



# Swim Meet

A Rise of the Empire Mini-adventure converted to *Saga Edition*  
by Darth\_Scorpion

**WRITTEN BY**  
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Based on the *Star Wars Roleplaying Game* by Andy Collins, Bill Slavicsek, and JD Wiker, utilising mechanics developed for the new DUNGEONS & DRAGONS® game by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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As part of this conversion from the *Revised Core Rulebook* to *Saga Edition*, anything I have changed due to mechanical constraints is noted in **red text** and additions I have made are written in **blue text**. Stat blocks of creatures and characters are as close as I feel can be made in both flavour and intent to the original versions.

The original version of this adventure can be found at:

<http://www.wizards.com/default.asp?x=starwars/article/sw20020822aswimmeet>

Any material used from books other than the *Saga Edition Core Rulebook* is noted using the superscript initials of that book. If you don't have the relevant sourcebook, use your own discretion as to what replacements are needed.

Material from the *Threats of the Galaxy* and *The Jedi Academy Training Manual* has been used in remaking this adventure for *Saga Edition*.

“Swim Meet” is a *Star Wars Roleplaying Game* mini-adventure for four level 12 characters 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.

## 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 Padawan’s.

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 eighteen-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 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 he can 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 of them are on good terms with the Council, the Jedi call them in as special operatives, needed because Ambaln is less likely to sense the approach of non-Force sensitives. If one of the characters is a **scout**, Lobaoc could be near (or could be) his or her homeworld.



## 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.

**Knights of the Old Republic Era:** No modification is required for this era, though the scenario is more likely to occur during the Mandalorian Wars or the Jedi Civil War, rather than the Dark Wars.

**Rebellion Era:** Ambaln could be a survivor of Order 66 and the resultant conflict has driven him to his current frame of mind. This child would be the first of his ‘New Jedi Order’ and Council to replace the old ‘defective’ version. The heroes would have to find him through rumours of such incidents, rather than being charged with such a mission directly.

**New Jedi Order Era:** Little modification is necessary for this era, other than changing all the references from the Jedi Council to the Jedi Praxeum.

**Legacy Era:** Ambaln could be a survivor of the Ossus Massacre and the execution of the Third Jedi Purge has driven him to his current frame of mind. This child would be the first of his ‘Reformed Jedi Order’ and Council to replace the ‘defective’ version. The heroes could discover his intentions from one of the few surviving Jedi or even through the One Sith Order’s intermediaries.

## Scene I: 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 early in the 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 20)** 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 ([see Scum and Villainy, page 157 for the base model](#)). It has a Jedi symbol stencilled 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 behaviour 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 connected to the Council, they might be "degenerates".

### Z-N0

Medium droid (3rd-degree) Non-heroic 3/ Noble 1

**Init** +3; **Senses** Perception +2

**Languages** Basic, Binary, Huttese, Mon Calamarian, Quarrenese

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**Defences** Ref 13 (Flat-footed 12), Fort 11, Will 13

**HP** 11; **Threshold** 11

**Immune** Droid Traits

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**Speed** 6 squares (walking)

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

**Base Atk** +2; **Grp** +3

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**Abilities** Str 10, Dex 12, Con --, Int 16, Wis 10, Cha 12

**Special Qualities** Droid Traits

**Talents** Inspire Haste

**Feats** Skill Focus (Knowledge [Bureaucracy]), Skill Focus (Persuasion), Skill Training (Mechanics), Skill Training (Persuasion), Weapon Proficiency (Pistols, Simple Weapons)

**Skills** Knowledge (Bureaucracy) +15, Knowledge (Galactic Lore) +10, Knowledge (Social Sciences) +10, Mechanics +10, Persuasion +13, Use Computer +10

**Systems** Hand Appendages (2), Heuristic Processor, Locked Access, Translator Unit (DC 5), Vocabulator, Walking Locomotion

**Possessions** Recording Unit (Audio)

### 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 uses the **Sense Force application of the Use the Force** skill to look for anyone the Council might have sent after him. As soon as he senses a Force-user, he begins using his **Clear Mind talent** 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.

CL 2

## Scene II: A Message for You

Sadly, Ambaln's paranoia extends to his faithful droid. He believes that Z-N0 will turn on him in favour 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.

### There's Something Alive Down There... (CL 10)

The floating causeway out to the boathouse is 90 metres long and 3 metres wide (60 squares by 2 squares). The causeway bobs slightly, so that anyone who runs on it must make an **Acrobatics check to balance (DC 10)** or fall into the water. When the characters reach the 40-metre mark, the causeway begins to buckle.

Ambaln has used his **Charm Beast<sup>JATM</sup> talent** in combination with his **Persuasion** 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 an **Acrobatics 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 an **Acrobatics check to balance (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 following statistics for the dianogas:](#)



### Dianoga (8)

CL 3

Large aquatic beast 4

**Init** +8; **Senses** Low-light Vision; Perception +1

**Defences** Ref 14 (Natural armour +4, Flat-footed 13), Fort 13, Will 9

**HP** 36; **Threshold** 18

**Speed** 4 squares (walking), 6 squares (swimming)

**Melee** 7 Tentacles +6 each (1d6+5) and

**Melee** Bite +6 (1d8+5)

**Base Atk** +3; **Grp** +11

**Atk Options** Crush, Pin

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**Abilities** Str 10, Dex 14, Con 10, Int 14, Wis 12, Cha 16

**Special Qualities** Aquatic Traits, Constrict, Low-light Vision

**Feats** Crush, Pin, Skill Training (Initiative)

**Skills** Initiative +8, Stealth +3

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**Constrict:** A dianoga that succeeds in grappling an opponent can use the Crush and Pin feats as normal. When crushing, however, a dianoga deals 1d6+5 points of damage.

**Skill Training (Initiative):** Dianogas have Skill Training (Initiative) as a bonus feat.

### Dianoga Tactics

The dianoga will attack any of the heroes in the water in preference to those on the walkway. Individual dianoga will retreat when reduced to 12 hit points or less rather than fight to the death.

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

### Scene III: 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 *Clear Mind* talent and *Stealth* skills to escape detection, but he knows that even those abilities 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 *very* good at knowing when someone is lying to him. If the heroes try to humour 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 *Surge Force power*, 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 his *Clear Mind*, *Stealth*, and *Mind Trick* abilities until he thinks he's lost any pursuers. Once he believes the coast is clear, he swims to his ship and takes off.



#### Ambaln

CL 12

Medium Male Mon Calamari Jedi 5/ Noble 4/ Jedi Knight 1/  
Force Adept 2

**Destiny** 1; **Force** 8; **Dark-side** 7

**Init:** +8; **Senses** Low-light Vision; Perception +17

**Languages** Basic, Huttese, Mon Calamarian, Quarrenese

**Defences** Ref 26 (Lightsabre Defence +1, Flat-footed 24),  
Fort 24, Will 27

**HP** 80; **Threshold** 24

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**Speed** 6 squares (walking), 4 squares (swimming)

**Melee** Unarmed +10 (1d4+6) or

**Melee** Lightsabre +11 (2d8+6) or

**Ranged** Blaster Pistol +12 (3d6+6)

**Base Atk** +10; **Grp** +12

**Atk Options** Lightsabre Defence

**Special Actions** Charm Beast<sup>JATM</sup>, Clear Mind, Equilibrium,  
Force Focus, Influence Savant<sup>JATM</sup>, Prepared for Danger<sup>JATM</sup>

**Force Powers Known** (Use the Force +19): *Farseeing*,  
*Battle Strike*, *Mind Trick* (3), *Surge*

**Force Techniques** Force Power Mastery (Mind Trick)

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**Abilities** Str 10, Dex 14, Con 10, Int 14, Wis 12, Cha 16

**Special Qualities** Breathe Underwater, Expert Swimmer,  
Low-light Vision

**Talents** Charm Beast<sup>JATM</sup>, Clear Mind, Equilibrium, Force  
Focus, Influence Savant<sup>JATM</sup>, Lightsabre Defence, Prepared  
for Danger<sup>JATM</sup>

**Feats** Force Sensitivity, Force Training (3), Quick Draw, Skill  
Focus (Perception), Skill Focus (Use the Force), Skill  
Training (Deception), Skill Training (Gather Information), Skill  
Training (Persuasion), Skill Training (Use Computer),  
Weapon Proficiency (Lightsabres, Pistols, Simple Weapons)

**Skills** Deception +14, Gather Information +14, Knowledge  
(Galactic Lore) +13, Perception +17, Persuasion +14, Pilot  
+13, Stealth +8, Swim +6 (may reroll, must keep second;  
may take 10 when distracted/threatened), Use Computer  
+13, Use the Force +19

**Possessions** Blaster Pistol, Commlink, Credit Chip, Green-  
bladed Lightsabre (self-built with a Green Ilum crystal<sup>JATM</sup>  
and Waterproof Casing<sup>JATM</sup>), Jedi Robes, J9 Worker Drone  
(Z-N0), Utility Belt, Whitecloak Fighter

## Scene IV: One for the Road

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.

Whilst outside the scope of this adventure, you may decide to allow the heroes a chance to catch Ambaln in his ship. The statistics for his Whitecloak fighter have been supplied below, though as he has the girl with him, the heroes will have to restrict themselves to ion weaponry to avoid destroying the ship (unless they are particularly amoral).



### Ambaln's Whitecloak Fighter

CL 10

Gargantuan Starfighter

**Init** +5; **Senses** Perception +17

**Defences** Ref 19 (Flat-footed 17), Fort 27; +7 Armour

**HP** 140; **DR** 10; **SR** 10; **Threshold** 47

**Speed** Fly 15 squares (Max Velocity 1'000 km h<sup>-1</sup>), Fly 4 squares (Starship scale)

**Ranged** Fire-linked (2) Light Laser Cannons +15 (See below) or

**Ranged** Medium Concussion Missiles +15 (See below)

**Fighting Space** 4x4 or 1 square (Starship scale); **Cover** Total

**Base Atk** +10; **Grp** +42

**Atk Options** Autofire (Light Laser Cannons), Fire-link (Light Laser Cannons)

**Abilities** Str 44, Dex 15, Con --, Int 14

**Skills** Initiative +5, Mechanics +8 (untrained), Perception +17, Pilot +10, Stealth +5 (untrained), Use Computer +15

**Crew** 1 (Ambaln); **Passengers** 2

**Cargo** 40 kg; **Consumables** 2 Weeks

**Payload** 16 Medium Concussion Missiles

**Hyperdrive** x1.5, Limited Navicomputer (2-jump memory)

**Availability** Military; **Cost** 150'000 (100'000 used)

**Fire-linked (2) Light Laser Cannons** (Pilot)

**Atk** +15 (+10 Autofire), **Dmg** 4d10x2

**Medium Concussion Missiles** (Pilot)

**Atk** +15, **Dmg** 9d10x2

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.

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.