

# Bounty Postings 7: Scum and Villainy

## Eldewn and Elsa Sarvool, Twin Runaways

*Scum and Villainy* brings the Saga Edition rules to the fringes of society, introducing new rules and information on smugglers, bounty hunters, crime lords, and anyone else who lives outside the law. Our latest series of articles gives you a variety of targets from that walk of life to use in your adventures. You can work them into your game as scum, as villains, or as unfortunates who happen to be on the run from such types.

**BOUNTY NOTICE:** This bounty is for “capture without harm” only.

## History

Eldewn and Elsa Sarvool are the children of a wealthy Human merchant who lived on the planet Romin, located in the Mid Rim. The impoverished planet was divided into two parts -- one for the rich who hid behind thick durasteel walls, and one for the rest of the planet. As twins, the Sarvool children showed more than the usual “twin thought” common among those types of siblings.

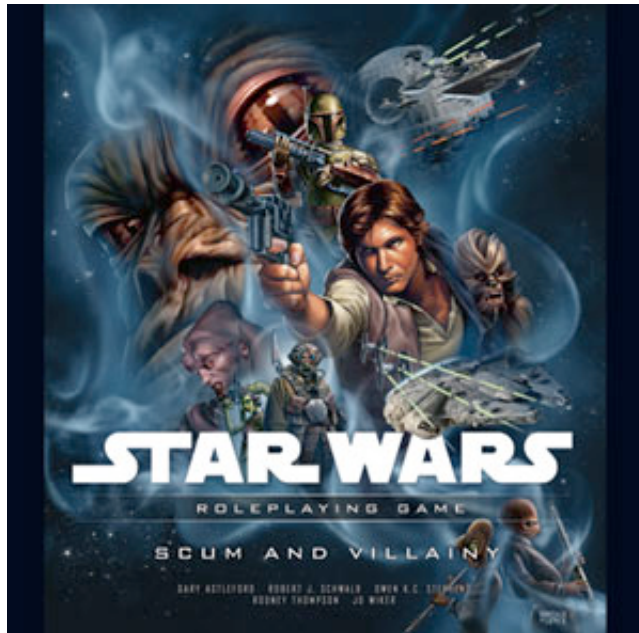
During a mission to help bring down a crime lord, a Jedi named Ofar Tan-Doov discovered that the children were extremely powerful in the Force. He made an arrangement with their parents to take them back to Coruscant for induction into the Order. Failing to capture the crime lord, Tan-Doov left the system to bring the children back to the temple on Coruscant. As his ship left the planet, an explosion from a hidden thermal detonator rocked the bridge, killing the Jedi. Eldewn and Elsa managed to get into escape pods, sending them hurtling back to the planet’s surface. The twins survived and tried to make their way back home, but they soon discovered that their dwelling had been burned to the ground and their parents killed.

The two quickly realized that the crime lord that the Jedi was sent to bring to justice had instigated the sabotage of the ship and their parents’ murder. Knowing that there was no one else to trust, Eldewn and Elsa hid in the slums of Romin and blended into the populace. Living like street urchins, their anger grew, blaming both the Jedi for taking them away from their parents and the criminal organization that was responsible for their death. Meanwhile, the crime boss created his own bounty to capture the children and use them as weight against other merchants on the planet. However, it’s unclear whether he knew that the twins had such a powerful command of the Force.

Now nine years old, Eldewn and Elsa are surprisingly tough and savvy individuals who constantly keep on the move, both to survive and to keep out of the clutches of anyone looking for them. The Jedi have vowed to find the twins and bring them into the safety of the Order for training. The reports sent back by Tan-Doov before his death made it clear that their powers were truly potent and dangerous if not monitored.

## Psych Profile

Although still very young, Eldewn and Elsa are smart for their age and possess incredible knowledge of the Force. However, their fugitive lifestyle means that they spend most of their time living in



the moment and keeping one step ahead of those who hunt them. They are suspicious, distrusting, and manipulative of others, doing what they can to get what they need and then moving on. Although they desperately want to find a safe place to stay, they know that they can't remain still, so they make no close ties. Eldewn and Elsae have been lying for so long that it's become second nature, and it's difficult to get a true story out of them.



## Eldewn and Elsae by Era

Depending on when your campaign takes place, you can include Eldewn and Elsae in your adventures in a number of ways.

**Knights of the Old Republic:** In this era, Eldewn and Elsae are running from two different groups -- the Jedi who abandoned them and the Sith, who want to bring them back to their academy on Korriban for indoctrination.

**Rise of the Empire:** Eldewn and Elsae can be found on any of the numerous planets devastated by war, hiding in the throngs of refugees and war victims fleeing from the conflict between the Separatists and the Republic. Count Dooku (or another Sith Lord) could be one of the many people who have placed a bounty on their heads in hopes of capturing the twins for their own nefarious plans.

**Rebellion Era:** With the destruction of the Jedi Order, Eldewn and Elsae are in even more danger, as the Empire scours the galaxy for all kinds of Force-sensitive beings. Their young age makes them especially appealing to adherents of the dark side, who would like to turn the twins into powerful minions.

**The New Jedi Order:** Left to their own devices, Eldewn and Elsae could eventually become a destabilizing factor in the delicate reconstruction of the Republic. Their backstory fits nicely with the goals and methods of The New Jedi Order, and Luke Skywalker himself could send bounty hunters (as well as his own students) to bring the children back to safety for training.

## Adventure Seeds

Here are some ways to incorporate Eldewn and Elsae into your adventures.

The twins board a tramp freighter or other starship leaving Romin and catch a ride to another planet. Regardless of where they go, they keep a low profile, blending in as much as possible, stealing food when necessary, and using their powers to stay alive.

The heroes are hired to investigate a Romin uprising of young orphans, street toughs, and other wretches who have banded together to create a huge gang. Someone has put a bounty on the leaders -- a brother and sister who fit the description of Eldewn and Elsae. However, to collect the bounty, the heroes must bring in the twins unharmed.

## Saga Edition Statistics

**Eldewn and Elsae Sarvool**

**CL 2**

As twins, Eldewn and Elsae effectively have the same statistics. They are always found together.

Medium Human nonheroic 3/scoundrel 2

**Destiny 1; Force 3, Strong in the Force; Dark Side 4**

**Init +5; Senses Perception +9**

**Languages Basic, Bocce**

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**Defenses Ref 17 (flat-footed 14), Fort 12, Will 15**

**hp 20; Threshold 12**

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**Speed** 6 squares

**Melee** knife +1 (1d4-1)

**Ranged** blaster pistol +6 (3d6+1)

**Ranged** knife +6 (1d4-1)

**Base Atk** +3; **Grp** +6

**Force Powers Known** (Use the Force +15): *Force thrust, mind trick, move object*

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**Abilities** Str 6, Dex 16, Con 10, Int 12, Wis 14, Cha 16

**Talents** Telekinetic Savant

**Feats** Force Sensitivity, Force Training, Skill Focus (Use the Force), Skill Training (Deception), Strong in the Force, Weapon Proficiency (pistols, simple weapons)

**Skills** Deception +10, Perception +9, Stealth +10, Use the Force +15

**Possessions** blaster pistol, knife, stolen and sliced credit chip (300 credits remaining)

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[2: Harno, Rogue Big Game Hunter](#)

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## About the Author

Eric Cagle cut his teeth at Wizards of the Coast but now lives the extravagant freelancer lifestyle. Look for his name on everything from **Dungeons & Dragons** to **d20 Modern** and *Star Wars* products. Recent credits include the *Grimm* roleplaying game, *Tome of Salvation*, and *Hollow Earth Expedition*. Eric is currently the Managing Editor for *No Quarter Magazine*. He lives in Seattle, where the coffee is dark and bitter -- like his goddesses.

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