

*Four thousand years before the time of Luke Skywalker, the Jedi Knights maintained peace and justice in the Old Republic. Join their ranks and defend the innocent as you take on the role of a Jedi Protector and actually play this original STAR WARS Roleplaying Game adventure!*

# JEDI

ADVENTURE BY PETER SCHWEIGHOFER

ILLUSTRATION BY BRIAN DURFEE

**YOU ARE SHALAVAA**, a Jedi Knight. You haven't been a Jedi for long—you only recently completed your training with Master Ortraag and started your first assignment. For the past few weeks you've been a Jedi Protector to an outlying colony of fenti bean farmers and nerf herders. When your mentor brought you here on his ancient starship, he instructed you to protect the settlement and maintain peace among the homesteaders. "Your training with me is finished," he said. "Now your training in the greater galaxy begins." As Master Ortraag's ship disappeared into the sky, you felt the first pangs of insecurity... of being completely on your own. ✦ The last three weeks have been boring. You've resolved a few minor disputes among the colonists and helped round up a stray nerf herd. You're more interested in excitement and adventure. Now you have it. One of the nerf herders disappeared yesterday. His nerfs were found wandering near the entrance to a ravine the settlers strongly believe is haunted. Other herders and wayward farmers have disappeared near the gorge in the past. You set out immediately to solve this mystery. ✦ You find that the ravine is carved into a tall mesa covered in thick vegetation. Because the mesa slopes are too steep to climb, you find the entrance to the ravine. A small brook trickles down the rocky slope. Leafy thorn vines weave a tangled ceiling overhead, with several tendrils hanging lazily down the ravine walls. You can't see very far inside—the foliage above chokes out the sunlight. You don't see any signs of the nerf herder out here. Igniting your lightsaber for illumination, you carefully enter the dark ravine...

# PROTECTOR



DURFEE  
9/7

**YOU** are about to embark on a *STAR WARS* Roleplaying Game adventure. A roleplaying game is just a more sophisticated version of the children's game "Let's Pretend." Did you ever used to create your own *STAR WARS* adventures using action figures, a few pillows and the living room furniture? Roleplaying is something like that. It is often described as interactive storytelling. You assume the role of a character in the story, and your choices and actions affect the outcome.

In the game, the story is not only shaped through your choices, but also your abilities. These are represented by skill rolls: rolling a certain number of dice which stand for your talents. The higher your roll, the better you perform a certain task. To play the adventure presented here, you'll need a handful of ordinary, six-sided dice. (Borrow some from board games in your house or buy them at a local toy or hobby store.)

Take a look at the sidebar describing Shalavaa's skills and powers. After the skills, you'll see some odd number/letter combinations: "lightsaber 5D+2," "cultures 4D," "droid repair 3D+2" and so on. The number before the "D" represents the number of dice you roll, while any bonus after that (the "+1" or "+2") is added to the total. The higher the number in front of the "D," the better Shalavaa is at that skill. A score of 2D is average, 4D is good and anything above that is even better. Don't worry about what all those numbers mean right now; you'll learn how to use Shalavaa's skills and what dice to roll during this brief game encounter.

Although the *STAR WARS* Roleplaying Game is played among a group of friends, this short adventure is designed for one person. It's a quick introduction into some of the concepts of roleplaying: running your character and rolling dice for skills. Don't read the rest of this article straight through—you'll ruin all the surprises in the story. Begin at entry #1, and follow the directions at the end of each section. They'll tell you which entry to go to next. And may the Force be with you!

**SHALAVAA**  
Type: Jedi Protector

**DEXTERITY** 3D+2 — Blaster 4D, dodge 4D+2, lightsaber 5D+2. **KNOWLEDGE** 3D — Bureaucracy 4D, cultures 4D, languages 4D. **MECHANICAL** 2D — Repulsorlift operation 3D. **PERCEPTION** 3D — Bargain 4D, persuasion 4D. **STRENGTH** 2D+1 — Climbing/jumping 3D+2. **TECHNICAL** 2D — Droid programming 3D, droid repair 3D+2, first aid 3D.

**SPECIAL ABILITIES:** FORCE POWERS — Control 1D, Sense 2D. **CONTROL** — Concentration, control pain. **SENSE** — Life detection, magnify senses, sense Force.

This character is Force-sensitive

**FORCE POINTS: 1**  
**CHARACTER POINTS: 5**  
**MOVE: 10**  
**EQUIPMENT: Lightsaber (5D damage)**

**1** You continue up the ravine, looking for signs of the missing nerf herder. In one hand you hold your lightsaber aloft, providing the only illumination besides the rare patches of sunlight that filter through the thick thorn vines. Use your other hand to steady yourself as you climb the ravine.

It grows narrower as you ascend. Eventually it levels off, the bubbling stream gathering in several calm pools. Stooping down to take a quick drink, you notice a bit of worn brown leather nearby—you've found one of the herder's boots nestled in the undergrowth. You find no signs of the settler himself. You decide to stop and look for other clues.

Although your normal vision and hearing reveal little else, Master Ortraag taught you how to fine-tune your senses and increase their range. Use the Jedi power of magnify senses. Shalavaa's character stats show that any sense powers he uses have a score of 2D: To use Shalavaa's power of magnify senses, roll two dice. Toss the two dice and see what you get:

\* If you roll 4 or lower, you feel the Force flowing through you as you examine your surroundings: the herder's boot, the pools of water, the leafy thorn vines, thicker spiky vines, the lush canopy of vegetation high above you. Go to #2.

\* If you rolled 5 or higher, you notice something else. Go to #3.

**2** You feel a thick, spiky vine lash out and wrap around your waist several times. It yanks you upward toward the foliage. You've managed to keep a firm grasp on your lightsaber, so you haven't lost that. You could easily cut this aggressive vine, but you're more interested in seeing where it takes you.

After a moment of slow ascent, you see a massive clump of broad leaves surrounding a toothy mouth. Several

thick vines—including the one that's captured you—grow around the mouth's edge. The maw is lined with razor-sharp spikes, larger spines and sucker tendrils. A carnivorous plant has selected you to be its dinner!

Your only hope is to fight this hungry plant off with your lightsaber. Shalavaa's skill with this elegant Jedi weapon is 5D+2: Roll five dice and add two to the total.

\* If you roll 14 or lower, go to #6.

\* If you roll 15 or higher, go to #5.

**3** As you allow the Force to flow through you, heightening your senses, you notice that some vines are thicker than the other, leafy ones. These thick vines have longer thorns on them, and they smell different from the others... less like plants and more like animals.

You concentrate further and hear their soft rustling. They're moving.

You leap out of way just as a vine whips out and tries to ensnare you in its thorns. Several other tentacles dart at you. Your only hope is to fight the vines off with your lightsaber. Shalavaa's skill with this elegant Jedi weapon is 5D+2: Roll five dice and add two to the total.

**\* If you roll 14 or lower, you fend off some of the vines with your lightsaber, but not all of them. Go to #2.**

**\* If you roll 15 or higher, you manage to slice through one of the vines. Go to #4.**

**4** You continue striking at any thorny tentacle that comes near you. When you slice off the last tentacle, you hear a blood-curdling scream from high up in the leafy vegetation. A large, leafy ball drops from the canopy. Broad leaves surround a toothy mouth. Several thick vines grow around the mouth's edge... you've severed most of them. The maw is lined with razor-sharp spikes, larger spines and sucker tendrils. The creature is writhing in pain. You make one final lunge with your lightsaber, cleave the monster in two and silence its cries.

A dark, cloaked figure emerges from the shadows in the ravine. "You have done well, my student," Master Ortraag says. "You have proven your skill with the traditional Jedi weapon. Now perhaps you are ready for further challenges. There are other ills plaguing this galaxy. The colonists can settle their own disputes and protect themselves. You are ready to fight a greater evil."

**Please go to #7.**

**5** Your first slash hits home. The lightsaber's blade cleaves the creature's main body in two. As the outer leaves shrivel and a greenish goo dribbles from its maw, the tentacles go limp, releasing their grasp. You grab hold and slowly climb down to the ravine floor.

When you reach the bottom, a dark, cloaked figure emerges from the shadows in the gorge. "You have done well, my student," Master Ortraag says. "You have proven your skill with the traditional Jedi weapon, though your other skills need work. Perhaps you are ready for further challenges. There are other ills plaguing this galaxy. The colonists can settle their own disputes and protect themselves. You are ready to fight a greater evil."

**Please go to #7.**

**6** You swing your lightsaber at the creature's mouth, but it somehow senses that the attack is coming. The tentacle vine that's holding you jerks you out of range at the last minute. You keep swinging the lightsaber at the plant's main body—at least this way it's not going to eat you immediately.

You see a dark blur in the canopy above the creature. You hear the snap-hiss of a lightsaber, and see a bright blade cleave the

monster's main body in two. As the outer leaves shrivel and a greenish goo dribbles from its maw, the tentacles go limp, releasing their grasp. You grab hold and slowly climb down to the ravine floor.

When you reach the bottom, Master Ortraag is waiting for you. "It seems I was too hasty to send you out on your own," he says, clipping his lightsaber back to his belt. "Your skills have much to be desired. Although there are greater ills plaguing this galaxy, you are not yet prepared to fight them."

**Please go to #7.**

**7** Now you have some idea what roleplaying games are about. Like "Let's Pretend," you assume the role of a fictional character in the *STAR WARS* universe. Your choices and your skill rolls help tell a story in which you become the main character. Any time you want to use your skills, just roll the dice listed with the appropriate skill. The higher you roll, the better you accomplish the task.

If you like, play this adventure again to see how it works.

If you enjoyed this short encounter, you can easily explore more *STAR WARS* Roleplaying Games on your own. West End Games publishes many books that describe the *STAR WARS* galaxy and the numerous adventures you can undertake there.

The *STAR WARS Introductory Adventure Game* is a good place to start. The box set has everything you need to create your own *STAR WARS* adventures. The rules are simple, and they're taught as you play the game. There's even an adventure like this one to help you understand the rules.

For a greater challenge, try the *STAR WARS Roleplaying Game, Revised & Expanded*. It gives you many more options for creating characters and adventures in the *Star Wars* universe.

You can also try your hand at a longer solitaire type adventure like this one. *Imperial Double-Cross*, another West End Games book, has a much longer adventure you can play by yourself. It uses the same simple rules as "Jedi Protector."

The *STAR WARS* universe is immense. With the roleplaying game, you can visit new planets, uncover Imperial plans, free comrades from bounty hunters and struggle with the Rebel Alliance to stop the evil Empire. You create the characters, plots, action and excitement. All you need is your imagination. ☺

.....  
*Peter Schweighofer is West End Games' Editorial Director and former editor of The Official STAR WARS Adventure Journal. He has created several exclusive STAR WARS Roleplaying Game adventures for SWGM.*