

RR-02

# Glimmers of Light

Written, edited and playtested by the RotR Team

An adventure for the Rise of the Rebellion Campaign,  
intended for use with the *Star Wars Roleplaying Game*  
from Wizards of the Coast, Inc.

*As the shadow of the New Order continues to spread across the galaxy, the heroes find a possible ally in a most unlikely place.*

This adventure, along with any related campaign material, is intended for free distribution and is not intended to represent official *Star Wars* roleplaying material.

## **The Rise of the Rebellion Campaign**

This adventure is intended to be run as part of the Rise of the Rebellion campaign, a series of adventures that form a connected storyline and that are open to any players and GM's who are interested. Everyone involved is encouraged to read the RotR Player's and Gamemaster's Guidelines, as appropriate, before creating heroes and running this scenario.

## **Adventure Background**

In the months since Order 66 crushed the Jedi Order, many beings have pursued relentlessly any remaining vestiges of that organization. For some, the goal is to complete the eradication of that organization; for others, the objective is to find and preserve anything they can. Recently, a previously forgotten Jedi legacy has been rediscovered in a most unlikely place.

Two months ago, Imperial scouts discovered an inhabited world orbiting around a red dwarf star, one that is inhabited by a species of powerful, intelligent reptiloids. Although Imperial activity on that world has been minimal—according to many, a circumstance that can be attributed to the native population's warlike ways—other elements have taken a distinct interest in the world. Of these, none have been quicker to exploit the situation than Slarr the Hutt.

For years now, Slarr has been a promoter for the gladiatorial ring known as the Circus Horrificus. When he took his first look at the Barabels, he knew that they would make excellent competitors. Even better, when he realized that they were ignorant of the ways of the greater galaxy, he recognized an opportunity to make a serious profit.

To make it happen, he first sent in his lieutenant, a Weequay named Klej, along with a pair of Houk enforcers named Rego and Lisk. They brought to Barab I a cargo of high-tech goods, items such as blasters and vibro-weapons that were certain to appeal to the natives. Promising to establish a major trade center in exchange for short-term service from a few of the warriors, they wrote contracts that entailed nothing short of indentured servitude. What is more, they provided items with limited power supplies in order to keep the natives wanting more.

## **The Legacy of Sen-Re Tir**

The Barabel tribe that they so underhandedly subjugated is one known as the Crimson Star tribe. Unbeknownst to Slarr's criminals or the Imperial scouts, this tribe was visited long ago by a Jedi Knight named Sen-Re Tir. This Jedi visited the planet while searching for a fallen Jedi back in the time of the Sith War, and found that the villain had managed to pit two tribes against each other in a brutal war. Sen-Re Tir managed to end the bloody conflict; as a token of the alliance between the two tribes, he presented each of their leaders with a necklace made from one of his lightsaber crystals.

Now it just so happens that Sayen, the leader of the Red Sun tribe, is one of the Barabels who has been duped into serving Slarr the Hutt. Having learned a lesson the hard way about the ways of the galaxy, Sayen is now looking to escape from his servitude in the Circus Horrificus. To do so he has allied himself with a Chadra-Fan thief named Mibik, and has decided to sell his chieftain's necklace so as to raise some credits with which he might bribe his way offplanet.

## Introduction

This adventure begins while the heroes are passing through a busy spaceport on the planet Malastare. Mibik, looking to sell Sayen's jewel, approaches them with a small proposition.

## Event 1—The Thief's Tale

"Ladies and gentlebeings?" The being who addresses you is a Chadra-Fan who is tailed by an awkward-looking power droid. "Pardon me, but I could not help noticing that you seem to be beings of refined tastes; I am a merchant, and I believe that I might have some items that would interest you."

Hopefully the heroes are curious enough to check out his merchandise. In addition to a few small electronic devices, all of dubious origin, he has Sayen's necklace. Any hero who sees it and succeeds at a DC 5 Knowledge: galactic lore or DC 15 Knowledge: technology check, can identify it as the focusing crystal from a lightsaber. Unless the heroes have a particular lack of interest in the affairs of the Jedi, this should prompt them to start asking some questions.

Mibik, for his part, is uncooperative at first. Not wanting to be accused of thievery, he initially dismisses the item as an old family heirloom; a Notice check (at a +2 circumstance bonus due to the nature of the item in question) opposed to his Deception check can expose the lie. If the heroes press him, he confesses that he recently acquired it, "...but I never reveals the names of my clients. It is a point of honor for me." A bit of Persuasion (DC 15) can convince him to reveal that he acquired it from a Barabel named Sayen, in order to help him procure transportation offplanet. Moreover, if he can be convinced that the heroes are willing to help Sayen, he reveals what he knows about the Circus Horrificus and its arena on Malastare.

## Event 2—Introductions

The gladiator matches on Malastare are run by Klej the Weequay and his two Houk enforcers, Rego and Lisk. They are held in a converted warehouse on the edge of the spaceport; a variety of sentients, organic and mechanical, are kept there to perform. Gaining access to the facility is an easy proposition, as the place is open for spectators, but the heroes doing their business and making an exit are likely to prove much more challenging.

## The Grand Tour

Refer to the maps in Appendix 2 for the following details.

### 1. Entrances

These two massive sets of double doors are the equivalent of a starship bulkhead.

### 2. Bar

Perhaps the most popular areas in the facility are these locations on each floor. They carry a fairly impressive array of potent potables, intended to help loosen up spectator's betting habits.

### 3. Storage

In addition to holding all of the supplies for the bar area, each of these rooms serves as a makeshift break area for the bartenders and servers who are on duty.

### 4. Stairs

Because of all the traffic in the building, these areas are generally clogged with beings.

### 5. 'Freshers

Every public facility needs these.

### 6. Betting Tables

These locations are occupied by modified protocol droids. Each one consists of a torso and upper extremities only; it has been hardwired directly into the computer system that monitors betting in the facility. Klej opted for this system since it can help protect against cheating.

### 7. Open Area

This area is wide open, providing access to the floor of the arena below. Spectators gather around the edges on three different levels, with a magnetic containment field in place to protect against any possible hazards from the action.

### 8. Turbolifts

The only access to the underground level is through these areas. A pair of guards stands watch over each, admitting only those beings who have business to conduct with Klej. Operating the turbolifts requires an appropriate passkey; each of the guards, along with the Weequay and his Houk enforcers, possesses one. (Bypassing this passkey, should any of the heroes be interested, requires a DC 20 Mechanics check.)

### 9. Klej's Office

The Weequay lieutenant conducts all of his formal business here. Additionally, the computer system at the desk is linked to the security monitors for the entire complex, so that Klej can watch anyone in the building from the comfort of his office. There is also a small lift system built into the wall behind his desk, so that he can order food from the bar area above at any time.

### 10. Klej's Quarters

This room is surprisingly Spartan considering that the Weequay is a Hutt's lieutenant.

### 11. Houks' Quarters

This area is just as utilitarian as Klej's.

### 12. Guard Barracks

Each of these rooms is outfitted to hold a dozen beings in relative comfort, providing a total of twenty-four in the complex at any one time.

### 13. Gladiator Barracks

These areas leave many amenities to be desired. Since the competitors are treated no better than slaves, they are provided with little more than a clear space in which to sleep.

### 14. Arena Floor

The floor of this area is covered with a layer of sand, giving it the feel of an open facility such as one might find on Geonosis.

### **Perhaps a Friendly Wager?**

Given the opportunity to do some betting on the gladiator matches, some heroes likely won't be able to resist. This can be a good chance to pick up some fast credits, as long as it doesn't detract from the primary action of the adventure. Another option, however, if the group has enough time in which to try it, is for the players to control competitors during the matches. This can increase the sense of excitement for everyone, and in particular can be a nice chance for players who don't have combat-oriented characters to play a dedicated brawler for a change.

### **Event 3—Breakout**

Once the heroes have had a chance to look around the place, they need to devise some means of helping Sayen to escape. As they normally do, the players are likely to devise creative and/or convoluted plans that a GM never anticipated. Listed below, however, are a few of the key elements that they'll probably need to address.

#### **Accessing the Lower Level**

One option is for one of the heroes to pose as or sign up for a match. Klej and his minions are generally willing to let newcomers enter a match; in fact, this is something of a favorite among the fans. Another possible strategy is to pose as a slave trader; with a little fast-talking (a Deception check opposed to Klej's Notice), the heroes could be allowed to tour the lower level to check out the merchandise.

A more direct (but also, in the long run, more dangerous) option is to use a lightsaber either to cut one's way into the lower level, or to cut one's way out from it. Considering that the Jedi Purge is underway, leaving behind traces of lightsaber use is a good way to earn some quick Bounty Points.

#### **Making an Escape**

Here again, the details of the heroes' exit are likely to require a good deal of on-the-fly adjudication by the GM.

Should the opposition realize that the heroes intend to stage a breakout, they respond in force. A number of goons equal to the number of heroes minus one positions itself in the hallway that leads to the exit, while one of their number seals the door and calls for reinforcements. These arrive three rounds later, coming down the hallway from the opposite side of the first squad and trying to catch the heroes in a pincer movement. It should become apparent to the heroes pretty quickly that standing and fighting every last member of the organization is, in this case, a very difficult proposition.

One arrangement the heroes might think to make is to have one character waiting with a landspeeder or similar vehicle to shuttle them all to safety once they exit the

building. Since Klej and his minions do not keep any repulsorcraft at the arena, they are unable to pursue if the heroes do have an escape vehicle ready.

### **Event 4—Welcome to Barab 1**

With a little bit of research (DC 15 Use Computer check to astrogate) the heroes can find the coordinates for a hyperspace jump to Barab 1. The journey there proves uneventful, although it does give Sayen a chance to tell his tale. He provides the following information:

- He is the leader of the Crimson Star tribe and one of its chief warriors.
- The necklace that he wears is a sign of his station and an heirloom that has been in his family for many generations. (He knows it's been more than six generations, and doesn't know precisely how many.)
- He knows that the gem in the necklace has something to do with a great warrior "from beyond the stars."
- For more information, he recommends talking to the elder of his tribe.

Any hero at this point who succeeds at a DC 24 Knowledge: galactic lore check can recall a tale that began to circulate just after Barab 1 was discovered, and just before Order 66 was issued, about a Jedi Knight who visited a planet of powerful reptiloids long ago.

If the heroes think to ask, Sayen can also provide some details regarding the current political situation on his planet:

- His planet only made contact with offworlders a few years ago; since that time, a small starport has been built.
- The rulers of the outside galaxy—the Empire—have only a small presence on the planet and do not seem very interested in developing trade.
- One group of beings has been more interested; although ones like the Weequay and his Houk enforcers have visited, he believes they work for some other influential employers.
- A brisk trade has arisen in technology for mercenary service, although some of his fellow Barabels, himself included, have been tricked into serving without payment.

### **Arrival**

As it turns out, there isn't much to see at the planet's only serviceable starport. In reality it is a recently converted village, one that boasts little more than a few duracrete landing pads and some SoroSuub prefabricated buildings. Another details that becomes apparent before long is that the spaceport is filled with many of the galaxy's less reputable elements. Various criminal operations do business in port, recruiting locals in exchange for technology. Although Imperial regulations prohibit selling weapons to the natives, a few choice bribes have paved the way for a brisk trade.

Slarr the Hutt's representative onplanet is a Chevin by the name of Madon Ani. Madon brokers the slave trade for the Hutt's organization, and eventually hears the tale of how the heroes helped a gladiator escape from the Malastare operation. Unless the heroes spend more than a day in the spaceport, he likely won't be a factor in their activities.

## **Imperial Business**

What the heroes don't know is that they're not the only beings who have heard tell of the visitor from beyond the stars. One of the locals, having falsely trusted an Imperial xenosociologist who came to visit, told the entire story. The trouble is, the Barabel didn't reckon with an Imperial Inquisitor coming to find out a little more about the tale.

Sen Wral is one of the beings trained by the Emperor specifically to track down and eliminate any last remnant of the Jedi Order. Once the scientist's report made it back to Coruscant, he was sent to find out the truth of the matter. Wral has tracked the story back to the Red Sun tribe's village; having learned from the village elder the location of the sacred site, he has now gone to search that location.

The business in the starport is simply a screen in case any Jedi happen to come to look into the story themselves. For this reason, Veshar and his cohorts have no particular reason to suspect the heroes of any wrongdoing; they're simply following routine procedure. Since the heroes don't know this, however, it's entirely appropriate to let them sweat through the encounter. The lieutenant has a number of questions to ask:

- What is your business on Barab 1?
- How long do you expect to be onplanet?
- Are you carrying any cargo?
- Do you plan to purchase any cargo while onplanet?
- Who is the Barabel with whom you travel?

Additionally, all of the heroes are asked to show their identification. As long as the heroes can provide satisfactory answers to these questions, Veshar is satisfied. Feel free to ask for Deception checks opposed to his Notice, however, to add to the heroes' sense of paranoia.

## **Event 5—The Village**

Normally, a group of offworlders who freed the tribe's chief warrior and brought him home would be given a hero's welcome. This time, however, the reception is anything but glorious.

As you maneuver your speeder through the jungle, approaching the village, the wind suddenly slaps you with the acrid smell of smoke. Sayen tenses at the smell, his brow furrowed with worry, before you pass through a dense patch of jungle and his fears are confirmed. What may once have been a home to dozens of Barabels is now little more than a smoking ruin.

At this point, grant each of the heroes a Notice check against a DC of 15. Those who succeed notice a pair of scout troopers lingering next to their speeder bikes in one of the huts (marked with an X). These to have been left behind in case anyone connected to the village returns; Yetu doesn't want to take any chances. Assuming that Sayen is still with the heroes, they might need to restrain him at this point. If he isn't held back in any way, he leaps from the party's vehicle and races over to what remains of his village.

## **Event 6—Imperial Outpost**

Details for the buildings in the outpost are provided here, but with a note of caution. Considering that there is a full Imperial scout platoon stationed at this outpost, this is

another situation in which the heroes would do well to pick their battles carefully. With a DC 10 Knowledge: tactics, characters can confirm that a platoon consists of thirty-eight soldiers and officers.

On approach, it is quite apparent that the entire place is surrounded by a perimeter fence. Heroes who are observing the place might also note (DC 15 Notice check) that this fence is connected to the outpost's power generator, confirming that it is electrified. Anyone who fails to notice this and comes into contact with the fence suffers 4d6 electrical damage on a successful attack roll (1d20+5) against that character's Fortitude defense, or half damage if the attack roll fails.

Further reconnaissance on the part of the heroes can confirm the function of each of the buildings in question, provided that one can succeed at a DC 15 Notice check for each.

#### 1. Barracks

Each of these two buildings houses two squads of troopers. At any given time, one squad rests in each building, while one squad is posted on guard duty inside the outpost and another has patrol duty out in the jungle.

#### 2. Repulsorpool/Machine Shop

In addition to housing the extra nine speeder bikes while they are not in use, this area also contains a pair of swamp speeders that are used only by Yetu Dau and the platoon's officers.

#### 3. Comm Center

This small building is used for briefings, and also contains the outpost's subspace radio. Should the outpost ever come under serious attack, the soldier on duty can radio back to the spaceport to call for starfighter support.

#### 4. Infirmary

This building has three complete medical beds for field surgery, along with the equivalent of six medical kits and two dozen medpacks.

#### 5. Stockade

The walls of this building are notably thicker than those of the other structures, having DR 10 and 50 HP per square meter as opposed to the normal DR 5 and 30 HP.

Immediately inside the front door is the guardroom, where three soldiers are kept stationed at all times. To the left of this is a short hallway, from which the four prison cells can be accessed; to the left is the interrogation chamber. It is in this latter that Yetu Dau has the Elder, just reaching the end of her attempts to persuade the Barabel to reveal the location of the cave.

#### 6. Command Quarters

These two buildings are occupied by the lieutenant and Yetu Dau, respectively.

#### 7. Power Generator



In case the heroes should want to make some kind of attack against it, the power generator has DR 10 and 100 HP.

### **A Disturbance in the Force**

Before the heroes have spent too much time scouting the outpost, those who are Force-sensitive feel a wave of anguish and pain wash over them; it is up to them to conclude that the Elder has become one with the Force. A moment later, Yetu Dau emerges from the stockade, calls for an escort, and heads to the repulsorpool. Then she sets off in one of the swamp speeders, flanked by four scout troopers on speeder bikes.

### **Event 7—The Cave**

This is the object of Yetu Dau's search, the cavern where Sen-Re Tir lived onplanet and the place where the Elder and those who proceeded her came to commune with the spirit of the Warrior from Beyond the Sky.

At first glance, the place might seem to be no different from any other waterfall on the planet. A small river spills over the edge of a cliff and falls fifteen meters to a pool below before continuing onward. For those who examine it closely, however (DC 18 Notice check), it becomes apparent that a small ledge on the cliff face allows a person to climb behind the falling water and into the cavern concealed there. A series of useful but unobtrusive handholds make the climb up the cliff face much easier than it otherwise would be (DC 10 check).

### **Development**

Chances are that the heroes arrive here after Yetu Dau and her Imperial scouts. Assuming that this is the case, Dau takes three troopers into the cavern with her while the other three, still mounted on their speeder bikes, circle the area around the pool. If the heroes can strike quickly and effectively, there's a good chance that they can take the Imperials by surprise, and maybe even prevent them from calling for reinforcements. Since they can call in starfighter support from the spaceport, this is beneficial indeed.

The scout troopers, for their part, aim first to destroy the heroes' transport in order to prevent them from escaping, then start shooting at the characters themselves. Any Jedi who reveal themselves by using a lightsaber are more likely to draw fire than other heroes. Yetu Dau, on the other hand, uses Enhance Ability (albeit untrained) first and then opens up with her blaster pistol. Should the battle turn against her and her allies, she takes the holocron and tries to flee with it. After all, helping to destroy any last trace of the Jedi legacy is the mission she has been given by the Emperor. If it becomes apparent that escape is not an option, she instead tries to destroy the holocron.

### **Conclusion**

Unless the heroes turn the combat with Yetu Dau and her scouts into a space battle, they should be able to sneak off of Barab I relatively easily. After all, the spaceport is not well guarded, and if they move quickly, they can be heading for space by the time the Imperials realize what has happened.

Now, it is probably pretty likely that heroes who manage to recover the holocron will want to take a look at it. That, however, is something that must wait for another adventure.

**Rewards**

1000 xp each

For rescuing Sayen, finding the cavern, defeating Yetu Dau and recovering the holocron (Award  $\frac{3}{4}$  xp if the heroes exposed the payoff but Eeno escaped, or  $\frac{1}{2}$  if they were on the right track)

One lightsaber crystal

As long as someone kept it

Bounty Points

As per the guidelines above

## Appendix 1—*Dramatis Personae*

### Clone Trooper Scout

Use the stats provided on page 279 of the SECR.

These soldiers are unswervingly loyal to the Empire, having literally been born and bred to fight for it. For this reason they cannot be bribed, seduced, or otherwise persuaded to neglect their duties. They are businesslike and impersonal.

Each clone trooper scout wears armor that is colored with camouflage markings.

### Klej

Male Weequay Scoundrel 4

**Destiny** 0, **Force** 3, **Dark Side** 3

**Init** +3, **Senses** Perception +0

**Languages** Weequay, Basic, Huttese

**Defenses** Ref 17 (flat-footed 16), Fort 15, Will 13

**Hp** 32, **Threshold** 15

### Speed 6

**Melee** stun baton +4 (1d6+1)

**Ranged** blaster pistol +4 (3d6)

**Base Atk** +3, **Grapple** +4

**Atk Options** Dodge, Point Blank Shot, Precise Shot

**Abilities** Str 12, Dex 13, Con 12, Int 12, Wis 6, Cha 12

**Talents** Fool's Luck, Knack

**Feats** Dodge, Point Blank Shot, Precise Shot, Weapon Group Proficiencies (blaster pistols, simple weapons)

**Skills** Gather Information +8, Initiative +8, Knowledge (galactic lore) +8, Perception +8, Persuasion +8

**Possessions** Blaster pistol, stun baton, comlink, datapad

Klej is relatively laconic for a being involved in business, but it is a quality that fits well among the beings with whom he associates. His first priority is to represent the interests of Slarr the Hutt; this means that he seeks to run as entertaining an arena is possible. The surest way to persuade him is to assure him that a given decision will provide for grueling combat.

Klej wears functional, black, traladon-hide clothing and wears his hair in three braids, representing the fact that he has not been to his homeworld in three years.

### **Mibik**

Male Dug Noble 3

**Destiny** 0, **Force** 3, **Dark Side** 0

**Init** +10, **Senses** Perception +7

**Languages** Dug, Basic, Gran

**Defenses** Ref 18 (flat-footed 14), Fort 13, Will 13

**Hp** 25, **Threshold** 13

**Speed** 4

**Melee** Unarmed +2 (1d3)

**Ranged** Blaster Pistol +6 (3d6)

**Base Atk** +2, **Grapple** +2

**Abilities** Str 10, Dex 18, Con 10, Int 13, Wis 6, Cha 12

**Talents** Bolster Ally, Inspire Confidence

**Feats** Linguist, Skill Focus (Deception, Persuasion)

**Skills** Deception +12, Gather Information +7, Initiative +10, Knowledge (galactic lore) +7, Perception +7, Persuasion +12

**Possessions** Blaster pistol, modified power droid, comlink, various items for sale

Mibik is a highly gregarious individual, always friendly with new beings (and hopeful of engaging them in some business). He enjoys tales of adventure on far-off worlds almost as much as he enjoys haggling over the price of some kind of bargain.

Mibik's clothing is a hodgepodge of pockets and pouches, all of them containing either useful items or bits of interesting but nonfunctional junk.

### **Rego and Lisk**

Male Houk Soldier 1

**Destiny** 0, **Force** 1, **Dark Side** 1

**Init** +1, **Senses** Perception -1

**Languages** Houk, Basic

**Defenses** Ref 14 (flat-footed 13), Fort 16, Will 10

**Hp** 33, **Threshold** 16

**Speed** 6

**Melee** Vibroblade +5 (2d6+4)

**Ranged** Blaster Pistol +2 (3d6)

**Base Atk** +1, **Grapple** +5

**Atk Options** Melee Smash, Power Attack

**Abilities** Str 18, Dex 12, Con 16, Int 9, Wis 10, Cha 4

**Talents** Melee Smash

**Feats** Armor Proficiencies (light, medium), Power Attack, Weapon Proficiencies (simple weapons, blaster pistols, blaster rifles)

**Skills** Climb +9, Jump +9

**Possessions** Blast helmet and vest, blaster pistol, vibroblade, comlink

These two surly brutes have very little personality in the true sense of the word. They speak almost not at all, except to take orders from Klej and to pass them on to underlings. Each of these warriors relishes a good fight, however, and can sometimes be goaded into engaging another being in single combat.

The Houks wear battle-marred blast helmets and vests over grey fatigues.

### **Sayen the Barabel**

Male Barabel Soldier 2

**Destiny 0, Force 3, Dark Side 0**

**Init +2, Senses Perception -1**

**Languages** Barabel, Basic

**Defenses** Ref 16 (flat-footed 15), Fort 14, Will 10

**Hp 39, Threshold 16**

**Speed 6**

**Melee** Unarmed +6 (1d4+4)

**Ranged** +3

**Base Atk +2, Grapple +6**

**Atk Options** Mighty Swing, Power Attack

**Abilities** Str 18, Dex 12, Con 14, Int 8, Wis 6, Cha 11

**Talents** Devastating Strike (Unarmed)

**Feats** Armor Proficiency (light, medium), Mighty Swing, Power Attack, Weapon Proficiencies (blaster pistols, blaster rifles, simple weapons)

**Skills** Description

**Possessions** description

Sayen's experience as a gladiator in a Hutt-controlled arena has left him suspicious of strange beings, but this can be overcome by those who show that they are worthy of his trust. He is fiercely loyal to those who earn his respect.

The Barabel wears little more than a simple home-spun garment.

### **Urlok the Tusker**

Male Gamorrean Soldier 2

**Destiny 0, Force 2, Dark Side 2**

**Init +2, Senses Perception +0**

**Languages** Gamorrese, Basic (understood only)

**Defenses** Ref 14 (flat-footed 13), Fort 18, Will 11

**Hp 39, Threshold 23**

**Speed 6**

**Melee** Thogk +6 (1d10+4)

**Ranged** +3

**Base Atk +2, Grapple +6**

**Atk Options** Devastating Attack, Mighty Swing, Power Attack

**Abilities** Str 18, Dex 12, Con 14, Int 6, Wis 8, Cha 11

**Talents** Devastating Attack (thogk)

**Feats** Mighty Swing, Power Attack, Weapon Proficiencies (blaster pistols, blaster rifles, simple weapons)

**Skills** Endurance +8

**Possessions** Thogk, trophies of previous opponents

Urlok is one of those gladiators who really loves his job. His main goal in life is to prove himself as a warrior in the arena, thereby earning some good money so that he can return to Gamorr and find a wife.

The Gamorrean wears the traditional battle armor of his species, a collection of various pieces of metal from various previous battles, all sewn together onto leather backing. His thogk (battle club) is a stout piece of timber through which he has pounded a metal spike with his own bare hand.

## **Yetu Dau**

Female Gotal Scout 5

**Destiny** 0, **Force** 4, **Dark Side** 4

**Init** +4, **Senses** Perception +9

**Languages** Gotal, Basic

**Defenses** Ref 19 (flat-footed 17), Fort 16, Will 17

**Hp** 42, **Threshold** 16

**Speed** 6

**Melee** Stun Baton +3 (1d6)

**Ranged** Blaster Pistol +5 (3d6)

**Base Atk** +3, **Grapple** +3

**Force Powers Known** (Use the Force +14): *Farseeing, Force Stun, Mind Trick*

**Abilities** Str 10, Dex 14, Con 10, Int 11, Wis 14, Cha 16

**Talents** Force Perception, Gauge Force Potential, Visions

**Feats** Force-Sensitive, Force Training, Point Blank Shot, Weapon Proficiencies (blaster pistols, blaster rifles, simple weapons)

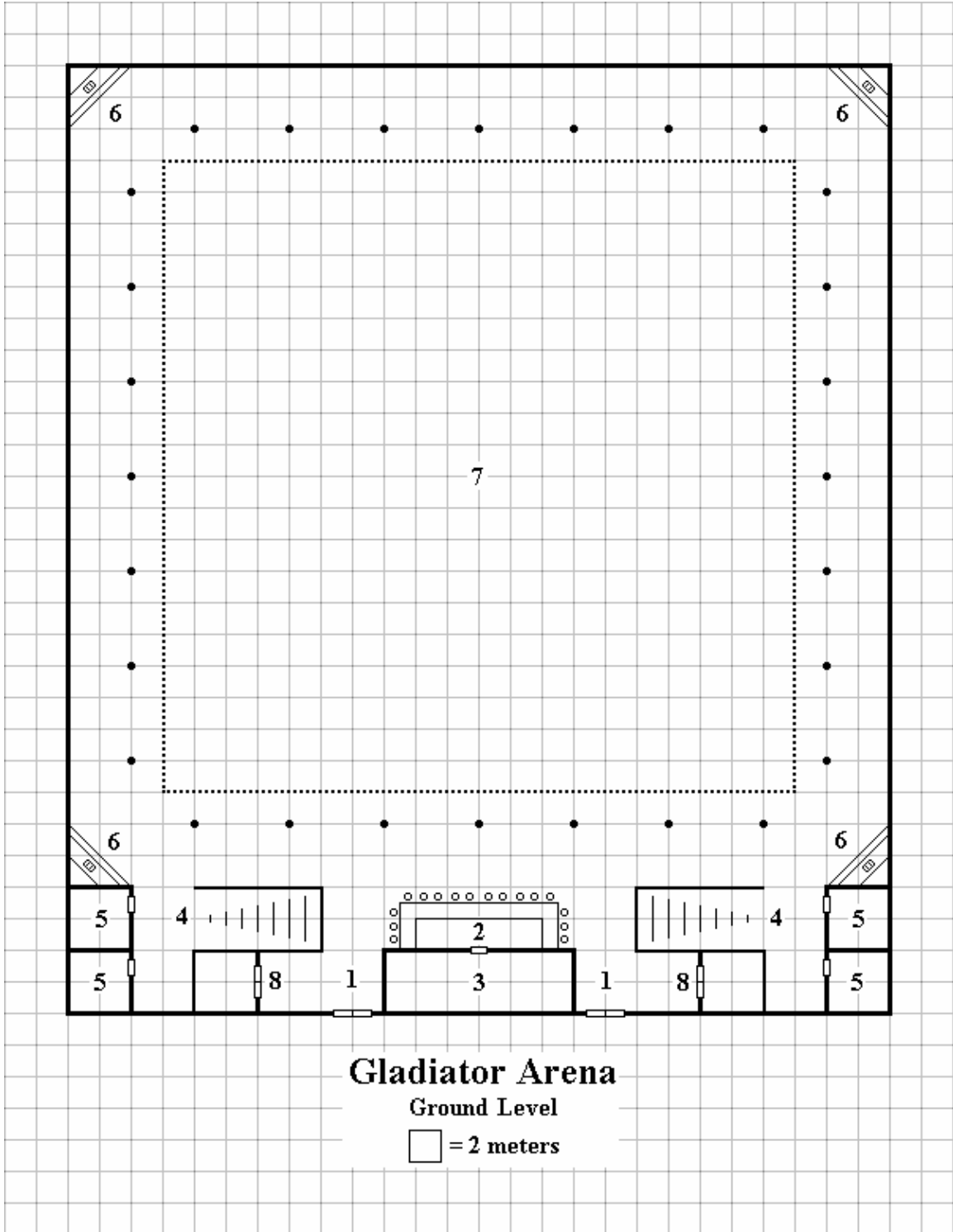
**Skills** Knowledge (galactic lore) +9, Perception +9, Stealth +9, Survival +9, Use the Force +14

**Possessions** Blaster pistol, stun baton, long-range comlink, datapad

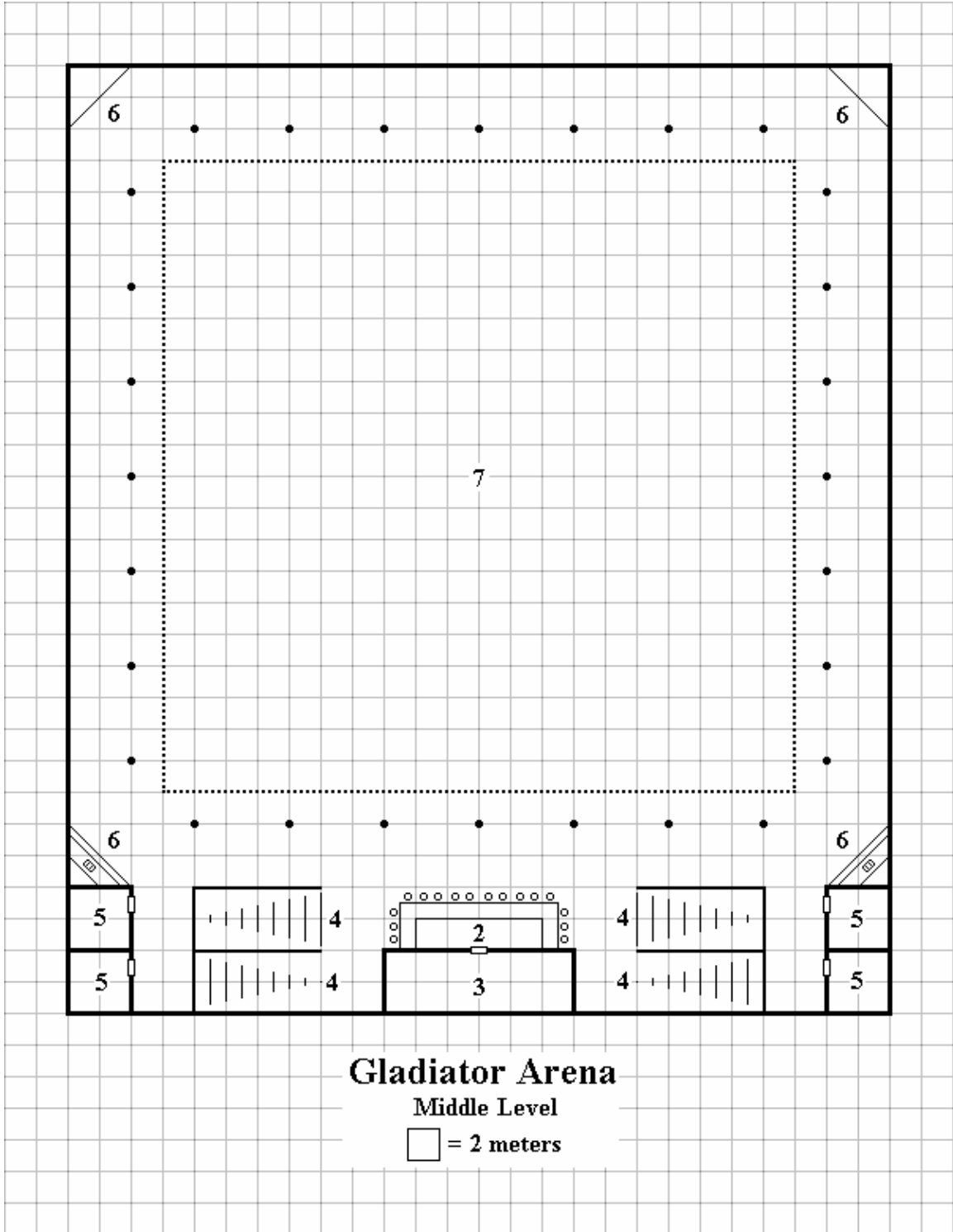
Yetu Dau is an absolute fanatic, one who truly believes that the Jedi intended to overthrow the Republic. She has been raised and trained by Imperial agents to aid in the extermination of the Jedi, using her gift for telepathy to root out Force-sensitive beings who seek to conceal their abilities.

The Gotal has grey fur and dresses in a gun-metal blue shipsuit.

## Appendix 2A—Arena Ground Level

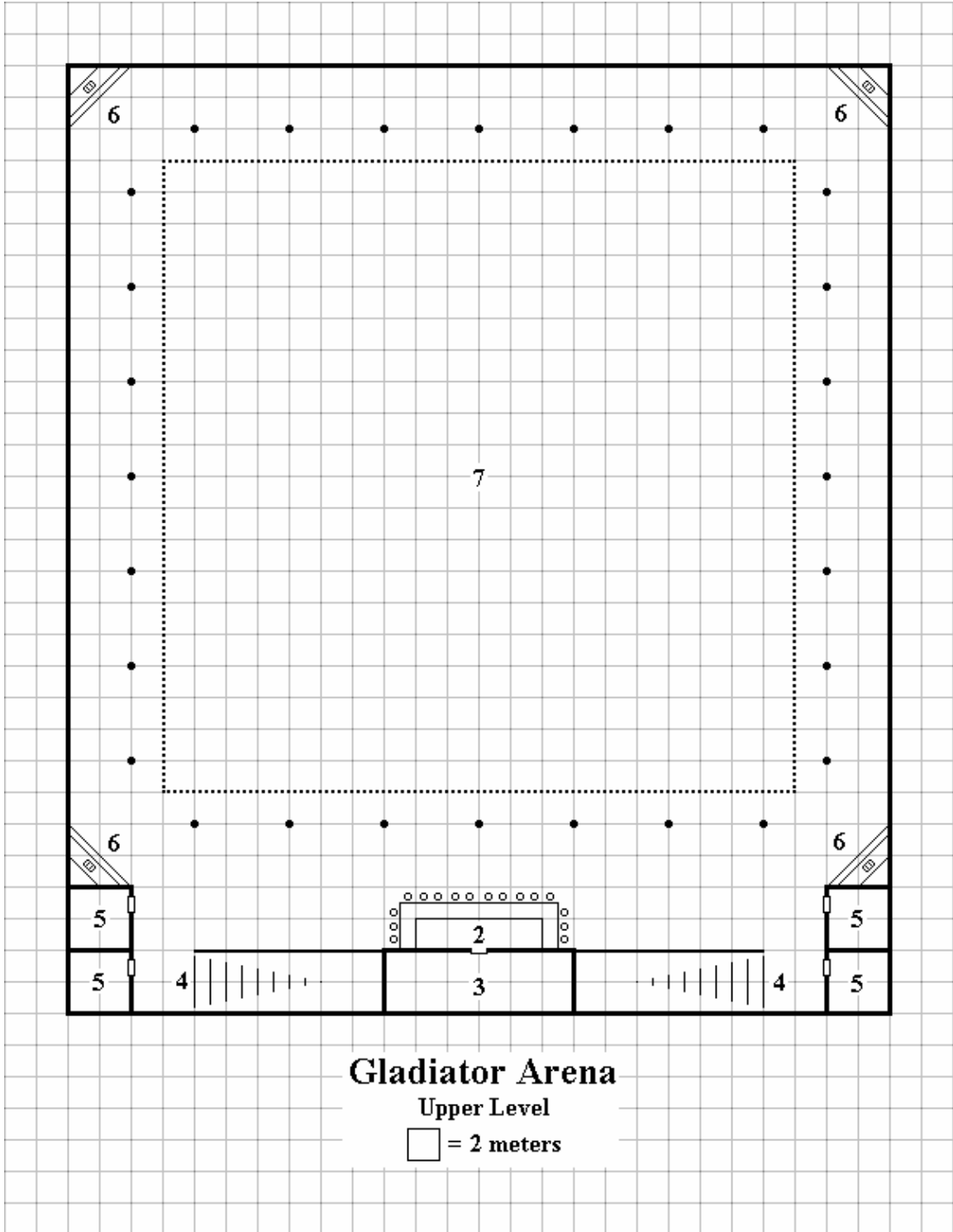


Appendix 2B—Arena Middle Level

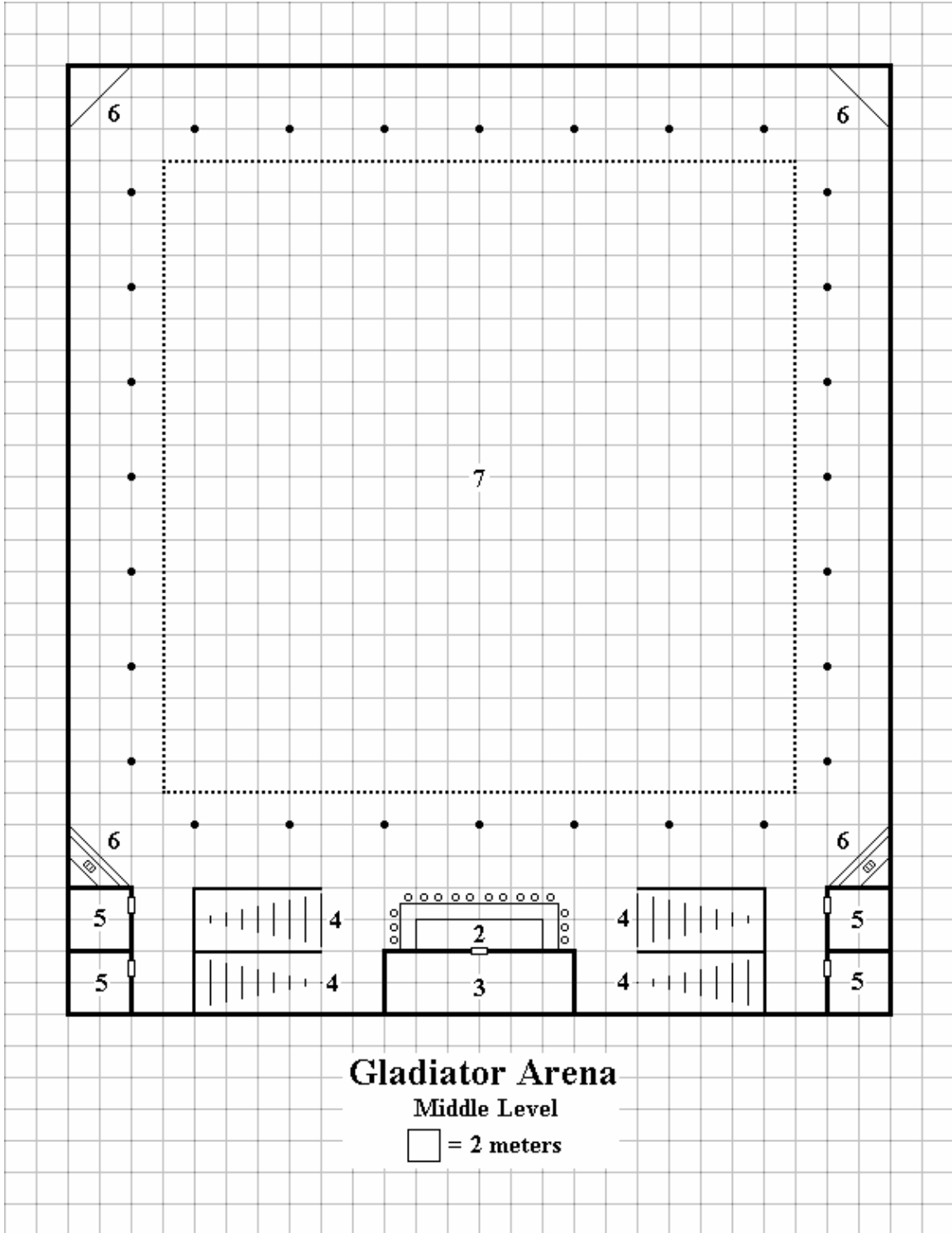




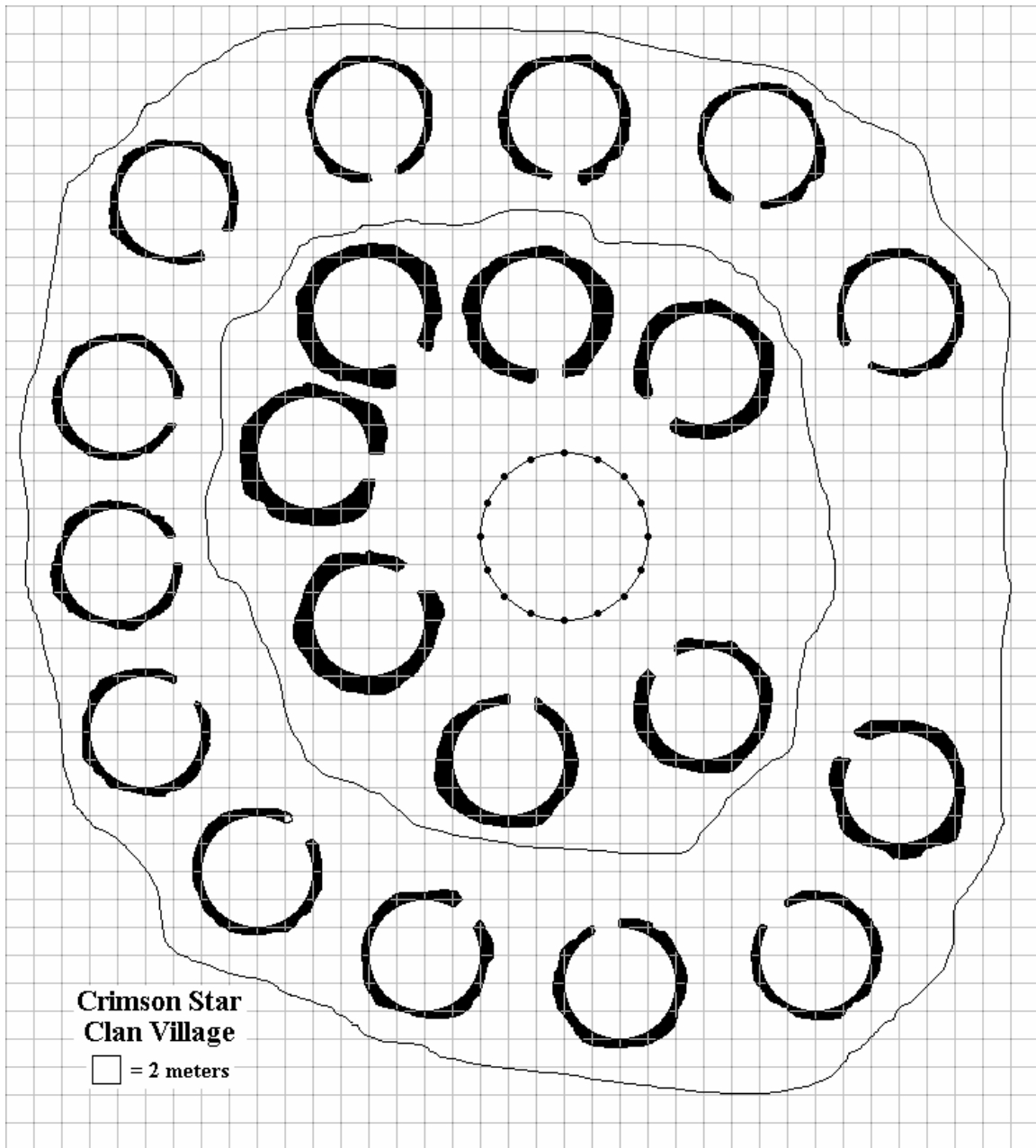
Appendix 2C—Arena Upper Level



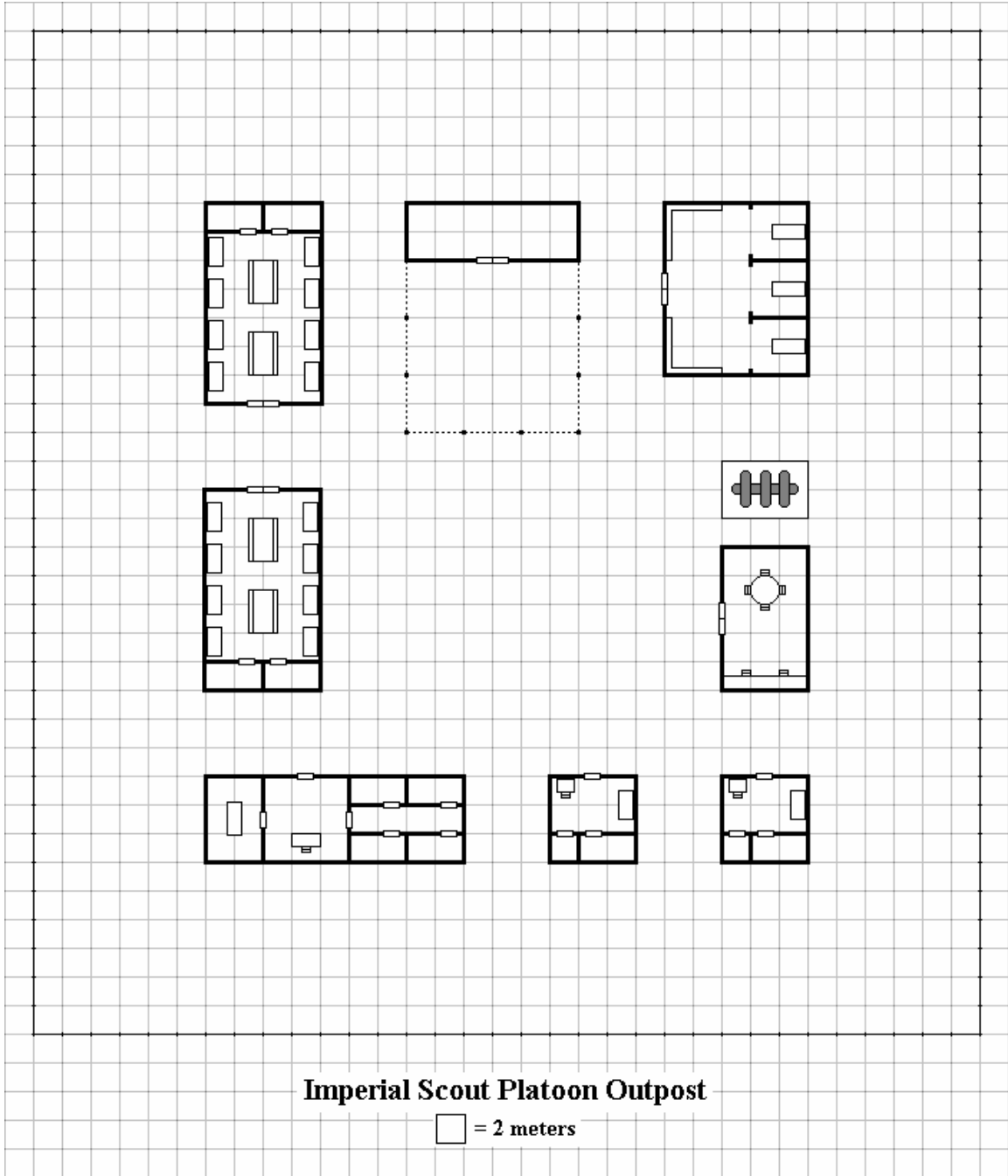
## Appendix 2D—Arena Underground Level



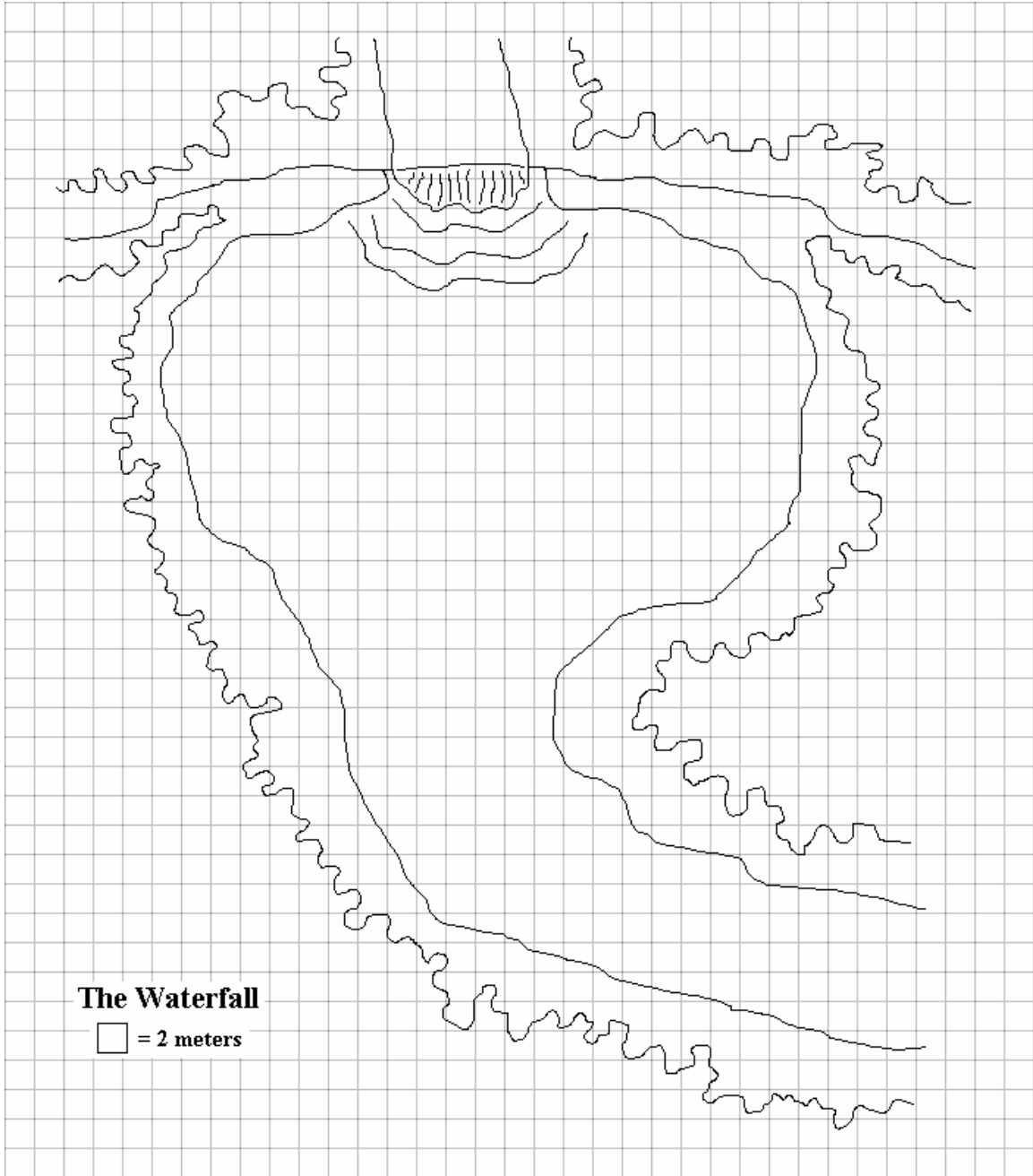
### Appendix 3—Barabel Village



## Appendix 4—Imperial Outpost



**Appendix 5—Waterfall**



## Appendix 6—The Cave

