

Find the Lady

Episode 3 of the Trade War Trilogy

A One-Round Living Force Scenario

by Mexal

Your assistance is required to locate the missing daughter of the Baron-administrator of one of the Cularin platform cities. Where could she have got to?

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Find the Lady is a standard RPGA Network tournament. A four-hour time block has been set aside for this event but the actual playing time will be about three and a half hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom and the hero's name, species and gender at the top. This makes it easier for players to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use: *No-vote scoring*: The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

1. *Partial scoring*: The players rate the game master and the scenario on their player voting sheet, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
2. *Voting*: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually require advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

A note about the text: Some of the text in the module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Character Earnings

At the beginning of the round, if the characters are employed, they receive their pay. No matter how much time has passed since the previous round, they receive pay for one week. Characters who are not employed but who have profession or craft skills may roll against those skills to see how much they have earned from their profession or craft in the last week. Use the method in the core rules (Craft: pg. 72 *Check result times 20 credits*; Profession: pg. 80 *Check result times 50 credits*). Note that characters may use only one of the above methods and must choose which before rolling (Employment, Craft or Profession).

General Notes to the GM

When running this adventure, or any *Star Wars* adventure, keep in mind the *Star Wars* adventures should seem like the *Star Wars* movies. The action should flow quickly and the players should not get caught up in too many details of what they are doing. Describe things in sweeping statements, and recall scenes from the movies when necessary to help players visualize what is going on. More than anything else have fun.

This is an adventure for low- to mid-level Living Force characters, and therefore characters levels 1 through 6 are appropriate. If a player brings a higher-level character to your table, explain that he or she must use a lower-level hero to play in this event. If your players do not have heroes, help them create new ones (see your event coordinator for hero creation instructions).

GM Overview

The young lady in question has been mixing with some unsavoury elements, and has joined a radical environmental group, more because she has fallen in love with its leader than due to any real commitment to its aims. Together they have set up a 'native crafts' business in Gadrin. However, another member of the group has discovered a potentially valuable drug in one of the dried fruits that they sell. He has contacted one of the Metatheran Cartel-sponsored concerns about this, while Culpharm have also got wind of it and would like to know more. By the time the characters find out where the young lady is, the two concerns are engaged in a pitched battle around the store...

Encounter 1: Desperately Seeking Selima

Baron Davin DeWitt, who is the administrator of Baydonard Platform City, summons the characters. His daughter Selima, a young and beautiful girl but oh so willful has gone missing. He is distraught and wants her

found, whatever it takes, however much it costs. He will be generous indeed if his daughter can be returned to him... but it must be discreet. He has rivals, both here in Baydonard and elsewhere, who would make much of his lack of control of his own family. He can provide details of some of the people she is known to have contact with, a disreputable lot by any standards.

Encounter 2: A Tour of the Leading Dives of Baydonard

Selima DeWitt has been a frequent patron of the Space Monkey Café. This is the sort of place all the tour guides warn you to avoid. She is known to have mixed with a couple of shady characters here, a Trandoshan bounty hunter called Narask and a human called Tyburn Welles. Both are regulars, and have friends... the sort of friends that don't like you asking questions. Welles believes that Selima has gone 'dirtside' with some fellow she took up with, as a discarded suitor he's quite sore about it. Narask will not even talk to the characters unless paid... and has no real information apart from saying that Welles was kicked out of the Jedi Academy and the other fellow wanted to go there, or went there, he isn't sure.

A second place that Selima went to is Tyger Burning Bright, a club run by a Wookiee with golden hair called Tyger. It's actually quite civilised, at least on the surface. Tyger is quite worried about her, and can say that he's heard she is living in Gadrin, and has been seen attending meetings of a group called the Tree-Hugger's Alliance, one of these environmental groups he thinks.

Encounter 3: Going Dirtside

The characters may either take the regular shuttle to Hedrett or hire transportation of their own to get to the planet's surface. Whichever option they choose, they will have to go to the Landing Platform to depart: local 'air traffic' regulations prohibit aerial flight from anywhere else on the platform. While there, a Sullustan in red coveralls accosts the party. She says that she is Jee Sallis, a crewman on the comet broom, and understands that they are looking for Selima? She's a friend, and says that the last time she went to Gadrin on leave she met Selima in a tea bar, Stardust. She'd got the impression that Selima went there quite often, and that she worked in a store nearby. Sorry... can't stop to chat, time to go back to the comet broom vessel.

Encounter 4: Contraband

This conversation is overheard by another person, a scruffy human in a dirty flightsuit. He says that if the characters want a ride to Gadrin, well, he's going that way and they are welcome to catch a ride. It transpires

that he too knows Selima, she went out with him for a while then he had to, ah, go away for a few months (he doesn't like to admit he was caught smuggling and was in jail!) and by the time he came back she'd gone off with someone else.

Of course, old habits die hard. His craft is full of assorted illicit items... and a rumour has reached the dirtside authorities... so a troop of OPS troopers is waiting for him when he lands. The characters will have to talk fast (or run hard) to stay out of trouble.

Encounter 5: Bright Lights of Gadrin Town

If the characters choose to go to Stardust, they can talk to the owner, a female Wookiee slicer called Sandi (really, Shrandghnrighn, but only Wookiees can say that so she answers to Sandi!) who knows Selima. Sandi is quite worried about her, a lot of strange folk have been asking about her and the store recently. So she'd like to know what the characters' interest is before she says anything. Once convinced that the party has good intentions, she'll say that Selima is running a store called Natural just down the road.

At the Bark Lovers' Alliance office, the party will find a Tarasin called Waif. She has a doctorate in ecology and is far more interested in the well being of the forests than anything else, but she will wax lyrical about Selima and her boyfriend's dedication to their cause. She can also point them to Natural, which she sees as a positive step towards a new harmony between the planet and the myriad of species who have settled here of late.

If the characters prefer to visit a few bars, they can get the information that Percival Vale was sent to Cularin to enter the Jedi Academy, but got kind of sidetracked along the way, met with some Tarasin and fell in love with their precious trees... People also talk of this rather nice but not terribly bright girl he has taken up with, and that they live in an odd sort of group with a Cerean over a store called Natural. The general impression is that they are a bit mad, but harmlessly so.

Encounter 6: Shoot-out at Natural

Once the characters head for Natural, they will find that a pitched battle is going on outside. A squad in dark red uniforms has set up a perimeter and doesn't really want anyone getting closer. They won't say whom they work for (a concern called Genasys actually, off-world bunch who are in association with the Metatheran Cartel) and are pretty hostile. They are fighting a group in yellow and green – Culpharm uniforms, as anyone who played Episode 2: Mix and Match will recognise – both groups are attempting to gain control of the area so that they

can get into Natural. There is no OPS presence at this time, they have been advised that it's a dispute between 2 corporate security forces and are staying out of the way. They will only get involved if innocent bystanders get hurt. Genasys and Culpharm are currently taking potshots at each other from behind improvised cover; neither seems to be getting the upper hand. The characters may pick a side, negotiate something or just sneak in.

Encounter 7: Tales Out of School

Once the characters get inside Natural, they will find 3 very frightened people: Selima DeWitt, Percival Vale (her boyfriend, a human Force-sensitive scoundrel) and Higgle Sethven (a Cerean biochemist).

Higgle is the one who had discovered the substance at the heart of all this: it comes from a plant called star-mist. The Tarasin dry, crush and burn it, incense-style; claiming that it is mildly euphoric. Most species just find that it smells nice. It is quite a popular line at Natural. Higgle tried distilling and analysing it, curious as to what – if any – active ingredients there were. He discovered that if you boil crushed star-mist in alcohol and allow the mix to dry out naturally, you end up with a pale lilac power that is effective in stimulating the regrowth of damaged nerve tissue. He contacted a friend who works for Genasys, but had not expected an armed response! Selima and Vale are even more surprised, for Higgle had not told them anything about this. All three are quite glad to be rescued, and Selima is willing to return to her father, at least for the time being...

Important Note to Judges: The objective of this scenario is to demonstrate the lengths that even quite 'reasonable' concerns will go to when attempting to gain a competitive advantage. It will also let the characters explore a bit more of Cularin and meet different kinds of people.

Opening Crawl

High above the jungles of Cularin, platform cities seem to stand aloof from the life below. Yet there is much more going on than meets the eye. Many inhabitants have quite surprising interests in what is going on a kilometre or more below them on the planet's surface. Here is just one of their tales...

Encounter 1: Desperately Seeking Selima

Key ideas of this encounter: The characters are hired by Davin DeWitt, Baron-administrator of Baydonard, to find his daughter, a wayward lass who has gone missing.

It seems that your reputation is growing. A messenger in the blue-and-white livery of the platform city of Baydonard stands before you with a message from the Baron-administrator, requesting your presence as he has a problem he believes you may be able to assist him in solving.

Outside your apartment, the messenger has an airspeeder waiting to whisk you away to the Baron-administrator's office. Whatever the problem is, it must be urgent. It's a big airspeeder, with several other people already aboard.

Allow any of the characters who have not adventured together before to introduce themselves to each other before proceeding.

When the messenger has collected all the people he's been sent to get, the airspeeder heads off towards Baydonard platform. As you travel over the jungle, marvelling again at the purple and green swirls of the vegetation beneath you, you pass several other platforms. A trail of bright light shows as a ship leaves from one heading for space. All have a cluster of airspeeders and other vehicles, even a few brave souls on swoops, around them. Eventually, the messenger gestures at a smallish platform ahead. This must be your destination.

The airspeeder lands on a large open area, the messenger explaining that this is the sole landing pad for platform/ground transportation. Another official greets you, and asks if any of you are carrying blasters. No problem if you are, he hastens to add; just that city law requires you to have a permit and he is here to issue them.

Any character who declares that he has a blaster of any kind with him will be issued a 'Baydonard Blaster Carry Permit' in his name. This is of indefinite duration, but valid only for the platform city.

The characters are then taken through the streets of the city, which are narrow and twisting although spotlessly clean. Should anyone enquire, it is city policy to maintain them in this state to discourage – and starve out – any mulissiki that venture up here.

Bayonard is a general trading centre, with no particular specialty. Several concerns have establishments here, and there are a lot of independent traders. One interesting venture is an educational establishment, the Bayonard Institute of Higher Education, which is attempting to become the first Cularin university. It has attracted a fair number of investors and supporters from both Bayonard and further afield. The messenger points out the Institute's building quite proudly as the party passes it by.

The Baron-administrator is to be found in a combination office and residence, a well-appointed building on the far side of the platform from the spaceport and landing pad, with fine views out across the jungle to some mountain peaks on the horizon. Obviously expected, the characters are ushered into his presence at once.

The Baron-administrator is a short human male, fit and active looking with cropped black hair showing signs of grey around the temples. He springs to his feet as soon as you enter, coming forward with a smile and hand outstretched.

"Welcome to Bayonard," he says. "Although I am sorry about the circumstances. Permit me to introduce myself, Baron Davin DeWitt, the administrator. I trust that Brian looked after you well? Please, sit down. Refreshments?"

He waits until the characters are settled with whatever refreshments they wish before continuing.

"I am sure that I can rely on your discretion, can I not? I have enemies who would make much of my situation if word got out... Anyway, the reason I have asked you here today is that my daughter Selima is missing. To be honest, she's a bit of a wild one, and has run off before; indeed she's been gone for several months. But I have some important meetings coming up with various concerns who have, or are considering, a presence here on Bayonard. It looks as though someone has got wind of my predicament, as several – not even just one – of the senior people I am expecting have expressed a wish to meet Selima, enquired after her, extended dinner invitations to her, that kind of thing. I am certain that word has got out and they are setting traps for me. So far I have managed to fob them off with vague answers, but I have only a few days left. My own people have drawn a blank, they can tell me no more than a few of the places she used to frequent, and that they think she's in Gadrin – to be fair to them, their expertise is in administration not investigation. So, would you be prepared to seek Selima out and ask her to come back, if only for a few days?"

The characters should be given an opportunity to respond. If they are hesitant, DeWitt pleads with them, claiming that he is far more concerned about the safety of his daughter than it might appear. Since she returned from studying on Coruscant, he has given her a fairly free hand – and a generous allowance – yet she has repaid his tolerance by vanishing on several occasions. This last has been by the far the longest, hence his hanging on just that little bit longer all the time in the hopes that she would come back of her own accord.

The details of the young lady are a blonde of about two meters tall with striking green eyes, quite thin and willowy. Her college studies had been rather vague and unfocussed, she had dabbled in several subjects including history, politics, business and ecology; he's not actually certain what her degree was finally in, but it could just have been sheer accumulation of credit rather than completing a specific course. Since her return to Cularin, her main interests appeared to be partying – usually with the wrong sort of man! – but she had also taken quite an interest in Cularin, reading a lot about the planet's history, culture and environment. If she had any political views, she had kept them to herself. One thing she had shown absolutely no interest in was the administration of Bayonard.

DeWitt is prepared to reward the characters well. He will pay them, of course, but he also hints at the possibility of future employment, favourable treatment of any applications to establish businesses here on Bayonard and whatever influence he can exert in their favour. The financial reward is set at 1200 dataries apiece for Selima's successful return to his side. There is no payment offered for less than total success (but he does not reveal this unless asked outright).

Anyone wishing to use Sense Motive or similar skills will find that DeWitt is quite sincere. He is quite a complex man. His main motivation is the well being and profitability of Bayonard (and hence himself); but he does care about his daughter although he seems to expect that she will just fit in dutifully without him having to exert any effort to ensuring that her needs are met. His concept of meeting her needs appears to lie solely in paying her allowance and letting her go out at night as she pleased.

Once the characters accept the task, he provides them with his personal comlink code. He can also give them what information he has about her regular haunts and people she is believed to have associated with. It is not known whether or not she is still on the platform city, but it is believed that she has left as nobody has seen her here recently.

Give out **Player Handout 1** at this point.

Encounter 2: A Tour of the Leading Dives of Bayonard

Key ideas of this encounter: the action serves to allow the characters to obtain some leads as to Selima's whereabouts, while seeing the seamier side of platform city life.

Space Monkey Café – This is a 24-hour operation near Bayonard's small spaceport facility. It has a reputation even amongst spacers as being a 'rough dive.' No matter what time of day or night you go there it is hot, crowded and noisy. Most patrons are openly armed, and fights are frequent. It is said that the only reason that the administration permits it to remain open is that at least it provides a place where the more unpleasant members of the community are welcome! On the plus side, the food is plentiful and cheap, the range of drinks available is wide and the music is outstanding.

It consists of a circular duracrete and glass 'lounge' on top of a three-storey tower that contains kitchens, storage areas and rooms for rent. The manager is a Sullustan called Chelsey Grimes; nobody knows who actually owns the place. Chelsey is assisted by a human cook called Adran Blake, a grumpy fellow, and a large number of bar staff. Turnover is high amongst the bar staff and it is said around Bayonard that if you are down on your luck and in need of a few dataries, you can always find a few hours' work behind the bar or washing up in the kitchens.

The resident band, who call themselves the Space Monkeys, are a motley crew of several different species. Again, band personnel varies almost as rapidly as the bar staff; but nobody gets to be a Space Monkey unless they are an expert and versatile musician. The current line-up includes a very tall thin green female who plays some kind of wind instrument, a Sullustan drummer, a keyboard player who looks like a small fat pink elephant (and has caused more than one drinker to wonder if he has had too much when he looks towards the stage!) and a human female vocalist. They pride themselves on the range of their repertoire and claim that if they do not know the song you request, they will research and learn it, and treat you to a free drink while you listen to them play it.

When the characters arrive, the vocalist is singing a truly ancient classic, 'Summertime' – the origins of which are lost in the mists of antiquity. The bar is being worked by Chelsey Grimes and a human called

Maureen, a hard-faced blonde. Neither will deign to notice the characters unless they buy a drink. Maureen says she has only been here two weeks and has no idea of who 'Selima DeWitt' might be. Chelsey will only speak on receipt of a large tip, and says that while he has not seen Selima for several weeks, he knows that at least two of her friends are in at the moment: Narask and Tyburn Welles. Looking round, he can see Narask eating a bowl of stew, he's not too sure where Welles is but saw him a few minutes ago – he'll send him over to the party if they wish.

Narask is a surly-looking individual and, like many of his species, detests Wookiees. If there is a Wookiee in the party, he will insist that they go away before he will speak to the rest, even before he asks what they want. If they ask about Selima, he demands 100 dataries before he will say anything. He does not have much information: all he can say is that she is a good friend who has been generous when he was down on his luck, but that he hasn't seen her since she went 'dirtside' a few months back. He has heard some rumours that she got involved with some Tarasin activists, but does not know if the rumours are true.

If asked about her other friends, Narask says that Welles was kicked out of the Jedi Academy for stealing and brawling; but that he is not as bad a lot as that sounds – he is really quite generous and kind, and since leaving the Academy has built up quite a business as a courier, delivering messages and small high-value items all over Cularin and beyond. Seems that Selima fancies Jedi, the fellow he thinks she went 'dirtside' with either attends the Academy or intends to do so. He doesn't know the fellow's name, although a further 'donation' will get him to say that he thinks its something like Valley or Vale, a human at any rate. She had friends of all species, but her romantic friendships were all with other humans.

Asking around for Welles is liable to attract unwelcome attention. He has friends here, the sort of friends who do not like people asking too many questions. If the party have accepted Chelsey's offer to send him over, he does eventually turn up; if they have not, his friends will tell him that a bunch of strangers are looking for him and he will show up, warily, to find out what they want.

Typical Café Patron (Thug 6): Initiative +1; Defence 12; Spd 10m; VP/WP -/16; Atks +7/+2 melee (fist 1d3, baton 1d6, improvised weapon 1d6), +6/+1 ranged (various thrown objects, 1d4); SV Fort +4, Ref +1, Will +0; SZ M; Rep 1; Str 13, Dex 10, Con 13, Int 7, Wis 10, Cha 9.

Skills: e.g. Profession (Starport worker) +4.

Feats: Toughness.
Equipment: Coveralls

Tyburn Welles is a rather scrawny human male, wearing dark clothing and with an unlit lightsabre at his belt along with a heavy blaster. (The lightsabre is one of the things he stole – the stories about him having been thrown out of the Academy are true. However, it is merely the handle, he did not get hold of the crystals nor has he the ability to make a lightsabre for himself.) If confronted about possessing the lightsaber, he will claim it is his own, which he made himself, and it's not at all polite to accuse him otherwise. DC 17 sense motive will reveal that he's lying through his teeth; the case actually was stolen from the Academy.

If the characters ask him about Selima he scowls, but says that she took up with some starry-eyed idealist by the name of Percival Vale and went off to Gadrin with him. There is an aggrieved air about his account; the reason is that she jilted him to go off with Vale. He has no idea if they are still together, where they might be or what they are doing. Vale was some kind of environmental nut, though; and he said something once about having come here at his father's expense to apply to the Jedi Academy, although whether he did or with what result, Welles has no idea. He does not refer to his own status, even if questioned about it directly; but likes to give the impression that he is still a Padawan. This is why he normally wears what appears to be an unlit lightsabre, although if he is expecting trouble he often leaves it behind rather than raise questions as to why he used a blaster instead.

Tyger Burning Bright is a much more respectable establishment. Located near the centre of the city it opens only during the hours of darkness. It does not serve food, just drinks and snacks, and there is a regular programme of performances on the stage, interspersed with dancing. A golden-haired Wookiee called Tyger owns it. If the characters go there when the club is not open, knocking on the door will result in Tyger himself answering it. Should the characters explain why they have come, they will be invited in at once, and taken through to Tyger's office.

Tyger is very fond of Selima and is quite worried by her disappearance. If he didn't have the club to run, he would probably have gone looking for her. He has heard that she is living in Gadrin, and that she has taken up with an environmental group called the Bark Lovers' Alliance. He would be very grateful if the party could bring him any news they discover about Selima.

Encounter 3: Going Dirtside

Key idea of this encounter: the characters should by now know that they need to get to Gadrin, but will be able to gather some more information along the way.

If the characters ask around about ways to get to Gadrin, or indeed to anywhere on the planet's surface, they are directed to the landing platform at which they arrived. Regulations say that all airspeeders must use this area; it is certainly the only place that they will be able to catch a scheduled shuttle flight or rent a vehicle. Just about anyone in the city can give them directions. Even if they decide to go back to the Baron-administrator's office to ask for transportation, they will be taken to the landing area where arrangements will be made for them.

The terminal building here consists of a large hall where all public trips are posted, with timetables for regular services and announcements for the rest. Vehicle rental offices and taxi firms are also to be found here, and there are a couple of fast food outlets to serve those who need to wait for their transportation.

There is a regular service every couple of hours that goes to both Gadrin and Hedrett. The fare is 5 dataries, and the next flight leaves in about 20 minutes. There are a few 'taxi' airspeeders, which will take you anywhere it is legal to land, at a varying cost depending on where you want to go. Gadrin would be about 20 dataries a head, and the vehicle will leave as soon as the deal is concluded. Alternatively speeders can be rented at variable costs based on how long you need the vehicle for, however, nobody rents them for one-way trips; they will have to be returned to the platform city.

While the characters are surveying the options, they are approached by a small female Sullustan wearing red coveralls. She introduces herself as Jee Sallis, and says that she is a crewman on the comet broom ship. (The 'comet broom' is a ship that patrols the outer reaches of the Cularin system and diverts or destroys any comets that look like they are going to become a menace to navigation.)

Once she has their attention, Jee says that she has heard that the party is looking for Selima DeWitt. Over the past year or so, the two girls have become good friends and, once reassured that the characters' intentions are honourable and to Selima's benefit, she says that last time she was on leave, a month ago, she went to Gadrin and they met in a tea bar called Stardust. Although Selima didn't say, she got the impression she worked in a store nearby. That's all she knows, really; and she

must dash, she has to get across the city to the spaceport to catch the leave boat back to the comet broom...

No sooner has Jee Sallis gone, than another person accosts the party. Saying that he overheard the conversation, the scruffy human in a dirty flightsuit says that he is about to go to Gadrin in his own craft and that there is room for the characters should they wish to ride along... no charge, of course, he's an old friend of Selima. Sensing motive on him reveals that he's telling the truth.

Encounter 4: Contraband

Key ideas of this encounter: it typifies the shady nature of many of Selima's friends and provides an opportunity for a fight or negotiation with the police.

If the characters accept the scruffy human's offer, he leads them to a large cargo airspeeder. Despite his own appearance, the vessel is in good repair, neat and tidy; and there is plenty of room for the party in comfortable seating. He introduces himself as Lethbridge Grimes; and says that he has known Selima for a couple of years although they lost touch as he had to be, erm, well, away from the system on business for a few months. (He was in jail, actually, but does not wish to admit this!) Hearing that the characters were actively seeking her out, he has leaped at the chance of re-establishing contact. Apparently they had been going out together before his, ahem, 'business trip' but in his absence she had taken up with someone else, and by the time he had returned, she had left Bayonard.

The trip down is uneventful, but as the vehicle approaches Gadrin, all the characters should make a Spot check. Those who succeed at a DC of 15 notice that the airspeeder is coming in to land in a jungle clearing rather than in a more conventional location; while those succeeding at a DC of 25 can see OPS speeders and troopers hidden around the clearing! Grimes is locked in the main cabin, going through the motions of landing with his music turned up really loud, and can't be warned that he's landing in the middle of trouble.

As soon as the airspeeder lands and the hatch opens, the jungle shade is pierced by several bright spotlights trained on the hatchway, and an amplified voice booms, "Come out with your hands up – Office of Peace and Security, you are surrounded."

Grimes is frozen in shock, an expression of, "Oh no, not again" writ plain across his face. The characters, of course, are free to act in whatever manner they please.

OPS Officer (Scoundrel 2/Thug 1/Soldier 1): Init +5; Defence 18; Speed 10m; VP/WP 22/13; Atk +4 melee (1d6 stun baton, 1d4 combat glove), +5 (1d8 heavy blaster pistol); SQ: Authority (Gives a +2 bonus to a Charisma check aimed at getting people to do what they want, DC normally 15 but may increase if the order given is something the target does not want to do), Resources (able to obtain information or equipment from OPS records and stores); SV Fort +2, Ref +2, Will +3; SZ M; Rep 3; Str 15, Dex 10; Con 13; Int 12; Wis 10; Cha 13. Challenge Code: D.

Skills: Appraise +3, Bluff +7, Diplomacy +5, Gather Information +10, Intimidate +6, Knowledge (Cularin Law) +7, Profession (Police Officer) +5, Search +4, Sense Motive +7, Treat Injury +3.

Feats: Alertness, Weapon Group Proficiency: Blaster Pistols, Endurance.

Equipment: OPS uniform, heavy blaster pistol, stun baton, comlink, medpack, binders, blast helmet and vest.

There are 12 troopers plus a lieutenant in charge (give him a +4 Authority bonus and a more heavily-decorated uniform!).

If the characters choose to come out fighting, they will be treated as if they too were smugglers. The troopers' orders are to capture alive if at all possible, so they will seek to subdue the opposition if they refuse to surrender.

If the characters surrender, obvious weapons will be removed and they will be placed in restraints. However, Lieutenant Hanes Croft, the Cerean officer in charge, is well aware that the information received was that Lethbridge Grimes was working alone, as is his custom; so any reasonable explanation of the characters' presence, especially when coupled with compliant behaviour, will result in their speedy release. For example, a request that Baron-administrator DeWitt of Bayonard be contacted to establish their story will be acted on, and upon receipt of his confirmation that he has hired them to undertake a 'confidential matter' the part will be released and their weapons returned. While it is more entertaining for this to be role-played, the use of checks against skills such as Bluff or Diplomacy may be included to gauge Croft's reactions. Force users may attempt Affect Mind in true cinematic style.

Note that any illegal weapons discovered will not be returned, and the character(s) found in possession may be subject to further proceedings against them. If Affect Mind has been used, even illicit weapons may be returned; other skills will not have this effect however well rolled.

Characters who attempt to negotiate, rather than surrender and *then* talk, will be regarded with rather more suspicion. They will need to succeed at a Diplomacy or Bluff check, DC 25, to even get a hearing; if they fail they will be captured and then questioned and will be at a –2 modifier to any rolls made as they attempt to talk their way out of trouble.

Encounter 5: Bright Lights of Gadrin Town

Key idea of this encounter: the characters are able to find Selima's location and a little more of what she is doing.

The characters have two main leads in Gadrin: the Stardust tea bar and the Bark Lovers' Alliance.

Stardust is easy to find, it is right in the centre of town overlooking the square where the Reidi Artom statue stands. The ground level is a busy 'fast food' type of operation, where customers can purchase tea and snacks at a counter either to go or to eat at canteen-style tables. Upstairs there is a beautifully appointed lounge opening out onto a veranda that affords a view of the square. Here patrons are served at their tables.

The fare offered at Stardust consists of a wide range of teas and other hot and cold beverages, none of them alcoholic. Most of the snacks served are cakes, biscuits and similar items, there are few savouries on the menu. The owner, a Wookiee called Sandi (at least that is what she answers to, few but fellow Wookiees can say her real name of 'Shrandghnrighn' – shand-gar-ree-nah if you wish to attempt it), collects non-alcoholic drinks from around the galaxy, and is always eager to hear of new ones.

If the characters approach Sandi, who is occupying her usual position beside the water boiler upstairs, she is initially very suspicious. She will admit that she knows a human called Selima DeWitt, but wants to know what the characters' interest is before she will say any more. There have been rather a lot of people asking about Selima, her companions and her business recently; many of them not particularly nice-looking people, hence Sandi's caution. If the characters manage to convince her of their good intentions, she will tell them that Selima runs a store called Natural on the outskirts of town. It sells native crafts, locally grown fruit and that sort of thing; and boasts an unusually good collection of datacards dealing with Cularin flora, fauna and ecology. Even serious scholars shop here rather

than at more conventional outlets if this happens to be their area of interest.

If the characters decide to visit the **Bark Lovers' Alliance**, it is not quite so easy to find. The Alliance has offices at the top of a warehouse near the river, the property of a Twi'lek called Andi Dae who exports native woods, but has a strong sense of what is right, ecologically speaking. The name of the group was originally chosen after an early human colonist dismissed ecological concerns at a town meeting with the words, "Oh, you are just a bunch of Bark Lovers!" Tarasin present could not see why this was construed as an insult, and gleefully adopted the term to describe their new organisation.

To this day, the Bark Lovers' Alliance is one of the oldest ecological organisations on Cularin, and the one in which Tarasin cooperation with other, immigrant, species is most pronounced. It watches over new developments and proposals to exploit Cularin's natural resources, recognising that some are inevitable but always seeking to maintain the balance and ensure that no damage is done to Cularin's ecology.

The characters will be able to find the Alliance offices by asking at the town information centre, or if any of them have any contacts within ecological circles. The Town Directory also holds their address and other details.

The offices are light and airy, but very untidy. Notes, specimens, datacards, traditional scrolls and other materials litter every available surface. The sole occupant is a female Tarasin called Waif. She holds a doctorate in ecology, being one of the first of her people to travel off-planet to study, and is passionate about her work. She welcomes the characters – as far as she is concerned everybody is a friend and potential recruit to the cause.

If the characters ask about Selima, she is enthusiastic about her dedication; apparently Selima has given great support to the Alliance, and continues to do so. Her boyfriend too, but that is secondary, Waif is convinced that Selima is the driving force of that partnership. She talks enthusiastically about Selima's business venture, the store called Natural: Waif is no starry-eyed idealist despite her passion, she knows that sound business propositions that are able to temper care for the environment with profitability are far more likely to succeed in the long term. Natural, she says, is a good model for the future; a place where commercial awareness is in harmony with ecological considerations.

Anyone who shows an interest in Cularin ecology will find themselves being given datacards on the subject. Waif is an enthusiastic evangelist for her cause!

Characters who prefer the more traditional approach of hanging about in bars will be able to discover the following: -

- Percival Vale arrived in the Cularin system about a year ago, having been sent by his father – a wealthy ship owner from Bespin – to enrol in the Jedi Academy on Almas.
- Natural is an ecologically sound business run by a weird group of people – a human couple and a Cerean male, who live together over the store.
- Percival Vale is regarded by Tarasin as one of the few humans to be attuned with the Ch'hala trees to such an extent that he is permitted to visit the sacred groves.
- The girl Vale lives with is pretty but not very intelligent. (This is not true, but she has chosen to work in the background, attempting to build up Vale's rather diffident personality rather than dominating him with her own forceful one.)
- The Cerean partner in Natural is some kind of chemist who conducts strange experiments in a basement laboratory.

In any case, whichever route(s) the characters choose, they should end up knowing that Natural is their goal.

Encounter 6: Shoot-out at Natural

Key idea of this encounter: the characters discover just how far even respectable concerns will go to obtain a competitive advantage; and have the opportunity to intervene.

As soon as the characters arrive in the vicinity of Natural, it becomes apparent that something is wrong. Force users will sense a disturbance in the Force and everybody will be able to hear blaster fire.

Read or paraphrase the following as the party approaches: -

The air is filled with the sounds of combat – blaster fire, explosions and cries... many of pain. As you approach you see that a temporary barricade has been thrown up across the road, manned by people wearing dark red uniforms who are firing at something further along the road in the direction that you were going.

One of the combatants, a human male wearing a blast helmet and vest, breaks off to address the party. He suggests that they go elsewhere – “As you can see, it's getting a bit hot here.” This soldier does not really want to talk, but if the characters insist he states that he is a member of the Genasys Security Division with the associated quasi-legal status that membership of a corporate security organisation entails. He says that if they want any more information than that, they should talk to a senior Genasys executive – the one they were supposed to be providing security for is waiting in an armoured vehicle just round the corner, and he will escort them there if they so wish. Otherwise, they had better clear off!

Around the corner, there is a large and obviously armoured dark red vehicle, with two troopers in the same uniform standing guard outside. After a brief conversation with the escort, one goes inside and comes out shortly afterwards. She removes her blast helmet and says that Jopari Haines will see them if they have something to contribute to the matter at hand.

As soon as the party mention ‘Natural’ they will be ushered straight in. Jopari Haines is a Rodian, dressed in neat businesslike-attire in the same dark red colour as the troopers’ uniforms. He asks what interest they have in Natural, and sits back to await their answer.

Once they have said whatever they wish to say, Haines states that he had come to see one Higgie Sethven, who dwells at Natural, about a commercial deal that Sethven was desirous of entering into with Genasys. However, as his convoy approached, they came under attack from a force that appears to be in the employ of another concern; and so they are exercising their right to respond with appropriate force. (Anyone enquiring as to the legality of this should be reassured – either by Haines or out of character – that this is indeed the position.) Haines claims that he does not know whether his attackers are after Sethven, nor will he comment either on who they might be or on the proposed deal.

If the characters attempt to push on past the barricade without stopping to speak with Haines, they will be regarded as legitimate targets by both sides.

The opposition – who wear the distinctive yellow and green uniforms of Culpharm – are occupying a building adjacent to Natural from which they have a commanding view of the area. Patrols and sensor droids have been deployed to ensure that nobody can approach Natural undetected. If the characters attempt a covert approach, they will have to evade a Spot DC of 25 to gain entry to the building. Otherwise, they will be surrounded by Culpharm troopers who will hustle them

into the building that their forces have occupied, demanding to know who they are and what they are doing here.

The Culpharm team is led by Carlitina Semla, a Twi'lek female who is their head of security. Characters who have played *Trade Wars Episode 2: Mix and Match* will recognise and be recognised by her instantly. She says that Culpharm received an anonymous tip that a potentially lucrative process was about to be stolen by Genasys operatives before its inventor had opportunity to sell it on the open market, and had come here to find Genasys advancing in force on the location where the inventor was said to reside. As soon as she had enquired of lead elements of the Genasys forces as to the reasons for their presence, they had opened fire, killing two of her troopers and wounding her.

It is up to the characters how they proceed from here. Note that even if contacted, the Office of Peace and Security will only intervene if they are given evidence that innocent bystanders are at risk. Otherwise, it is a purely corporate matter and they have no remit.

A negotiated truce would be possible, both Jopari Haines and Carlitina Semla would be prepared to declare a cease-fire and discuss the matter. Jopari claims that Higgie Sethven approached Genasys and so they have a legitimate claim, he cannot however produce any evidence of this. A suggestion that both parties meet with Higgie Sethven in an attempt to clear this up would be acceptable (although Jopari Haines will grumble).

Alternatively, the characters can engage in combat with either or both sides. This is likely to be messy. There are 5 Genasys troopers and 7 Culpharm ones in combat, plus the two leaders, the guards outside Haines's vehicle and the two Culpharm troopers that have been killed.

The final option is to attempt to sneak into Natural, in which case the characters either have to get past the Culpharm forces or convince them to permit entry.

Culpharm Security Guard (Thug 4): Initiative +0; Defence 16; Spd 10m; VP/WP -/15; Atks +6 melee (fist 1d3+2, club 1d6+2), +4 ranged (blaster rifle 3d8); SV Fort +5, Ref +1, Will +1; SZ M; Rep 2; Str 14, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Skills: Intimidate +6, Profession (Security Guard) +5

Feats: Toughness, Weapon Group Proficiency Blasters, Simple.

Equipment: Uniform, blaster rifle, comlink, club, combat jumpsuit

Genasys Security Guard (Thug 4): Initiative +0; Defence 15; Spd 10m; VP/WP -/15; Atks +6 melee (fist 1d3+2) or +2 melee (vibroblade 2d6+2), +4 ranged (blaster rifle 3d8); SV Fort +5, Ref +1, Will +1; SZ M; Rep 2; Str 14, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Skills: Intimidate +6, Profession (Security Guard) +5.

Feats: Toughness, Weapon Group Proficiency Blasters, Simple.

Equipment: Blaster rifle, vibroblade, comlink, blast helmet and vest

Encounter 7: Tales out of School

Key ideas of this encounter: the characters finally find out what is going on, and are in a position to attempt to persuade Selima to go back to Bayonard.

When the characters finally manage to get into Natural, they find a rather battered building with three frightened people inside. If they have attempted to sneak in while combat is still in progress, their best option is to approach from the rear. By climbing over a fence (3m high – Climb check at DC 25 to get over it, or get a lift from a colleague, a Strength check may apply to lift someone) they can get into the yard, from which they can enter via a back door. The door is made of wood and is not in particularly good condition.

However, if they have managed to negotiate a truce both Carlitina Selma and Jopari Haines will accompany them to the front entrance; if they have taken sides and there is a clear winner the leader of the victorious security detachment will be with them. In the case of a truce, both leaders will be willing to allow the party to go in and fetch Higgie Sethven out if that is what the characters suggest.

Inside, the major part of the ground level is occupied by the store itself. This is a maze of shelves and displays of native craft, wood, textiles and the like, piles of fruit and racks of datacards and more traditional forms of reading matter like books. A wood staircase leads to the upper floor, and there are several doors leading off to other parts of the building.

Once the characters begin to move around in the main store area, they may make Listen rolls. A success at DC 15 will enable them to hear someone descending the stairs from above, and shortly afterwards all of them will hear a voice saying, "Who's there?"

This is Percival Vale, who is concerned for the safety of his girl, and of the pacifistic Cerean. He is holding a stick (baseball bat sort of size) and although scared is determined to defend his friends. To look at, he is a burly young man dressed in loose dark clothing with his hair tied back with a ribbon. He will move towards the party, continuing to repeat his question until he gets an answer. Once he is persuaded that the characters are nothing to do with the fighting outside, he will put down his piece of wood and ask if, seeing as they appear to be competent people, they would be interested in helping him protect his friends and his store.

Both Selima De Witt and Higgie Sethven are upstairs, terrified by all the commotion. Once Vale realises that the characters mean them no harm, he will lead them upstairs to where the others are in a lounge area furnished with several sofas covered with native textile throws. He introduces them, and asks if the party has any idea what is going on outside, it sounds like a young war!

If the characters have already negotiated a cease-fire with the corporate security teams outside, and tell Sethven so, it immediately becomes apparent that Vale and Selima have no idea what is going on although Sethven does. If, on the other hand, the characters have either sneaked in or taken sides in the fight, he will play somewhat more of the innocent and pretend that he is as puzzled as the rest of them.

Eventually at least some of the truth will out. Higgie Sethven will reveal that he has discovered a potentially useful bioactive substance in something called star-mist. He contacted Genasys and asked if a company representative could meet with him to discuss a possible deal. He claims to have not wanted to tell Percival Vale and Selima DeWitt until there actually was an offer to discuss, but it barely takes a Sense Motive check (DC 10 if someone insists on rolling one) to tell that he is lying and really intended to keep all the proceeds for himself.

Higgie Sethven does not want to discuss the details of his discovery for obvious reasons, but both Percival Vale and Selima DeWitt become insistent. Anyone who is Force Sensitive will realise that Vale has some Force powers himself that are coming into play, albeit untrained and unfocussed, as he attempts to get Sethven to explain further. Meanwhile Selima says that star-mist is a flower that the Tarasin gather and dry, burning it incense-style for what some of them claim to be a mildly euphoric effect. She thinks it may be something to do with Tarasin physiology, because although it smells nice and is popular with customers of all species,

nobody who is not a Tarasin has reported any mind-altering effects when it is burned. She has not heard of the Tarasin using it for any other purpose.

Eventually Higgie Sethven says that he has been systematically analysing native plants in his basement laboratory to see if they contained any useful substances. He had found that if you boil dried star-mist flowers in alcohol and then dry the resulting liquid, a pale lilac powdery residue remains. This substance appears to stimulate the regrowth of damaged nerve tissue. Excitedly, he had contacted a friend who works for Genasys – but had not expected an armed response! Selima DeWitt says that she is very contented with her present life, but is willing to return to Bayonard to be at her father's side if that is what he needs – but she will want to return to Gadrin afterwards. If the glances they are exchanging are anything to go by, she wants to stay with Percival Vale for the foreseeable future.

Vale himself says that although his father had intended for him to train as a Jedi, and indeed that had originally been what he had wanted too, he is quite content where he is and does not think that he will approach the Academy. He does look rather wistfully at any obvious Jedi in the party (e.g. wearing typical Jedi robes or carrying a lightsabre) however. As Selima has announced her intention to go and visit her father, he thinks that he will shut up the shop and go with her.

As for Higgie Sethven, they suggest that he had better do what he sees fit – making it quite plain that they do not approve of what appears to have been an attempt to profit from his discovery. He looks a bit embarrassed and says that he will sign over part of the royalties to the Bark Lovers' Alliance. Having originally approached Genasys, he intends to offer the substance to them first, despite Culpharm's presence; unless Genasys were defeated in combat. Culpharm once satisfied that Genasys's involvement is legitimate and above board, will withdraw, although disappointed.

Conclusion

The next day, the party can escort Selima and Percival to Bayonard – the Baron-administrator will, if contacted, send transportation for them. He pays what has been agreed.

A few weeks later, the characters receive invitations to a wedding between Selima and Percival – her father has bowed to the inevitable and has decided that it will be better to allow her to go her own way with his support and approval rather than forcing her to stay at home.

After receiving lucrative job offers from both Genasys and Culpharm, Higgle Sethven eventually decides to join the Genasys R&D department. He does make a generous contribution to the Bark Lovers' Alliance, but keeps most of the proceeds from his star-mist discovery for himself and becomes quite comfortably off.

Here Ends *Find the Lady*

Experience Point Summary

Experience is calculated as follows for Living Force events.

- 1) Experience awards in Living Force are not made for achieving objectives, but instead for successfully completing an adventure of a given length. Thus, if the heroes survived and accomplished the primary goal of the adventure, they receive full Adventure Experience (600 xp for core LF plot scenarios, 350 for non-core LF scenarios).
- 2) Assign discretionary role-playing experience (0-400 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially. Do NOT automatically award max roleplaying XP, consider carefully how well the players stayed in character. This is your opportunity to reward appropriately cinematic behaviour, so use it!

Adventure Experience Award:

Did the heroes locate Selima and defuse the tense situation? If so, each hero who survived receives 600 xp.

Adventure Experience:	600 xp
Roleplaying Experience:	0-400 xp

Total Possible Experience:	1000 xp
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If the heroes did not complete the scenario because of time constraints, but were "on the right track," you may award ½ adventure experience. If the heroes succeeded in finding Selima, but did not convince her to go home, award them ¾ adventure experience.

Loot Summary

If it's not on this list, the PCs cannot keep it. This is a house rule that overrides what they may actually acquire in the scenario. Certificates are not supplied for standard equipment, but it should be assumed that any equipment the heroes find which is not listed here cannot be kept or is non-functional for one reason or another.

Encounter 1

- Bayonard Blaster Carry Permit – one per character who is carrying (or at least owns up to carrying) a blaster. Valid indefinitely, but only when on Bayonard.

Encounter 5

- Datanotes on Cularin ecology from the Bark Lovers' Alliance, if anyone is interested.

Encounter 7

- Native crafts, etc., from Natural.

Conclusion

- 1200 dataries apiece, if Selima is returned to her father on Bayonard.

Player Handout 1: Selima DeWitt's known contacts and Frequently-visited locations

- **The Space Monkey Café, Bayonard – nightclub**
- **Narask – a Trandoshan who holds a bounty hunter licence. He has a registered office in Bayonard although his work takes him throughout the Cularin system and beyond. He is often seen in the Space Monkey Café of an evening if he is in Bayonard.**
- **Tyburn Welles – believed to be a Padawan learner at the Jedi Academy, and often seen in the Space Monkey Café.**
- **Tyger Burning Bright, Bayonard – nightclub**
- **Tyger – a Wookiee who owns Tyger Burning Bright, who Selima often visited and had been seen with both at the club and elsewhere when the club is not open.**
- **Lethbridge Grimes – human independent trader who often visits Baydonard. Believed to be a smuggler as well as carrying more legitimate cargo. He dropped out of sight for about a year, and has only just reappeared in the city.**

Critical Event Summary: *Find the Lady*

1. Did the characters get into a brawl at the Space Monkey Café?

Yes

No

2. How did the characters deal with the Office of Peace and Security in **Encounter 4: Contraband**?

Surrender

Negotiate

Fight

3. Did the characters attempt to negotiate a solution between Genasys and Culpharm?

Yes

No

4. Did anyone attempt to persuade Percival Vale to try out for the Jedi Academy?

Yes

No

5. Did the Heroes choose to do anything about Tyburn Welles and his fake lightsabre? If so, state what they did and who - player name, RPGA # and character name – did it.

Convention Coordinator:

To report these results (for events during the month of September 2001 only), you may US mail them to:

RPGA - Living Force, P.O. Box 707, Renton, WA 98057-0707

Or email to: LFPlots@rpga.net

Or fax to: (425) 687-8287 Attention Living Force Critical Events