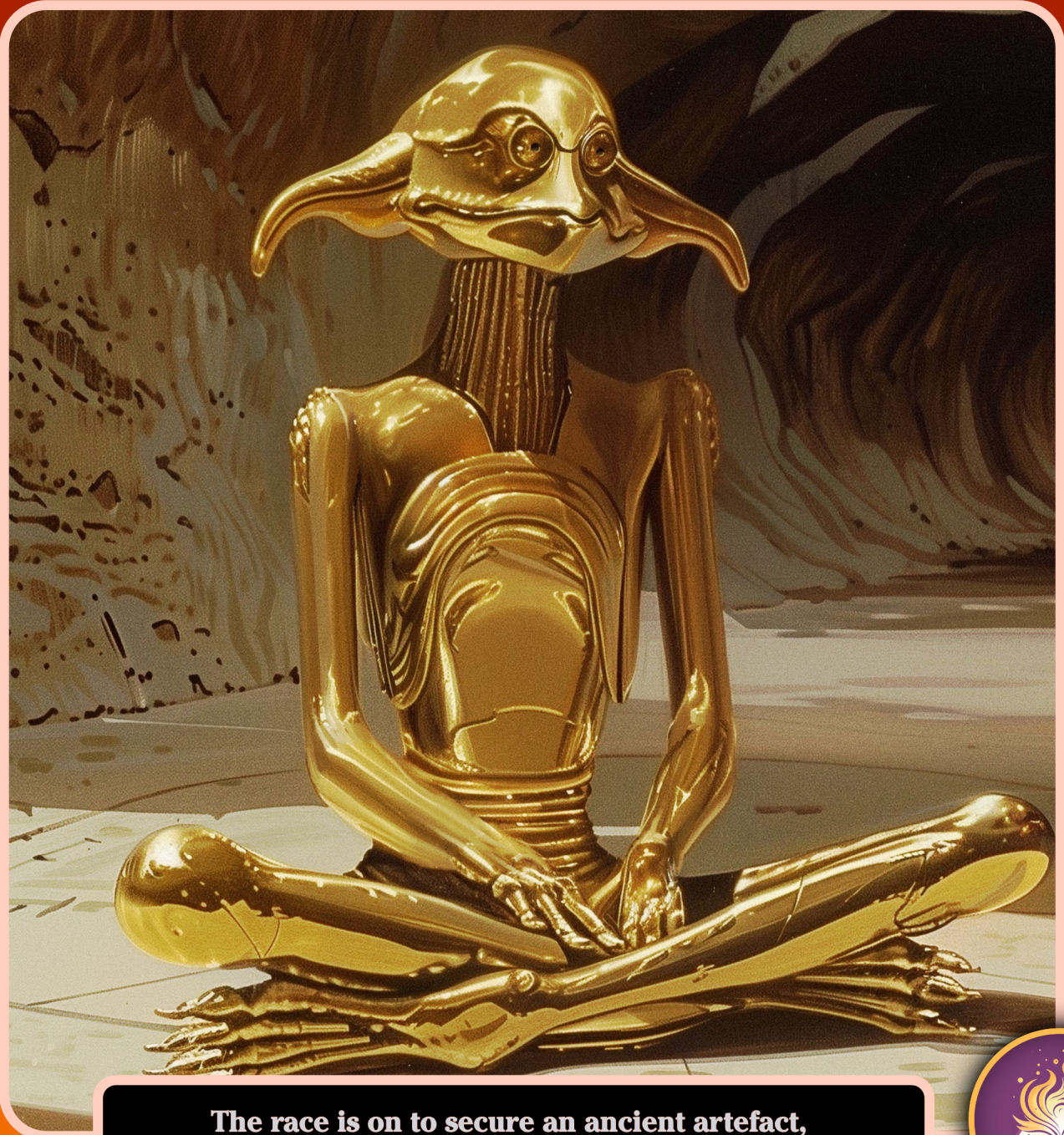


# STAR WARS

## Secrets of the Golden Monkey-Lizard

An Adventure for use with *Star Wars: The Roleplaying Game Revised and Expanded*



**The race is on to secure an ancient artefact,  
battling pirates and Imperials to unlock a deadly legacy!**





# STAR WARS

## Secrets of the Golden Monkey-Lizard



### Credits

Written, Designed and Edited by Simon Taylor  
Illustrations and maps generated with AI assistance and edited by Simon Taylor

### Dedication

To Justine, for believing in me, for all her support and just for being there.

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### Legal Disclaimer

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## Introduction

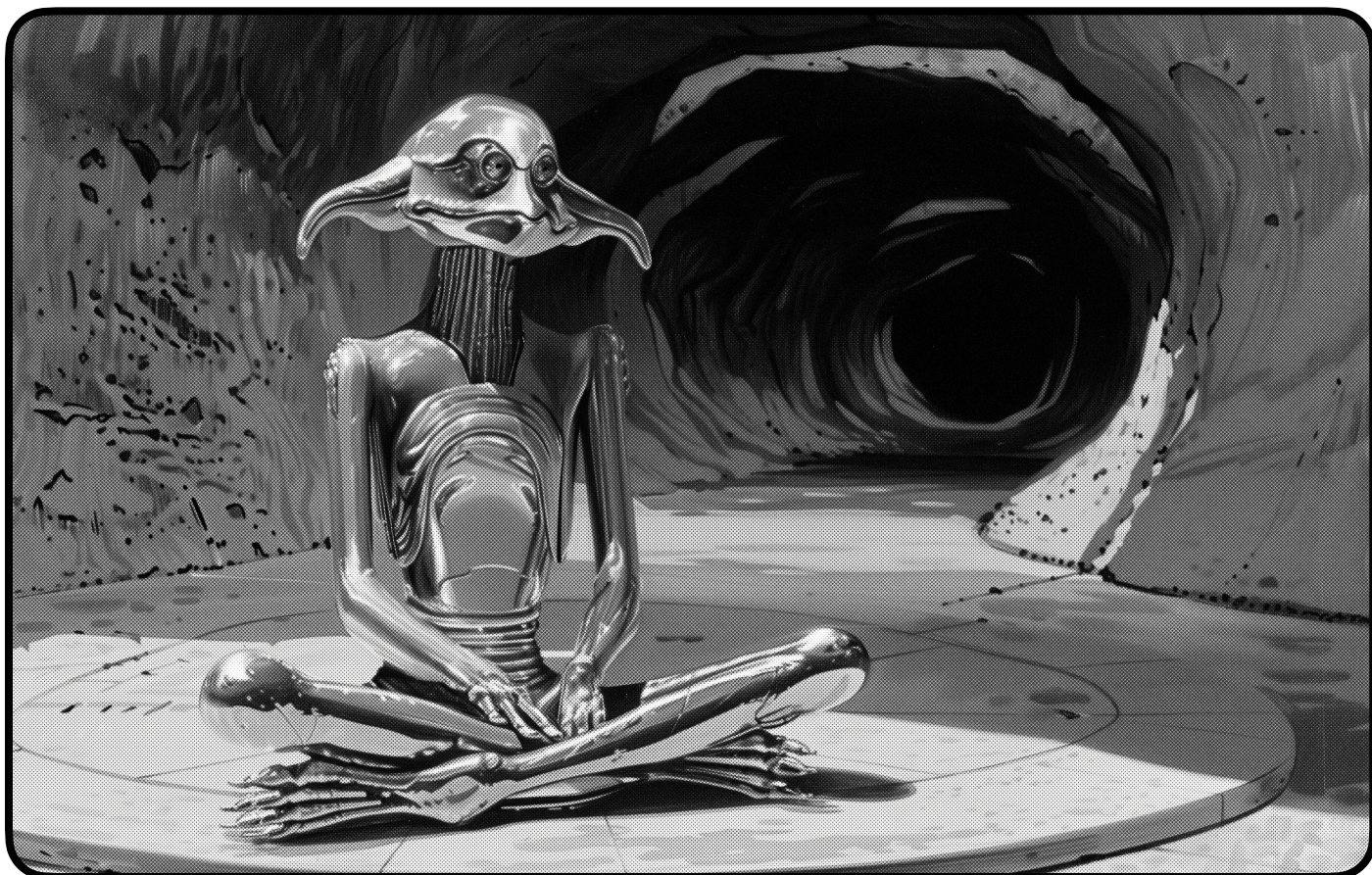
In the vast expanse of space, the iron grip of the Galactic Empire casts a shadow of fear and oppression. Emperor Palpatine's might, enforced by a formidable military presence, holds sway over thousands of worlds. Across the galaxy, systems live in a constant state of dread, aware that at any moment, the Empire's overwhelming power could bring about their destruction or subjugation.

Yet, in the face of such tyranny, a glimmer of hope persists. A courageous group of individuals, unwilling to succumb to the Empire's ruthless dominion, has united under a common cause. This alliance of rebels, driven by a vision of liberation, seeks to overthrow the Empire and restore the glory of the Old Republic, an era marked by peace and wisdom. Emboldened by triumphs like the recent and pivotal Battle of Yavin, they inspire others throughout the galaxy to believe that freedom is not just a distant dream, but a possibility within reach.

This is the backdrop of Star Wars: The Roleplaying Game, a saga where the timeless struggle between good and evil unfolds amidst the mysteries of the Force. *Secrets of the Golden Monkey-Lizard* is an adventure designed for four to six players and a game master. If you're stepping into the shoes of a character, hold back now – reading further will unravel the surprises and spoil the thrill of discovery for you and your fellow adventurers. However, if you're assuming the role of the game master, continue on to weave a tale of adventure, bravery, and intrigue in a galaxy far, far away.

### Preparing To Play

Before diving into *Secrets of the Golden Monkey-Lizard*, it's essential for the game master to become as familiar with the ins and outs of this adventure as a Jawa is with a





droid. The initial escapades are intentionally malleable, allowing for a burst of creativity. The game master has the freedom to sprinkle in longstanding allies or adversaries, adding a personal touch to the narrative.

As the players navigate through Torpin II's neon markets or flit between the floating islands of Nanoota Prime, they might leap into action in ways as unpredictable as a Hutt's mood. With a solid grasp of the story, the game master can deftly handle these spontaneous decisions, ensuring the adventure flows smoothly.

*Secrets of the Golden Monkey-Lizard* is an exercise in tenacity and determination, where reasoning and a fast draw on the blaster are the keys to success. It's an adventure that channels the spirit of the galaxy's most infamous treasure hunters and most daring smugglers, perfectly suited for either fresh recruits to the Rebel Alliance or free traders looking to earn fame and fortune in the galaxy's underworld.

## Adventure Background

Nearly eight centuries ago, on the oceanic expanse of Nanoota Prime, a significant event unfolded that would ripple through the annals of the galaxy's hidden histories. The planet, known for its sprawling floating islands and the mysterious, towering crystalline forests of Dinuk, was the home of the Kwymunda Sages, a reclusive group of Force-sensitive beings deeply attuned to the Living Force. These sages had created a remarkable Living Force Repository, housed within the Celestial Vault—a device designed to preserve their collective wisdom and life essences in perpetuity.

The tranquility of Nanoota Prime was shattered when Nazar-Vo-Kran, a newly knighted Jedi driven by arrogance and a thirst for forbidden knowledge, came to the planet. Fascinated by the legends of the Kwymunda's unique force practices, Nazar discovered the Repository and, in his hubris, sought to manipulate it for his own aspirations to become immortal. To fuel the ritual for eternal life he would need countless living force energies. The entire Kwymunda population would become unwittingly robbed of their very life's essence. Due to tampering with alien technology he did not fully understand and his own impatience, the plan catastrophically backfired, leading to the instant drain of life forces from not just the

Kwymunda, but his own, trapping all within the Repository itself.

Over the centuries, the Repository's mechanisms began to falter, slowly leaking some of the stored essences. Recently, this breakdown led to the partial release of Nazar-Vo-Kran's dark spirit and the life essence of Polbar Dimdak, one of the Kwymunda Sages. Revived into his cryo-frozen body, Polbar assumed the guise of 'Survivor,' seeking the Golden Monkey-Lizard, a key crafted by his people to unlock the Celestial Vault, the location of the repository and restore the life essences of the remaining six sages to their preserved bodies in cryo-sleep.

Unbeknownst to the galaxy at large, the Golden Monkey-Lizard had surfaced in the possession of Luf Shenbi, the enterprising owner of the Drifter's Mark Casino on one of Nanoota Prime's floating islands. Seeing an opportunity, Shenbi offered it at a high-profile auction, attracting a diverse array of interested parties. Among them were Soko'Uulan, a notorious Twi'lek pirate; Padu Vobb, a cunning Sullustan antiquities dealer; Captain Drell Torzik, a ruthlessly ambitious Imperial Intelligence Officer; and the patron of our heroes. Converging on Torpin II, the PCs have been instructed to meet Padu to get the location of the precious object.

As the adventure unfolds, our heroes are tasked by their elusive patron (whose identity and intentions are left for you, the GM to determine so they can fit seamlessly within your own campaign and possessing whatever affiliation(s) that already have) with securing the Golden Monkey-Lizard and unlocking its secrets.

## Adventure Synopsis

In the gripping narrative of *Secrets of the Golden Monkey-Lizard*, intrigue and ancient secrets draw a diverse group to Nanoota Prime, an oceanic world famed for its floating islands and a storied past steeped in Force lore. The adventure unfolds over three episodes, each escalating the stakes and challenges faced by the players.

Episode One kicks off with the PCs arriving at the bustling, neon-lit markets of Torpin II to meet the Sullustan antiquities dealer, Padu Vobb. However, they find his store ransacked, the dealer missing, a clue pointing them to the notorious pirate ship, the *Mercurial One*. In a dramatic rescue, they save Vobb from a fatal fall just as he is ejected through an airlock, learning that the



Golden Monkey-Lizard key is hidden within The Drifter's Mark, a shady casino on the oceanic resort world of Nanoota Prime.

Episode Two sees the PCs navigating the treacherous politics and high stakes games at The Drifter's Mark Casino. Their mission hits a snag when they discover Imperial agent Drall Torzik is also after the artefact, believing it to be the key to the Celestial Vault. The plot thickens with a betrayal by the resort's owner, Luf Shenbi, leaving them empty-handed and desperate. A pirate attack on the floating resort's generators by Soko'Uulan and her band of pirates closes out this part of the story.

Episode Three brings the adventure to a climax as the PCs must outmanoeuvre Imperial agent Torzik. They race to secure the golden statuette and enter the Celestial Vault, to face not only the Imperial captain himself but an awakened Darkside spirit and the last remaining Kwymunda Sage. The sudden arrival of the Imperial Treasure ship, *Avarice*, turns their quest into a desperate escape, striving to seal the vault and contain its malevolent spirit and precious secrets before fleeing Nanoota Prime as the Empire's forces close in.

## Main Characters

**Captain Drell Torzik:** Captain Drell Torzik is an ambitious Imperial Intelligence Officer known for his strategic prowess and ruthless efficiency. Tasked with securing the Golden Monkey-Lizard to harness the power of the Celestial Vault, he sees this mission as a stepping stone to greater power within the Empire.

**Soko'Uulan:** Soko'Uulan, the audacious Twi'lek pirate captain, leads The Torpin Freebooters in pursuit of treasure and glory. Renowned for her cunning and charm, she views the Golden Monkey-Lizard as the key to ancient riches that she could use to increase her power and standing in the local criminal underworld.

**Polbar Dimdak:** Polbar Dimdak, a legendary Kwymunda Sage, seeks to restore the life essences of his fellow sages using the Golden Monkey-Lizard to unlock the vault they are trapped within. Recently revived from centuries in stasis, he carries a deep wisdom and a serene demeanour, committed to preventing the misuse of his people's legacy.





**Nazar-Vo-Kran:** Once a Jedi Knight, Nazar-Vo-Kran became a dark side spirit after his quest for immortality backfired. Trapped within the Celestial Vault, his spectral form is consumed by rage and desperation, haunted by his past and eager to escape his ethereal prison.

### Rebels Without a Starship

If your PC's start the adventure without a starship, you can use the stats for the vessel below. Their patron will provide this vessel on loan for the duration of the adventure should they need it.

### Scout's Honour

**Craft:** Koensayr RST-1A Reconnaissance Transport

**Type:** Scout Ship

**Scale:** Starfighter

**Length:** 22 meters

**Skill:** Space transports (RST-1A)

**Crew:** 1 (pilot), co-pilot/sensor operator: 1

**Crew Skill:** Varies

**Passengers:** 4

**Cargo Capacity:** 80 metric tons

**Consumables:** 3 months

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Manoeuvrability:** 2D

**Space:** 6

**Atmosphere:** 330; 950 km/h

**Hull:** 4D+1

**Shields:** 2D

**Sensors:**

*Passive:* 25/1D

*Scan:* 45/1D+2

*Search:* 70/2D+2

*Focus:* 4/3D+1

**2 Laser Cannons (fire linked)**

*Fire Arc:* front

*Skill:* Starship gunnery

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Fire Control:* 1D+2

*Damage:* 6D



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## PLANET LOG

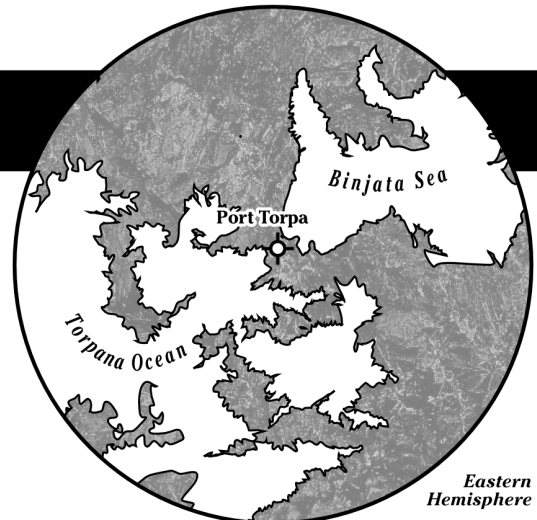
Planet Name	Planet Type
<b>Torpin II</b>	<b>Temperate Terrestrial</b>
<b>Type:</b> Terrestrial	
<b>Temperature:</b> Temperate	
<b>Atmosphere:</b> Type 1 (Breathable)	
<b>Hydrosphere:</b> Moderate	
<b>Gravity:</b> Standard	
<b>Terrain:</b> Urban, Oceanic, Tundra	
<b>Length of Day:</b> 36 Hours/Tidelocked	
<b>Length of Year:</b> 412 Local Days	
<b>Sentient Races:</b> Humans 60%, Twi'leks 23%, Others 17%	
<b>Points of Interest:</b> Neon Markets, Chromium Spires,	
Imperial Outpost Osk-9	
<b>Spaceport:</b> Standard Class	
<b>Government:</b> Imperial Governor/Twi'lek Clan Caucus	
<b>Tech Level:</b> Space	
<b>Major Exports:</b> Technology, Ryll Spice	
<b>Major Imports:</b> Luxury Goods, Foodstuff, Medical Supplies	

## SYSTEM DATA

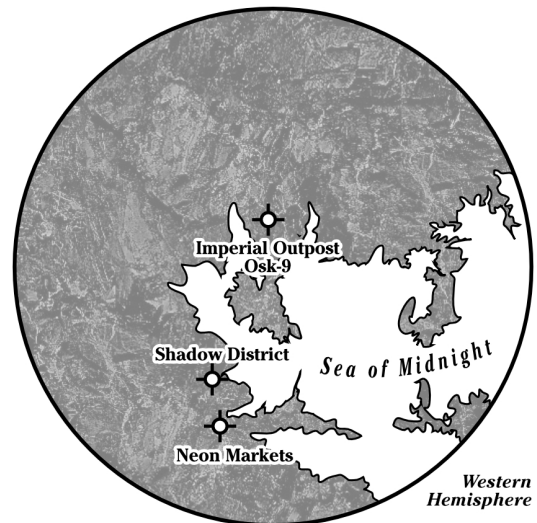
<b>System Name:</b> Torpin	
<b>Star Name:</b> Torpin	<b>Star Type:</b> White Dwarf

## ORBITAL BODIES

Name	Planet Planet	Moons
Torpin I	Searing Rock	0
Torpin II	Urban Terrestrial	1
Torpin III	Poisonous Desert	3
Belthu	Gas Giant	9
Yurdan	Frozen Rock	0



Eastern Hemisphere



Western Hemisphere

## World Summary

Torpin II is tidelocked, resulting in the eastern hemisphere bathed in perpetual daylight and the other shrouded in eternal night. The planet's urban landscapes have adapted to this duality, with the day side featuring sprawling cityscapes that cater to commerce, governance, and daily living, while the night side, especially The Shadow District, serves as a haven for those seeking refuge from the law.

Discovered 2000 years ago in the days of the Old Republic, Torpin II initially served as a humble refueling and trade way station due to its strategic position along minor hyperspace routes.

The Imperial presence on Torpin II is marked by an attempt to exert control over a planet that thrives on its autonomy. Governor Beis Vellian, while officially in charge, often finds his authority undermined by local crime syndicates and the unique challenges of managing a world of such contrasting environments. Recently, the indecisive governor has become romantically involved with Tantu'korr the eloquent spokesperson for the Twi'lek clans. This unexpected relationship has elevated the Twi'lek diaspora's status on Torpin II, granting them a significant voice in the local political arena. This development, is being closely watched by the hawk-like gaze of the Imperial Security Bureau (ISB).

The dazzle of the high-tech Neon Markets, and the Chromium Spires are highlights in an otherwise rain-soaked urbanised sprawl. The recent ballooning in the amount of ryll spice refineries popping up in the hazardous Shadow District are a testament to the Imperial leader's dithering.

# Episode One

## The Golden Opportunity

### Summary

Episode One of *Secrets of the Golden Monkey-Lizard* starts with the player characters arriving on Torpin II to meet Padu Vobb, a Sullustan antiquities dealer, at his shop in the market district. Upon arrival, they find his shop ransacked and the dealer missing. After avoiding an Imperial patrol on its way to investigate the scene, they discover Padu's analysis droid, BC-128 (Bee-see), who shows them a holorecording of the attack. The droid reveals that Padu was abducted by the Twi'lek pirate Soko'Uulan and her crew, who were seeking information about the Golden Monkey-Lizard, an artefact key to unlocking an ancient treasure on Nanoota Prime. After rescuing Padu, who is unceremoniously thrown out of Soko's departing ship, the PCs learn more about the artefact and receive invitations to an auction at The Drifter's Mark casino on Nanoota Prime, setting them up for the next phase of their adventure..

**Turmoil has gripped the outer reaches of the galaxy. The location of a mysterious artefact, known to hold the key to immense power, has been uncovered by PADU VOBB, a Sullustan antiquities dealer on the bustling world of TORPIN II**

**This discovery has drawn the attention of those who wish to seize POWER for themselves. Owing a significant favour to an old associate, the trader has offered the location of this mysterious object to clear his debt.**

**A group of capable individuals has been dispatched to collect this information, aware that this relic must not fall into the wrong hands...**

### Introduction

The adventure begins with the player characters (PCs) having been tasked by their

patron or superior officer to meet with Padu Vobb, a Sullustan antiquities dealer known for his secretive but lucrative dealings. As the PCs approach Torpin II, their communications receive a final transmission confirming their mission: ensure Padu's cooperation in obtaining a rare artefact that promises significant rewards and challenges.

#### Read-Aloud:

**Your ship exits hyperspace above the tidelocked urbanised world of Torpin II heading towards it shadowed 'nightside' constantly facing away from the distant glow of its cold white sun. Below, the neon blaze of Torpin II begins to resolve into sprawling cityscapes, torrential rain lashing across your ship's viewports. Your destination, the market district, is a hive of activity that promises both golden opportunity and potential danger.**

Upon entering the atmosphere of Torpin II, the PCs navigate their ship towards the designated coordinates in the market district. The streets below bustle with activity under the glow of neon lights and holo billboards. As the PCs land and make their way to *Vobb's Vault of Antiquity*, they find the market vibrant and teeming with a myriad of alien species and traders. However, a sense of unease might settle in as they notice the store's blaster door wide open. The PCs should be encouraged to stay alert, preparing for any unforeseen complications. A *perception* roll (Moderate) will help them gauge the immediate area for any signs of disturbance or unusual activity as they approach the store.

#### Read-Aloud:

**You disembark into the heart of Torpin II's market district, a labyrinth of commerce alive with the cacophony of a thousand alien dialects. The air is thick with the aroma of exotic spices and the electric scent of ionised neon. Ahead, the**



sign for 'Vobb's Vault of Antiquity' flickers intermittently, its door unsettlingly ajar. As you push through the crowd towards the store, the muffled sounds of the market begin to fall away, replaced by the silent anticipation of what lies within the shadowed interior of the small business.

### Droid in Distress

As the PCs enter the disarray of Vobb's Vault, they're met with a scene of chaos: artefacts strewn about and smashed, displays overturned, and echoes of a hurried struggle. This is a critical moment for the group to piece together what happened. Encourage them to thoroughly explore the chaos. They'll need to make *search* checks (Easy) to sift through the debris effectively. Success will lead them to a particularly jittery and eccentric antiquities analysis droid named BC-128, or "Bee-see," who is hiding under a smashed display table, its optical sensors flickering with apprehension.

#### Read-Aloud:

Amidst the scattered remnants of ancient civilisations and shattered relics, your attention is drawn to a nervous whirring sound beneath a collapsed display

table. As you approach, a pair of wide, luminescent eyes peeks out, followed by a metallic voice that chirps with a peculiar cadence, "Oh dear, oh dear! Where has the protocol gone? Hostiles, chaos! Ah, you are not the rough types, are you? No, no, you look distinctly less... abrasive. I am BC-128, assistant to Mister Vobb, though I fear I am currently assistant to none. Alas, calamity has befallen us!"

Bee-see, despite its initial panic, can provide valuable information about the attack on the store and the abduction of Padu Vobb. The droid speaks in a mix of formal tones peppered with bursts of frantic worry, often rearranging words in its distress. It requires some coaxing to calm down enough to recount the events clearly. A successful *persuasion* check (Moderate) will help stabilise Bee-see's circuits enough to relay a coherent and detailed account of the pirates who stormed the store.

#### Read-Aloud:

As you reassure the jittery droid, it begins to pace back and forth on its wheeled base, its voice modulating between pitches, "Ah, yes, yes, thoughtful beings you are! Those thugs, nasty sorts,





came barging! They were asking for the Golden Monkey-Lizard! They took Master Vobb, yes, yes, took him they did! Swooped him away! I managed to send a distress signal and Imperial assistance is on its way!"

The PC's have three rounds until an Imperial Investigator with the local IOCI (Imperial office of Criminal Investigations) shows up with a couple of stormtroopers in an armoured landspeeder!

### **BC-128 Analysis Droid (Bee-see)**

**Model:** Sorosuub Corporation BC-1 series Academic Analysis Droid

**Height:** 1.3 meters

**DEXTERITY 1D**

**KNOWLEDGE 4D**

Alien Species 5D, cultures 6D+2, languages: 6D, scholar (artefacts) 8D, value 7D

**PERCEPTION 3D**

Bargain: 5D investigation 6D search (data) 6D+2

**STRENGTH 1D**

**TECHNICAL 3D**

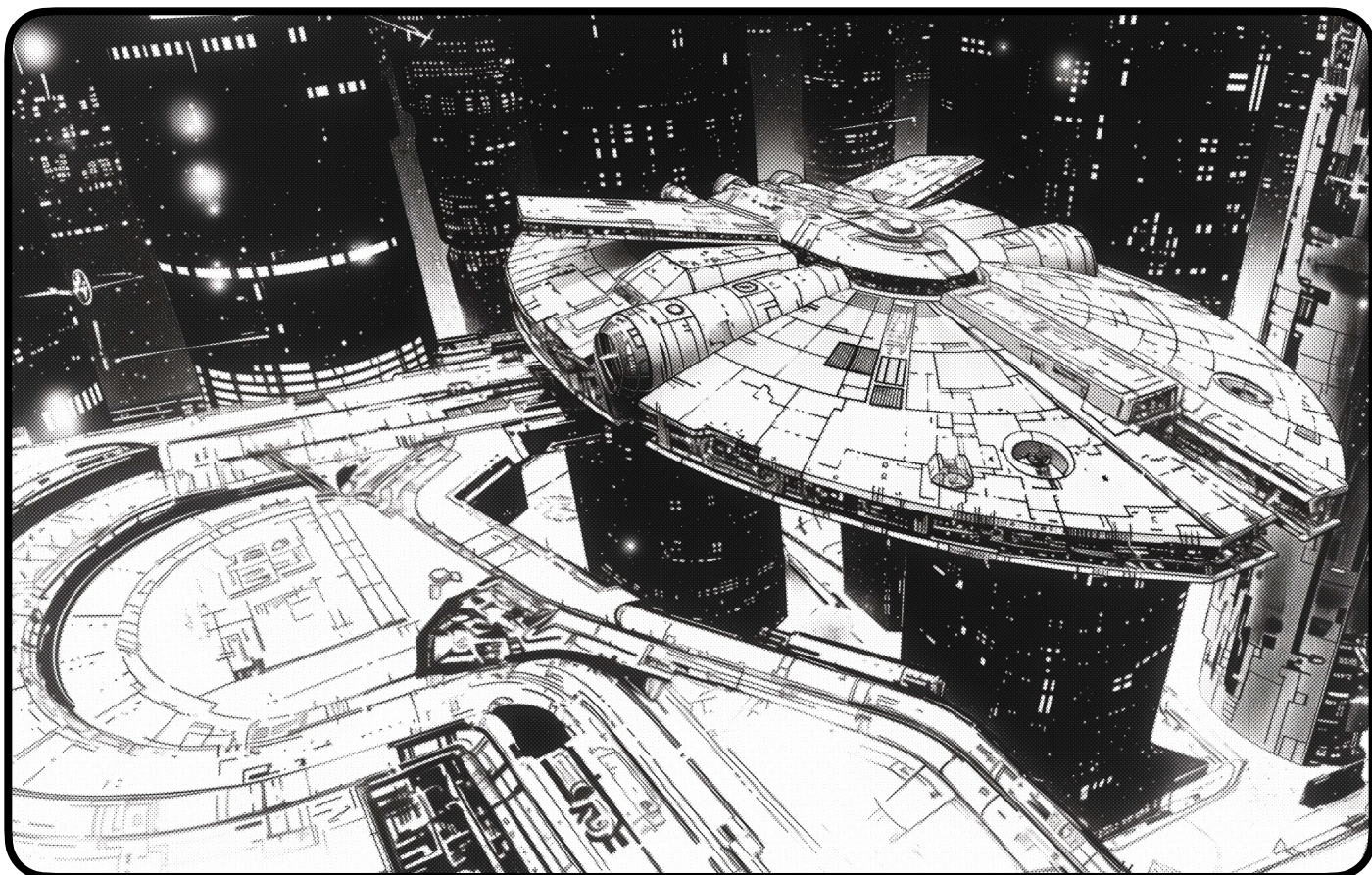
Computer Programming/Repair 5D

**Equipped with:** Visual and auditory sensors - human range, vocabulator speech/sound system, holoprojector (range of 2 meters), fine manipulator arms, data storage and retrieval system, artefact analysis tools (microscopic scanner, composition analyser, etc.)

**Special Abilities:** Artefact Analysis: BC-128 can analyse historical artefacts with great accuracy, using its specialised database and tools. Rolls related to identifying or authenticating artefacts receive a 2D bonus. Built-in holoprojector.

### **The Security Holo-Footage**

After providing a coherent recount of the raid, Bee-see, the droid, mentions that it managed to capture a holorecording of the entire altercation using the store's security cameras. The droid flickers and whirrs, processing the request before projecting the recording. This crucial piece of evidence could provide the PCs with further insights into the identities of the attackers and the severity of the situation. Encourage the players to watch carefully, noting any specific details that could aid them later.





**Read-Aloud:**

The holo security cam's projector lens adjusts, emitting a flickering beam that soon coalesces into a clear, three-dimensional image above the wreckage of the store. The hologram plays out a tense scene: the formidable Twi'lek pirate, Soko'Uulan, leans in close over a defiant Padu Vobb. Her voice is stern as she questions him about the Golden Monkey-Lizard. Each of Padu's refusals is met with destructive outbursts from her crew, who begin smashing relics and displays with reckless abandon.

The recording shows Soko'Uulan growing increasingly frustrated with Padu's steadfast refusal to divulge the location of the Golden Monkey-Lizard. Her sharp, commanding tones fill the store as she interrogates the Sullustan. *"Where is it, Vobb? Your silence will cost you more than you can afford!"*



Finally, with a snarl of irritation, Soko'Uulan gives the order: *"Enough! Take him. He'll talk aboard the Mercurial One."*

Any public terminal in the city can be used to access the spaceport's mainframe in order find the location of the *Mercurial One*. An Easy computer programming roll is required to pinpoint its location: Pad 227, atop a residential tower.

As the hologram fades, Bee-see seems to tremble slightly, its voice modules emitting a soft, sorrowful tone, *"Oh, the ruin, the ruin! Poor Master Vobb, spirited away to who knows what dreadful fate! If only I had arms for more than carrying datapads, I would have... would have... Oh, what a mess!"* This emotional display from the droid could evoke sympathy from the PCs and further motivate them to take swift action to rescue Padu Vobb.

This new information solidifies the gravity of their mission. Not only must the PCs track down Soko'Uulan and her pirate crew, but they must also contend with the potential brutality of the interrogation Vobb might be enduring.

As the holorecording comes to a close, the siren and coloured lights of an Imperial landspeeder will be evident outside. Bee-see offers the PC's a back way out leading to the alleyway behind the store.

**Ambush at the Landing Platform**

As the PCs exit the turbo lift up to the on landing platform 227, they are immediately thrust into danger. Three pirates riding STAPs (Single Trooper Aerial Platforms) swoop in, opening fire to protect *The Mercurial One's* imminent departure. The STAPs, agile and fast, present a significant challenge. Encourage tactical thinking—using the environment for cover or attempting to disable the STAPs with well-placed shots.

**Read-Aloud:**

**Just as your feet hit the solid durasteel of the platform, the air is split by the high-pitched whine of engines. Three STAPs, nimble aerial platforms each carrying a single pirate, circle overhead. Their blasters come to life, sending bolts of deadly energy raining down. The pirates are clearly determined to cover the escape of *The Mercurial One*, their blasters set to lethal levels as they manoeuvre with daunting speed."**

The STAPs, though primarily reconnaissance vehicles, have been modified by the pirates to enhance their combat capabilities, making them formidable opponents in this encounter. Players should consider their environment on the landing platform for strategic advantages—like using cargo containers for cover or the platform's edges to limit the STAPs' angles of attack. Successful hits against the STAPs with a blaster should consider the fact that the body is speeder scale and therefore more resilient to personal weapons fire.

As the first round of combat finishes the *Mercurial One's* engines flare as it lifts off the platform and ascends above the city skyline.

### Pirate STAP

**Type:** Single Trooper Aerial Platform

**Scale:** Speeder

**Length:** 2 meters

**Skill:** Repulsorlift operation: STAP

**Crew:** 1

**Crew Skill:** Repulsorlift operation 3D, vehicle blasters 3D

**Cargo Capacity:** 10 kilogram

**Cover:** 1/4

**Altitude Range:** Ground level - 20 meters

**Manoeuvrability:** 3D



**Move:** 175; 500 km/h

**Body Strength:** 2D

**Weapons:**

**Twin Blaster Cannons**

**Fire Arc:** Front

**Skill:** Vehicle blasters

**Fire Control:** 1D

**Range:** 50-200/1/2 km

**Damage:** 5D

### Saving the Sullustan

In the heat of the firefight, a sudden commotion draws the PCs' attention to *The Mercurial One*. Padu Vobb is unceremoniously thrown from the ship's cargo bay as the vessel lifts off from the platform, his body tumbling toward the edge of the platform. Nearby, a mounted tractor beam, intended for cargo, presents a slim chance to save him. The PCs must decide quickly who will attempt to rescue Vobb using the tractor beam (*Mechanical* check, (Moderate), due to the beam's limitations and the urgency of the situation). An airspeeder taxi that is controlled by an Astromech droid (its dome secured into the pilots console) sits waiting for a fare. The droid will be resistant to damaging the speeder by risking it in a rescue attempt, but a *persuasion* or *intimidation* roll (Moderate difficulty) is required to convince it otherwise. The droid's *repulsorlift operation* skill is 4D+2. A PC could attempt to seize the manual controls (*droid prog./repair* Moderate difficulty) to turn off the astromech and access the controls. The PC's have three rounds to attempt the mid-air rescue before Padu ends up as a dark spot on the sidewalk below.

#### Read-Aloud:

As blaster fire echoes around you, a shocking sight diverts your attention—a hapless sullustan is flung from the pirate ship, his arms flailing as he falls towards the platform's edge. Desperation grips you as you spot a tractor beam console nearby, its power likely insufficient for heavy loads but just enough, perhaps, to halt Vobb's catastrophic course. A speeder taxi also awaits at the platform's edge.

### Padu's Offer

After a tense and daring rescue, the PCs secure Padu Vobb safely away from the



immediate danger. As they find a quieter corner of the landing platform, away from the chaos of the pirate ambush and *The Mercurial One's* roaring engines, Padu catches his breath and expresses his profound gratitude. It's time for the PCs to gather crucial information. Encourage them to ask Padu detailed questions, facilitating a *persuasion* check (Easy) to ensure he feels comfortable and safe enough to share everything he knows.

**Read-Aloud:**

Under the dim glow of a service lamp, away from prying eyes, Padu Vobb, though shaken, manages a weak smile of relief. "I owe you my life, as I owe your patron too" he gasps, clutching a small datapad tightly against his chest. "I suppose it's only fair I share everything I know about the Golden Monkey-Lizard and the stakes at play. Please, ask away, I'm all ears" he says chucking to himself as he strokes his overlarge earlobes.

Should the PC's have further questions before they embark on their mission, please use the below as suggestions. These are purely provided as examples to provide interactive fuel to a lively exchange.

**Q). "What exactly is the Golden Monkey-Lizard?"**

**A).** "The Golden Monkey-Lizard isn't just a valuable artefact; it's a key. Legends say it unlocks a secret vault on Nanoota Prime, a repository of ancient treasures and knowledge lost for thousand years."

**Q). "Why did Soko'Uulan want the Golden Monkey-Lizard?"**

**A).** "Soko'Uulan is no fool; she knows the legends as well as any of us, maybe better. She believes that whatever is locked away in those vaults can grant her power or wealth beyond imagination. Plus, the artefact itself fetches a handsome price."

**Q). "Where is the auction supposed to take place?"**

**A).** "The auction was scheduled at *The Drifter's Mark*, a lavish casino resort on Nanoota Prime known for hosting high-stake exchanges away from too many prying eyes. It's an exclusive gathering, typically attended by the sector's elite and local underworld power players."

**Q). "Is there anything else we should know before we head to Nanoota Prime?"**

**A).** "Keep your friends close and your blasters closer. Trust is a rare commodity in deals like this. And watch out for Imperial entanglements; where there's treasure, they're never far behind. I suggest you learn as much as you can about the Kwymunda relics and their technology—it might give you an edge."

**Read-Aloud:**

Padu pulls out one of his trademark spiced cigarras, lights it and gestures to his datapad, activating a holographic display of a small, intricately carved statuette. "This, my friends, is the Golden Monkey-Lizard. More than mere gold, it's believed to be the key to a king's treasure somewhere on Nanoota Prime." His eyes narrow, reflecting a mix of fear and fascination.

Padu hands over several code cylinders to the PCs. This is his way of paying their patron back for a time when he was in a similarly tight spot in the past. He explains that these will grant them access to the auction without suspicion, as they are expected attendees now. The invitations are encoded with their biometric data upon acceptance, ensuring their exclusive validity. This is a pivotal moment, as it fully involves the PCs in the upcoming high-stakes event on Nanoota Prime.

Unless specifically asked, Padu will try to avoid telling the PC's that he spilled the location of the auction for the Golden Monkey-Lizard to Soko'Uulan and her pirates. A *persuasion* or *intimidation* roll versus his *Perception* will be required to pry this bit of information from him, reluctantly. The PC's may suspect he has done this, which is why the pirates threw him out of the airlock.

**Read-Aloud:**

With a solemn nod, Padu extends the holographic invitations towards you. "Thanks to your patron's influence and a favour I owe, you are now among the sector's elite, invited to this grand event. Use these wisely. The Drifter's Mark is no ordinary place, and the auction will be a gathering of minds as cunning and dangerous as they come."





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## PLANET LOG

Planet Name	Planet Type
Nanoota Prime	Temperate Terrestrial
Type: Terrestrial	
Temperature: Temperate	
Atmosphere: Type 1 (Breathable)	
Hydrosphere: Saturated	
Gravity: Standard	
Terrain: Oceanic, Floating Islands, Tropical Beaches	
Length of Day: 26 Hours	
Length of Year: 387 Local Days	
Sentient Races: Humans 58%, Aqualish 7%, Others 35%	
Points of Interest: Drifter's Mark Casino, Coral Canyons	
The Spiral Depths, Floating Kwymunda Islands	
Spaceport: Standard Class	
Government: Corporate (owned by Shenbi Excursions)	
Tech Level: Space	
Major Exports: Exotic Aquatic Animals, Tourism	
Major Imports: Gourmet Foodstuff, Luxury Items	

## SYSTEM DATA

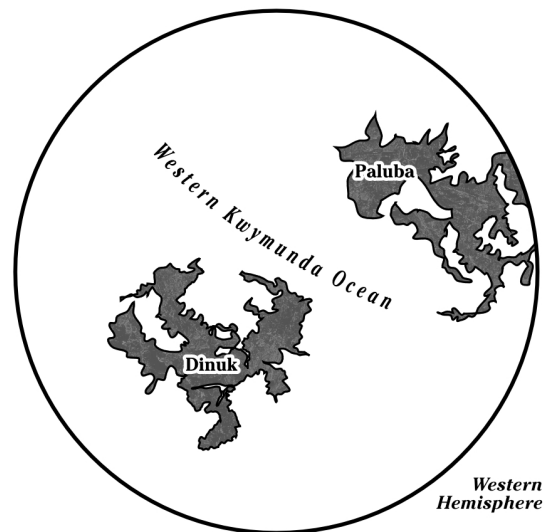
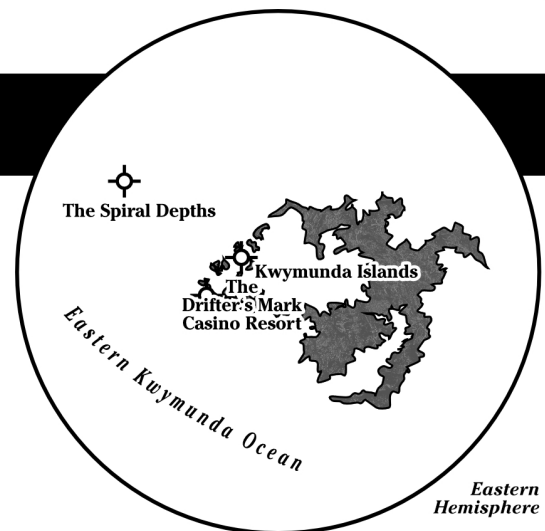
System Name: Nanoota

Star Name: Noota

Star Type: Yellow

## ORBITAL BODIES

Name	Planet Planet	Moons
Nanoota Prime	Oceanic Terrestrial	2
Lirath	Poisonous Frigid Desert	3
Sarlou	Gas Giant	6
Damak Crown	Asteroid Belt	N/A



## World Summary

Nanoota Prime, nestled in the Outer Rim, boasts an intriguing mix of natural beauty and hidden dangers, alongside a rich history marred by tragedy and conflict. A millennium ago, Kowakian Monkey-Lizards were inadvertently introduced to the planet, becoming subjects of worship and fear by the native Kymundo, a once-thriving species of purple-skinned reptilian bipeds, distinguished by their head crests and duck-billed mouths. The Kwymunda were masterful engineers, creating floating islands as a survival tactic, fleeing the planet's predatory Lunkii amphibious fish, capable of propelling themselves out of the water to snatch prey. The arrival of a Dark Jedi around 800 years ago spelled doom for the Kymunda, leading to their untimely extinction. It is said that a single Jedi Knight was dispatched to confront this menace, ultimately defeating the rogue force-user. In the present day, this pleasant world is a haven for the galaxy's most elusive, offering respite and luxury to those wishing to disappear from prying eyes. Governed by the self-appointed Prime Administrator Luf Shenbi, the planet has flourished as a secretive paradise, with The Drifter's Mark Casino embodying the pinnacle of indulgence and intrigue. The population of Nanoota Prime remains mostly transient, a patchwork of species seeking the ephemeral pleasures and anonymity the planet offers. Amidst this transient populace, tourists visit ancient sites of a long dead species whilst criminals find sanctuary and escape from the wider galaxy's judgments and laws.

## Episode Two

# The Golden Key

### Summary

Episode Two of *Secrets of the Golden Monkey-Lizard* unfolds at The Drifter's Mark casino on Nanoota Prime, where the PCs are plunged into a high-stakes environment of deception and intrigue. Upon their arrival, they are informed by a public relations droid that the auction for the Golden Monkey-Lizard has been unexpectedly canceled, as the item has already been sold to an anonymous buyer. Determined to locate the artefact, the PCs explore the casino, mingling with gamblers and gathering information. Their investigation reveals three potential leads: an Imperial Lambda-Class Shuttle seen at the spaceport suggests Imperial involvement; whispers in the casino point to a mysterious figure in dark robes seen with the artefact; and heightened security around the casino owner Luf Shenbi's private apartments indicates he may know more about the buyer. As the PCs navigate through numerous clues and confrontations, they learn that Luf is under house arrest by the Empire and the situation escalates when Soko'Uulan threatens to destroy the casino's repulsor generators if she does not get the object. The episode climaxes with a desperate battle in the generator chamber, pushing the PCs to their limits as they try to prevent a catastrophe while still aiming to secure the Golden Monkey-Lizard for themselves.

### Arrival at Nanoota Prime

As the PCs approach Nanoota Prime, the beauty of the oceanic planet unfolds before them. The view from the upper atmosphere reveals dozens of floating rocky, idyllic islands, each held aloft artificially above the azure waters by ancient repulsorlift technology, opulent specks on the vast blue canvas of the planet's ocean. The journey here has been smooth, but the bustling traffic around the planet and the strict

control enforced by local spaceport authorities present the first challenge.

### Read Aloud:

**As your vessel descends through the turquoise haze of Nanoota Prime's upper atmosphere, the ship shudders under the strain of powerful gravitational anomalies. Below, the scattered archipelago of floating islands appears through the clouds, each a testament to ancient technologies whose creators are now long lost to the galaxy.**

### Landing at The Drifter's Mark

The Drifter's Mark is equipped with state-of-the-art landing facilities, but the prestige of the location means that any misstep in handling the ship could lead to social faux pas or mechanical mishaps. The PCs must handle their ship with care to avoid attracting unwanted attention or damaging their vessel.

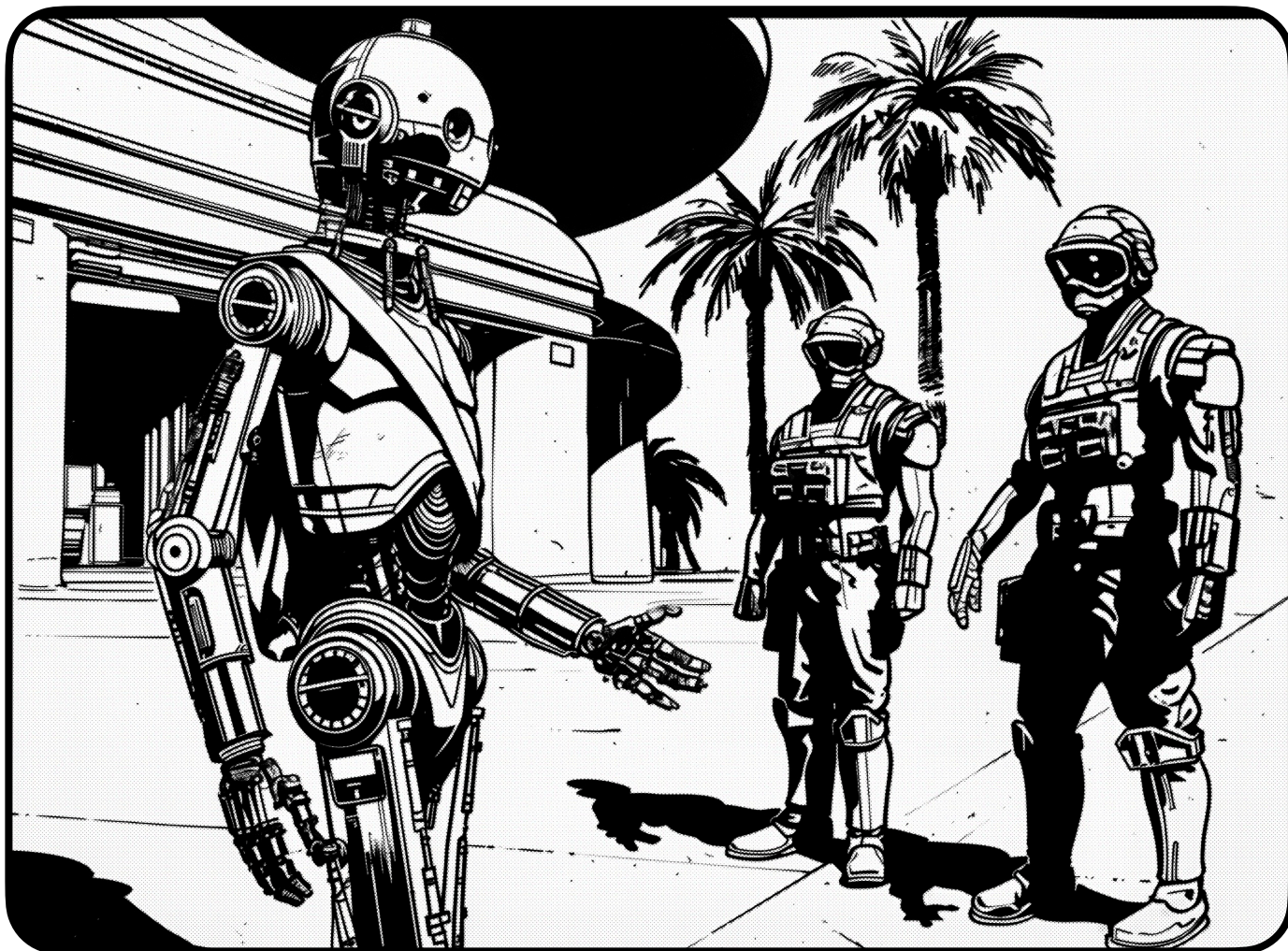
A successful landing, especially under the watchful eyes of the affluent and influential patrons, is crucial. This should be considered a Moderate *space transports* check due to the high expectations and technical demands of the precision landing system. Failure results in a few haughty smirks from any guests walking past.

As the PCs disembark, the opulence and vibrant life of The Drifter's Mark is distinctly evident. The air is filled with the mingled scents of exotic spices and the sea, and the sound of gentle waves mixes with the distant laughter and music from the casino. Tourists gawk at and capture holovids of the ancient crumbling statuary, all that remains of the now-extinct reptilian duck-billed natives that built the engines these islands float upon.

### Bearer of Bad News

As the PCs arrive at the grand faux marble entrance to the Drifter's Mark Casino, they are immediately greeted by a tourist rep





droid, polished to a reflective sheen and wearing a sash emblazoned with the resort's colours. Accompanying resort security detail scan the code cylinders given to them by Padu in Episode One, confirming their legitimacy. The droid then relays a message that brings a twist to their mission that they may not have anticipated: the auction for the Golden Monkey-Lizard has been cancelled as a mysterious buyer has purchased the sought-after object. The droid's programming makes it exceptionally eloquent but not very forthcoming with unsolicited information, requiring a Moderate *persuasion* roll to glean any additional details about the sudden cancellation of the auction or the identity of the mysterious buyer.

**Read Aloud:**

**A tourist rep droid approaches, its steps precise and its voice melodiously neutral. "Greetings gentlebeings, I am 8V-7. On behalf of Prime Administrator Luf Shenbi, welcome to The Drifter's Mark. Regrettably, I must inform you that the auction you have traveled so far to attend will not proceed as**

**planned. The item of interest has already been acquired by a private collector. However, the Prime Administrator extends his hospitality and invites you to enjoy all the amenities of the resort during your stay."**

The tourist droid then turns deftly on its metal heel and heads back up the steps to the Grand Entrance, the security detail attempting to push back any attempts by disgruntled guests to get near the droid. An Easy *sneak* roll gets a PC in front of the droid, should they wish to ask questions. A more direct approach is met with barely concealed hostility from security and an attempt to remove them from the situation (using minimal force, the PC's are guests of course).

Should they manage to break through this blockade the PC's will be able to ask no more than three questions before the droid disappears into the crowd inside the busy Casino:

**Q). "Can you tell us who purchased the Golden Monkey-Lizard?"**

A). "I regret that I am not privy to the specific details of the buyer's identity. Transactions of such nature are confidential and handled directly by the administration office."

Q). "Is there a way to meet with Luf Shenbi directly? We have some questions that perhaps he could answer?"

A). "Unfortunately, Mr. Shenbi has a very tight schedule and is currently unavailable for personal meetings. However, I can assist you with general information about the resort and our facilities."

Q). "Has there been any unusual activity or new arrivals at the resort that might be connected to the auction or the item?"

A). "The resort always welcomes a diverse clientele, each with their own agendas and schedules."

Q). "Can we access the records of incoming and outgoing ships from the spaceport?"

A). "I'm afraid that access to detailed logistical data such as ship movements is restricted to authorized personnel. I can,

however, help you with directions to local attractions and amenities."

Q). "Have there been any security incidents recently? Anything out of the ordinary?"

A). "The safety and security of our guests are of utmost importance. I can assure you that all operations within the resort are running smoothly, without any disruptions."

### Exploring the Resort

The Drifter's Mark is designed to cater to every conceivable luxury and vice. Each area of the resort offers potential hooks for further adventure or relaxation. The PCs can interact with a variety of characters, from wealthy gamblers to discreet information brokers. Each interaction could lead to valuable insights or alliances. For instance, eavesdropping at the Gourmet Plaza might only require an *Easy Perception* roll, but successfully gaining the trust of a skittish informant in the Nebula Nightclub could be a *Difficult con* roll.

**From the datapad brochure of The Drifters Mark Casino Resort:**

**Weightless Spa:** Experience tranquility and rejuvenation in zero-gravity relaxation





chambers, augmented by the finest soothing techniques from across the galaxy.

**Gourmet Plaza:** Tantalise your taste buds with a culinary tour of the galaxy's most exotic dishes, expertly prepared right before your eyes by our resident chef all the way from Orto, Pux Moogi.

**SkyHigh Arena:** Engage in or spectate the thrilling anti-gravity sport of Grav-Ball, where you can get personal training from retired Colonies legend Trag Boken, 8 times galactic champion of the Commenor Nexus.

**Red Nebula Nightclub:** Dance the night away under the titular holoprojected red nebula in one of the sector's most vibrant nightclubs featuring live music from icons of the jatz scene, the Sluissi Syncopates.

**Lost Lagoon:** Relax at private beach lagoons with tailored environmental settings—enjoy the vibrant coral reefs of Scarif without ever leaving the resort.

**The Lucky Lekku:** Our galactic-standard casino, where you can sip on exotic cocktails served by our famous hosts and hostesses, whilst partaking in the plethora of games of chance on offer (sabacc, trinsticks, chance cubes, swoop racing, competitive dejarik) all whilst enjoying panoramic views of Nanoota Prime's stunning oceans.

**Echo Gardens:** Wander through lush, Gacerite inspired crystal gardens whose name is inspired by the soothing sounds generated by Nanoota Prime's gentle breezes interacting with its beautiful crystal sculptures.

These diverse amenities and entertainment options at The Drifter's Mark ensure that every guest can find something to pique their interest, whether seeking adventure, relaxation, or cultural enrichment during their stay on Nanoota Prime.

### **Imperial Presence**

The PCs' inquiry into the whereabouts of the Golden Monkey-Lizard at The Drifter's Mark leads them to the spaceport's docking bays, where ships of various origins and purposes come and go. It is here they encounter a talkative mechanic called Tolbee who unwittingly provides the first solid lead. Engaging the mechanic in conversation might require a *persuasion* check to coax out sensitive information. Given the mechanic's talkative disposition and the casual environment, this is considered an Easy task.

### **Read Aloud:**

**As you traverse the bustling spaceport, you notice a mechanic lounging against a tool cart, eyeing the arrivals and departures. Seeing your approach, he straightens slightly, curiosity piqued. "Fancy ships today, right? But none so fancy as that Imperial shuttle that just docked. Those guys mean business, always do."**

Guided by Tolbee's information, the PCs locate the Imperial *Lambda*-class shuttle parked in a less congested section of the port. The ship (called the *Nightfall*) is under light guard, which is unusual for such high-profile visitors, suggesting either confidence in the local security measures or an underestimation of the potential for local interference. Approaching the shuttle to gather more information without drawing attention requires a *sneak* check, which is a Moderate difficulty due to the occasional patrols.

### **Read Aloud:**

**You find the sleek, menacing form of the Lambda-class shuttle resting on the landing pad, its ramp guarded by a two stormtroopers whose attention occasionally drifts towards the activity of the port. Two pilots chat idly by the cockpit, seemingly relaxed amidst the security of their surroundings.**

The PCs have a couple of options to obtain information from the shuttle's crew: direct interrogation of the pilots or a stealthy investigation of the shuttle's computer systems. Of course, the stormtroopers are under order to put down anyone interfering in the current mission, and they fire upon anyone continuing to head towards the shuttle after their warnings. If one of the two on duty stormtroopers falls, the pilots in the cockpit raises an alarm, drawing 1d6 more stormtroopers that arrive in three rounds time. The pilots can be interrogated with *intimidate* rolls (Moderate difficulty).

Alternatively, the PC's can attempt to gain information by accessing the shuttle's computer system. A code cylinder from a pilot's chest pocket and a *computer programming/repair* (Easy roll) due to Imperial encryption and security protocols.

**Read Aloud:**

Opting for a direct approach, you engage the pilots in conversation. With a mix of friendly banter and pointed questions, you learn that they've transported Captain Drell Torzik, a high-ranking Imperial officer, to the planet. They mention, somewhat offhandedly, that Torzik is here to secure an ancient artefact known as the Golden Monkey-Lizard for its rumoured connection to treasure. They nervously divulge that he's taken a cohort of troopers and headed to the prime Administrator's private apartments.

Armed with new knowledge about Captain Drell Torzik's presence and purpose on Nanoota Prime, the PCs now have a clearer objective. Torzik is currently staying at the luxurious private apartments provided by the resort's Prime Administrator, a key location for the next phase of their investigation.

**Reluctant Rodian**

While exploring the vibrant nightlife at The Drifter's Mark, specifically the Red



Nebula Nightclub, the PCs come across a wealthy rodian gambler named Koodo Rondo. Known for his high stakes and deep pockets, Rondo appears unusually frustrated this evening, nursing a drink away from the bustling dance floor.

Engaging Koodo in conversation and persuading him to share his woes requires a Moderate *persuasion* roll. The PCs might need to offer something in return, such as a drink or a sympathetic ear, as Koodo is initially reluctant to discuss his misfortunes openly.

**Read Aloud:**

**As the pulsating lights of the Red Nebula Nightclub cast shifting shadows over the patrons, you notice a Rodian sitting alone at a secluded table, his puckered green sucker lips twitch in what you can only assume is the rodian equivalent of frustration. His Round black glassy eyes are staring at his cocktail in disappointment.**

Koodo reveals that he came to Nanoota Prime with the intention of securing the legendary Golden Monkey-Lizard due to its rumoured association to a great treasure. His plans were thwarted when the auction was abruptly canceled, after the object was sold in secrecy.

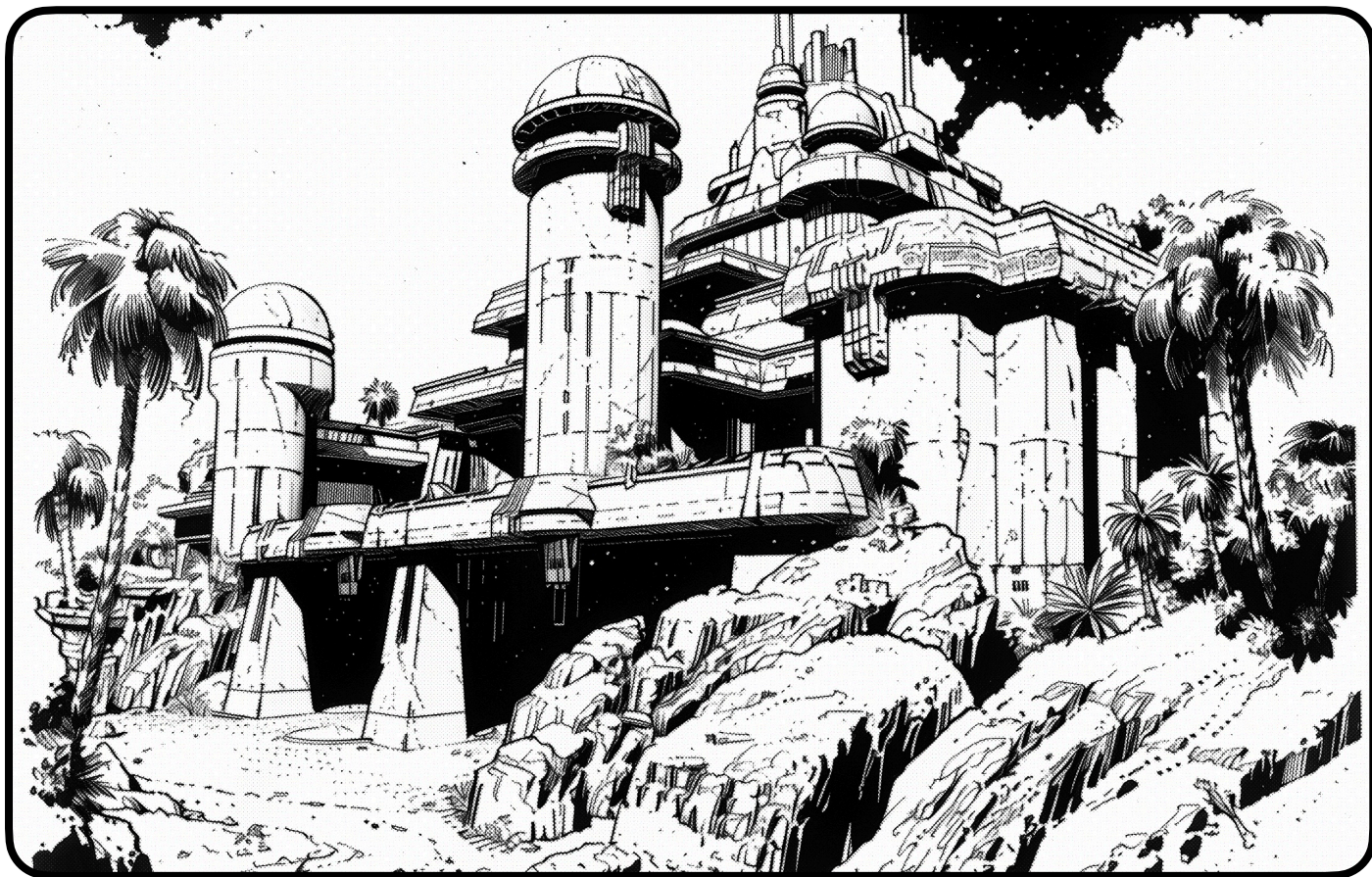
If the PCs want to delve deeper into the details of the transaction or learn more about the mysterious buyer, a Moderate *streetwise* check can help them coax more information from Koodo, who's heard a few things through his network of contacts.

**Read Aloud:**

**Koodo sighs, his voice tinged with irritation. "I was ready to bid whatever it took for that cursed statue. But before the auction could even start, it was over—sold to some cloaked figure in dark robes. All hush-hush. Last I heard, they were heading to the continent of Dinuk in the western hemisphere of the planet, something about the old Kwymunda ruins there from what I heard."**

The above is the extent of Koodo's knowledge on the situation. If he knew more, he wouldn't be here. The odds of successfully crossing the turbulent and dangerous waters of Nanoota Prime is too risky for the gambler, so this is one venture he's decided to sit out.





### Shenbi's House Arrest

The PCs have learned that Luf Shenbi, the mythrol Prime Administrator of Nanoota Prime, is effectively under house arrest in his luxurious apartments at the top tier of The Drifter's Mark. The area is under tight security, not by Shenbi's private guards, but by Imperial stormtroopers, indicating the Empire's deep interest or concern about Shenbi's recent dealings.

Observing the patrol patterns and identifying potential entry points into Shenbi's apartments will require a Moderate *tactics* roll. The PCs will need to be meticulous to avoid drawing attention.

#### Read Aloud:

**As you survey the opulent wing of The Drifter's Mark that houses the Prime Administrator's quarters, you note the increased security presence. Stormtroopers, their white armour stark against the plush blue carpets and gilded doorways, patrol in pairs.**

The PCs must decide whether to use stealth to bypass the guards and surveillance or use force to gain entry. Each approach has its risks and requires careful consideration and planning. The PC's need

to employ *sneak* rolls to move past guards and security devices without being detected, categorised as a Difficult task due to the high-security measures. Using *security* to hack door locks or disable surveillance systems is also a Difficult challenge given the sophisticated technology employed here.

Should the PCs choose a stealthy approach and succeed in their rolls, they gain access to Shenbi's apartments without alarming the stormtroopers. If they fail, they might have to contend with a squad of stormtroopers, triggering a potentially explosive encounter. Blaster combat may become necessary if the PCs are detected and decide to fight their way in. There are 6 stormtroopers in total, patrolling in pairs at the perimeter of the apartments.

Inside the apartment, the PCs find Luf Shenbi, a large member of the amphibious mythrol species who appears both relieved and anxious about his unexpected guests, pheromones being nervously expelled from his neck glands. He quickly explains his situation, revealing that his detention is due to the Empire's suspicion over his involvement with the mysterious buyer of the Golden Monkey-Lizard. *Persuasion* or *con* may be required to convince Shenbi that assisting them could lead to his liberation,







classed as an Easy roll since the mythrol is desperate to be free.

**Read Aloud:**

Shenbi, his blue skin pallid under stress, gestures you to sit. "They've kept me here since the auction debacle," he confesses, his voice a mix of fear and indignation. "An unknown buyer, calling themselves 'Survivor,' acquired the artefact. Not one of my invited guests, mind you. They're non-human, obsessed with Kwymunda relics. That's all I know. My greed got the better of me. If I knew the Empire was involved in this, I would have given that damn relic a hard pass let me tell you!"

With Luf Shenbi now somewhat trusting the PCs, he offers to aid them further. He mentions that the security systems he had installed have recordings that might have captured the mysterious buyer, known only as 'Survivor'. Accessing these recordings could provide the PCs with a visual identification and possibly more clues about where 'Survivor' might have headed.

Accessing the high-security surveillance footage requires a *security* roll, which due to Shenbi's sophisticated systems is Moderate. However, Shenbi can provide some assistance, lowering the difficulty to Easy.

If the PCs successfully access the recordings, they are able to view footage of a cloaked figure, distinctly non-human due to their silhouette and movements, interacting briefly with Shenbi's staff before heading towards the private docks—a lesser-known area of the resort used for discreet arrivals and departures. Luxury tour-guided wave speeders can be chartered from there, a few even hardy enough to brave the lunkii infested Great Kwymunda Ocean to transport tourists to the far off continent of Dinuk, the cradle of the ancient native civilisation.

### **Repulsorlift Sabotage!**

Before the end of Episode 2, the unnervingly tones of Soko'Uulan, the twi'lek pirate who leads the Torpin Freebooters issues across the resorts internal hailing system.

**Read Aloud:**

**Suddenly, the ambient hum of the resort is pierced by a harsh, metallic squawk over the internal comm system. The voice of Soko'Uulan, unmistakable in its steely**

**resolve, fills the air, echoing through corridors and chambers of The Drifter's Mark.**

**'Attention, honoured guests of The Drifter's Mark,' her voice booms, laced with menace. 'This is Captain Soko'Uulan of the *Mercurial One*. Your precious resort is at my mercy. I have placed charges on the repulsor generators that keep this floating palace above the waves. My demands are simple and non-negotiable: deliver the Golden Monkey-Lizard to me within one hour. Fail, and I will send this entire island crashing into the ocean. Consider this your only warning. Soko'Uulan out.'**

The transmission cuts off as abruptly as it began, leaving a heavy silence in its wake. The threat is clear, and the clock is ticking.

If the PC's rescued Luf Shenbi from house arrest earlier this episode, the mythrol leader pleads with them to use their combat talents to deal with this threat. His security detail cannot be trusted now as they fear for their own lives ever since the Empire showed up in-system. To sweeten the deal, Luf even throws in even throw in an offer for 1000 credits each in gambling chips.

Perhaps the PC's enmity for the pirates during the events of Episode One is enough to motivate them to take on this miscreants. 8V-7, Luf's personal assistant droid sends out a coded transmission to patrons, requesting aid in dealing with the pirate menace. The droid knows the local security aren't particularly effective in real combat situations and seeks outside help. He offers the same reward as Luf.

Should the PC's decide to help, finding their way down to the underground Repulsor Generator Chamber is relatively easy. From a concealed vantage point, they can note the pirates' calculated movements. With six pirates setting charges on the three Repulsor Generators in the centre of the chamber (each pirate has one detonite charge each and it will take 2 charges to destroy one generator) and four keeping watch, the PCs must act with both strategy and speed. They have ten rounds to thwart the sabotage before Soko'Uulan swoops in to extract her crew and detonate the charges. The chamber's layout is treacherous—walkways surround the generators and with no floor beneath them, it's a perilous drop to the ocean below. The pirates, confident in their control of the chamber, won't have noticed the PCs... yet.

In Rounds 1-3, the PCs have the opportunity to spot the pirates, gauge their numbers, and plan their approach.

Should they opt for a stealthy takedown or disarmament, *sneak* rolls will be Easy, due to the wind whistling from outside the cavernous room, disguising the sounds of their movements. If they decide to engage the pirates, combat rolls should be taken, range starting as Long for blaster pistols and Moderate for rifles. *Demolitions* rolls to disarm the explosives are Difficult, and the risk of error is high. A roll of '1' on the Wild Die on this disarming check accidentally triggers the charge, dealing 5D Speeder scale damage to anyone within 2 meters of the explosion.

#### Read Aloud:

**The chamber is alive with the hum of technology, a stark contrast to the silent but swift actions of Soko'Uulan's pirates. The dim lighting casts long shadows as they affix the detonite charges to the generators, their armed comrades scanning the walkways. The tension is palpable; every move must be measured, every decision, swift.**

In Rounds 4-6, the PCs' chosen course of action unfolds. Disarming the detonite charges is a nerve-wracking endeavour. Every successful disarmament of a charge is a victory, but with each passing moment, the pirates grow closer to completing their task.

In Rounds 7-9, the chamber becomes a crucible. If any charges remain, the PCs must double their efforts, perhaps switching strategies or taking calculated risks. The pirates will attempt to complete their mission, only now they're more alert, having possibly noticed the PCs' interference.

Round 10 is the moment of truth. Soko'Uulan, aboard the *Mercurial One*, is prepared to collect her crew. If any charges are left active, she will not hesitate to detonate them remotely from her ship (Difficult *communications* roll to jam the signal and prevent this from happening).

The stakes are high as the (potentially) explosive situation unfolds around the PCs. The relentless assault from the *Mercurial One* drastically changes the dynamics of the encounter, forcing the PCs into a situation where quick reflexes and sharp decision-making are crucial. The PCs need to either navigate the collapsing walkways or confront the possibility of a perilous drop into the churning ocean below. Each PC must make a

critical *Dexterity* roll to quickly find a safe path across the crumbling walkways or a *Strength* roll to hold onto whatever remains of the structure. These skill checks are considered Moderate due to the challenging conditions.

#### Read-Aloud:

**As the blasts echo through the chamber, sections of the walkway buckle and twist, sending shards of durasteel flying into the air. The *Mercurial One's* cannons continue to pound the structure, relentless in their destruction. Above the roar, you hear the sinister hum of the ship's engines as it hovers ominously close, ready for another strike.**

As the scenario intensifies, the PCs must contend not only with the physical challenges of escaping the collapsing walkways but also with the psychological pressure of the imminent threat from above. They need to remain alert for any opportunities to use the environment to their advantage, perhaps by jumping to a nearby stable section or swinging from exposed cabling to avoid falling.

### Torpin Freebooters

#### DEXTERITY 3D

Blaster 4D, dodge 3D+2, melee weapons 4D

#### KNOWLEDGE 2D

#### MECHANICAL 2D

Repulsorlift operation 3D

#### PERCEPTION 2D

Search 3D

#### STRENGTH: 2D+2

Brawling 4D+1

#### TECHNICAL 2D+1

Demolitions 3D

**Equipment:** Blast vest (Provides +1D physical, +1 energy), heavy blaster pistol (5D damage), detonite charge (5D/4D/3D/2D Speeder scale damage, 0-2/4/6/10), vibro cutlass (STR+2D), comlink, utility belt with supplies, STAP

### The Mercurial One

**Craft:** YT-1140b Cargo Transport

**Type:** Medium freighter

**Scale:** Starfighter

**Length:** 37 meters

**Skill:** Space transports: Freighter

**Crew:** 2 (pilot, co-pilot/navigator),



gunners: 3; skeleton: 1/+10

**Crew Skill:** Space transports 5D, starship

gunnery 4D, starship shields 3D+1

**Passengers:** 10

**Cargo Capacity:** 40 metric tons

**Consumables:** 2 months

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Manoeuvrability:** 2D+1

**Space:** 4

**Atmosphere:** 280; 800 kmh

**Hull:** 4D+1

**Shields:** 2D

**Sensors:**

*Passive:* 15/1D

*Scan:* 30/2D

*Search:* 45/3D

*Focus:* 2/3D+2

**2 Double Laser Cannons**

**(concealed and fire linked)**

*Fire Arc:* front

*Skill:* Starship gunnery

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Fire Control:* 2D

*Damage:* 6D

**2 Ion Cannons (fire-linked)**

*Fire Arc:* Front/Turret

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1-3/7/15

*Atmosphere Range:* 100-300/700/3.6 km

*Damage:* 4D

**Tractor Beam**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 3D

*Space Range:* 1-3/10/20

*Atmosphere Range:* 100-300/1/2 km

*Damage:* 4D

## Episode Three

# All That Glitters...

### Summary

Episode Three of *Secrets of the Golden Monkey-Lizard* sees the player characters embarking on a crucial journey to the continent of Dinuk, following leads to track down the mysterious 'Survivor' believed to hold the key to unlocking the Celestial Vault. Their voyage across the perilous Kwymunda Ocean is fraught with dangers, notably from the massive fish-amphibians known as Lunkii, testing their resolve and skills. Upon reaching Dinuk, the PCs encounter Polbar Dimdak, who reveals himself as the mysterious 'Survivor' explaining his quest to restore the life essences of his fellow Kwymunda Sages to their cryo-preserved bodies using the Golden Monkey-Lizard to gain access to the vault that holds their consciousnesses. As they prepare to

complete a ritual to unlock the vault, the spectral form of Nazar-Vo-Kran, whose dark spirit lingers as a guardian and tormentor within the vault, emerges as a formidable adversary. The climax unfolds with Captain Drell Torzik and Imperial forces arriving, leading to a tense standoff. With the repository's ancient energies at risk of exploitation, the PCs must make critical decisions to either safeguard or destroy the power within.

### Down at the Docks

The adventure continues as the PCs arrive at the bustling wavespeeder docks of Drifter's Mark Casino Resort. Here, sea-going repulsorlift vessels of various sizes come and go, transporting passengers across the floating islands and to the mainland. The





objective here is to locate the wavespeeder captain who transported the mysterious buyer known as the 'Survivor' to the distant and fabled continent of Dinuk. Amidst the whine of engines and dockworkers shouting, the PCs navigate the crowded environment looking for passage to the lands beyond the blue horizon.

As they step onto the crowded docks, the PCs are surrounded by the smell of salt spray, with wavespeeders zipping to and fro and passengers enjoying the sun soaked oceanic vistas.

A Mon Calamari captain eyes them warily from the deck of his speeder. Rell Voon, the salty, seasoned sailor's amber eyes spy them from a distance. PCs must use their *Perception*, Moderate difficulty to spot the captain's glances. Additionally, engaging with locals or dockworkers to gather information about anyone whose noticed anything unusual recently will point out the Mon Cal, indicating his was the vessel that transported the strange 'Survivor' and their golden prize out to far off Dinuk. This activity involves a *persuasion* roll, which is Moderate due to the captain being known for his need for privacy and discretion.

**Read Aloud:**

**As you make your way through the dock's hectic activity, your senses are bombarded with the sounds and smells of the bustling port. Wavespeeders of all shapes and sizes dock and depart, while dockworkers and binary loadlifters manage cargo loads with practiced ease.**

Upon successfully noticing Captain Voon or gathering sufficient information, the PCs find him supervising maintenance on his wavespeeder, the *Crestwave Explorer*, currently docked and undergoing minor repairs (lunkii teeth are embedded in the side of the vessels' hull). Voon is protective of his clients' confidentiality, but he is also pragmatic and can be persuaded under the right circumstances. The PCs' approach will dictate the flow of this interaction. A successful *Persuasion* check (Difficult) could coax the details from him directly, revealing his recent mysterious passenger and their destination. Alternatively, offering a bargain to trade information or services in exchange for what they need to know may adjust the difficulty of the persuasion attempt to Easy, reflecting Voon's practical nature.

**Read Aloud:**

**Captain Voon folds his arms as he listens to your query, his eyes narrowing slightly as he gauges your sincerity. "The person you're asking about was no ordinary passenger," he admits slowly, his voice a low rumble over the sound of nearby engines. "Took them to a remote part of Dinuk, a stretch of coastline leading to the Celestial Valley—dangerous waters near there, not the usual tourist route. I'm not in the habit of sharing details about my clients unless I have a good reason." He pauses, his large glassy eyes blinking before continuing. "I saw the Empire charter a wavespeeder before this stranger departed too. An officer and a trooper escort. Whatever's got them interested in that place can't be good. I have a bad feeling about this."**

If the PCs successfully persuade Captain Voon to share information or strike a deal with him, he becomes more forthcoming. He describes his journey with the cloaked figure—whom he now reveals as a somber individual with an intense interest in ancient ruins, forbidden lore and possessing an accent he's never heard before. He provides the PCs with coordinates to the drop-off point on Dinuk, warning them of the hazardous terrain and the potentially dangerous wildlife that inhabits the area, especially the monkey-lizards that thrive there.

Equipped with new coordinates and insights into their destination, the PCs are better prepared for the journey ahead. The Mon Calamari will be willing to make the trip to Dinuk should they wish to charter his speeder for the sum of 300 credits.

### **Perilous Waters**

As the journey progresses aboard the *Crestwave Explorer* with Captain Rell Voon at the helm, the PCs find themselves navigating the treacherous Kwymunda Ocean. This vast body of water is known not only for its unpredictable currents but also for the dangerous creatures lurking beneath, most notably the massive fish-amphibians known as lunkii. As Captain Voon or any PC piloting the vessel performs a Difficult *repulsorlift* operation task through the ocean's choppy waters, everyone on board must stay alert, using Moderate *Perception* checks to spot

any signs of lunkii that might be stalking the vessel from the deep.

#### Read Aloud:

**The *Crestwave Explorer* cuts through the blue expanse of the Kwymunda Ocean, its engines a steady hum against the sound of crashing waves. Captain Voon's hands are steady on the controls, but his eyes dart back and forth across the water, searching for the dark shapes of lurking Lunkii. The ocean around you seems alive, each wave a potential dark veil for the dangers concealed below.**

The relative calm of the voyage is shattered when a giant shadow surges just beneath the surface, signalling an imminent lunkii attack. The encounter escalates quickly as the bulbous-headed fish creature breaches the surface, its immense body arcing towards the wavespeeder. Reacting swiftly, Captain Voon or the piloting PC must make a Difficult Dexterity roll to manoeuvre the vessel sharply, avoiding the lunkii's initial leap. Concurrently, any PCs manning the onboard weapons need to perform Moderate *vehicle blasters* checks to fend off the creature before it can do serious harm.

#### Read Aloud:

**With a sudden, terrifying roar, the waters part as a colossal lunkii bursts forth. Its scales flash under the sunlight, a fleeting moment of beauty before its massive jaws snap at the air where the *Crestwave Explorer* just was. Water slams onto the deck as Captain Voon swerves the craft, narrowly dodging the beast's attack. Over the sound of your own racing hearts, you hear Voon yell, "Get ready! It's coming back!"**

As the Lunkii regroups for another assault, the tension on the deck is palpable. The PCs must now work in concert to manage the ongoing threat: coordinating their efforts to shoot at the lunkii with precise *vehicle blasters* rolls while managing the wavespeeder's evasive manoeuvres. Should the lunkii make contact, engaging in combat directly or attempting quick repairs becomes necessary. The PCs engaged in combat need to use their combat skills to fend off the lunkii if it manages to latch onto the vessel. Simultaneously, any necessary quick repairs due to damage from the lunkii's attacks demand Moderate *repulsorlift repair* roll amidst the hectic scene on deck.

### Crestwave Explorer

**Craft:** Crestwave Explorer Custom Wavespeeder  
**Scale:** Speeder  
**Length:** 9 meters  
**Crew:** 2 (pilot, copilot)  
**Passengers:** 6  
**Cargo Capacity:** 200 kilograms  
**Cover:** Full  
**Manoeuvrability:** 2D  
**Move:** 70; 200 km/h  
**Body Strength:** 3D+2  
**Altitude Range:** Surface level up to 1 meter above surface  
**Weapons:**  
 Harpoon and Tow Cable  
 Fire Arc: Front  
**Skill:** Vehicle blasters  
 Fire Control: 1D+1  
**Range:** 1-50/100/200 meters  
**Damage:** 4D (Harpoon impact), Tow Cable used for grappling or towing.

### Lunkii

**DEXTERITY** 2D  
**KNOWLEDGE:** 1D+2  
**PERCEPTION:** 1D  
**STRENGTH:** 8D  
 Bite 9D (STR+2D damage)  
 Swimming 9D

### Taking To The Skies

Should the PC's opt to use their own ship to reach the continent of Dinuk their journey is interrupted by two TIE Fighters, dispatched from the *Avarice* in orbit, appear suddenly from above to intercept the PCs' ship. This tense scenario forces the PCs into quick decision-making and complex manoeuvring to avoid being captured or destroyed.

As the TIE Fighters approach, the PCs' pilot can attempt to lose the fighters by performing a death-defying manoeuvre (Difficult *space transports* roll to skim just above the ocean, kicking up a wake of spray that causes the pursuing craft to also succeed at a Difficult roll or lose them). Concurrently, those on the ship's weapons systems need to undertake Difficult *starship gunnery* roll (combat starts at Long Range) to respond to the aggressors, aiming to either



disable or deter them without sustaining damage themselves.

**Read Aloud:**

**Your calm journey is abruptly shattered as alarms blare across the ship's bridge. Emerging from the clouds above, two TIE Fighters barrel towards your vessel, their engines screaming through the void. As they flank you, their intentions are unmistakably hostile, with weapons powering up menacingly. "Transport, this is the Empire. You are entering a restricted area. This is your only warning. Turn back now or be destroyed," broadcasts a stern voice over the comm. Quick thinking and even quicker reflexes are now your best allies.**

Depending on the success of their efforts to evade or fight, the PCs' journey may continue toward Dinuk with the Imperial threat temporarily shaken off, or they might find themselves needing to regroup and reassess their strategy if the TIE Fighters inflict significant damage. This encounter sets the tone for the challenges ahead, emphasising that the *Avarice* is a formidable adversary not to be underestimated.

### **Arrival At Dinuk**

As the PCs' approach the rugged terrain of Dinuk, they're immediately confronted with the sight of a civilian wavespeeder moored to the western shore. Nearby, two scouttroopers and a civilian pilot oversee the area, standing guard near a couple of speeder bikes.

Opting for stealth, the PC's could attempt to blend into the environment and observe the Imperial patrol, assessing their strength and intentions. This requires a Difficult *stealth* check due to the open terrain and the alertness of the scouttroopers. Alternatively, they might use Moderate *Perception* to gather valuable insights from a safe distance, such as the readiness of the troopers or any loose conversations about their mission. The troopers can be heard discussing how Captain Torzik seems obsessed with finding the 'Celestial Vault' with the monkey-lizard statue.

**Read Aloud:**

**Your feet barely make a sound on the stony beach as you discreetly observe the Imperial activity. The wavespeeder's repulsors emit a low hum, clearly adjusted**

**for marine environments only. Two scouttroopers casually inspect their gear, unaware of your presence, while the civilian pilot busies himself with the wavespeeder's controls.**

Should they decide on a more direct approach the PC's could employ social skills to extract information without raising suspicion. A Difficult *persuasion* or *con* check is needed to coax details from the guarded scouttroopers or the civilian pilot, leveraging any perceived common ground or feigning a need for assistance. A cover story as tourists that are lost is a viable option. If interaction fails or seems unlikely, a Very Difficult *intimidation* check might push the troopers into revealing more about their operations, though this approach risks an immediate escalation into a confrontation.

**Read Aloud:**

**With careful words and measured tones, you strike up a conversation with the nearest scouttrooper, asking about their presence in such a remote location. "We're securing the area for now," he replies reluctantly, his hand resting uneasily on his blaster. "Captain Torzik orders no further intrusion on this island. Turn around and leave here."**

If the scouttroopers encounter hostility, they have been ordered to flee on the bikes into the jungle beyond.

The civilian pilot is much easier to draw information from, especially if the scouttroopers aren't present. He just hasn't been told exactly what the Empire is doing here. He only knows what he's overheard; Torzik wants the golden monkey-lizard object because it's believed to be the key from the Celestial Vault, an ancient site rumoured to be here on Dinuk. He knows the Captain has gone inland with six scouttroopers.

### **Monkey-Lizard Business**

As the PCs delve deeper into the dense jungles of the continent, their journey takes a lighter, yet challenging turn. They encounter a group of kowakian monkey-lizards, notorious for their mischievous nature and love for shiny objects. These creatures, long since adapted to the local environment after being accidentally

introduced by traders centuries ago, are now a part of the jungle's ecosystem.

As the PCs make their way through the underbrush, they need to be vigilant, as these clever creatures attempt to swipe shiny items such as comlinks, tools, or vibroknives from them. A Moderate *Perception* check is necessary for each PC to notice the monkey-lizards' sleight of hand in time to react. Those who fail find their items missing, spirited away by the laughing lizards scampering up into the trees.

**Read Aloud:**

**The jungle's dense canopy barely lets the sunlight through, but it's not just the flora you need to be wary of. A sudden rustling from above draws your attention just as you feel a light tug at your belt. Looking up, you catch the gleeful gaze of a kowakian monkey-lizard clutching your recently pilfered tool. It scampers higher, joining its companions in the treetops.**

The chase leads the PCs to a large stone effigy, overgrown with vines but still recognisable as a depiction of a duck-billed being (a Kwymunda Sage). Atop this ancient monument, the monkey-lizards are playfully toying with a scouttrooper helmet, pressing the comm activation switch and mimicking the increasingly frustrated trooper on the other end. The scene provides both comic relief and a clue to the PCs' quest.

Engaging with the monkey-lizards to retrieve the helmet or any stolen items involves careful strategy. A Moderate *persuasion* roll can coax the creatures into returning the items, or a Difficult *stealth* check might be necessary to sneak up and grab the helmet without alarming the creatures.

**Read Aloud:**

**Laughter echoes from the treetops as the monkey-lizards gleefully press buttons inside the helmet, parroting the confused demands of the scouttrooper trying to communicate. Their amusement is evident, their high-pitched cackles filling the air. Above them, the helmet sits precariously atop a stone effigy's head, occasionally slipping as they play.**

If a PC attempts to retrieve the helmet directly, the monkey-lizards swarm defensively, eager to protect their new 'toy'. Handling this situation requires a Difficult *Dexterity* roll to swiftly grab the helmet.

Successfully navigating this interaction might provide the PCs with an operational comm link set to Imperial frequencies, offering a strategic advantage in locating Captain Torzik and his team.

Should the PC's gain the monkey-lizard's trust, the mischievous little creatures can lead the PC's to the valley where the Celestial Vault lies and the location of the Imperials.

If the PC's manage to wrestle away the scouttrooper helmet from the small critters, an Easy *communications* roll is needed to listen in to Imperial transmissions from the nearby camp and to triangulate the position of the camp. Listening in reveals the following information:

- Captain Drell Torzik leads a squad of six scouttroopers on a mission to secure the treasures hidden within the Celestial Vault.
- Torzik knows he needs the Golden Monkey-Lizard to unlock this vault.
- An Imperial Treasure Ship called the *Avarice* is on its way to Nanoota Prime. It is inbound to collect the ancient treasures of the Kwymunda people as tribute to the Emperor.

### Kowakian Monkey-Lizard

**DEX 3D**

Dodge 5D

**PER 2D+2**

Sneak 5D, con 4D, search 3D+2, bargain 3D

**STR 1D**

Climbing/Jumping 4D

**Special Abilities:**

**Mimicry:** Kowakian Monkey-Lizards can mimic simple sounds and voices they hear. While they cannot create complex sentences, their mimicry is often good enough to fool an inattentive listener.

*Perception* check at Difficult difficulty to discern the mimicry from the real thing.

**Agility:** Due to their small size and agile nature, Kowakian Monkey-Lizards receive a +1D bonus to their Dodge and Climbing/Jumping skills.

### The Celestial Valley

As the PC's conclude their trek through Dinuk's dense jungle, they find themselves in the Celestial Valley, a visually striking area encircled by rugged mountains whose peaks pierce the sky. The landscape here is a mix of natural beauty and ancient mystery, with craggy rock faces and deep caverns that hint



at hidden wonders below. The grand entrance to caverns known once as the Celestial Vault is seamlessly integrated into the mountainside, suggesting its builders favoured harmony with nature over imposing their will upon it.

Near the mountain's base is a small temple dedicated to the Kwymunda Sages. This ancient structure, the Temple of Sages constructed from local stone, blends into the surrounding environment, its surface weathered but still proud. Vegetation creeps up its walls, and the air around it is tinged with the mossy scent of age.

The valley itself is a breathtaking tableau of nature's grandeur mixed with the silent dignity of ancient architecture. The temple's doorway frames a darkness that speaks to centuries of secrets held within, while the Imperial camp, with its temporary yet invasive presence, represents a stark juxtaposition against this backdrop of enduring calm. The sound of native wildlife blends with the distant hum of Imperial technology.

**Imperial Camp:** This serene spot stands in stark contrast to the nearby Imperial camp, which is a temporary but efficiently organised setup, complete with a standard-

issue Imperial tent and 4 parked speederbikes. The Imperial camp's strategic setup indicates a mission of considerable importance. PCs attempting to get a closer look or overhear plans without being caught need to succeed in Difficult *sneak* checks. If they accidentally attract attention, defusing the situation to avoid escalation involves Difficult *Persuasion* or *con* checks, requiring quick thinking and credible storytelling. Observing the Imperial camp to understand its layout and the number of forces stationed without drawing attention requires Moderate *Perception* checks. When the PC's enter the valley, Captain Drell Torzik and two of his scouttroopers are not present at the camp. The Imperial camp's strategic setup indicates a mission of considerable importance.

**Temple of the Sages:** Inside the musty interior of the temple, the PCs encounter seven stone sarcophagi, one of which is notably empty. Inside these ancient coffins, the preserved bodies of hundreds of years old Kwymunda Sages lies in a death-like torpor induced by the stasis booths they sleep in. The stone lids are adorned with relief carvings of the Kwymunda Sages themselves, suggesting their revered status. Discovering clues about recent activities or disturbances within this sacred place involves Moderate *search* checks. Further comprehending the arcane inscriptions and the technology behind the stasis preservation of the Sages demands Very Difficult *scholar* rolls to decipher and understand. The inscriptions on the sarcophagi and one the temple walls tell tales of the peaceful Kwymunda species who revered nature, were pacifistic and whose chosen leaders were amongst the wisest and most learned of their number. Their days of peaceful coexistence with their world and the galaxy at large came to an abrupt end when the fallen Jedi known as Nazar-Vo-Kran took sanctuary here 800 years ago.

With the temple explored and the Imperial threat assessed, the PCs now face critical decisions. They can confront the Imperials, attempt to covertly gather intelligence, or head up the mountainside to the entrance to the Celestial Vault. Their actions here will significantly impact their quest and potentially alter the balance of power concerning the ancient secrets contained within the vault.









## The Celestial Vault

**Entrance Cavern:** As the PCs enter the immense cavern that leads into the Celestial Vault, the air thickens with the power of ancient legacy and the weight of destinies yet to be fulfilled. This ante-chamber, bathed in a soft luminescent glow from the phosphorescent minerals embedded in the walls, houses the Golden Monkey-Lizard artefact, securely placed in its purpose-built alcove besides the now-opened double blaster doors. The setup is clearly designed to protect the inner sanctum of the vault beyond, with removal of the object triggering an immediate resealing of the vault doors.

The PCs need to consider their approach. If they choose to interact with the artefact, a Difficult *security* or *Technology* check allows them to understand the locking mechanism and the potential consequences of its removal. Whoever possesses this key holds the power to open and close the vault at their whim.

**Repository Chamber:** Moving deeper into the vault, the PCs reach the Repository Chamber. Here lies the Force Essence Repository, a large crystalline structure constructed millennia ago by the Kwymunda Sages, pulsing with a gentle, rhythmic light. This crystal holds the living force essences of all those Kwymunda who fell pray to a rogue Jedi's selfish scheme. This is undoubtedly the true treasure of Nanoota Prime, unimaginably valuable in the wealth of the wisdom and power of a species long since decimated.

## The Last Known Survivor

Upon their entry, the PC's will see a lone figure stood before the crystalline device. Polbar Dimdak, the recently awoken 'Survivor', greets them. The last of his ill-fated species, his presence is a reminder of the tragic history of the Kwymunda's betrayal by the dark Jedi, Nazar-Vo-Kran, who corrupted the repository's purpose to capture the entire species' essences for an immortality ritual. Understanding the depth of this lore and the mechanics of the repository involves a Difficult *Knowledge scholar* check, providing insights into the potential implications and dangers of such a powerful artefact.

### Read Aloud:

**As you venture deeper into the echoing chambers of the Celestial Vault, the passage opens into a vast cavern where the walls**

**are lined with crystalline structures that pulse with a soft, ethereal light. In the centre of this chamber, a solitary figure stands, their back to you, silhouetted, gazing intently into a large, centrally placed luminescent crystal that hangs from the ceiling like a softly glowing stalactite.**

**The figure turns as your footsteps disturb the silence, and you see a face you've seen etched many times into the stones of this world; a purple-skinned, reptilian Kwymunda. His eyes, deep set and knowing, meet yours with a mixture of weariness and relief.**

**"I can hear their voices still," he begins, his eyes tinged with sorrow, glancing at the crystal. "I am Polbar Dimdak, the last of the Kwymunda Sages, the sole survivor of a tragedy born from greed and betrayal. You stand now before the heart of our legacy, the repository of all our collected wisdom and the essence of our people."**

**He gestures towards the crystal. "This repository was meant to be a sanctuary, a cradle for the minds of our wisest, united in pursuit of enlightenment. But it was twisted into a prison by an offworlder, dark and full of hatred. This dark Jedi fled to our world hiding from his brethren. He took our repository, warping it into a trap for all the force energy of all the Kwymunda." Polbar looks at you intently. "Nazar-Vo-Kran destroyed my people that day, as he attempted to use their energies to fuel the ritual of his own longevity. If he succeeded or not, I am unsure. I too had my own consciousness ripped from me. The repository has recently begun failing, which I can only surmise has led to my reawakening.**

**His gaze hardens as he looks back at you, a spark of determination flickering in his ancient eyes. "I can still feel hatred here, a stain on all that us good here." A smile softens the edges of his beak-like mouth as he regards you all warmly. "I also feel that good that resides with you here and that is heartening. Will you join me in ridding this world of the blight that marks it?"**

## The Darkside Rising

Following the introduction of Polbar Dimdak, the emergence of Nazar-Vo-Kran's spirit from within the repository becomes







chillingly evident. The spectre, powerful and malevolent, seeks to manipulate or intimidate the PCs and any other present parties. The PCs must resist the dark spirit's influence through a Difficult *willpower* or *Control* check, striving to maintain clarity and focus in the face of overwhelming dark side energy.

The whine of repulsorlifts can soon be heard echoing off the cavernous walls; Captain Torzik soon enters the scene riding pillion on a speederbike with one of his troopers steering, the other trooper riding the other bike. Skidding to a halt as the malevolent spirit of Nazar comes into view, Torzik holds firm in the face of the spectral presence (his studies prepared him for such an encounter) whilst his troopers visibly quake at the sight (roll 2D for the scout's *willpower*. If they don't succeed at a Moderate difficulty, both troops flee, taking the bikes with them! Engaging Torzik, who looks visibly impressed by the revelation of the repository's power, requires a Difficult *persuasion* or *intimidation* check. The PCs could influence his decisions, potentially turning him into an ally or confirming him as an adversary, depending on their approach and his personal ambitions.

With Nazar-Vo-Kran's spirit manifesting, the PCs face a threat not just to the fate of the Kwymunda consciousnesses but potentially their own destinies as well.

**Read Aloud:**

**Captain Torzik, his face a mask of grim and taciturn determination, focuses his gaze on the crystal repository before you all, his hand hovering over his blaster, undecided. The crystal at the centre of the chamber pulses more urgently, as if reacting to the tension and the stakes now at play.**

As Nazar's dark presence fills the chamber, exerting a palpable pressure on all who stand before it, the PCs need to muster all their courage and clarity. Dealing with this malevolent spirit involves not only resisting its psychological assault but also determining the best course of action to neutralise its threat. Due to his incorporeality, physical attacks are useless. The red bladed lightsaber the spirit wields telekinetically can damage the spirit normally, though wresting control of this weapon from its spectral grasp is no easy task. This might require the PCs to engage directly with the spirit using *Control* and/or

*Alter* powers they might possess. Physically prying the weapon from the dark Jedi's would need a well-timed distraction first (*con* Difficult difficulty) to divert the phantom's attention, weakening its grasp (opposed PC's STR versus Nazar's *Control*, +2D added to the PC's roll for a successful distraction). Of course, Nazar will continue to attempt using *telekinesis* to reclaim his blade.

Meanwhile, Captain Torzik, caught between his duty and the astonishing revelations within the vault, responds to the PCs' overtures. The PCs might convince him of the greater threat the darkside apparition poses. However, any such alliance is fleeting at best, as the captain is laser-focused on acquiring the repository and its secrets for his master.

The PCs must also consider the tactical aspects of their situation, with the Imperial Treasure Ship *Avarice* imminent arrival and the chamber potentially turning into a battleground. There is plenty of half and full cover dotted around the chamber, thanks to clusters of stalagmites. *Demolitions* or *Mechanics* check (Very Difficult) if the PCs opt to tamper with or attempt to disable the repository's functions to prevent anyone from exploiting it. This action would be fraught with risk and is resisted by Polbar, who urges anyone threatening the crystal to cease. He spells out that it is not only the final resting place of his entire species, but fears the energies unleashed if destroyed would collapse this entire cavern structure. A roll of '1' on the Wild Die whilst firing a blaster means the shot goes astray and hits the repository. The crystal has 6D Speeder Scale body strength and explodes for 8D Walker Scale damage if reduced to 'destroyed' status. This does indeed collapse the cavern within 3 rounds.

As the tension escalates, the dark spirit attempts a final, desperate bid to sway the PCs or Captain Torzik to its cause. Offering promises of power and threats of destruction, Nazar's spirit requires the PCs to maintain focus and resist its influence. A Very Difficult *willpower* or *Control* check is necessary to withstand the dark spirit's manipulative urgings, a task that not only tests their mental fortitude but also their commitment to their moral compass.

If Torzik decides to aid the PCs against the dark spirit or continues to pursue his orders under the Empire, Nazar's spirit is visibly enraged.

**Read Aloud:**

**The chamber pulses with unseen forces as Nazar-Vo-Kran's spirit grows in intensity, its form flickering between an ethereal and terrifyingly presence. "Join me in immortality or face your demise," it booms, its voice echoing off the crystal walls. "Stand against me and you will fall." Captain Torzik glances towards you, his decision hanging in the balance.**

A *tactics* roll (Moderate) might be required to organise any allies and possibly even reluctant Imperial forces into a defensive or offensive position depending on the PCs' strategy to handle the spirit.

As this encounter nears its end and providing Captain Torzik is still in the fight (irrespective of whether or not Nazar-Vo-Kran is still present), the following happens.

**Read Aloud:**

**As the tension in the air thickens, Captain Torzik's comlink crackles to life. He holds it up, nodding curtly as he listens to the incoming transmission. After a brief moment, he snaps the device shut and addresses the party with a cold smirk. "It seems we are no longer alone here," he announces, his voice echoing slightly in the enclosed space. "Imperial reinforcements have arrived aboard the *Avarice*, currently in orbit. This vault now belongs to the Emperor!"**

**Polbar's Final Request**

If he is still alive by the time the Empire arrives, Polbar the Kwymunda Sage appeals to the PC's to destroy the Golden Monkey-Lizard, permanently locking the vault and imprisoning him in it. Not knowing who the Empire is (he knows only of the Galactic Republic) but fearing the worst from it, given how he's seen Captain Torzik and the scouttroopers act, he does not want the repository to fall into their hands. Sealing the vault might be the only way to save the consciousnesses of his species from predation by the Empire. The decision of course, is solely down to the PC's.

**Imperial Reinforcements**

As the star galleon *Avarice* lands its ground forces via space barge to secure the Celestial Vault, the PCs now face the last few

moments to act before the reinforcements are upon them. They have a limited window—precisely six rounds—to finalise their actions, secure the vault, and make their escape from the continent.

In round 1, a rare sight can be glimpsed down the mountain range—a six-legged spider-like AT-AST is dispatched, slowly trundling up the steep mountainside, its weapon systems trained on the Celestial Vaults entrance. In round 3, a full platoon of stormtroopers disembarks. It takes the next 3 rounds for all these forces to arrive at the entrance to the vault.

Remember, if the PC's remove the Golden Monkey-Lizard from its alcove, it seals the doors permanently. If either the repository is destroyed or the vault doors are sealed and the golden key hidden, the AT-AST opens fire, releasing its payload of concussion missiles, utterly destroying the vault.

**Read Aloud:**

**With the clock ticking down, your group moves with purpose. The plan is now escape. Scrambling down the mountainside, the whine of blaster cannon fire and the earth trembling thuds of metal on rock heralds the attack of the Imperial reinforcements. A platoon of stormtroopers advance from below the long strides of a strange, six-legged spider-like Imperial Walker, it's chin-mounted blaster cannons trained on you as you exit the Celestial Vault!**

The *Avarice*, which currently sits in orbit above Nanoota Prime does not pose a threat to the PC's if they use their own ship to escape the system. They can easily slip away from the opposite side of the planet to where the star galleon's current position.

The outcome of these final actions, whether they involve a dramatic showdown, strategic sabotage, or a desperate bid for preservation, will dictate the immediate survival of the PCs, Polbar and the remnants of the Kwymunda civilisation.

**All Terrain-Adverse Surface Transport (AT-AST)**

**Craft:** Imperial All Terrain-Adverse Surface Transport

**Type:** Heavy walker

**Scale:** Walker

**Length:** 18 meters



**Skill:** Walker operation: AT-VST  
**Crew:** 3 (pilot, co-pilot, gunner)  
**Crew Skill:** Walker operation 5D, vehicle blasters 4D+2, missile weapons 4D  
**Passengers:** 16 (troops)  
**Cargo Capacity:** 250 kilograms  
**Cover:** Full  
**Manoeuvrability:** 1D+1  
**Move:** 25; 75 km/h  
**Body Strength:** 6D  
**Weapons:**

**Twin Light Blaster Cannons**

*Fire Arc:* Front

*Skill:* Vehicle blasters

*Fire Control:* 2D

*Range:* 50-500/1.5 km/3 km

*Damage:* 5D

**Concussion Grenade Launcher**

*Fire Arc:* Front

*Skill:* Missile weapons

*Fire Control:* 1D

*Range:* 10-50/100/200

*Blast Radius:* 0-2/4/6/8

*Damage:* 5D

## Denouement

As the adventure concludes, the outcome depends heavily on the choices made by the PCs in their final encounter. If they assisted Polbar Dimdak in sealing the vault, they protect the galaxy from a dark side threat and the misuse of a powerful force artefact by the Empire, earning the gratitude of the Polbar and potentially attracting the attention of other Force-sensitive groups. This choice may open new pathways for exploration and deeper understanding of the Force.

If Captain Torzik managed to secure the vault with the help of Imperial reinforcements from the *Avarice*, the Empire gains a powerful tool in the repository, potentially increasing its dominance across the sector. This scenario might compel the PCs to counteract the Empire's growing power, aligning with resistance forces or finding other means to restore balance.



Should the PCs have unleashed or used the vault's power themselves, they must now contend with the consequences, including the freed spirit of Nazar-Vo-Kran. This outcome could lead to the dark spirit attempting to seek a way to permanently link himself to a willing host, one as corrupt and malevolent as he is.

Destroying the vault to prevent its misuse safeguards the galaxy from potential threats but at the cost of ancient wisdom and power. This action defines the PCs as protectors who prioritise safety over knowledge, possibly impacting their reputation and future interactions in the galaxy.

The PC's patron (GM's choice of who this is, perhaps an existing one from their own campaign) awaits them at a predetermined rendezvous and the delivery of the Golden Monkey-Lizard as well as the secrets it holds. If they were successful in obtaining this, they might earn a new rank, reward money, or even a favour, depending on their patron's affiliations.

### **Reward for the Players**

Each player is awarded 5-10 character points for their participation in the adventure, acknowledging their skilful play, quick thinking, and teamwork. Additionally, those who played a pivotal role in obtaining the Golden Monkey-Lizard and its secrets receive bonus character points as a testament to their skill and tenacity. If the PC's helped defend the Celestial Vault and its powerful repository of Kwymunda knowledge from the Empire, by defeating those that seek it, (Soko'Uulan, Captain Torzik) they should receive additional points. Saving the life of Polbar and/or Padu Vobb is also worthy of extra character point reward.



## Captain Drell Torzik

### Template Type:

Imperial Officer

### Affiliation:

Galactic Empire

**Height:** 1.8 meters

**Species:** Human

**DEXTERITY 2D+2**

Blaster 5D+1,

dodge 4D+2

### KNOWLEDGE

**3D+1**

Intimidation 4D+2

tactics 5D,

willpower 5D+1,

Scholar (*history*)

4D+1

### MECHANICAL 2D+1

Space transports 3D+2,

communications 3D+1

### PERCEPTION 3D+1

Command 5D+1, investigation 5D,

search 4D+2

### STRENGTH 3D

Brawling 4D+1

### TECHNICAL 3D

Computer prog./repair 4D+1,

security 5D+1

**Force Points:** 1

**Dark Side Points:** 3

**Physical Description:** Torzik is a physically imposing figure with an authoritative aura that commands attention and respect. A sophisticated eyepatch conceals his missing right eye.

**Equipment:** Code cylinder, rank insignia, blaster pistol (4D damage), comlink, cybernetic sensor eye patch: Equipped with infrared vision and a telescopic sight; grants +1D to search checks involving sight

**Background:** During a fierce clash against rebel forces on Deleon V, a world, Torzik, then a lieutenant, sustained an injury that cost him his right eye. He aims to bolster the Imperial war chest with the treasures of the Golden Monkey-Lizard and elevate his own status within the military hierarchy.

**Personality:** Driven by a relentless pursuit of power and order, Torzik's resolve is matched only by his lack of sense of humour.

**Quote:** "Sacrificing an eye is a price I paid willingly to ensure order prevails!"



## Soko'Uulan

### Template Type:

Pirate Captain

### Affiliation:

The Torpin Freebooters

**Height:** 1.7 meters

**Species:** Twi'lek

**DEXTERITY 3D+2**

Blaster 5D+2,

dodge 5D,

melee combat 5D,

(*vibro cutlass*) 6D

### KNOWLEDGE 3D

Streetwise 4D,

tactics 4D+1,

value 4D+2,

intimidation 4D+2

### MECHANICAL 3D+1

Space transports 5D,

starship gunnery 4D+1

### PERCEPTION 4D

Command 5D, gambling 4D+2, search 4D+1

### STRENGTH 3D+1

Brawling 4D

### TECHNICAL 3D

Demolitions 3D+2, security 3D+1

**Physical Description:** Soko'Uulan stands with the confident poise of a born leader, her vibrant purple skin inscribed with contrast white tattoos.

**Equipment:** Vibro cutlass (STR+3D damage, max: 6D), heavy blaster pistol (4D+2 damage), encrypted comlink, blast vest (1D physical, +1 energy), *Mercurial One* a YT-1140b Medium Freighter

**Background:** Soko'Uulan cut her teeth as a stowaway on a ryll smuggling freighter, seizing the opportunity to leap into a life of piracy by joining a boarding crew. She's made a name for herself in the Outer Rim, leading a motley crew known as The Torpin Freebooters.

**Personality:** Direct, sharp with an acid etched wit, Soko'Uulan doesn't mince words. She's respected by her crew for her no-nonsense approach and has earned her reputation as a formidable opponent by those who've crossed her path. She's driven by the lure of the next big score, which she believes will cement her place in pirate legend.

**Quote:** "You've got the aim of a one-eyed gundark, and half the charm."



**Padu Vobb****Template Type:**

Antiquities Dealer

**Affiliation:** To Himself**Height:** 1.5 meters**Species:** Sullustan**DEXTERITY 3D**

Dodge 5D

**KNOWLEDGE 4D**

Alien Species 4D+1

cultures 5D,

languages 5D+2,

streetwise 6D,

value 6D+1

**MECHANICAL 2D**

Communications 3D+2

**PERCEPTION 3D+2**

Bargain 6D, con 4D+2, gambling 5D, search 5D+1

**STRENGTH 2D**

Stamina 3D

**TECHNICAL 2D+1**

Computer Programming/Repair 3D+2 security 4D



**Physical Description:** Padu Vobb is a typical Sullustan in stature, compact and robust, with a face that's remarkably expressive, even for his species. A perpetual cloud of spicy cigarras smoke hovers around him, an odour that manages to offend most nostrils but seems to comfort his own.

**Equipment:** Datapad with antiquities records, cigarras and spice pouch, holdout blaster (3D+2 damage)

**Background:** Padu Vobb has made a niche for himself in the neon-soaked markets of Torpin II, dealing in relics that most have forgotten. While his knowledge is vast, his reputation for being tight-lipped is vaster—unless, of course, the price or the cigarras are right.

**Personality:** Padu's always has a hint of laughter in his voice, suggesting that he knows more than he lets on. While he presents as amiable and somewhat scatterbrained, underestimating his cunning in trade would be a costly error.

**Quote:** "I can find you the galaxy's secrets, my friend—but first I need a light."

**Luf Shenbi****Template Type:**

Casino Owner

**Affiliation:** Himself**Height:** 1.9 meters**Species:** Mythrol**DEXTERITY 2D**

Dodge 3D+1

**KNOWLEDGE 4D**

Bureaucracy 5D,

streetwise 6D,

value 5D

**MECHANICAL 2D+1**

Communications

3D+1

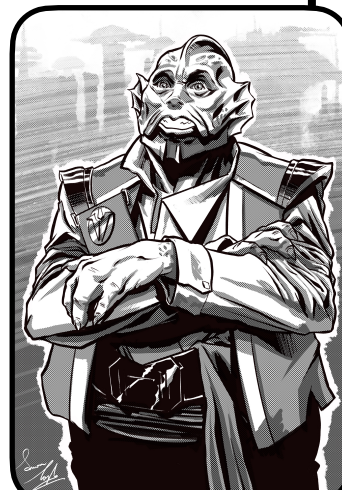
**PERCEPTION 4D+2**

Bargain 5D, con 5D+1,

gambling 6D, persuasion 5D, search 5D+2

**STRENGTH 2D****TECHNICAL 2D**

Computer programming/repair 3D, security 4D



**Physical Description:** Speetac is of average height for a Boosodian (which still makes him tall), with a bulky frame. His skin is a mottled grey, and his face is dominated by a cluster of small, beady black eyes, giving him a somewhat unsettling appearance.

**Equipment:** Holdout blaster (3D+2 damage), comlink, several datapads hidden in robes, jewelled cane

**Background:** Oogle 'Farseeer' Speetac is a well-known figure in the underworld of information brokering. His innate Force sensitivity, though limited, has given him an edge in his line of work, allowing him to sense when he's being deceived or when danger is near.

**Personality:** Speetac works for the highest bidder, with no affiliations to anyone but himself. Keeping himself safe and his force sensitivity off the Empire's radar is paramount to him.

**Quote:** "Trust my information. Even I wouldn't trust me."



## Polbar Dimdak

### Template Type:

Kwymunda Sage

**Affiliation:** To his people

**Height:** 1.6 meters

### Species:

Kwymunda

### DEXTERITY 2D

Dodge 4D

### KNOWLEDGE 4D

Scholar:

*Kwymunda texts*

6D+2,

willpower 6D

### MECHANICAL 2D

Beast riding 3D,

repulsorlift operation 3D+1

### PERCEPTION 3D

Persuasion 5D, search 4D+2,

### STRENGTH 2D+2

Climbing/jumping 3D, stamina 4D

### TECHNICAL 2D

First aid 5D

**Special Abilities:** Due to his extensive study and experience, Polbar has a +1D bonus to all *scholar* and *willpower* skill rolls.

**Force Sensitive:** Yes

**Force Points:** 3

**Force Powers:** Sense 3D; *Life Detection, Life Sense, Receptive Telepathy, Sense Force*

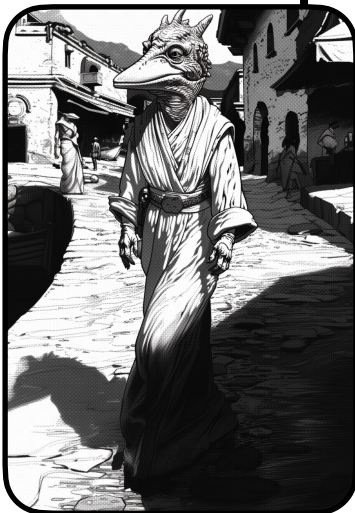
**Physical Description:** Polbar Dimdak is a slightly below average height for his species, with the distinctive purple skin and duckbill-like face of the Kwymunda.

**Equipment:** Kwymunda Sage robes.

**Background:** Once a student of both the Jedi and his own people's ancient traditions, Polbar Dimdak survived the extinction of his species by being one of the few preserved in stasis. Now awakened, he seeks to revive his fellow Sages and secure the dangerous secrets of their past to prevent them from falling into the wrong hands.

**Personality:** Carrying the burden of his entire species, Polbar is solemn yet compassionate, embodying the wisdom and serenity of a sage.

**Quote:** "We must tread lightly, for every step stirs more than just dust..."



## Nazar-Vo-Kran

### Template Type:

Darkside Apparition

**Affiliation:** To himself

**Height:** 1.9 meters

**Species:** Human (spirit)

### DEXTERITY 3D

Dodge 5D, lightsaber combat 5D,

### KNOWLEDGE 3D+1

Intimidation 5D+1,

scholar: (*Jedi lore*)

4D; (*Sith alchemy*)

7D, tactics 4D,

willpower 5D

### MECHANICAL 2D

### PERCEPTION 3D+1

Investigation 5D

### STRENGTH 0D

(No skills due to incorporeal nature)

### TECHNICAL 2D

**Force Sensitive:** Yes

**Force Points:** 3

**Dark Side Points:** 9

**Force Powers:** Control 4D, Sense 5D, Alter 6D; As a Dark Jedi Spirit, Nazar-Vo-Kran has access to several powers including: *force lightning* (weaker, 5D damage), *force choke*, *enhanced telekinesis*, and *illusion*.

**Physical Description:** Nazar-Vo-Kran's spirit appears translucent with a faintly glowing outline, his features twisted and rotting with dark side corruption.

**Equipment:** Lightsaber (5D damage),

**Background:** Newly anointed as a Jedi Knight, Nazar-Vo-Kran's arrogance led him to seek the forbidden knowledge to extend one's physical life. To this end, he seized control over the Life Essence Repository of the legendary Kwymunda Sages, pulling all consciousness from the peaceful species into the device. He intended this life energy to power a ritual of immortality. Instead, it backfired, leaving him bound as a dark side spirit, forever tethered to the physical realm but not fully part of it.

**Personality:** Nazar-Vo-Kran is vengeful and petty in the extreme, driven by a fury over failed plans and his current, twisted existence.

**Quote:** "The Jedi and death itself never stopped me and neither shall you!"



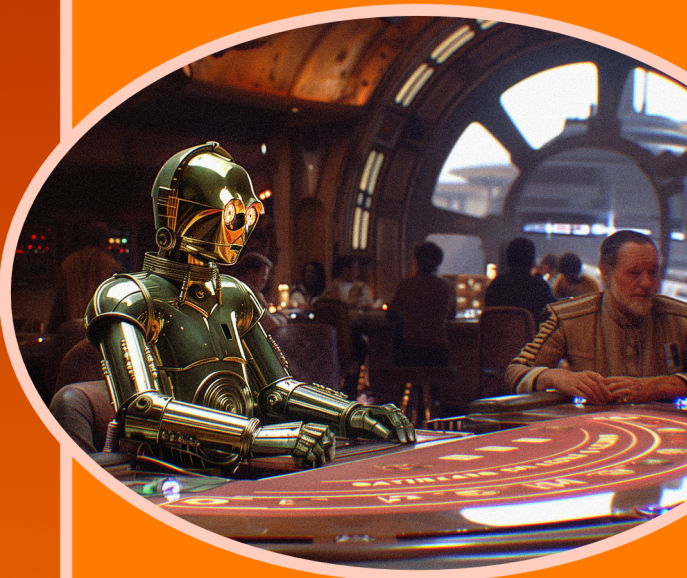
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