



SWURPG ADVENTURE

The Foundling Contract

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This is the complete adventure. Read it before session 1; reference the act-by-act sections during play. Players should read the [spoiler-free overview](#) instead — every twist, NPC, and ending is below.

If this is your first time running a SWURPG adventure, the [Adventures hub](#) covers how to run an encounter, the DC ladder, ad-hoc decision making, pacing, and other general guidance that applies to every adventure. This document handles the Foundling-Contract-specific content.

Synopsis

A Bothan broker named **Lyn Ka'Tal** hires the PCs from a neutral spaceport to track and recover **Dr. Mira Vance**, a defected Imperial xenobiology researcher who fled an Outer Rim research station two weeks ago. Lyn frames the contract as a simple recovery: Vance stole "Imperial property," she's running with it, the Empire wants her back alive, the pay is **3,000 credits** (500 advance, 2,500 on delivery).

The PCs follow Vance's trail across three systems. Act 1 is intake and leg-work on a neutral hub world. Act 2 is a frontier mining colony, ending with an Imperial Customs Cutter intercepting the party's ship as they leave. Act 3 brings them to a forest moon over an old Jedi waystation, where they finally catch Vance — and discover the "property" she stole is a Force-sensitive child the Inquisitorius was conditioning for purposes Vance can barely speak.

The PCs face a moral choice in Act 3: deliver Vance and the child as contracted, walk away cleanly, or protect them. The default branch is protect — Act 4 is then a hard ship-combat blockade run as Inquisitor **Tev Yorra** arrives with a strike force to lock down the system. Act 5 resolves in one of three ways depending on the party's Act 3 choice.

The party ends the adventure advancing from Lv 3 to Lv 4, with at least one Imperial Inquisitor knowing their faces — and, if they chose to protect, a Rebel or temple contact who will remember the favor.

The Real Story

What the PCs uncover over the course of the adventure — staged as revelations across all 5 sessions, not dumped in Act 1:

The "asset" Lyn won't describe is a Force-sensitive child, mute since the Inquisitorius lab, about seven standard years old. Vance calls her **Tira**.

Tira is one of seven children the Inquisitorius has taken from frontier worlds over two years. The other six are still in Imperial custody at a station whose coordinates Vance can pinpoint.

Vance's data — a sealed pendant Tira wears — contains the station coordinates, crew roster, and visit schedule. This is the **sequel hook** for a Lv 5-7 follow-up adventure ("recover the other six children").

Lyn knew about Tira from the start. Her "asset is just Imperial property" framing was a lie of omission. Bothan Spynet sells the same intel to multiple buyers — the Inquisitorius is one of her clients on this transaction, but if the PCs walk away (Branch B), Lyn quietly sells the location to a different buyer.

Inquisitor Tev Yorra is a "trial Inquisitor" — a former Jedi padawan who failed to break under torture and was instead recruited. Yorra has a sliver of remorse that survives. A Persuasion DC 25 in the right moment of the climax (with the right leverage — see Act 5 Branch A) can flip him, though this should be telegraphed only through passive [Use the Force](#) checks (no FP cost) and player initiative.

Vance's ship was sabotaged by the Empire two weeks ago — a tracking beacon installed before her defection finally activated. She's been running on borrowed time ever since. The beacon is how Lyn knew her trail; it's also how Yorra catches up in Act 4.

GM The crucial GM call

The adventure does NOT pre-decide that protecting Tira is the "right" choice. Vance is genuinely afraid; Tira is genuinely a child; the Empire is genuinely the Empire. But Lyn is also paying real credits, the party may have their own moral codes, and the dark path is on the table. Don't telegraph villainy on Lyn or Yorra — let them be professionals doing a job. The players read the room and decide for themselves.

Party assumption

This adventure does **not** include per-pre-made-character hook tie-ins. It assumes the GM brings their own ongoing party — already at Lv 3, with their own ship and their own reasons for taking work. The adventure provides the contract; the GM threads it into their campaign's existing fiction.

The "How the Party Met" framings from the [Adventures hub](#) still apply if you're running this as a one-shot or starting a new campaign at Lv 3, but no per-character hooks need to be authored.

Why your party would take this contract

Pick one or improvise. The pre-game pitch lands cleaner if the GM has a one-sentence reason ready.

Credits. 3,000 cr is solid pay for a Lv 3 party — equipment upgrades, ship repairs, or just operating capital. Mira's contract is the kind of job that lets you buy your way to Lv 5.

The broker has leverage. Lyn Ka'Tal has a past favor, a piece of compromising information, or a debt one of the PCs owes. She's pleasant about it but firm.

The mark used to be a friend. One of the PCs has a personal connection to Vance (former colleague, distant relative, owed her a favor). The party isn't being told to hurt her — just bring her in.

Curiosity. The PCs have a reputation for taking strange jobs. Word travels. Lyn finds them.

Empire-flavored reasons (if the campaign already has Empire context): the contract gets the party access to Imperial-paid creds without working directly for the Empire — useful for Rebel-aligned crews running cover identities.

The Yorra scaling table (read before session zero)

Inquisitor Tev Yorra is the primary antagonist of Acts 4 and 5. Adjust his stat block per the party size **before session 1** and keep the same tier for the entire adventure — don't shift mid-game.

PARTY SIZE	YORRA TIER	TR	HP	AC	LIGHTSABER ATTACK	PURGE TROOPER ESCORTS
2 PCs	Acolyte (apprentice rank)	4	65	17	+6 (1d10+3)	0
3 PCs	Acolyte	5	80	18	+6 (1d10+3)	1
4 PCs (default)	Inquisitor	6	95	18	+7 (1d10+4)	1
5 PCs	Inquisitor	6	95	18	+7 (1d10+4)	2
6 PCs	Senior Inquisitor	7	120	19	+8 (1d10+5)	2

TR is the SWURPG [Threat Rating](#) — a single number summarizing how dangerous the enemy is for a typical 4-PC party at the same level. Acolyte tier is "Elite" (TR 3-5); Inquisitor and Senior tier are "Boss" (TR 6-10). Yorra's armor protection lives in his **AC**, not TR — TR is a meta-balance number, not a per-hit damage subtraction.

Other stats constant across tiers:

Speed 30 ft

STR 14 (+2) · DEX 16 (+3) · CON 14 (+2) · INT 13 (+1) · WIS 16 (+3) · CHA 13 (+1)

Saves: STR +5 · DEX +6 · WIS +6

Skills: Athletics +5 · Intimidation +4 · Perception +6 · Use the Force +6

Force powers: **Force Push** (Action, 2 FP, 30 ft cone, STR save DC 14 or 2d6 kinetic + pushed 15 ft), **Mind Probe** (Action, 2 FP, 60 ft, WIS save DC 14 or surface thoughts read), **Saber Throw** (Action, 1 FP, lightsaber returns next turn), **Detect Force-sensitive** (passive — Yorra always knows Tira is nearby)

Starting FP: 8

Force powers and signature abilities are constant across tiers; only HP, AC, and lightsaber attack scale. Same villain, more or less menacing per party size.

GM

Why not just use the bestiary Inquisitor as-is? The bestiary entry ([Inquisitor](#)) is balanced for Lv 8-16 parties (TR 6, HP 78, AC 19, double-bladed lightsaber +7). Yorra is canonically a *trial* Inquisitor — a recently-recruited padawan-survivor, not a senior. The scaling table reflects his actual rank at the time of this adventure: less HP, single-bladed lightsaber, slightly lower attack. For 5-6 PC parties he scales up to roughly the bestiary baseline; for smaller parties he scales down. The lore + the mechanics align.

Tira's Force Surge (the dramatic save)

Tira has no combat stats and takes no actions during play. She's a non-combatant NPC: terrified, mute, clinging to Vance, occasionally making eye contact with the PC she trusts most. The party can't ask her to do anything.

But she has one ability — a once-per-adventure Force pulse the GM triggers under genuine TPK-imminent conditions. This converts her from "she's a McGuffin" to "she's a Chekhov's gun" and makes the protect-the-child arc feel earned.

Trigger conditions (GM judgment — any of):

Two or more PCs at 0 HP simultaneously, **OR**

One PC has just died this round (failed death save, or massive damage that exceeds 0 HP by their HP max), **OR**

The party is clearly going to lose the next round and the GM doesn't want to end the campaign here

The effect (narrate, don't pre-warn): Tira opens her eyes for the first time in the adventure. An unconscious cry of Force resonance pulses outward. Mechanically:

All hostile NPCs within 30 ft of Tira are thrown back 15 ft and knocked **Prone** (no save).

Yorra's lightsaber is torn from his grip and flies 30 ft in a random direction (Yorra spends his next Action retrieving it on foot, OR can summon it back with Force Pull at a cost of 2 FP — which costs his Action that turn either way).

All downed PCs within 30 ft of Tira are **stabilized** (death-save countdown stops; they remain at 0 HP but cease bleeding out).

Tira immediately falls unconscious. She remains unconscious for the rest of the encounter. PCs must physically extract her.

Cost / cooldown: Once per adventure, ever. Even if the party fights Yorra again in Act 5 Branch A, Tira can't intervene twice. The cost was real; she's spent.

GM GM guidance — DO NOT pre-telegraph

Players should **not** know Tira has this ability. Don't mention it in pre-game pitch, don't have Vance say "she has unusual gifts," don't even foreshadow it heavily. If a Force-sensitive PC succeeds on a high Use the Force check around Tira (DC 18+), they sense "raw, untrained power, held in by sheer will" — that's all the hint.

Trigger it only when the encounter is genuinely about to end the campaign, and play it as a *terrified seven-year-old reflexively saving the people she's started to trust* — not as a power play. After the encounter, the moral weight of the adventure deepens: the child the party set out to capture for credits just saved their lives.

Tira's Force Surge — used yes/no: (tick this box when triggered; she cannot be used again).

Act I – The Contract

Estimated length: 1 session (~3 hours) **What it teaches:** patron negotiation, group skill-challenge investigation, social/combat choice with a rival crew

Act 1 is the setup: get the contract, do the homework, leave the system with a target heading. The act ends with the party in hyperspace toward System 2. There's one optional combat (the rival hunter crew); everything else is roleplay and skill challenges.

Scene 1.1 – The Cantina Meeting

Location: A spaceport on a neutral hub world. Default: **Bandari**, a small Trade Federation-era trade post drifted into Outer Rim independence — multi-species, mid-corruption, "everyone has an angle" texture. Era-flex: any neutral spaceport in your campaign's setting.

READ ALOUD

The booth at the back of the spaceport's main cantina is set behind a beaded curtain and an old datapad-jamming field — the kind of corner you reserve in advance. The Bothan waiting for you is silver-furred at the muzzle, with the kind of unblinking yellow eyes that mean she's older than her posture suggests. She gestures at the bench opposite without speaking, slides a cred-stick across the table with two fingers, and waits for one of you to sit down.

NPC LYN KA'TAL — Bothan broker — Patron

Voice: Quiet, deliberate. Uses pauses. Asks more questions than she answers. Smiles only when she's about to refuse something.

Motivation: Make the trade. Lyn has two buyers on this contract — the obvious one (the Empire wants Vance) and a quieter one she doesn't mention (a Rebel cell wants Tira's data). She'll pay the party for delivery regardless of who they hand the asset to; the trick is figuring out what she's actually selling and to whom.

Abilities: STR 9 (-1) · DEX 13 (+1) · CON 11 (+0) · INT 16 (+3) · WIS 15 (+2) · CHA 14 (+2)

Stats: TR 1 · AC 13 · HP 28 · Persuasion +6 · Deception +6 · Insight +6 · Knowledge: Galactic Lore +7

Lyn runs a small brokerage office above this cantina — three rooms, two associates, and the discreet patronage of three syndicates and at least one Imperial Liaison Office. She's been brokering Outer Rim contracts for thirty-plus standard years. Her reputation is "fair, but reads everyone at the table." She does not lie outright. She does omit, frame, and reframe.

READ ALOUD

"Sit. Drink something. I won't waste your time." The Bothan taps the cred-stick once, slides it a fraction closer to your side of the table. "I have a contract. Three thousand credits, half on signing, the rest on delivery. Imperial property — a researcher — has gone walking with something they shouldn't have. The Empire would like her back alive, and they would like it to happen quietly enough that no one in the Core needs to know about it. That's where you come in. Tell me you're listening, and I'll tell you the rest."

What Lyn offers

The contract. Track Dr. Mira Vance. Recover her alive. Bring back any Imperial property she's carrying. Travel to System 2 first (last confirmed sighting); proceed from there.

The pay. 500 credits advance on signing. 2,500 credits on delivery. Pre-cleaned Republic credits, untraceable.

What she'll share. Vance's photo (a Human woman, late forties, dark hair, last seen in spaceport clothing). Last known heading. Approximate time of departure. A Bothan Spynet entry on Vance's research-station background.

What she won't share unless pressed. That the "asset" Vance is hiding is a person, not a thing. (She'll say "Imperial property is loosely defined" and leave it.)

What Lyn won't say

That she has a second buyer for the data Vance is carrying — a Rebel cell, contacted separately, paying her on a different timeline.

That the "asset" is a Force-sensitive child.

That Yorra is already in motion — Lyn doesn't know it yet, but the Imperial Liaison Office is paying her in exchange for the lead-time Yorra needs to catch up.

If the PCs press with **INSIGHT · DC 15**, they sense she's holding something back. With **INSIGHT · DC 20**, they correctly suss that the "asset" is a person.

Player questions and Lyn's answers

PLAYER ASKS	LYN SAYS
"Why us?"	"Bothan Spynet ranks you 'capable and discreet.' I asked for capable and discreet."
"What's the asset?"	"Imperial property. The Empire wants it back. They've been politely vague about specifics, which I respect, and which is why the pay is what it is."
"Who else is hunting Vance?"	"Imperial Customs is sweeping the lanes. There's a hunter crew called the Crimson Spurs I've heard is interested. If you see them, don't shoot first — they're competition, not enemies."
"What happens if Vance doesn't come quietly?"	"Bring her alive. I am not paying you to dispose of a researcher. The Empire wants her in their custody, not in a body bag."
"Why is the Empire paying you instead of doing this themselves?"	"Imperial Liaison Offices subcontract everything outside the Core. They prefer not to leave fingerprints on Outer Rim work. You're the fingerprints."
"Can we negotiate?"	PERSUASION · DC 14 — on success, +200 credits per PC. On a critical success (natural 20), Lyn adds a single-use Imperial transit waiver (worth 1,000cr — lets the party legally clear one Customs inspection during the adventure).

GM

This is the right moment for an Insight DC 16 check — any PC who succeeds senses Lyn is genuinely uneasy about this contract. Not lying outright, but bothered by something. Don't reveal what. Just confirm the gut feeling. A Force-sensitive PC who wants a deeper read can spend **1 FP on Telepathy** for a surface-thought read instead.

Lyn is **not** the villain. She's a professional. The villain is what comes upstream of her contract.

The scene ends when the party signs and Lyn hands over the 500cr advance + Vance's dossier. She gives them a hyperspace heading — Cesh Reach, the mining colony in System 2 — and a single piece of advice: "Don't break her face."

Scene 1.2 – Local leg-work

Location: Bandari's spaceport and adjoining districts. Half a day's downtime before the party lifts off.

This is a **group skill challenge**, designed to introduce Lv 3-appropriate skill-check difficulty and let every PC contribute. The party needs **3 successes before 2 failures** to leave the system with a complete picture of Vance's likely route. Each PC contributes one roll per round (representing ~2 hours of leg-work each). Failures don't lock the party out; they just mean Act 2 starts with less information.

GROUP SKILL CHALLENGE: PICK UP VANCE'S TRAIL

Each PC picks ONE skill per round. They cannot use the same skill twice in a row. Available skills (DCs scaled to Lv 3 party):

Use Computer (DC 13) — slice freight manifests at the spaceport datacenter. On success, identify a small mid-bulk freighter (the *Tessen's Star*) that left two weeks ago carrying a Human female passenger and one minor as crewed cargo.

Persuasion (DC 12) — extract gossip from cantina regulars about "a woman traveling with a child." On success, two patrons confirm a Vance-matching figure was seen here three weeks ago, paid in cash for a charter to Cesh Reach.

Investigation (DC 14) — cross-reference Imperial deserter alerts in local news feeds and Spynet entries. On success, learn that Vance was on a sealed-research project labeled "Project Foundling" before her defection — the project is classified, but the *name* leaks through some Imperial communiques.

Knowledge: Galactic Lore (DC 13) — identify which Outer Rim worlds match Vance's likely refugee path. On success, narrow the list of "next system after Cesh Reach" to three candidates (the GM picks one for Act 3 — default: Devaron's southern subcontinent).

Insight (DC 15, can only be used once, requires the player to roleplay re-approaching Lyn) — read Lyn for what she's withholding. On success: the GM hints that the contract has hidden layers and the "asset" is more specific than Lyn admitted.

Success ladder:

3 successes before 2 failures: party leaves with full info — Vance's heading, the "Project Foundling" name to research later, three candidate worlds for the next step. Lift-off scene proceeds at a calm pace.

2 failures, 0–2 successes: party has Vance's heading (Cesh Reach) but no context. Act 2 will have to do extra investigation to piece together the next system.

Critical success (natural 20 on any roll): one PC stumbles onto an extra clue — they overhear a separate Imperial-aligned conversation in the cantina that mentions an "Inquisitor on the move." This foreshadows Yorra by name, days before he arrives. Use it to seed tension.

Time spent: ~half a standard day. The party leaves Bandari that evening.

Scene 1.3 – The Crimson Spurs

Location: The docking bay where the party's ship is moored, as they're about to lift off.

Three rival hunters — the **Crimson Spurs** — accost the party at the ramp. They've heard Vance is the contract and they want the party to drop it. Roleplay-forward; combat is possible but discouraged for the GM (this crew should be a recurring foil, not a one-shot kill).

NPC TASHKA VREN — Crimson Spurs leader — Twi'lek

Voice: Slow, charming, condescending. Calls everyone 'cousin.' Smiles a lot. Means none of it.

Motivation: Take the contract from the party — by intimidation, by negotiation, or, reluctantly, by violence. Has her own buyer lined up for Tira's data and would rather not split commission with the PCs.

Abilities: STR 11 (+0) · DEX 15 (+2) · CON 12 (+1) · INT 13 (+1) · WIS 12 (+1) · CHA 16 (+3)

Stats: TR 1 · AC 14 · HP 32 · Persuasion +6 · Intimidation +6 · Blaster Pistol +4 (1d10 energy)

Tashka runs a three-person hunter crew that picks up contracts the Crimson Spurs syndicate doesn't want to handle in-house. She's smart enough to recognize a competent party when she sees one; she'll lean hard on intimidation, fold quickly if she takes serious damage, and remember the party either way.

 READ ALOUD

*"Cousins. Cousins. You're not leaving without a word, are you?" The Twi'lek steps into your path with her hands open and her smile fixed, two crew flanking just behind — one an Aqualish the size of a small landspeeder, one a Sullustan thumbing a datapad. "Word travels. Vance is a **very** specific contract, and I happen to think it suits my crew better than yours. So. Let's talk. You can walk away with eight hundred credits in your pocket and our undying gratitude, or you can keep going and find out what professional courtesy looks like when it runs out."*

NPC BREN MOORO — Crimson Spurs muscle — Aqualish

Voice: Doesn't speak Basic well. Grunts. Uses one or two words when necessary.

Motivation: Loyalty to Tashka. Likes a fight. Hates losing.

Abilities: STR 16 (+3) · DEX 12 (+1) · CON 14 (+2) · INT 8 (-1) · WIS 10 (+0) · CHA 9 (-1)

Stats: TR 2 · AC 15 · HP 38 · Vibro-axe +6 (1d10+3 slashing) · Athletics +5

NPC ESKA SUMAR — Crimson Spurs slicer — Sullustan

Voice: Fast, technical, easily distracted. Constantly checking her datapad mid-conversation.

Motivation: Money. Eska's the one who tracked Vance's freighter through Spynet records — she resents the party's competition.

Abilities: STR 9 (-1) · DEX 14 (+2) · CON 11 (+0) · INT 16 (+3) · WIS 12 (+1) · CHA 11 (+0)

Stats: TR 0 · AC 12 · HP 22 · Use Computer +6 · Mechanics +6 · Blaster Pistol +4 (1d10 energy)

⚡ DECISION POINT WHAT DOES THE PARTY DO?

A Talk them down (recommended).

PERSUASION · DC 14 or **INTIMIDATION · DC 15** to convince Tashka the contract is bigger than she thinks (it is) and she should walk away. On success, the Spurs leave with a parting threat ("we'll be watching"). On critical success (natural 20), the Spurs share a piece of intel they had: Vance is traveling with a small child, not just an asset. This blows the moral pivot open early — handle with care.

The Spurs reappear in **Act 2, Scene 2.3** as opportunistic backup or in **Act 4** as wild-card variables. Use them.

B Bribe them.

Pay Tashka **800 credits** to step off the contract. She accepts, takes the credits, and leaves. The Spurs do not reappear during this adventure (they're spending the bribe money). Note: 800cr is a real bite out of the advance; the party may not be able to afford it.

C Fight.

Combat with Tashka + Bren + Eska. They're a tough Lv 3 fight — Bren is brutal in melee, Tashka coordinates, Eska holds back and shoots. Tactics: Bren closes immediately to engage the party's heaviest PC; Tashka grants ally Advantage by directing them; Eska uses cover and full-attack actions. **The Spurs surrender at half their starting HP** (Tashka calls it). The party can finish them off if they want — but the Crimson Spurs have backers, and killing them creates a faction-vendetta sequel hook for future adventures.

Loot on victory:

Tashka's blaster pistol (already in inventory if party PCs needed sidearms)

Bren's vibro-axe (Lv 3 weapon)

Eska's datapad with a slicer toolkit (Lv 2 weapon upgrade equivalent, ~500cr value)

600cr cash split across the three

D Stealth past them.

Lift off without the conversation. **STEALTH · DC 14** + **PILOT · DC 13** to slip the ship out without a confrontation. On full success, the Spurs miss them entirely and arrive at Cesh Reach a session behind the party. On partial failure, the Spurs follow at a distance and show up in Act 2 with a grudge.

GM

The Crimson Spurs are a **recurring foil**, not a wall. Resolve this scene in 15-20 minutes of table time, then move on. If the party kills them all, that's a sequel hook (the syndicate doesn't take it kindly); if the party talks them down, they reappear later. Either way, the adventure continues.

Don't let the Spurs derail Act 1. The bigger story is upstream — Vance, Tira, Yorra.

After the Spurs encounter, the party lifts off. End Act 1 here. The hyperspace transit to Cesh Reach is ~2 standard days — narrate downtime if your group wants ship-life roleplay, or hard-cut to arrival at the start of Session 2.

Act II – The Pursuit

Estimated length: 1 session (~3 hours) **What it teaches:** investigation chain across multiple NPCs, syndicate roleplay, first ship-combat encounter at Lv 3

Act 2 is the chase: arrive at Cesh Reach, follow Vance's trail through the colony, find her empty safehouse, leave with the next system's heading — and get jumped by an Imperial Customs Cutter on the way out. The act establishes ship combat as a real mechanical layer of the adventure.

Scene 2.1 – Arrival at Cesh Reach

Location: Cesh Reach — a frontier moon mining colony around a gas-giant primary. Hutt syndicate-controlled, semi-lawless, ~3,000 permanent residents plus transient miners. Era-flex: any frontier industrial site.

READ ALOUD

Cesh Reach rises against the gas giant like a metal scar. The dock structures are old, retrofitted, and visibly improvised — three generations of bolt-on construction stacked atop the original tibanna-extraction frame. Snow-colored gas vents hiss in the lower levels. The air inside the dome smells like ozone, ash, and very old sweat. The dockmaster scans your transit codes with one eye and waits expectantly with the other for the standard "convenience tip."

The party pays a 50cr docking fee (standard) and a 100cr "convenience tip" (extortion). They can refuse the tip with a **PERSUASION · DC 14** or **INTIMIDATION · DC 14** — but refusing leaves a mark on their record, and the syndicate's local enforcer (Scene 2.3) will treat them more aggressively.

Three leads, one trail

Vance was on Cesh Reach three days ago. She's already gone. The party needs to figure out where she went. Three places to investigate, in any order:

The mining barracks (Scene 2.2) — where Vance might have hidden for a night.

The medical station (Scene 2.2) — Vance bought medical supplies for a small patient.

A derelict hangar at the colony's edge (Scene 2.3) — where Vance kept her ship, and where the Hutt syndicate is currently camped out.

Each location gives one piece of the next-system clue. The party needs all three to know which world Vance fled to. (If they only hit two, they leave with an incomplete picture and have to make a guess — a tradeoff the GM can use to ramp tension.)

Scene 2.2 – The Investigation

The three colony locations are bundled here. Run each as a tight 15-20 minute scene; don't let the act drag.

The mining barracks

A converted ore-hauler dorm where transient miners sleep. The night clerk — a one-eyed Devaronian named **Mev** — saw Vance.

NPC MEV — Barracks night clerk — Devaronian

Voice: Tired. Pragmatic. Doesn't volunteer information, but will sell it for fair price.

Motivation: Make the shift. Doesn't care about Vance — she was a paying customer who left without trouble.

Abilities: STR 10 (+0) · DEX 11 (+0) · CON 12 (+1) · INT 13 (+1) · WIS 14 (+2) · CHA 10 (+0)

Stats: TR 0 · AC 11 · HP 18 · Persuasion +2 · Insight +4 · Holdout Blaster +2 (1d8 energy)

 READ ALOUD

The Devaronian glances up from his datapad with the worn-out patience of someone three hours into a six-hour shift. "You're not here for a bed. Nobody walks in like that for a bed." He sets the datapad down. "I see most of what passes through this floor. If you're looking for someone, I might've seen them. If you have fifty credits, I almost certainly did. Talk fast — I've got a hauler crew due in twenty minutes and I don't get paid extra to remember faces."

Mev will share Vance's barracks-sign-in entry — including the next-system heading she logged when she left — for **50 credits**, or a **PERSUASION · DC 13** success, or a **INTIMIDATION · DC 14** success (the last makes Mev hostile and the GM can have him quietly alert the syndicate enforcer in Scene 2.3).

The clue from Mev: Vance's sign-out log says "departing for refit at Tessen's Star, then onward — destination Devaron." Devaron is the third-system clue piece.

The medical station

A two-room infirmary run by a Mon Calamari medic named **Doctor Reesa**. She saw Vance buying broad-spectrum antibiotics and a small-doseage sedative — pediatric strength.

NPC DOCTOR REESA QUILL — Cesh Reach medic — Mon Calamari

Voice: Warm but tired. Speaks slowly when nervous. Patients trust her quickly.

Motivation: Care for whoever walks through her door. Sympathetic to Vance and didn't ask questions when Vance bought child-dose medication. Will be uncomfortable about telling the party anything if it might put a child in danger.

Abilities: STR 9 (-1) · DEX 11 (+0) · CON 12 (+1) · INT 14 (+2) · WIS 15 (+2) · CHA 13 (+1)

Stats: TR 0 · AC 11 · HP 20 · Treat Injury +6 · Persuasion +3 · Insight +4 · Knowledge: Sciences +5

 READ ALOUD

The Mon Calamari medic looks up from the supply cabinet and reads each of you in turn before saying anything. When she finally speaks, her voice is quiet and unhurried. "If you're here for an injury, sit down and I'll have a look. If you're here about a patient... I'd like to know which one first, and what you intend to do with what I tell you. I treat people. That's the job. I'm not in the business of pointing strangers at them afterward."

Reesa is reluctant. The PCs need to either:

Lie convincingly about why they're looking for Vance: **DECEPTION · DC 15** (Reesa is hard to fool).

Tell her the truth about the contract: she'll then refuse to help, but a **PERSUASION · DC 14** swayed by good roleplay (the party convinces her they'll do right by Vance) gets her to talk.

Pay her enough to look the other way: 200 credits. She doesn't like it, but she takes it and tells them.

The clue from Reesa: Vance was traveling with a quiet child — "pale, dark-haired, didn't speak the whole visit, kept her arms wrapped around herself." Reesa estimates the child's age at 7-8 standard years. This is the **first hard confirmation that the "asset" is a person, not a thing**. The party can connect the dots from here or wait for Act 3 to confirm.

GM

Doctor Reesa is the **moral mirror** of Act 2 — a sympathetic NPC who reads the situation correctly and tries to do right by Vance. If your party leans into the dark path, Reesa's quiet disapproval lands hard. If your party leans toward protection, Reesa becomes a future ally (she'll mention it: "if you need a quiet place to bring a hurt patient, you know where to find me").

The derelict hangar

The Hutt syndicate (specifically, a mid-rank Hutt enforcer named **Crovath the Lesser**) has set up shop in a half-abandoned hangar near the colony's edge. Vance kept her ship here for two days. Crovath wants to know who's been poking around his patch.

NPC CROVATH THE LESSER — Hutt syndicate enforcer — Niktoan

Voice: Loud, theatrical, performs for an invisible audience. Quotes proverbs that don't quite fit. Tries to sound smarter than he is.

Motivation: Run his patch of Cesh Reach. Charge anyone who passes through. Doesn't care about Vance personally — she paid her docking fees — but he wants the party to pay HIM if they want her info.

Abilities: STR 15 (+2) · DEX 13 (+1) · CON 14 (+2) · INT 11 (+0) · WIS 11 (+0) · CHA 13 (+1)

Stats: TR 2 · AC 14 · HP 45 · Heavy Blaster Pistol +5 (1d10+2 energy) · Intimidation +5 · Persuasion +4

Crovath is backed by **3 Niktoan thugs** (use the bestiary [Hutt Cartel Enforcer](#) at rec L3 — TR 1, HP 22, AC 13, Heavy Blaster Pistol +3). For 5-6 PC parties, add a fourth thug.

⚡ DECISION POINT HOW DOES THE PARTY HANDLE CROVATH?

- A Pay him.**
Crovath wants **400 credits** for the info on Vance. The party can **PERSUASION · DC 14** haggle this down to 200cr, or pay the full amount. He pockets the credits and tells them everything he knows.
- B Talk him down.**
PERSUASION · DC 16 or **INTIMIDATION · DC 17** to walk away with the info for free. High DC — Crovath has nothing personal against the party, but he respects results. On success, he gives them the info and remembers them as "the crew that wouldn't pay." Future business in this colony will be tense.
- C Fight.**
Combat: Crovath + 3 (or 4) thugs in a half-lit hangar with crates for cover. Tactical fight with multiple chest-high cover positions; Crovath fights from the back and barks orders. **The thugs flee at half HP**; Crovath surrenders at 25% HP (he's not paid enough to die). On the party's victory, they ransack the hangar and find the info themselves.
- Loot:** Crovath has 600cr on him, the thugs carry 100cr each, and there's a salvaged hyperdrive booster in the hangar worth ~800cr to a tinkerer.

The clue from Crovath: Vance was carrying a sealed metal cylinder — Crovath thought it was a "data canister" but couldn't open it. She left in a battered light freighter with the registry serial **VC-887-K**, heading sunward toward the inner system. The freighter's last known route plot was: leave Cesh Reach orbit, slingshot around the gas giant, jump to the Devaron system.

This is the second clue confirming Devaron. Combined with Mev's barracks log, the party has high confidence.

Scene 2.3 – The Empty Safehouse

Location: A small rented room above a recycler shop. Vance was here last night and left in a hurry.

The room has been hastily abandoned. Signs of recent occupation: a single bedroll, a child's drawing tacked to the wall (a stick-figure family fleeing some shadowy taller figures), a folded medical-supply receipt, and a half-burned datachit on the heat plate that contains a partial decryption key.

Investigation DC 12 to read the room and confirm two people stayed here, one of them small.

Mechanics DC 14 or **Use Computer DC 13** to recover the burned datachit — it contains coordinates for a Devaron landing site (a clearing in the southern subcontinent) and a single encrypted phrase: "Waystation operational. Bring her home."

Force-sensitive PC can spend **1 FP on Force Echo** (Action, touch) to sense the *residual emotional impression* on the room — fear, exhaustion, the protective tension of a parent figure with a child. The strongest emotion the power reveals is *fear, but not of harm — fear of pursuit*. No mechanical effect on the scene, but the moral weight lands.

The party leaves the room with the Devaron coordinates and the partial decrypt. They return to the docking bay to lift off.

Scene 2.4 – Imperial Intercept (Ship Combat #1)

Location: Cesh Reach orbit, departing for the hyperspace lane.

As the party's ship clears the colony's atmospheric envelope, sensors flag a contact incoming on a sweep pattern — an Imperial Customs Cutter doing a routine system patrol. The cutter hails the party demanding inspection.

 READ ALOUD

The comm clicks. "Unidentified light freighter, this is Imperial Customs vessel 4471. You are entering monitored space. Cut your engines, prepare to be boarded for inspection. Acknowledge."

Through the cockpit window, you can see it — a wedge-shaped patrol craft sliding into intercept range, gun emplacements rotating to bear. The cutter is faster than your ship, but smaller, and only carries a four-being crew.

⚡ DECISION POINT WHAT DOES THE PARTY DO?

A Comply with the inspection.

The party cuts engines and prepares for boarding. The Customs officer (a bored Imperial Lieutenant named **Korr**) does a 20-minute walkthrough of the ship. If the party has no contraband and no obvious flags, he leaves. If they're carrying anything suspicious (a stowaway, undeclared weapons, encrypted data with Imperial provenance), Korr finds it on a Perception DC 12 search — and the party is detained for questioning, which advances the encounter to combat with a stronger Imperial response (skip to "Fight").

If the party has the Imperial transit waiver (from the Lyn negotiation in Act 1, critical success): they show it. Korr salutes, apologizes for the inconvenience, and lets them pass. Encounter ends without combat.

B Run for it.

The party hits the throttle and tries to outrun the cutter to hyperspace. Pilot DC 14 each round; success = 1 segment of the 4-segment escape track completed. The cutter fires on the party's ship as they flee.

Treat as a 3-round ship-combat encounter with the cutter pursuing. The cutter has +3 attack with twin laser cannons (2d8 damage). The party's gunner can fire back (rear turret if their ship has one); engineer can reroute power to engines for +1 round of the escape track per shift; commander can grant Help / morale to whoever needs it most.

Win condition: complete 4 escape-track segments before the cutter reduces the party's ship to 25% hull. On win, party jumps to hyperspace and the cutter logs them as a wanted-questioning contact — Imperial heat increases for the rest of the adventure.

C Fight.

The party turns to engage. Treat as a 3-4 round ship-combat encounter using the [starship combat rules](#). The Imperial Customs Cutter:

Tiny-Medium size (size mod +0)

HP 60 · Shields 20 · AC 16 · Handling +1 · SIB +2

Twin Laser Cannons +3 (2d8 energy)

Single Tractor Beam (used at close range to lock the party's ship — DC 14 Pilot to break)

Crew of 4 (pilot, gunner, two boarding troopers)

Encounter design: This is the **teaching encounter** for Lv 3 ship combat. Walk the party through the action economy: pilot (Handling-based maneuvers), gunner (turret defense/offense), engineer (shield rebalance or hyperdrive prep), commander (Help / morale buffs). Lean into the teaching frame — don't crit, don't optimize the cutter's choices; the goal is for every crew station to take meaningful action.

The cutter retreats when reduced to 25% HP. The party either jumps to hyperspace clean or finishes the cutter off (the cutter calls in a sector alert as it dies — Imperial heat for the rest of the adventure).

GM

This is the **first time the party's ship matters mechanically**. If your party hasn't fought ship-combat before, walk them through the action economy at the table. If they have, run it briskly — 3 rounds, in and out. The point is to establish that the ship is a real layer of the encounter design, not narrative dressing.

The cutter is **designed to be winnable** through any of the three branches. Don't punish the party for picking inspection (that's the safe, in-character path for most parties); don't reward them excessively for fighting (that's risky and the win is its own reward).

The party jumps to hyperspace for Devaron. End Act 2.

Act III – The Revelation

Estimated length: 1 session (~3 hours) **What it teaches:** sustained-roleplay scene, the moral pivot, NPC emotional weight, Force-Sense use

Act 3 brings the party to Devaron and the Jedi waystation. Vance is here. So is Tira. The session is light on combat and heavy on the conversation that defines the rest of the adventure.

Scene 3.1 – Devaron Approach

Location: Devaron's southern subcontinent. Forest moon over an old Jedi-era waystation. Era-flex: any forested world with pre-Empire ruins.

READ ALOUD

The party's ship breaks through Devaron's cloud cover into a green-gold landscape — old-growth forest stretching to the horizon in three directions, broken only by the silver thread of a river and, far in the distance, the smoke of a distant volcanic vent. The coordinates from Vance's burned datachip point to a clearing in the deep forest, two days' walk from any settlement. There's no landing pad. The ship sets down on a strip of grass between two ancient trees.

The waystation is half a kilometer through dense forest from the landing site. The party has to walk in.

The forest

Survival DC 12 to navigate to the coordinates without getting lost. On failure, the trek takes an extra 2 hours and the party meets a low-stakes wildlife encounter (1-2 forest predators — use the bestiary [Devaronian Hexapod](#) or any Lv 1-2 predator from the bestiary).

Knowledge: Galactic Lore DC 14 along the way to identify the area as old Jedi territory — a waystation from before the Empire, used by Jedi traveling between sectors. This primes the party for the recognition in Scene 3.2.

Force-sensitive PC automatically feels a low resonance from the waystation's general direction — old, calm, layered with centuries of meditation. They can lead the party.

Scene 3.2 – The Waystation

Location: A half-buried stone structure with circuit-etched walls and a single working light source inside. About the size of a small chapel. Pre-Empire construction.

The waystation is lightly trapped (the original Jedi sealed it before the Empire's rise, and the locks still work). The trap is a stunning Force-resonance field that triggers if anyone enters without keying the door correctly.

Mechanics DC 15 or **Use the Force DC 14** to disarm the door's resonance trap. On failure, the triggering PC takes 2d6 force damage and is Stunned for 1 round.

Force-sensitive PC can also key the door by simply *touching it* and projecting calm — no roll required. This rewards Force-sensitive characters for being present.

Inside: a single round room, walls cool to the touch, lit by a soft blue-white glyph in the ceiling. Vance sits cross-legged against the far wall, blaster across her lap, eyes red from sleep deprivation. The child — Tira — sits next to her, knees pulled up, head down.

NPC DR. MIRA VANCE — Defected Imperial xenobiologist — Human

Voice: Quiet, exhausted, professional even under fear. Speaks in full sentences when frightened. Pauses to choose her words carefully.

Motivation: Get Tira somewhere safe. Vance has accepted that her own life is forfeit; she'd give it up if it meant Tira survives. She'll cooperate with the party once she believes they're not going to hand the child over.

Abilities: STR 9 (-1) · DEX 12 (+1) · CON 11 (+0) · INT 17 (+3) · WIS 14 (+2) · CHA 13 (+1)

Stats: TR 0 · AC 11 · HP 22 (currently 16 — exhausted, wounded shoulder) · Knowledge: Sciences +6 · Treat Injury +5 · Holdout Blaster +3 (1d8 energy)

Vance is in her late forties. Graying at the temples. Tall and slightly stooped from too many years bent over a microscope. Her Imperial scientist credentials are still in her coat pocket; she didn't have time to dispose of them. She's been moving for two weeks straight, sleeping in three-hour shifts, and she's at her limit.

NPC TIRA — Force-sensitive child — Human, age ~7

Voice: Does not speak. Has not spoken since the Inquisitorius lab. Communicates through eye contact, posture, and occasional small movements.

Motivation: Stay with Vance. Survive. Process what was done to her — though she does not yet have the words or the safety to do so.

Abilities: (no combat stats — non-combatant NPC)

Stats: No combat stats. See ****Tira's Force Surge**** in the adventure prologue for the one mechanical ability she has.

Tira is small for her age, pale, dark-haired, with eyes that don't quite track the way a child's normally do — she's used to scanning a room for threats first. She holds Vance's coat sleeve in one fist. When a PC kneels to her eye-level she may make brief eye contact; otherwise she keeps her gaze on the floor.

READ ALOUD

Vance lifts her head as the door opens. Her hand moves to the holdout blaster on her lap — slowly, deliberately, not quite raising it. The child next to her doesn't move. Doesn't even look up.

"You're the broker's people, then." Her voice is flat. "I knew Lyn would sell me eventually. I just hoped it would be later. You can take me back if you want. I'm not going to fight. But —" her eyes flicker to the child, then back, "— I need you to listen to me first. Just five minutes. Then you can do whatever you came here to do."

The conversation

This is **all roleplay**. Vance won't fight unless directly attacked. She'll talk for as long as the party will listen. The party's job is to learn what's actually happening and decide what to do about it.

What Vance reveals, in rough order, as the conversation progresses:

She was the lead xenobiologist on "Project Foundling," a classified Imperial research program. She thought it was about Force-sensitive flora — anomalous plant biology. She was wrong.

Project Foundling was a program for harvesting and conditioning Force-sensitive children from frontier worlds. Six were already in custody when Vance arrived. She helped run intake protocols for four weeks before she realized what the protocols were FOR.

She defected with Tira because Tira was the seventh. Vance was about to be reassigned, and Tira was scheduled for the next phase of "conditioning" — which Vance will only describe as "the part of the program where the children stop being people."

She has data — the station coordinates, the crew roster, the visit schedule — on a pendant Tira wears around her neck. If anyone wants to free the other six children, this data is how. (**Sequel hook seeded.**)

The Inquisitorius is hunting them. Vance estimates they have 24-72 hours before an Inquisitor catches up.

Skill check moments during the conversation:

Insight DC 14 to read Vance's affect — she's telling the truth, and the cost of telling it is visible in real-time.

Treat Injury DC 13 to tend to Vance's shoulder wound — she'll let any PC with medical training help, and it builds trust significantly.

Persuasion DC 14 to ask Vance about something she initially withholds (the specifics of the conditioning protocols) — on success, she describes one detail. It's worse than the party assumed.

Telepathy (1 FP, Action) — a Force-sensitive PC reading Tira senses the conditioning trauma directly: not a coherent story, just felt impressions. Layered. Recent. Wrong. (Tira's mind is too damaged to surface narrative thought; what bleeds through is pure emotional residue.) Alternatively, a passive Use the Force check (DC 15, no FP cost) lets them sense the same impression at a more diffuse level — the raw, untrained Force pressure trapped behind a child's terrified composure.

GM Run this scene slowly

Take your time on Vance's conversation. The whole adventure is a setup for this moment — when the party realizes who the "asset" actually is. Don't rush.

If your players ask questions you haven't anticipated, answer them in character through Vance: she's exhausted but honest, and she's been thinking about this for weeks. She has answers.

If your players try to pivot to action ("OK we get it, let's go"), that's fine — but read the temperature first. Most groups want to sit with this scene for ten minutes of table time. Let them.

Scene 3.3 – The Pivot

After the conversation, the party decides. No GM editorializing.

⚡ DECISION POINT WHAT DOES THE PARTY DO?

A Protect Vance and Tira.

The party commits to protecting them. Vance accepts gratefully — "I won't slow you down, I promise" — and the party prepares to leave Devaron with Vance and Tira aboard. **Go to Act IV.**

This is the most common branch and the one the rest of the adventure is structured to support fully.

B Walk away.

The party tells Vance they're not going to bring her in, but they're also not going to escort her. She thanks them, gives them a copy of the pendant's data (insurance — "if I don't make it, someone needs to know what's at the station"), and promises to find her own way to safety. The party leaves Devaron alone. **Go to Act V Branch B.**

The mechanical resolution is simpler (no Act 4 blockade), but the ending is bittersweet — and the party may hear later that Vance didn't make it.

C Deliver them (dark path).

The party agrees to hand Vance and Tira over to Lyn (or, if the party negotiates with Yorra directly later, to Imperial custody). Vance reads the room and her shoulders drop. She doesn't fight. Tira looks up for the first time and meets one PC's eyes. **Go to Act V Branch C.**

No combat in Act 4 — the party simply takes Vance and Tira aboard their ship and returns to Lyn. The adventure ends with a payout and a darker tone.

GM

The pivot is the **central moral choice** of the adventure. All three branches are mechanically supported, narratively complete, and end with a clean Lv 3 → Lv 4 advancement.

If the party seems stuck, ask questions in character — never out of character. "What does Vance see in your face?" "What does Tira do when [PC] reaches out a hand?" Let them work it out.

Do not moralize. The dark path is on the table. If the party picks it, play it straight — no GM disapproval. The fiction does the work.

End Act 3 here. The next session opens with either Act 4 (protect branch) or jumps directly to Act 5 (walk away / deliver branches).

Act IV – The Blockade

Estimated length: 1 session (~3 hours) **What it teaches:** ground-combat under time pressure, full ship-combat with all four crew stations, party-size scaled encounter design **Skipped if:** the party picked "walk away" or "deliver" in Scene 3.3

Act 4 happens only if the party chose to protect Vance and Tira. Inquisitor Tev Yorra has arrived in the Devaron system with a strike force. The party has to fight their way off-planet, run the blockade, and reach hyperspace coordinates before the Imperial corvette can lock the system down.

Scene 4.1 – The Arrival

Location: The clearing outside the waystation, at dawn (or whenever the party returns to their ship).

READ ALOUD

You hear it before you see it — the rising whine of Imperial atmospheric thrusters cutting through the morning quiet. A Lambda-class shuttle drops through the cloud cover above the clearing, banks tight around the treeline, and grounds itself fifty meters from your ship. The ramp lowers. A figure in a long dark coat steps off — lightsaber clipped at the hip, gaze finding the waystation door before he's even fully on the ground. Behind him, a squad of stormtroopers fans out in standard arrest formation.

The figure's voice carries across the clearing without effort — measured, almost gentle.

"Doctor Vance. Project Foundling appreciates your... extended fieldwork. The child remains property of the Inquisitorius. Bring her out, and we'll keep this brief."

This is the party's first sight of **Yorra** in person. He hasn't drawn his lightsaber. The stormtroopers haven't shouldered their weapons. The Imperial Customs Corvette is *not* visible — it's holding position at the hyperspace lane in orbit, ready to lock down the system the moment Yorra gives the signal.

NPC INQUISITOR TEV YORRA — Trial Inquisitor — Human (former Jedi padawan)

Voice: Measured, almost soft-spoken. Never raises his voice. Uses people's names. Pauses before answering. Smiles only when delivering bad news.

Motivation: Complete the contract. Bring Tira and Vance to the station. Yorra has been told this is a critical recovery; he has not been told what happens to Tira after the recovery. He has chosen not to ask. The choice is starting to weigh on him.

Abilities: STR 14 (+2) · DEX 16 (+3) · CON 14 (+2) · INT 13 (+1) · WIS 16 (+3) · CHA 13 (+1)

Stats: **See Yorra scaling table in the prologue.** Default tier (4 PCs): TR 6, HP 95, AC 18, Lightsaber +7 (1d10+4 lightsaber damage). FP pool: 8. Force powers: Force Push, Mind Probe, Saber Throw, Detect Force-sensitive.

Yorra is in his early thirties. Pale, scarred at the temple from his Jedi-to-Inquisitor recruitment (the polite Imperial euphemism for what was done to him), and dressed in the dark utility coat of his rank. He carries himself with the stillness of someone who used to meditate every day and still hasn't found a replacement habit. He is professional. He is also, in private moments, deeply unwell. Neither of those is visible across a clearing.

Scene 4.2 – The Landing Zone Fight

Yorra deploys his **stormtrooper escort** (4 Imperial Stormtroopers from the bestiary — TR 0.5, HP 11, AC 14, Blaster Rifle +2) to capture the party while he assesses. Yorra himself **does not engage in Act 4** — he's saving himself for the duel in Act 5. He stays back, observes, and lets the troopers do the work.

✘ COMBAT COMBAT: IMPERIAL STRIKE TEAM (STORMTROOPERS)

TR

0.5

GM TACTICS

The stormtroopers split: two close to engage the party head-on, two move to flank Vance and Tira (who are huddled near the waystation entrance). The troopers are under orders to **CAPTURE** Tira, not kill her — they will not shoot at Tira directly. Vance is acceptable collateral if she resists, but the troopers will try to subdue her with stun bolts if possible. The party gets one round of surprise (the troopers expected only Vance, not an armed crew).

Stormtroopers: 4 total (5 if 5-6 PC party; 3 if 2-3 PC party).

TR 0.5 · HP 11 · AC 14

Blaster Rifle +2 (2d6 energy, 80 ft range)

Stun setting: target makes CON save DC 13 or is **Stunned** for 1 round (the troopers will use stun against Vance and any PC trying to reach Tira)

Time pressure: Every round the fight goes on, the Imperial Customs Corvette in orbit gets closer to system lockdown. After **3 rounds** of ground combat, the corvette tightens its tractor-net — the party's ship now has a +2 AC debuff during the blockade run in Scene 4.3 unless they get off-planet immediately.

Yorra's role: He stays at the Lambda's ramp, watching. If the party kills two or more stormtroopers in the first round, Yorra activates his lightsaber and starts walking — but does **NOT** engage. He's establishing presence, not joining the fight. The lightsaber stays ignited but he stays out of melee range.

End condition: When the last stormtrooper drops (or surrenders — they may at 25% HP if the party is winning decisively), the party can either rush their ship and lift off (going to Scene 4.3) OR engage Yorra here (NOT recommended — he's at full HP and FP and the Lambda has 2 more troopers inside). Use Yorra's Force Push to discourage anyone who approaches him: he'll cast it once, push the closest PC back 15 ft, and grow visibly impatient. "Don't waste this. Your ship is faster than I am. Use it."

Yorra wants the party to flee. He's confident his corvette will catch them. He's also subtly testing them — see GM Note below.

GM

Yorra's "let them run" approach is character work. He's giving the party an out he didn't strictly need to. This is Yorra's remorse leaking — the part of him that was a padawan, still doesn't believe in the work, is hoping the party will somehow escape so he doesn't have to participate in what comes next. If your party makes it to Act 5 Branch A and finds the leverage to confront Yorra about this in conversation, **this scene is the evidence to draw on.**

If your party stays and fights Yorra here, that's their call. But brace them with one or two rounds of how dangerous he is (Force Push knockback, the lightsaber's superior reach, his Detect Force-sensitive locating them through cover) before they decide whether to commit.

The party reaches their ship. Vance carries Tira aboard. They lift off into Devaron's atmosphere. End Scene 4.2.

Scene 4.3 – The Blockade Run (Ship Combat #2)

Location: Devaron's upper atmosphere transitioning to orbit. The Imperial Customs Corvette is in low orbit. Two TIE Interceptors are scrambling to intercept.

This is the **mechanical climax of ship combat in the adventure.** Every crew station has work to do across 4-6 rounds.

The setup

The party's ship — whatever they built in the Starship Builder. The encounter assumes a Lv 3-appropriate freighter (medium-size, HP ~100-130, shields ~30-50, AC 14-17 depending on Handling).

2 TIE Interceptors — Tiny dogfighters. HP 30 each, Shields 0, AC 18 (Tiny + +3 Handling), Twin Laser Cannons +5 (2d6 energy at +1 accuracy per the rebalanced starship-weapons catalog).

1 Imperial Customs Corvette — Large patrol craft. HP 280, Shields 80, AC 12 (Large size), Multi-turret Heavy Laser +4 (2d10 energy), Tractor Beam (DC 16 Pilot to break free if locked).

The corvette is at **medium range** (2-10 km) at the start of the encounter. The TIEs are at **close range** (500m-2km) and closing to dogfight range. The party's hyperspace exit vector is **long range** (10-50 km away — 3 rounds of full-speed flight to reach).

Crew station mechanics

This is where the Starship Builder pays off. Every PC has a role:

Pilot — rolls Pilot (DEX) per round to maneuver. Pilot DC 14 = stay ahead of the TIEs. Pilot DC 16 = open distance from the corvette. Critical success = the corvette loses tractor-beam lock for a round. Failure = TIEs get +2 attack next round.

Gunner — rolls Use Computer + DEX (or whatever the ship's gunner-station ability is) to fire turrets. Standard attack rolls per the weapon stats. Encourage focus-fire on one TIE at a time (they have low HP individually but high AC).

Engineer — rolls Mechanics each round. Options: rebalance shields (heal 1d8 shields), prep hyperdrive (+1 segment toward the escape track), reroute power to engines (+1 to Pilot's next maneuver), patch hull damage (heal 1d6 HP).

Commander — rolls Persuasion or Tactics each round. Options: Help (grant Advantage to one crew action), morale boost (one PC gains +PB to their next save), tactical scan (identify the corvette's weak shield arc for +2 attack on next turret shot).

The escape track

The party wins by completing **4 segments** of the escape track before the corvette reduces their ship to **25% hull**.

Each round, the Pilot's maneuver roll contributes 1 segment on success, 2 on critical success, 0 on failure.

The Engineer's "prep hyperdrive" action contributes 1 additional segment.

Tractor-beam lock blocks all segment progress until broken (DC 16 Pilot or Engineer reroutes power to break free).

At 4 segments completed: hyperspace jump. Encounter ends. Party escapes.

TIE behavior

Round 1: TIEs close to dogfight range, fire on the party.

Round 2-3: TIEs maintain dogfight range, fire each round. Take down the slower TIE first (the one closest to the party); the second TIE retreats to long range if its wingman dies.

Round 4+: surviving TIE breaks off if the party reaches 3 escape segments — pilot decides survival over engagement.

Corvette behavior

Round 1: Corvette fires twin heavy turrets at the party. Tractor-beam attempt at +3 attack vs the party's ship's AC.

Round 2-3: Continues attack pattern. Adjusts to track party's escape vector.

Round 4+: If party has reached 3 escape segments, corvette pushes engines and gets one final volley before the party jumps. After the jump, the corvette breaks off — the corvette is too slow to follow.

GM

This is the mechanical centerpiece of the adventure. **Give every player a chance to act every round.** The Pilot's roll is the most visible, but the Engineer's hyperdrive-prep and the Commander's Help action are equally important — they're force multipliers.

The encounter is **designed to be tight at Lv 3** — winnable in 4-6 rounds with smart crew-role allocation. If the party plays loose (everyone on guns, nobody on engineering), they'll run out of HP before they reach hyperspace. If they coordinate, they'll make it.

Don't TPK the party here. The encounter is hard but escapable. If the dice go badly and the party is at 25% hull with one segment left, Tira's Force Surge (see prologue) is the safety net — but Tira's Force Surge works on Yorra's ground duel in Act 5, NOT on the ship-combat blockade. For this encounter, narrate a "lucky shot" that damages the corvette's targeting array, allowing the party one extra round. Don't apologize for it; the adventure isn't a wargame.

On successful escape, the party jumps to hyperspace with Vance and Tira aboard. End Act 4. The trip to the Act 5 destination is ~1 standard day in hyperspace — narrate downtime as needed.

Act V – Resolution

Estimated length: 1 session (~3 hours) **What it teaches:** branching consequence, lightsaber duel mechanics, narrative epilogue

Act 5 resolves the adventure. The session's content depends on the Act 3 pivot choice.

Branch A – The Refuge (protect)

The party emerges from hyperspace at a hidden Rebel cell base on a backwater world (era-default), or a neutral monastery (Old Republic / High Republic era), or a sympathetic First Order defector network's safehouse (First Order era). GM picks the destination based on campaign context.

READ ALOUD

The coordinates Vance gave you bring you out of hyperspace over a small, gray-green world — the kind of world that's deliberately not on most charts. As you approach the surface, your sensors pick up a single landing beacon, narrowband, broadcasting on a frequency Vance recognizes. "She's here," Vance says, almost to herself. "Maris is still alive." She looks at you. "Thank you. I owe you everything."

You set down at a small forest clearing. A figure waits at the edge of the trees — tall, gray-haired, robed, with the bearing of someone who used to teach. She hasn't aged well, but she's alive. Vance climbs out of the ship with Tira held against her side.

Then the comm chimes. The cockpit display lights up with an incoming Imperial signature — a single interceptor, breaking through the atmosphere directly above you. Yorra. He followed.

The choice (sub-branch within Branch A)

The party can engage Yorra in ship-to-ship combat, on the ground (lightsaber duel), or attempt to negotiate a final time.

⚡ DECISION POINT HOW DOES THE PARTY DEAL WITH YORRA?

A Lightsaber duel (ground).

Yorra lands his interceptor at the clearing edge and walks toward the party, lightsaber ignited. **Use the Yorra scaling table from the prologue.**

For the default 4-PC party tier: HP 95, AC 18, +7 attack (1d10+4 lightsaber damage), 1 Purge Trooper escort, FP pool 8. Force powers fire as written: Force Push (knockback), Mind Probe (action denial), Saber Throw.

The encounter is hard. Don't pull punches; Yorra is built to be intimidating. **Tira's Force Surge is the safety net** if the encounter goes bad — trigger it per the prologue rules if two or more PCs hit 0 HP or a PC dies.

Tactics: Yorra opens with Force Push to scatter the party. He focuses melee attacks on whichever PC tries to reach Tira (he wants to reclaim the child, not just kill the party). His Purge Trooper escort (where present) covers his flank with the Electrostaff.

Optional Persuasion DC 25 (in mid-combat, requires the party to have evidence of Yorra's hesitation from Act 4 — see "Conversation with Yorra" below): the party tries to flip Yorra. On success, he sheaths his lightsaber. On failure, the combat continues. Only one PC can attempt this, only once.

End condition: Yorra reduced to 0 HP (defeated or surrendered), OR Yorra retreats at 25% HP (he's not paid enough to die for the Inquisitorius), OR the party flees with Vance + Tira aboard their ship.

Reward on defeat: Yorra's lightsaber (unique trophy, see GMNote below). Vance and Tira are safe. The monastery / Rebel contact welcomes them in.

B Ship-to-ship pursuit.

Yorra stays in his interceptor and engages the party's ship. Treat as a 3-4 round ship-combat encounter — Yorra's interceptor has HP 40, Shields 10, AC 19, Twin Laser Cannons +4. The party's ship outguns it but Yorra is a vastly better pilot (+5 Pilot).

Yorra tries to disable the party's ship (not destroy it — he wants Tira alive). Tractor-beam attempt on round 2 (DC 16 Pilot to break).

End condition: Either the party destroys Yorra's interceptor (he dies in the cockpit — a quiet, professional death) OR they outmaneuver him and complete a second hyperspace jump to a deeper hidden location. Yorra retreats either way; the corvette is too far behind to catch up.

Reward on victory: Yorra is dead or has retreated, Vance and Tira are safe.

C Negotiate / convert.

The party attempts to talk Yorra down. This requires the party to have **pieced together Yorra's history** during the adventure — specifically that he is a former Jedi padawan who was forcibly recruited by the Inquisitorius.

Prerequisites: the party must have made at least ONE of these connections during the adventure:

A Knowledge: Galactic Lore DC 16 check during Act 1 leg-work that mentioned Inquisitor recruitment patterns

An Insight DC 16 check during the Scene 4.1 ultimatum that read Yorra's posture as "burdened, not enthusiastic"

A Force-sensitive PC's Use the Force DC 18 that sensed Yorra's "old training, buried but present" during the Act 4 blockade

If the party has at least one of those: the lead PC can attempt **Persuasion DC 25** to convince Yorra to walk away. On success: Yorra sheaths his lightsaber, looks at Tira for a long moment, says "Tell them I died in pursuit." Then he turns his interceptor and leaves the system.

On critical success (natural 20 with the +PB boost from a Force-sensitive PC's Help): Yorra DEFECTS. He becomes a future ally NPC (Lv 7 former Inquisitor with a redemption arc) — the party can recruit him for Lv 5-7 follow-up adventures.

On failure: combat begins (use the lightsaber duel sub-branch).

The aftermath

If the party wins by any path:

Vance and Tira are delivered safely to the contact. The contact (a former Jedi historian; an old Republic medic; whatever fits your campaign era) takes Vance and Tira into protective custody.

Vance gives the party a copy of the pendant's data (the location of the other six children) before she goes. **This is the sequel hook.** A future Lv 5-7 adventure recovers the other six.

The contact pays the party a **stipend** — 1,000 credits per PC, plus a single Tier-2 weapon or armor upgrade of their choice (from the relevant catalog). This is not the Lyn payment; it's a thank-you from people who can't pay much but recognize what the party did.

The party gains a **future-adventure contact** (the Rebel cell, monastery, or defector network depending on era). This NPC can be called on for safehouse access, intel, or recruitment in future adventures.

GM Yorra's Lightsaber (unique trophy)

Type: Lightsaber, Lv 5+ weapon. Custom — not in the standard catalog.

If the party defeats Yorra in single combat and recovers his lightsaber, they can keep it. The crystal is a deep, almost-black red — corrupted but recovering. A Force-sensitive PC can attempt to "cleanse" the crystal over a long ritual (Use the Force DC 18, 1 hour, requires meditation in a Force-strong location) to convert it back to its original color (player choice — green, blue, or yellow).

Mechanical effect: Standard lightsaber (1d10 lightsaber damage, finesse, light) + **Yorra's Whisper:** once per long rest, when the wielder takes the Attack action with this weapon, they may add their Wisdom modifier to the damage roll. Represents the lightsaber's lingering connection to its former wielder.

Add it to the party's sheet as a custom melee weapon.

Branch B – The Quiet Walk-Away

The party tells Vance they won't deliver her but won't escort her either. Vance gives them a copy of the pendant's data ("insurance") and goes her own way.

The party returns to Bandari. Lyn is waiting at her usual cantina table.

 READ ALOUD

The cantina booth is dim and quiet. Lyn looks up as you enter, takes in your faces one at a time, and folds her hands on the table.

"You didn't find her." It isn't a question.

You can lie or tell the truth. Lyn's expression doesn't change either way.

Deception DC 16 to convincingly tell Lyn the trail went cold. On success, she accepts it, pays out only the **advance** they already received (no back-end), and the conversation ends.

Tell her the truth ("we walked away") — Lyn nods slowly. "I see. The buyer won't be pleased. Neither will I, in the long term. But —" she taps the table once, "— I respect the decision. The advance is yours. Don't take another contract from me for at least a year."

In both cases, the party keeps the **500cr advance** and walks away with no further reward. Lyn becomes a **future foil** — she knows what the party did or what they're hiding, and she'll quietly sell the lead to someone else (the Inquisitorius eventually catches Vance off-screen, or doesn't — the GM chooses for their campaign).

The party still advances from Lv 3 to Lv 4 at the end of the adventure. The reward is the moral choice, not the credits.

GM

Branch B is the **bittersweet ending**. Vance and Tira may or may not survive — the party doesn't get closure. If your campaign wants to revisit it, the GM can decide later: either Tira lives and grows up under another protector, or the Inquisitorius catches up off-screen and the party hears about it in a future session.

Don't reward this branch with as much loot as Branch A. The party chose limited involvement; the consequence is limited reward. That's the deal they made.

Branch C — The Dark Path (deliver)

The party hands Vance and Tira to Lyn (or, more profitably, makes a side-channel deal directly with Yorra).

 READ ALOUD

Vance reads your faces and her shoulders drop. She doesn't argue. She doesn't fight. She gathers Tira against her side, kisses the top of the child's head once, and walks to your ship's ramp without a word. Tira's eyes track each PC in turn — slow, focused, finally seeing them for the first time in the whole adventure.

The flight to the rendezvous is silent. Vance doesn't speak. Tira doesn't move.

At the handover, the Inquisitorius takes them both into a black-painted shuttle. Vance is taken without ceremony.

Tira is led, her small hand still locked around the empty fabric of Vance's coat that the Inquisitorius hands her back as a momentary kindness. Yorra is there. He doesn't look at the party. He just signs the receipt.

You collect 2,500 credits on delivery. Plus a "bonus" — 500 credits — for "discretion." Lyn doesn't say what happens to the asset. You can ask. She won't tell you.

Full payment: **3,000 credits total** as contracted. Plus a 500cr "discretion bonus." Total payout: ~875cr per PC for a party of 4.

Long-term consequence:

Vance is interrogated and executed off-screen within 24 hours. The party hears about it from a Spynet contact months later.

Tira is taken back to Project Foundling. She does not survive the next phase of conditioning. The party may or may not learn this — depending on whether they pursue the seedling sequel hook.

The Inquisitorius logs the party as "Reliable. Available. Discreet." Future Imperial contracts may flow their way through Lyn — a Faustian career path the party can ride or refuse.

Sequel hook: if the party later wants a redemption arc, the data on the other six children is still recoverable. Vance hid a backup in a dead-drop the party didn't know about. A future Spynet contact reveals the dead-drop location during a quiet session — the party can spend a Lv 5+ adventure recovering it and attempting to atone.

GM

Do not moralize at the table during this branch. Play Vance's quiet acceptance straight. Play Tira's eye contact straight. Let the silence at the end of the session do the work.

If your group is uncomfortable with the dark path, they probably won't pick it. If they pick it, treat them as adults making a hard fictional choice. The fiction punishes them, not you.

The party still advances from Lv 3 to Lv 4. The character growth is darker, but the math is the same.

Closing – Lv 3 → Lv 4 advancement

Regardless of branch, the party advances from Lv 3 to Lv 4 at the end of the adventure. No XP math; the adventure is the milestone.

For each PC:

Roll new HP for Lv 4 (or take average) and add to max HP.

Apply the Lv 4 class trait from their class (varies — see the [classes catalog](#)).

Take an ASI — the Lv 4 Ability Score Improvement. Either +2 to one ability score, +1 to two ability scores, or choose one ASI Alternative Trait (see [Leveling](#)).

Update Force Points (if Force-using) per the [Force Points formula](#).

If the party gained Yorra's lightsaber (Branch A combat sub-branch), add it to whichever PC takes responsibility for it.

If the party gained the pendant data (Branch A, B, or atonement Branch C), one PC carries it into future adventures.

The party leaves this adventure changed. They've made a hard moral call, run a real ship-combat engagement, and tangled with the Inquisitorius. Whatever campaign comes next, the Foundling Contract is the dividing line between "we take work" and "we know what work costs."

Sequel hook – The Other Six

If the party ended on Branch A or atones from Branch C, the pendant data unlocks a follow-up adventure: **recover the other six children from Project Foundling's holding station.**

That adventure is not written yet. It's a Lv 5-7 module on the SWURPG roadmap. When it ships, it builds directly on this one — and your party's choices in *The Foundling Contract* shape the opening.

Until then, hold the pendant on a PC's sheet. Mention the data in downtime. Let the players carry the weight of it. The story isn't over.