads the heroes on a chase throughout the fringes of New Republic space, perilously close to Imperial territories. Never staying in any place for very long, Dal visits a cantina on Ord Mantell, then a warehouse on Wayland, and finally the shipyards at Bilbringi. Here Dal buys a small freighter and prepares to leave for Imperial space.

The heroes catch up to Dal in a hangar bay, where his new ship is warming up for departure. Dal comes out to meet them and says that unless they’ve come to help him, he’s going to have to ensure that they don’t interfere. Dal has rigged up a few surprises in the hangar bay, and he uses them to separate and attack the heroes, hoping to escape in the confusion.

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REBEL JEDI

Adjusting for Level and Era

The level and era of “Rebel Jedi” can be adjusted as you see fit. The events could just as easily take place during the Clone Wars, with battle droids and super battle droids taking the place of stormtroopers, or during the Yuuzhan Vong invasion, with the heroes striving against Peace Brigade agitators in Vong-friendly territory. Perhaps the only era that doesn’t really work at all is during the Galactic Civil War itself, before Luke Skywalker has begun training students (and there are no other Jedi Masters available to do so).

If the heroes average higher than 15th level (or if there are more than four of them), you should give Dal additional levels of soldier or elite trooper to make sure he’s a suitable challenge.

Getting the Characters Involved

If the heroes aren’t sympathetic to the New Republic and don’t really care about a wayward Jedi student, this adventure isn’t for them. But if they’re liable to respond to a call for assistance from Master Skywalker or the New Republic, they can easily be contacted by Luke (or anyone else in the New Republic hierarchy with whom they might previously have dealt) and asked to visit Yavin 4 as soon as possible.

If the heroes are the mercenary type, or if, for some reason, they don’t get along well with Skywalker, they should receive a transmission from New Republic Chief of State Leia Organa Solo, promising them a suitable reward (say, 15,000 credits each) to assist the Jedi Academy. And if they’re really being greedy, she promises them 3,000 credits each just to go hear what Luke has to say.

The Heroes’ Ship

Quite likely, a group of 15th-level heroes already have their own ship. The adventure might not work as well if the heroes have a capital ship at their disposal (depending on the model) or a particularly large space transport.

If the heroes don’t have their own ship, Luke can arrange with the New Republic to loan them a small freighter: a YT-1300, if the GM doesn’t have another ship in mind. For that matter, if their ship is particularly noticeable, Luke encourages them to use something less likely to gather attention.

Scene 1: Interview with the Jedi Master

The heroes can set down (either in their ship or in a shuttle) on Yavin 4 on a broad, flat area in front of the ancient Great Temple—the very place from which, a dozen years before, the Rebel Alliance launched its tiny contingent of starfighters to attack and ultimately destroy the original Death Star. The makeshift landing pad is clear of other craft, and the landing itself goes smoothly. But as soon as the heroes emerge from their ship, they see Luke Skywalker waiting for them.

“Greetings,” says the young Jedi Master. “I’m Luke Skywalker, for those of you who don’t know me. I thank you for coming so quickly. Please come with me to the dining hall, where we can talk.”

Luke leads the group into the Great Temple, where a young, dark-haired Human male (Kyp Durrion, one of Luke’s most promising students) is just finishing laying out refreshments—simple fare, little better than military rations with some fresh fruit thrown in. After everyone’s had a chance to refresh themselves, Luke explains why he needs their help.

“One of my students may have become seduced by the dark side. Dal Konur was a lieutenant in the Rebel Alliance’s special forces until about two months ago, when we discovered that he had Force potential. He came here for training, and he had a natural gift for clouding weak minds—which is why, I suspect, he was so good at infiltration in SpecForce.

“But Dal came here with an agenda. He’s still very much a soldier, and he wants to see the end of the war with the Empire. Unfortunately, Dal doesn’t want to wait for our two governments to arrange a lasting peace. He told me that a surgical strike by Jedi Knights at the ruling council of Moffs would leave the Empire without leaders, allowing the New Republic to move in and neutralize the entire Imperial fleet.

“Unfortunately, I couldn’t support any plan involving the assassination of sentient beings, so I advised Dal to reconsider. Apparently, he did—just not in the way I’d hoped. I found notes in Dal’s room that suggested he might have been exploring the ruins of some of Yavin 4’s old Sith temples. If so, he may have come into contact with—or perhaps been seduced by—a dark side spirit. We’ve had a bit of trouble with one here before. If so, if he’s on his way to use the dark side to defeat the Empire, he may unwittingly unleash an even greater evil.

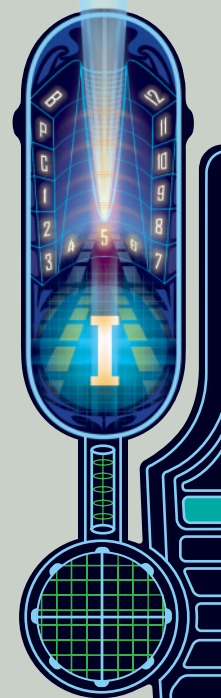
“I need you to stop him. But gently, please. He’s a student, and a friend, and he doesn’t deserve to be killed or maimed just for trying to end a war the only way he knows how. Will you go after Dal Konur and bring him back before he does something we’ll all regret?”

More Information

If the heroes accept, Luke says that he can’t offer much in the way of help. “I can give you a few supplies—and some stun grenades, in case you get close enough to use them—but I can’t go with you. Dal would detect my presence in the Force as soon as I got close, and with his abilities, he could disappear before I ever saw him. But he doesn’t know you, so you might have a better chance of catching him by surprise.”

If the heroes have more questions, the GM can use the following information to supply answers:

Where was he last seen? Dal was last seen here at the school, but Peckhum, the freighter pilot who brings supplies to the Academy, found himself in an Ord Mantell cantina, with no recollection of having landed there. Luke believes that Dal stowed away aboard Peckhum’s ship, then used a Jedi mind trick to get the old pilot to take him



where he wanted to go. That spaceport is as good a place as any to start looking.

How skilled is Dal Konur as a Jedi? Dal had picked up a few tricks by himself over the years, but here at the Academy, he mostly practiced the basics. He had a gift for the Jedi mind trick, however.

Does Dal have a lightsaber? He hadn't been at the school long enough to learn how to build his own, but he's clever and resourceful, so Luke wouldn't put it past Dal to know where he could get one.

Getting Under Way

If the heroes don't have their own nonlethal weapons, Luke Skywalker offers them two stun batons and a case of a dozen stun grenades (from supplies left after the Rebels departed). "When you find Dal, don't hesitate to use these. He's a professional soldier, and he won't give you an opportunity to subdue him. I don't want you to hurt him, but he's not likely to feel the same way about you."

Assuming the heroes don't need anything that the Academy can provide (which isn't all that much, really), Luke sees them off.

Scene 2: Ord Mantell

Ord Mantell is a good day-and-a-half's journey through hyperspace from Yavin 4. It is technically part of the New Republic, but being so close to Imperial space, it gets a fair share of nonmilitary Imperial traffic—as well as a large number of smugglers. The orbital space station known as the Jubilee Wheel is a popular attraction for spacers, but the heroes' destination is the Mud Puddle cantina on Ord Mantell's surface.



JEDI CHARACTERS AND THE ACADEMY

If any of the heroes are Force-Sensitive, Skywalker remarks on this fact. "I hadn't heard that you had Jedi training," he says. "Perhaps, when things are a little less chaotic, we can share what we've both learned. I may be the teacher here, but I'm also a student." If the hero is agreeable, Luke even suggests that they spar—with lightsabers set on low power, of course—to give each other a good challenge. "Some of my students here—Keiran Halcyon and Kam Sulusar in particular—are gifted lightsaber duelists, but neither has all that much experience as yet."

Should a hero accept Luke's offer, the sparring takes place on the landing pad, and if the hero wins, Luke takes it in good grace. He comments on the hero's fighting style, no matter who wins, and asks about the hero's experiences with the Force. If the hero seems amenable, Luke asks if he or she would be interested in teaching, at least part time, at the Academy. "I can't always be here, and it's unfair to always rely on Kam and Tionne to fill in. It wouldn't be a full-time commitment—unless that's what you want—but I'd appreciate any help you could give." If the hero spends at least a few weeks at some point training at the Academy, he or she can consider Luke a contact. (See *Favors and Contacts* in Chapter 12: Gamemastering, in the *Star Wars Roleplaying Game* revised core rulebook.)

The Mud Puddle

Aptly named, the Mud Puddle, a former speeder garage converted to a cantina, sits beside a small, murky pond, part of which blocks the entrance. If you want to walk in, your feet are going to get wet. The clientele are almost entirely locals, and they gaze in undisguised suspicion at any stranger who walks through the door. GMs can use the cantina map on page 53 of the *Galactic Campaign Guide* as a reference.

Dal Konur came here because one of the regulars, a man named Arthen Brutt (at one time a smuggler, until his ship broke down) claimed to have made a few trips into the ruins of Mount Tantiss, on Wayland, before the New Republic moved in and shut the place down. Brutt carried away a good-sized haul of Old Republic artifacts, but he was never able to get them off Wayland—where they still rest, stored away in a warehouse. With a little Jedi persuasion, Dal got the location of the warehouse out of the smuggler and departed for Wayland.

The heroes can use Gather Information (DC 15 and 100 credits) or some other means of persuasion to learn that a man fitting Dal Konur's description showed up here about a week ago with Old Peckhum, and then had a long conversation with Arthen Brutt. No one overheard the conversation—the stranger made it clear that he didn't want anybody else around—but Brutt later said that the stranger had seemed interested in financing repairs to Brutt's ship, for a share of the profits.

Brutt (a mid-level smuggler; see Chapter 14: Allies and Opponents, in the revised core rulebook) is happy to talk about his conversation with the stranger, provided the heroes buy him a few drinks. He repeats the information above, and says that the man had seemed sincerely interested in getting Brutt back on his feet. The man had left, saying he would return in a few weeks. "But I must have been pretty drunk," Brutt says, "because I can't remember his name to save my life."

The smuggler can offer no other information; his recollection of the conversation is rather hazy. However, if the heroes ask about what was in the warehouse, Brutt says that it was "some relics from the last days of the Old Republic: sculptures, some paintings, old datapads, a few old blasters, and some droid parts."

Local Trouble

As the heroes are finishing up their talk with Brutt, several locals come in, and though they're jovial enough at first, their mood turns sour when they see the heroes. "You," says the lead local, pointing at Brutt. "Out." Brutt complies (assuming the heroes let him), and the local, a big man with a tattoo of a Mantellian savrip on his chest, turns his attention to the heroes. "I reckon these are the ones, boys," he says to his companions. "Remember: We don't have to kill them—we just have to make sure they don't leave Ord Mantell any time soon." With that, the locals produce an assortment of melee weapons and a few battered, late-model blaster pistols.

If the heroes don't initiate combat, the locals do (or try to). Carry out the combat, treating the locals as mid-level thugs, and their leader as a mid-level outlaw (see Chapter 14: Allies and Opponents, in the revised core rulebook). He

and one of the other thugs carry the blaster pistols; everyone else has either a club or a knife. They aren't really a match for the heroes, but that's not the point. Their leader is under the effect of one of Dal Konur's Jedi mind tricks, led to believe that anyone who came around to question Arthen Brutt was a New Republic official looking to put a stop to savrip hunting (which has been marginally illegal for the past few decades, though the Empire barely enforced that particular law). Since these locals make their living hunting savrips, they naturally want to ensure that no New Republic bureaucrats threaten their livelihoods.

Once the fight is over—if the heroes didn't use some other method to avoid a tussle—the heroes can pick up all of this information from the bartender. “It's all they've been talking about since that stranger was here. It doesn't make any sense to me, that the New Republic would choose *that* particular law to start enforcing on this backwater planet, but those guys sure thought it sounded reasonable. I guess I should report this, but you seem like nice people, so I'll wait until after you've had a chance to clear out.”

What the bartender isn't telling them is that he, too, had a conversation with the stranger, with clear instructions to place a personal ad in a Bilbringi news service should other strangers come in and tangle with the local savrip-hunters—especially if any of the strangers seemed like they might be Jedi. Dal Konur has used what little Jedi training he has to make sure not only that anyone who pursues him is slowed down, but also that he hears about it.

Scene 3: On to Wayland

With the lead that Dal Konur was asking questions about a warehouse on Wayland, the heroes should be prepared to make Wayland their next stop. They can bribe or mind-trick the warehouse's location out of Brutt (he's not hard to find, once the local thugs have been dealt with), or they can use Computer Use (DC 20) to check records on Wayland and find out which warehouses Brutt had rented.

Dal did, in fact, come to this warehouse, using stealth and a mind trick or two to get past the guard long enough to search the boxes and crates inside. Eventually, he found what he wanted: several crates of Old Republic-era weapons—and the lightsaber of a long-dead Jedi Knight. What he couldn't carry, he transferred to another warehouse in the same complex, and then came back during normal business hours to remove the stuff, as legal as could be.

The Warehouse

The warehouse in question is just one in a row of featureless, newly constructed warehouses in New Nystao, the unofficial “capitol” of Wayland since the destruction of nearby Mount Tantiss. Still little more than a prefabricated village, New Nystao is populated by Humans, local Psadans and Myneyrsh, and a sizeable contingent of Noghri displaced from their homeworld of Honoghr. But as the main starport on the planet, New Nystao is growing quickly.

The heroes can find the warehouse with a great deal of ease, but getting in past Flissar, the Noghri caretaker, requires some work. Flissar (treat him as a mid-level Republic Peace Officer; see Chapter 14 of the revised core rulebook) not only takes his job very seriously, but also

knows each and every one of his customers by smell, and none of the heroes are Arthen Brutt. “If you are not the owner, you do not gain access. Rules.” He refuses to be bribed, though a good Bluff might get by him. If all else fails, there's always Affect Mind.

Flissar is particularly anxious about this particular warehouse because he thinks someone tried to break into it about five days ago. The Noghri never saw anyone, but he had the distinct feeling that someone was inside the warehouse compound. His keys even disappeared for a time. Flissar was on his way to call the New Nystao police when he found his keys lying on the ground near his guard station. The whole matter was very confusing, and he's determined not to let anything like it happen again.

Even if the heroes gain access to the warehouse in question, it's a dead end. Certainly, it's filled with art and treasures from a dozen Empire-plundered cultures, and they find pretty clear indications that several crates have been removed, but there's no information inside regarding where Dal Konur might have gone next. For that, they'll need to look at the rental records for the past week. A cursory check (DC 20 Computer Use) reveals that a Human named Streen rented the warehouse next to Arthen Brutt's the day before the incident Flissar described, and then closed the account the next day. Everything that was in that warehouse was picked up by a shipping service (Hyperspeed Express).

Hyperspeed Express

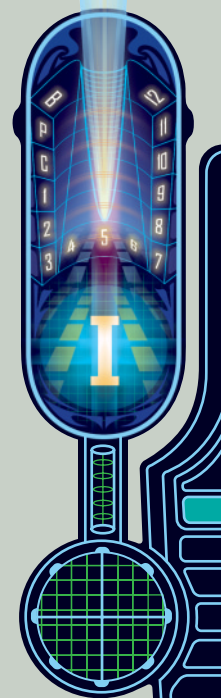
Perhaps unsurprisingly, the clerk at Hyperspeed Express is also a Noghri (a mid-level administrator; see Chapter 14 of the revised core rulebook), and she's similarly reluctant to share information. Unless the heroes can produce a New Republic court order, countersigned by the local magistrate, instructing her to cooperate, the Noghri (Smekt by name) has no intention of breaking company policy. “For all I know, you are Imperial Intelligence,” Smekt tells the heroes. “No good.”

The heroes can use tactics on Smekt similar to those used on Flissar, or they can make arrangements to get the court order she's requesting (which takes a lightning-fast three days). Once she's willing to give up the information, she says that “Streen” was a young Human male with a military smell about him. He paid with a cashier's check drawn on a local account, and had all of his freight shipped to a Hyperspeed Express drop office at the Bilbringi orbital shipyards. “I actually have another package here that I'm supposed to ship to him.”

If the heroes convince her to show them the package, they might be surprised to find that it's an empty envelope. Once again, Dal has used a Jedi mind trick to arrange for an update on his hunters' progress. Unless the heroes take the entire envelope away from her, Smekt dutifully reveals it and sends it on to the Bilbringi drop office.

Scene 4: Finally, Bilbringi

The Bilbringi system, in the Inner Rim Territories, has been under New Republic control only since the Battle of Bilbringi, which occurred a few years ago. In that battle, the forces of Grand Admiral Thrawn were finally vanquished. But while the Bilbringi shipyards were used as a depot by



the Empire, commercial ships (both the legal and the illegal kind) have always been allowed there.

The very fact that many of the ships that visit Bilbringi were originally registered under the Empire is why Dal Konur is here. Dal wants to buy a small, one-man freighter that can slip into Imperial space relatively unchallenged. Unfortunately for him, such ships aren't as common at Bilbringi as they once were, and so he wasn't able to procure an appropriate craft until about the same time the heroes arrived. Now it's a question of whether they can locate his new ship before he has it prepped for his trip into Imperial space.

The HE Drop Office

The Hyperspeed Express office at the Bilbringi shipyards is located off the shipyards' main habitation area, in a semi-industrial office "park" area. The office is run by an extremely helpful Rodian female named Zindra. She tells the heroes that she really isn't supposed to give them information from the company computer, but her boss isn't in right now, and the heroes seem like they really need it.

Unfortunately, the records in her computer aren't all that informative: The recipient of the cargo sent a Sullustan dockworker with a hover cart to pick everything up. Since there are hundreds of independent dockworkers making a living by running errands for the ship crews that come through the shipyards, finding out exactly which of them it was could take days.

At this point, the heroes can try a few different tactics to find Dal Konur:

Gather Information (Dal Konur)

Describing Dal Konur to various people around the docks allows the heroes to make a Gather Information check (DC 15, 100 credits), but it's no use; no one can remember seeing anyone who looked like that. Even the dock officials can't recall someone fitting that description. (Dal has been using Hide and Affect Mind to get to and from his hangar.)

Gather Information (Dockworker)

Making Gather Information checks (DC 25, 500 credits) to track down the dockworker rapidly turns out to be a dead end. The dockworker was Rian Vitt, but he can't remember to which dock he delivered the crates, or who paid him for the job. He jokes that ordinarily, he'd say this because he was looking for a bribe, but this time, he honestly can't recall. (Dal used Affect Mind on Rian Vitt to keep him from remembering which hangar bay Dal was in.)

Gather Information (Memory Loss)

Because Dal Konur has relied heavily on Affect Mind to make people forget that they've seen him, it might occur to the heroes to ask around about anyone who's displaying symptoms of memory loss. This check (DC 25, 500 credits) turns up a Human freighter captain named Jest Lar-Quain. Captain Lar-Quain recently sold his Firespray-31 to someone, but he can't remember who, and though he swears he was paid, he has no idea where the money is. Lar-Quain's usefulness lies in the fact that he remembers his ship, and though the purchaser moved it to a new hangar bay, there are only so many Firespray-31s in dock at the moment, and a Computer Use check (DC 25) on the station's records

reveals that the one matching Lar-Quain's description is in Hangar Bay 631-D.

Scene 5: Hangar Bay 631-D

Dal Konur has been busy getting his new ship ready for his trip into Imperial space, but not so busy that he hasn't had time to prepare the hangar bay for intruders. Using the hangar bay map from page 61 of the *Galactic Campaign Guide* (note the nonstandard scale), Dal's Firespray-31 is resting on the landing grid closest to the personnel entrance (Grid 1). The other two grids have no ships; the middle grid (Grid 2) is stacked high with crates and barrels, and Grid 3 is retracted down into the deck (see below).

Among Dal Konur's other preparations are the following:

Landing Grid 2

Dal has deliberately created a great deal of cover on Grid 2; should someone come after him while he's still in the hangar bay, they're liable to take advantage of all the boxes and barrels (which provide up to full cover, the way they're arranged). The barrels, however, are loaded with liquid fuel (see page 61 of the *Galactic Campaign Guide*). And four of the crates, arranged at equal distances around the landing grid, contain Clone War surplus droidekas (see Chapter 15: Droids, in the revised core rulebook), rigged to deploy as soon as their crates are opened. And just in case the crates don't accidentally break open during any fighting, Dal has a thermal detonator attached to one of the barrels, rigged to explode by remote control. (Dal can remotely activate the detonator as a move action.)

To make matters worse, Dal has bypassed the controls for both grids. As a move action, he can press a button on the remote he carries, causing Grid 2 to rapidly plunge 50 meters down, and Grid 3 to simultaneously rise back up to the level of the deck.

Characters at the bottom of the 50-meter shaft can try to climb out using the ladder rungs built into one wall of the shaft (Climb, DC 5), or they can look for a lift to bring them back up. The nearest lift is 200 meters down the largest of three maintenance tunnels, and it brings the character up in the next hangar—a 500-meter walk back to entrance to hangar bay 631-D.

Landing Grid 3

Dal has lowered this landing grid 50 meters down to the level of the maintenance tunnels, and arranged four E-Web blasters on it, each controlled by an automated sentry system (bypassing the need for the usual crew). Set on autofire mode, each E-Web has five attacks per round, at +5/+5/+5/+0/-5. In most cases, this means that they'll only hit on a natural 20. (On a natural 1, an automated E-Web accidentally attacks another E-Web, destroying it.)

Between the four of them, the E-Web blasters cover nearly all of the hangar bay. Each is hooked into the hangar bay's security cameras, and the system is programmed so that they attack anyone (except Dal Konur) who uses a weapon. Dal's plan is to let the heroes attack him, prompting the E-Webs to attack them, while he runs to his ship. Obviously, though, this doesn't take place until Dal activates the remote, bringing the blasters up to the level of the deck.

Overhead Control Center

From the overhead control center, the hangar bay controller can raise and lower the landing grids, lock or unlock the doors, raise and lower the turbolifts, operate the docking gantries, and activate or deactivate the magnetic field leading into space. (Deactivating it would create a vacuum in the hangar bay.)

Not wanting to be at the mercy of the controller, Dal has used Affect Mind to convince each shift's controller to reroute control of the hangar bay's functions to a remote, which Dal now carries. Restoring control to the control center requires first a Disable Device check (DC 25), followed by a Computer Use check (DC 35). Each check requires a full round.

Turbolifts

Dal has placed stun grenades with proximity fuses in two of the three turbolifts. Should anyone enter either of the trapped turbolifts (including Dal himself), the stun grenade detonates.

Firespray-31

The centerpiece of Dal Konur's plan is the cockpit of the Firespray-31, where he has one of the off-duty hangar bay controllers, a Human male named Tomer, prepping the ship. Should anyone come near the ship, Tomer emerges and claims to be Dal Konur. "I should have known my plan wouldn't work," he tells them. "Please arrest me. I'll go quietly."

Scene 6: Confronting Dal Konur

Dal doesn't actually think that anyone will mistake Tomer for him, since the two men look nothing alike (though he's pleasantly surprised if the trick does work). Instead, the idea is to use Tomer to lure the heroes onto Grid 2 and delay them long enough for Dal, working in the parts shop, to notice what's happening (on a hangar bay monitor he's set up) and activate the grid lifts. Once he's successfully split the party, Dal emerges from the parts shop.

Assuming any of the heroes are still on the deck level of the hangar bay, read the following text aloud:

"We're on the same side," says the hardened-looking figure that emerges from the hangar bay's parts shop. "Come with me to Bastion. Help me end this war! We can slip into Imperial space, capture the entire Moff Council, and secure an Imperial surrender in one week. One week! Nobody else has to die! No one has to go over to the dark side! Luke can't see that, but surely you can! Join me! We can end this destructive conflict and bring order to the whole galaxy!"

If the heroes actually decide to go with Dal Konur (and it's not just a ruse to put him off guard), he takes them aboard his ship and departs the Bilbringi shipyards. The story will conclude in the next free online miniadventure, "Nightsaber," which will be posted to the *Star Wars Roleplaying Game* website next month.

But if the heroes try in any way to stop Dal, read the following aloud (and feel free to trim it down to the last paragraph if the heroes attack without first talking to Dal):

"I should have known. You've got Luke's 'black-and-white' view of life. You think that the Force should never be used aggressively. Well, that might be true in peacetime, but not in wartime. You do what you have to do, if it will stop more unnecessary bloodshed. But I guess the truth is lost on you.

"So be it." Dal's hand jerks downward, and with a distinctive *snap-hiss*, he's suddenly holding a lightsaber, with a blade so dark blue that it appears almost black. "Let's get this over with."

Dal Konur: Male Human, Soldier 8/Elite Trooper 9/Jedi Guardian 1; Init +6 (+2 Dex, +4 Improved Initiative); Defense 23 (+2 Dex, +11 class); Spd 10 m; VP/WP 160/17; Atk +21/+16/+11/+6 melee (3d4+3, crit 18–20, unarmed strike) or +21/+16/+11/+6 melee (2d8+3, crit 19–20, lightsaber) or +21/+16/+11/+6 melee (1d4+5, knife) or +21/+16/+11/+6 ranged (3d8+5, heavy blaster pistol); SQ Uncanny dodge (retains Dex bonus, can't be flanked), weapon specialization (blaster pistol), deadly strike, deflect (defense +1); SV Fort +17, Ref +10, Will +7; SZ M; FP 6; DSP 2; Rep +7; Str 16, Dex 15, Con 17, Int 12, Wis 14, Cha 12. Challenge Code G.

Equipment: Heavy blaster pistol (mastercrafted +3 damage), lightsaber, knife (mastercrafted +2 damage), 4 stun grenades, hangar bay remote control, Firespray-31.

Skills: Climb +15, Computer Use +12, Demolitions +12, Hide +14, Jump +15, Knowledge (tactics) +12, Listen +14, Move Silently +14, Pilot +6, Read/Write Basic, Repair +12, Speak Basic, Speak Bothese, Spot +14, Survival +7, Treat Injury +10.

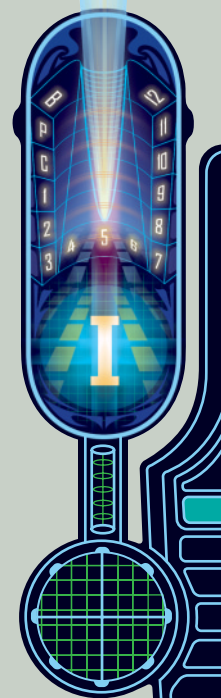
Force Skills: Affect Mind +5, Force Stealth +3.

Feats: Advanced Martial Arts, Armor Proficiency (light, medium, heavy), Dodge, Force-Sensitive, Heroic Surge, Improved Initiative, Improved Martial Arts, Martial Arts, Mobility, Point Blank Shot, Precise Shot, Shot on the Run, Spring Attack, Weapon Focus (blaster pistol), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Force Feats: Alter, Control.

Fighting Dal Konur

Dal Konur's forte is infiltration, but he's also an accomplished soldier—and he's certainly no fool. Though his combat skills are formidable, he knows that he can't hope to best a trained Jedi Knight in a lightsaber duel. His plan, instead, is to just keep his opponents away from his ship while the E-Web blasters on Grid 3 slowly eliminate them, one by one. If he hasn't activated the grid lifts yet, he does so as his first action.



Dal Konur's Tactics

Dal's overall goal is to get to his ship and fly away. Anytime he has a choice between moving toward the ship and moving toward an opponent, he moves toward the ship. If he is ever in a position where he can get aboard the ship and close the main hatch before an opponent can follow him in, he does so. One round later, he begins powering up the ship's engines (which takes 3 rounds, or 2 rounds if he makes a DC 10 Pilot check).

Although Dal doesn't want to kill or seriously injure any of the heroes, he believes strongly in his goal and in the "fair warning" rule. If he gives an opponent a chance to avoid serious injury, and the opponent doesn't relent, Dal has no compunctions about causing even fatal wounds.

Depending on his opponents, though, Dal uses different tactics:

Versus Brawlers: The first time Dal gets within 10 meters of the turbolifts and has a full round worth of actions ahead of him, he races to the only one that isn't booby-trapped with a stun grenade, slaps the "Close Door" button, and starts riding it up to the catwalk level. His goal isn't actually to get to the catwalks, though; what he really wants is for someone else to follow him by jumping into one of the other turbolifts—and getting a face full of stun grenade. Once he reaches the catwalk level, he uses his remote to stop any turbolift that's in motion, trapping any passengers between levels and effectively taking them out of the fight. Otherwise, he does all he can to avoid getting into a brawler's threatened areas (where he can be grappled).

Versus Shooters: Dal hasn't really learned much more than the basics of deflecting blaster shots with a lightsaber, and he hasn't had a chance to practice since he left the Jedi Academy. So his preferred tactic against ranged combatants is to get behind cover and try to maneuver so that he can stay under cover while he heads for the Firespray-31. If an opportunity presents itself, though, Dal switches his blaster to stun and tries to stun his opponent.

Versus Jedi: Dal has already taken the precaution of securing his lightsaber to his wrist with a length of wire-cored synthecord (DR 10, 5 wound points, break DC 26) to prevent Force-users from using Move Object to pull the lightsaber out of his hand. He's done the same thing with the remote control, though he happily drops that in favor of his blaster pistol once the fight gets started. (It takes a move action to ready the remote control again.)

If Dal has more than 10 meters between himself and a character with a lightsaber, he uses his blaster pistol to attack the lightsaber, hoping to destroy it (and thus rid the character of his or her best weapon). If he has less than 10 meters, but isn't actually in combat, he tries the same basic tactic, but while fighting defensively (taking a -4 penalty on attacks, but gaining a +2 dodge bonus). If Dal

is ever in an opponent's threatened areas, he uses total defense, gaining a +4 dodge bonus to his Defense, and moves away.

The Battle's Outcome

If Dal Konur is able to keep the heroes at bay long enough to get inside his starship and leave the hangar bay, he's gone. He has too much of a head start, and though they know he's headed to Bastion, they don't know by what route. If the heroes wish to try to follow him, they can do so in the free online miniadventure "Nightsaber," which will be posted to this website next month.

If the heroes prevent him from taking his ship out of the hangar bay, Dal tries to escape into the shipyards' labyrinth of maintenance tunnels (by jumping down the Grid 2 shaft, if necessary). He moves to the nearest one-man freighter he can find and steals it—again, heading for Bastion.

If the heroes defeat Dal Konur and he's still conscious, he demands that he be put in New Republic custody. Since Luke Skywalker's Jedi Academy doesn't have any right to make arrests, there's little the heroes legally can do to prevent it. Luke, if consulted, would prefer that the heroes remain with Dal until Luke can come and talk to his former student, but all Luke can do, ultimately, is let Dal go. Dal still has to face New Republic justice for a number of small crimes (stealing a ship being the most serious), but, with the Jedi mind trick at his disposal, Dal is confident he can get around that fairly easily.

Wrapping Up

Luke Skywalker is very pleased with the heroes if they have captured Dal Konur without seriously injuring him, and he apologizes for any difficulties they might have had in the process.

Award experience for the encounters on Ord Mantell, Wayland, and the first part of Bilbringi's shipyards as though they were simple encounter goals (1,500 experience each). Award experience for the encounter with Dal Konur as though it were a challenging encounter (4,500 experience) if at least three heroes were able to face him at the same time, or an extreme encounter (6,000 experience) if Dal succeeded in arranging the situation so that he only had to face one of them.

About the Author

JD Wiker worked in Wizards of the Coast's RPG R&D department on the **Alternity** line, including the **Dark*Matter** campaign setting, before joining the fledgling *Star Wars Roleplaying Game* design team. Some of JD's *Star Wars* titles include the core rulebook, *The Dark Side Sourcebook*, *The New Jedi Order Sourcebook*, and the *Power of the Jedi Sourcebook*. JD is currently freelancing while also working as president of The Game Mechanics, a d20 design studio.

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REBEL JEDI