

Swim Meet

A Free *Star Wars* Mini-Adventure For the Rise of the Empire Era

By [Jeff Quick](#)

"Swim Meet" is a *Star Wars Roleplaying Game* mini-adventure for four 12th-level characters. It's designed for play in the Rise of the Empire era. Ideally, the characters already have some ties to the Jedi Council, but those with a heroic bent can be guided into the adventure fairly smoothly. The scenario uses some new information found in the [Power of the Jedi Sourcebook](#), the newest hardcover accessory.

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.

Background

The Jedi Council finds and trains students from a very young age. These students come from all over the galaxy, and some members of the Council spend part of their time probing the Force, looking for children who are sensitive enough to make good Padawans.

When they find a likely candidate, they usually send one of their own out to investigate and bring the child back for training. This is what happened recently when they found a child with potential on the Outer Rim planet of Lobaoc. They dispatched a skilled Jedi investigator, a Mon Calamari named Ambaln, to locate the child and bring him or her in.

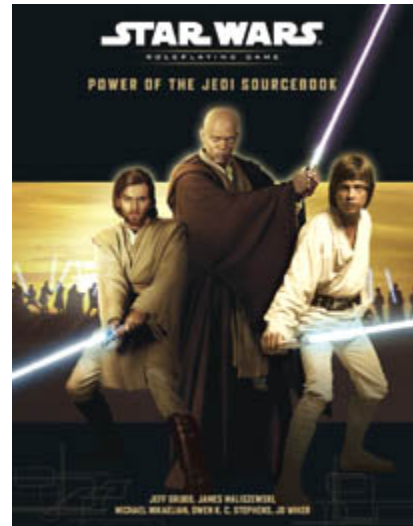
Unfortunately, Ambaln recently undertook an 18-month deep undercover operation within a criminal syndicate. His surroundings and the choices he made during this time tainted him, and he has recently gone over to the dark side. Ambaln now believes that the Jedi Council's ability to meet its goals has become neutered. Expedient action is necessary to solve the galaxy's ills, as he learned while among the criminals. Therefore, he has taken it upon himself to begin a new Jedi Council. He'll build it himself if he must, one Jedi at a time, starting with this child.

Sadly, the Council did not discern Ambaln's dark side leanings until he had already left on the mission. Now, they need someone to rein him in quickly. They believe he's not too far gone and would prefer to find someone who will bring him back alive, so that he might be rehabilitated. But whatever happens, they want it done quickly so the former Jedi Knight doesn't drag a child down with him.

The characters arrive a day after Ambaln. During his head start, he convinced the parents of the child (a young girl) to let him take her for training, and she is calmly waiting in his starship about a mile away from her village. Now, all Ambaln has to do is take care of anyone the Council might put on his trail.

Getting the Characters Involved

If one or more of the heroes is a Jedi, the Council summons the group and charges them with the mission. If no characters are Jedi but some are on good terms with the Council, the Jedi call them in as special



Era Conversion Notes

This adventure is designed for play in the Rise of the Empire era, but with modification, it can be used in other eras as well. During the Rebellion era, Ambaln can't really be a Jedi. Instead, consider making him a ne'er-do-well who operates a child slavery ring, which the characters have a mandate to take down. This version loses some of the depth of the adventure, and Ambaln's tactics will change; give him more confederates instead of dianogas to make up for it. Little modification is necessary for play during The New Jedi Order era. In the background, just change all references from the Jedi Council to the Jedi Academy.

operatives, needed because Ambaln is less likely to sense the approach of non-Force users. If one of the characters is a fringer, Lobaoc could be near (or could be) his or her homeworld.



Scene 1: Lay of the Land

Lobaoc is a world of lakes and marshes, with a few Human and near-Human settlements harvesting water-grown crops in the murky shallows. The "starport," such as it is, consists of a few flat, mostly dry places where huge metal slabs float above the ground on repulsorlift pods. Long, floating causeways connect landing sites with the nearby village of Koab, home to a few thousand people. Other floating causeways connect the city core with warehouses and storage sheds on the edges of the village.

The characters arrive in early morning. Let them spend some time looking around, making acquaintances, or hooking up with local contacts. Use of a local contact immediately turns up information about Ambaln. A successful Gather Information check (DC 15) can achieve similar results over the course of a day (and with proper remuneration).

The heroes learn that Ambaln arrived yesterday and went to speak with the Glirins, a Human farming family out in the marsh. He flew his ship out to their farm and hasn't been seen since. His droid came back mid-morning today, sloshing through the marsh, and now waits by the landing pads. Everyone remembers the droid, because it's the only one in Koab.

When the characters go back to the landing pads, they see a J9 worker drone loitering. It has a Jedi symbol stenciled on its head. The paint looks new in comparison to the beat-up body of the worker droid, but it's smeared, as if the symbol had been painted sloppily. The droid is Z-N0 (pronounced Zee'-no), Ambaln's translator droid and personal servant.

The Droid

Z-N0 is a droid with a dilemma. He's loyal to the Jedi Council and has served Ambaln faithfully for years. Currently, he knows something's not right but has no idea what exactly is amiss. If his loyalties are tested, he'll probably come down on the side of his master.

Recently, Ambaln has said some disturbing things about the Council's "blindness" and "degeneracy." He also grew increasingly dark and angry during his year and a half among the criminals. When Ambaln repainted the Jedi symbol on Z-N0's head after their undercover stint, he did a poor job, which was unlike his careful master. All of this strange behavior has Z-N0 worried.

Z-N0 is eager to serve but not talkative. He doesn't share unnecessary information unless the characters coax it out of him. After all, if they're from the Council, they might be "degenerates."

Z-N0: Walking labor droid, Expert 3/Noble 1; Init +1 (Dex); Defense (+3 class, +1 Dex); Spd 8 m; VP/WP 7/12; Atk +2 melee (1d4, hand) or +3 ranged; SQ favor +1; SV Fort +2, Ref +3, Will +5; SZ M; Face/Reach 2 m by 2 m/2 m; Rep +1; Str 10, Dex 12, Con 12, Int 16, Wis 10, Cha 10. Challenge Code B.

Equipment: Heuristic processor, locked access, translator unit (DC 5), recording unit (audio-recorder), vocabulator.

Skills: Appraise +10, Astrogate +9, Computer Use +10, Diplomacy +10, Entertain (impersonation) +3, Knowledge (alien species) +10, Knowledge (bureaucracy) +10, Knowledge (streetwise) +10, Knowledge (world lore) +10, Repair +10, Speak Basic, Speak Binary.

Feats: Ambidexterity, Mimic, Skill Emphasis (diplomacy), Weapon Group Proficiencies (blaster pistols, simple weapons).

The Plan

Yesterday, after getting the child from the Glirin family, Ambaln told Z-N0 to go back to the village and wait for anyone who comes looking for him. When someone arrives, Z-N0 is to lead them out to the boathouse at the end of the longest causeway, where Ambaln will be waiting to talk to them. Z-N0 has no idea what Ambaln has to say.

In truth, the Mon Calamari has no intention of talking. Rather, he has a plan to discourage anyone who looks for him. He's been in the boathouse all day. Every hour, he makes a See Force check to look for anyone the Council might have sent after him. As soon as he senses a Force-user, he begins using his Force Stealth skill to stay hidden. Growing increasingly paranoid that the Jedi Council will attempt to disrupt his plans, he has prepared a trap as a message to the Council that their time is through.

Scene 2: Message For You

Sadly, Ambaln's paranoia extends to his faithful droid. He believes that Z-N0 will turn on him in favor of the decrepit Council or that some meddling follower will reprogram the droid around his orders. He's so sure of this that he's counting on it. Ambaln plans to sacrifice Z-N0 as the bait in his trap for the characters.

The floating causeway out to the boathouse is 90 meters long and 2 meters wide. The causeway bobs slightly, so that anyone who runs on it must make a Balance check (DC 10) or fall into the water. When the characters reach the 40-meter mark, the causeway begins to buckle.

Ambaln has used his Beast Language Force feat in combination with his Friendship Force skill to enlist the help of eight dianogas out in the marsh. When the dianogas hear heavy clomping on the causeway (such as from a droid walking on it), they are to begin shaking it. Anyone who falls off is lunch.

When the shaking starts, the characters must succeed at a Reflex check (DC 20) or fall off the causeway into the water. The shaking also makes the causeway both slippery and angled, so that heroes still on it must succeed at a Balance check (DC 20) in order to move. Z-N0 has a slim chance of making either of these checks and is likely to fall into the water almost immediately.

Once in the water, characters must succeed at Swim checks in order to move. Anyone who can make his or her way back to the causeway can climb back out of the water with a successful Climb check (DC 15).



In the meantime, the dianogas attack with little regard for the characters' discomfort. (Use the statistics for dianogas on page 336 of the *Star Wars Roleplaying Game*.)

After the carnage ends, the characters might want to check out the boathouse. It is 8 meters wide and 12 meters long, built to house a single boat. The boat is currently gone, leaving a 4-meter wide, 10-meter long "hole" in the floor where the boat would moor.

Scene 3: Ambaln's Escape

As soon as the trap springs on the characters, Ambaln dives into the water and begins swimming toward his ship, a whitecloak fighter. He hopes to escape and leave the characters to a tentacled death. He uses his Force Stealth and Hide skills to escape detection, but he knows that even those talents might not shield him

well enough. If the heroes catch up to him before he reaches his ship, he tells them that he has hidden the young girl somewhere in the marsh. If the characters harm him, they'll never find her before she dies. (Actually, the heroes probably would be able to find the ship and rescue the girl in time, but they have no way of knowing that and likely won't take the chance.)

Ambaln is willing to talk and explain what he's doing, hoping to convince the characters to join him. He explains that the Jedi Council is dying and doesn't realize it, and that he is the only hope for future Jedi. However, because of his paranoia, he expects the characters to betray him (pawns of the Council that they are).

Ambaln is an excellent negotiator and doesn't fall into rhetorical traps. He's also quite good at knowing when someone is lying to him. If the heroes try to humor him, he plays along as if he believes their good intentions. As he talks, he subtly leads them away from his ship. When he's done talking, the Mon Calamari bolts away with the Burst of Speed Force feat, leaping into the water and swimming as fast as he can. The water is calm, and Ambaln takes 10 on his Swim checks for as long as he can until penalties force him to surface.

If the characters try to follow, four more dianogas swim from the depths to aid Ambaln's escape. He tries to swim down and evade capture with Hide, Force Stealth, and Affect Mind skills until he thinks he's lost any pursuers. Once he believes the coast is clear, he swims to his ship and takes off.

Scene 4: Wrap-Up

If Ambaln hasn't evaded the characters, he might engage them in a final stand-off at his ship. Otherwise, he's long gone before the heroes get back to their own ship and try to follow him.

If the rogue Jedi gets away, it will be difficult (but not impossible) for the heroes to find him. He's exceptionally good at hiding his use of the Force, which made him a wonderful undercover operative for the Council but a miserable opponent. Jedi characters will probably be charged with tracking him down and saving the girl.

Ambaln plans to lie low for a few weeks with the girl and return to Lobaoc to begin her training. As he sinks further into the dark side, who knows what sort of lessons he'll teach his new apprentice?

If the characters fish Z-N0 out of the marsh and need a translator droid, the Council would probably be willing to assign the droid to them for at least the amount of time necessary to find Ambaln. After all, Z-N0 knows Ambaln better than anyone else and is the best link to finding the slippery Mon Calamari. Of course, Z-N0 might have his own understandably mixed motives about bringing down his former master.

Ambaln: Male Mon Calamari Jedi Consular 7/Jedi Investigator 5; Init +2 (Dex); Defense 21 (+9 class, +2 Dex); Spd 10 m; VP/WP 68/10; Atk +11/+6 melee (4d8/19-20, lightsaber) or +12/+7 ranged (3d6 or DC 15, blaster pistol); SQ Breathe underwater, contacts (2), deflect (defense +2), deflect (attack -2, redirect 6/day), deflect (extend defense and attack), favor +2, increase lightsaber damage +1d8, low-light vision, profile, target bonus +3; SV Fort +7, Ref +8, Will +10*; SZ M; FP 1; DSP 7; Rep +4; Str 10, Dex 14, Con 10, Int 14, Wis 12, Cha 16. Challenge Code F.

Equipment: Blaster pistol, comlink, credit chip, Jedi utility belt, lightsaber, worker droid, whitecloak fighter.

Skills: Bluff +8, Computer Use +9, Craft (lightsaber) +11, Diplomacy +12, Gather Information +12, Handle Animal +6, Hide +8, Intimidate +11, Move Silently +6, Pilot +10, Sense Motive +8, Swim +4. Force Skills: Affect Mind +10, Battlemind +8, Empathy +6, Enhance Sense +10, Farseeing +7, Force Stealth +10, Friendship +8, See Force +10.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Headstrong, Stealthy, Weapon Focus (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons). Force Feats: Aware, Alter, Beast Language**, Burst of Speed, Control, Lightsaber Defense, Sense.

* Since this adventure takes place on a watery world, Ambaln's Mon Calamari species ability has been added to his Will saves.

** This Force feat appears in the Power of the Jedi Sourcebook.

