

STAR WARS

ECHOES OF THE PAST

It is a dark time for the galaxy. The Empire's purge of the histories of the Republic leaves a society that lives day-to-day, with no concept of yesterday and no hope for tomorrow.

Nowhere, perhaps, is that hopelessness felt more than the smuggler's moon, NAR SHADDAA. Spacers pass in and out, looking for the next big score - or even just a paying job.

One group of spacers is about to find one of those jobs. These spacers will soon learn of the dangers that await them as they delve into the mysteries of a planet long-forgotten, searching out the
ECHOES OF THE PAST...

Echoes of the Past

Written by Peter “Maveritchell” Thompson for the *Edge of the Empire* RPG

This module is a standalone module designed to fit into any campaign. It starts on Nar Shaddaa and includes a short “interlude” piece to allow for an easy transition from any recently-completed adventure. It then proceeds through three major sections – the escape from Nar Shaddaa, the trip to Tython and the dungeon crawl there, and then the flight to Mon Calamari, where the players will eventually face off against a Dark Jedi that has hounded them through the campaign.

Formatting notes:

- In this module, information is keyed as follows:
- **GM Notes** will use a background highlight like this.
- *Information to be read to the players will be use a background like this.*
- **Skill Checks** that can be made in an area will usually fall under that heading, but every possible check will always be **bolded** followed by a difficulty (e.g. **◆◆**)
- **Potential outcomes** or **player decision points** will be bolded in red. The GM should look for these when trying to respond to player choices.
- External information on [Wookieepedia](#) with in-universe explanations will be hyperlinked. This can be used by the GM to see pictures of the linked items, get physical descriptions, etc. See [Appendix D](#) for a comprehensive list of all external resources.
- Maps are provided in the accompanying .png files. These maps are designed specifically for this campaign, so your players may take direct visual cues from what they see on the images. If you feel so inclined, distribute these as handouts/charts to the players.
- **Map Notes** will highlight which of the included maps a particular section takes place on.

Story summary:

In **Act 0** (the interlude piece), the players have the opportunity to browse the shops of the Nar Shaddaa middle-city, gamble, heal, and perhaps even discover some black-market contacts that can provide them with unique gear. This section is entirely optional – nothing in here contributes to the story, it’s simply provided as a palate-cleanser to set the mood for the upcoming adventure.

Act 1 kicks off the story as the players are approached by a nondescript man who introduces himself as a historian. He enlists the players’ services for a simple transport and protection detail to a planet that has been off the astrogation charts for centuries, a planet on which he’s looking for an ancient artifact. As the players begin traveling with him, they are jumped by a large group of Ubese mercenaries who subsequently chase the players off-planet.

As the players jump into hyperspace from Nar Shaddaa to the mystery planet, **Act 2** begins. When the players land, they find themselves on an abandoned planet and will likely soon discover that this is a

planet seeped in Jedi history. Eventually, the players find their way to an ancient Jedi temple, and they must delve into its secrets to obtain the MacGuffin (a holocron) that the historian tasks them with finding. After the players find the holocron, they depart the temple only to find a Dark Jedi waiting for them over the corpse of the historian. As the Dark Jedi leaves, he disdainfully orders his minions to wipe out the players and comb the temple for anything useful.

As the players escape back to their ship, they find a message that the historian left on board in the event of his death. The message reveals a contact he has on Mon Calamari, with whom they must rendezvous to finish the job (and get paid). **Act 3** begins as the players make this journey to Mon Calamari, barely escaping the clutches of an Imperial vessel above the lost planet. On Mon Calamari, the players seek out this colleague of the Jedi historian. Upon delivery of the holocron, the players are given the opportunity to take a glimpse into the secrets of the holocron – which leads to a trek underwater to find another artifact. However, upon retrieval of this artifact, the players are again confronted by the Dark Jedi, and they must do all in their power to defeat him.

Act 0: Extra Credits

This section will allow the players to reconvene at the start of the adventure as well as provide opportunities to spend credits from previous adventures. This section is completely optional – if your players are ready to jump right in to the story, skip ahead.

After a long journey, you find yourselves deep in the heart of the Smugglers' Moon – [Nar Shaddaa](#). This smoke-belching satellite of the Hutt homeworld, [Nal Hutta](#), is a haven for anyone operating primarily in the Outer Rim. From pitiable spacer refugees to wealthy black market merchants, the whole of the fringe worlds' economies are represented here.

It is the latter you're hoping to find as you dock your ship on a landing platform in the mid-levels of the planet-wide city. You take a small airspeeder taxi to a commercial district, and after a short trek from the speeder pad, you find yourself entering a large bazaar.

You can see several trade establishments. There is a well-established watering hole, the Side Deck cantina. Near that, you can see a smaller building with a bacta tank symbol near the doorway. Filling the rest of the bazaar are a large number of kiosks, each filled with vendors hawking their wares to eager customers.

There is also a small computer terminal near each of the entrances, which the players may access to see a listing of all the vendors.

All the vendors here will likely try to sell items at around twice their listed value, although the price can be negotiated down.

Map Notes: Use the “narshadd_bazaar” map for this segment.

The vendors (and their wares) are as below:



- 1) *The Side Deck*
- 2) Medical facility
- 3) Ban Zeek's Arms
- 4) Balisk's Droid Emporium
- 5) Spacer's Sundries
- 6) The Tool Box
- 7) *Watch Your Back* Outfitters
- 8) The Galactic Datacron

Ban Zeek's Arms

The following items are presented to the players without question at the price indicated (along with any weapons at rarity 2 or below of your choosing). If your players require different items, exchange similar items for similar items:

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Heavy Stun Pistol	Ranged (L)	7	N/A	Short	2	3	700	6	Stun Damage
Blaster Rifle	Ranged(H)	9	3	Long	4	4	1800	5	Stun Setting
Stun Baton	Melee	+2	N/A	Engaged	1	0	200	3	Stun Damage, Disorient 2
Force Pike	Melee	+3	3	Engaged	3	3	1000	4	Pierce 2, Stun Setting
Blaster Pistol	Ranged(L)	6	3	Medium	1	3	800	4	Stun Setting

The following items can be discovered (Bin Zeek may pull them out of a storage crate in back) if the player passes a (◆◆◆◆) Streetwise check.



Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Wrist-mounted mini-concussion grenade launcher	Ranged (L)	5	4	Medium	2	0	4500 (R)	7	Blast 2, Concussive 1, Limited Ammo 3
Mini-concussion grenade (Requires launcher)	N/A	5	4	Medium	0	0	1000 (R)	7	Blast 2, Concussive 1, Limited Ammo 1

Ban Zeek (Rival)

Ban Zeek is a gruff old Rodian wearing an eyepatch over his left eye. He owns Ban Zeek's Arms.



Skills: Negotiation 1, Cool 1, Discipline 1

Talents: None

Abilities: None

Equipment: Heavy Blaster Pistol [Ranged (Light), Damage 7, Critical 3, Range: Medium, Stun Setting]

Spacer's Sundries

This is the "general store," so to speak. It carries several basic-type items.

Name	Encum	Price	Rarity	Description
Earpiece comlink	0	500	3	Micro-sized comlink designed to sit in the ear
Hand scanner	0	200	2	
Backpack	-	100	0	Encumbrance threshold +4
Utility belt	-	50	0	Encumbrance threshold +1

Passing a (◆◆◆) Streetwise check will make the following items available:

Name	Encum	Price	Rarity	Description
Surveillance tagger	0	350	4	
Electronic lock breaker	1	2000	5	

Myn Delik (Rival)

Myn Delik is the human proprietor of Spacer's Sundries. He's a weaselly character, eager to please but opportunistic.



Skills: Negotiation 2, Cool 1, Discipline 1

Talents: None

Abilities: None

Equipment: Heavy Blaster Pistol [Ranged (Light), Damage 7, Critical 3, Range: Medium, Stun Setting]

Balisk's Droid Emporium

The owner of this store will attempt to sell you up on his line of old [R4-P astromech droids](#), although he also sells various droid parts and pieces.

Name	Encum	Price	Rarity	Description
R4-P27 (insert various #)	N/A	12000	5	See <i>Astromech Droid (Rival)</i> p.410 EotE CRB
Tool kit	4	700	2	
Emergency repair patch	0	50	0	
Restraining bolt	0	70	0	

A (◆◆) Streetwise check will allow the player to find access to cybernetic enhancements sold at 1.5x market rate. These can be installed directly on the droid at this shop, but would need to be taken over to the medical facility to be installed on an organic being.

Lessik Balisk (Rival)

Lessik Balisk is the Quarren proprietor of Balisk's Droid Emporium. He is a competent, consummate professional who bemoans the baggage of his isolationist species.



Skills: Negotiation 1, Cool 2, Discipline 2, Mechanics 1

Talents: None


Abilities: None

Equipment: Heavy Blaster Pistol [Ranged (Light), Damage 7, Critical 3, Range: Medium, Stun Setting]

The Tool Box

This store is primarily a mods and addons store, and it has a workbench provided in the store as a convenience to customers. The owner is a relatively proficient mechanic himself, and he's willing to make modifications for 400-500 credits each (this is an operating costs expense, and unlike the costs of items, he's likely unwilling to negotiate it down). He doesn't like to deal in black market goods, so his shop has nothing extra available if the player makes a Streetwise check.

In addition to offering any non-restricted attachment for sale, the owner offers these attachments.

- **Dueling Hilt**
 - Grants the weapon *Defensive +2*
 - Modification options: 1 Decrease encumbrance by 1 (Min 1), 1 Innate Talent (Defensive Stance Rank +1) Mod
 - Hard Points required: 2 (Bladed melee weapon)
 - Price: Base-1500 credits, Nar Shaddaa-2500 credits (Rarity 5)
- **Hair Trigger**
 - Grants the weapon *Auto-Fire*, adds 1  when firing
 - Modification options: 1 Weapon Quality (Accurate +1) mod, 1 Innate Talent (Quick Draw) Mod
 - Hard Points required: 1 (Blaster weapon)
 - Price: Base-1000 credits, Nar Shaddaa – 2000 credits (Rarity 4)
- **Energy Cell**
 - Grants the weapon *Disorient +2, Damage +1*
 - Modification options: 1 Damage +1 Mod, 1 Weapon Quality (Pierce +1) Mod

- Hard Points required: 1 (Melee weapon)
- Price: Base – 750 credits, Nar Shaddaa – 1500 credits (Rarity 4)
- **Biorestorative Underlay**
 - Grants a die to any Medicine checks made on the wearer, Wearer removes 1 Wound at the end of every combat encounter
 - Modification options: 2 Innate Talent (Second Wind Rank +1) Mods
 - Hard Points required: 2 (Armor)
 - Price: Base – 2000 credits, Nar Shaddaa – 3500 credits (Rarity 5)

Syan Meb (Rival)

Syan Meb is the Sullustan proprietor of The Tool Box. He is a naturally gifted tinkerer and possesses no small amount of ego at his skill. He's an occasional gambler as well, and often successful in that arena.



Skills: Negotiation 1, Cool 1, Discipline 1, Mechanics 3

Talents: None

Abilities: None

Equipment: Heavy Blaster Pistol [Ranged (Light), Damage 7, Critical 3, Range: Medium, Stun Setting]

Watch Your Back Outfitters

This store deals in various pieces of clothing and wearable gear. The store also carries any core rulebook gear fewer than 2 Rarity. The twin Duros sisters, Denem and Durin Lonsa, own this shop.

Name	Def	Soak	Encum	HP	Price	Rarity	Notes
Ubese armor	1	1	4	2	2200	6	Acts as environment gear, breath mask
Padded armor	0	2	2	0	1000	1	
Combat jumpsuit	0	1	2	2	1000	3	
Space suit	0	0	4	0	200	1	

Succeeding on a (◆◆◆) Streetwise check will prompt the owners to offer their rare haul, Laminate armor.

Denem/Durin Lonsa (Rival)

These two twin Duros sisters each use the same stats. They are the proprietors of *Watch Your Back*. They both are preternaturally friendly; that combined with their frequent tactic of fast-talking customers has made them very successful businesswomen.



Skills: Negotiation 2, Cool 1, Discipline 1

Talents: None

Abilities: None

Equipment: Heavy Blaster Pistol [Ranged (Light), Damage 7, Critical 3, Range: Medium, Stun Setting]

Medical Facility

This nondescript medical facility is run-down, no doubt from seeing heavy use. A tired old Snivvian runs this facility. A medical chair sits in the back, acting as a fixed medkit (☐ to Medicine checks), but it is only for the Snivvian's use. He sells the following, in addition to offering medical treatment. He will ask for 400 credits to perform a medical service (e.g. healing of a critical injury).

Name	Encum	Price	Rarity	Description
Stimpack	0	50	1	
Synthskin	N/A	20	1	
Medpac	2	800	2	
Emergency Medpac	1	200	1	

If the players pass a (◆◆◆◆) Streetwise check, the owner will reveal that he has some more illicit items available:

Name	Encum	Price	Rarity	Description
Syn. Std. Neurotoxin	0	100	6 (R)	One dose
Syn. Std. Neuroparalitic	0	150	6 (R)	One dose
Syn. Std. Anesthetic	0	70	4	One dose
Avabush Spice	0	50	6 (R)	One dose

Mureem (Rival)

This weary Snivvian is the doctor in charge of the medical facility located near the bazaar. He's competent at his job but tired of dealing with the day-to-day medical issues of a rough-and-tumble world like Nar Shaddaa. As a means of relaxing, he's taken up using spice occasionally.



Skills: Negotiation 1, Cool 1, Discipline 1, Medicine 2

Talents: None




Abilities: None

Equipment: Heavy Blaster Pistol [Ranged (Light), Damage 7, Critical 3, Range: Medium, Stun Setting]

The Side Deck Cantina

In this small cantina, lit-up tables surround the central bar. Various patrons sit around playing the house game of choice, pazaak. The players should feel free to gamble a bit. Pazaak rules are included below, inspired by FFG's Sabacc rules (from the "Shadows of the Black Sun" campaign). (Reprinted in [Appendix E](#) for handouts.)

The following rules can be used to simulate one round or hand of pazaak, a popular card game in the Star Wars universe. In pazaak, players attempt to develop a hand of 20 points, similar to [Blackjack](#). Players are dealt cards from a main deck, with cards numbering from 1-10. Players initially receive 2 cards and then may choose to take more cards, one at a time, in turns. Pazaak is played between a player and a dealer (usually a PC and the GM).

1. Each player submits a wager and both wagers go into the pot.
2. Players usually play a "best-of-three" set of hands, with the winner taking the pot.
3. Use a simple **Cool** check to establish a base dice pool (both player and dealer).
4. To cheat, a character instead uses his **Deception** or **Skulduggery** skill pool for the test. This becomes an opposed check against **Discipline** or **Perception**. On a  symbol, the PC is caught cheating, and gambling immediately stops to resolve the discovery.  on this check should be treated as extra  for the dealer.
5. The player rolls the dice pool, leaving the dice on the table. This dice pool will be used to determine the player's Side Deck, which he can use to modify the cards he is dealt.

6. Whoever has fewer ★ – player or dealer – will be dealt first in the first hand. First deal then alternates back-and-forth.
7. The player builds his Side Deck, as determined below. One card from the player’s Side Deck may be played on each hand to modify the final result. E.g. A +3 card can be played on a hand of 16 to turn it into 19, while ±2 can turn an 18 into either a 20 or a 16.
8. The player and the dealer are dealt cards in turn, one-at-a-time. Either the player or the dealer may choose to “hold” at any point (after the first two cards) and not be dealt any more cards. Roll a percentage die to determine which card, 1-10, is dealt (i.e. 1-10 = 1, 11-20 = 2, etc.).
9. The player closest to 20 points without going over wins the hand. In case of a tie, no one wins – the hand is replayed.
10. If a player is dealt nine cards without exceeding 20, he automatically wins the hand (even if the other player has 20 exactly).

Building a Side Deck in Pazaak

Results	Interpretations
	Player may take a +3 card into his Side Deck
	Player may take a ±2 card into his Side Deck
	Player may take a ±5 card into his Side Deck
	Player may take a -# card into his Side Deck, which allows the player to turn any card in his hand into a negative card. may also be spent on any of the -based cards.

The Galactic Databron

This establishment is a library, of sorts. It sells various datapads that can all be used for a single die on a related Intellect-based check. All of these have zero encumbrance.

Name	Price	Rarity	Related Skill
<i>Outer Rim Passageways</i>	300	1	Astrogation (in the Outer Rim)
<i>Through the Core Worlds</i>	400	1	Astrogation (in the Core Worlds)
<i>Modern Circuitry</i>	400	1	Computers (modifying computer innards)
<i>Security Systems and You</i>	800	2	Computers (bypassing/accessing secure systems)
<i>Galactic Bioreference</i>	400	1	Knowledge(Xenology) checks
<i>Into the Core</i>	500	1	Knowledge (Core Worlds) checks
<i>Galactipedia, vol. 1-10</i>	1200	2	Knowledge (Education) checks
<i>Ancient Tomes</i>	400	1	Knowledge (Lore) checks
<i>Outside the Bright Center</i>	500	1	Knowledge (Outer Rim) checks
<i>Dark Alleyways</i>	400	1	Knowledge (Underworld) checks
<i>Grievous Wounds</i>	1000	2	Medicine (against critical injuries)
<i>Battlefield Medicine</i>	500	1	Medicine (when in combat)
<i>Advanced Droid Repair</i>	800	2	Mechanics (when working on droids)
<i>Arms Tweaker’s Guide</i>	1000	2	Mechanics (when making modifications to weapons)
<i>Freighter Repair</i>	500	1	Mechanics (when working on freighter-type ships)
<i>Starfighter Maintenance</i>	600	1	Mechanics (when working on starfighters)
<i>Basic Bathtime: A Refresher Course</i>	50	0	Unknown

Namon Ged (Rival)

The elderly Ithorian, Namon Ged, is proprietor of *The Galactic Datacron*. He's an extremely well-read scholar and never disingenuous with his customers. His lifelong passion is learning, and he sells datapad "books" in order to foster that passion in others.

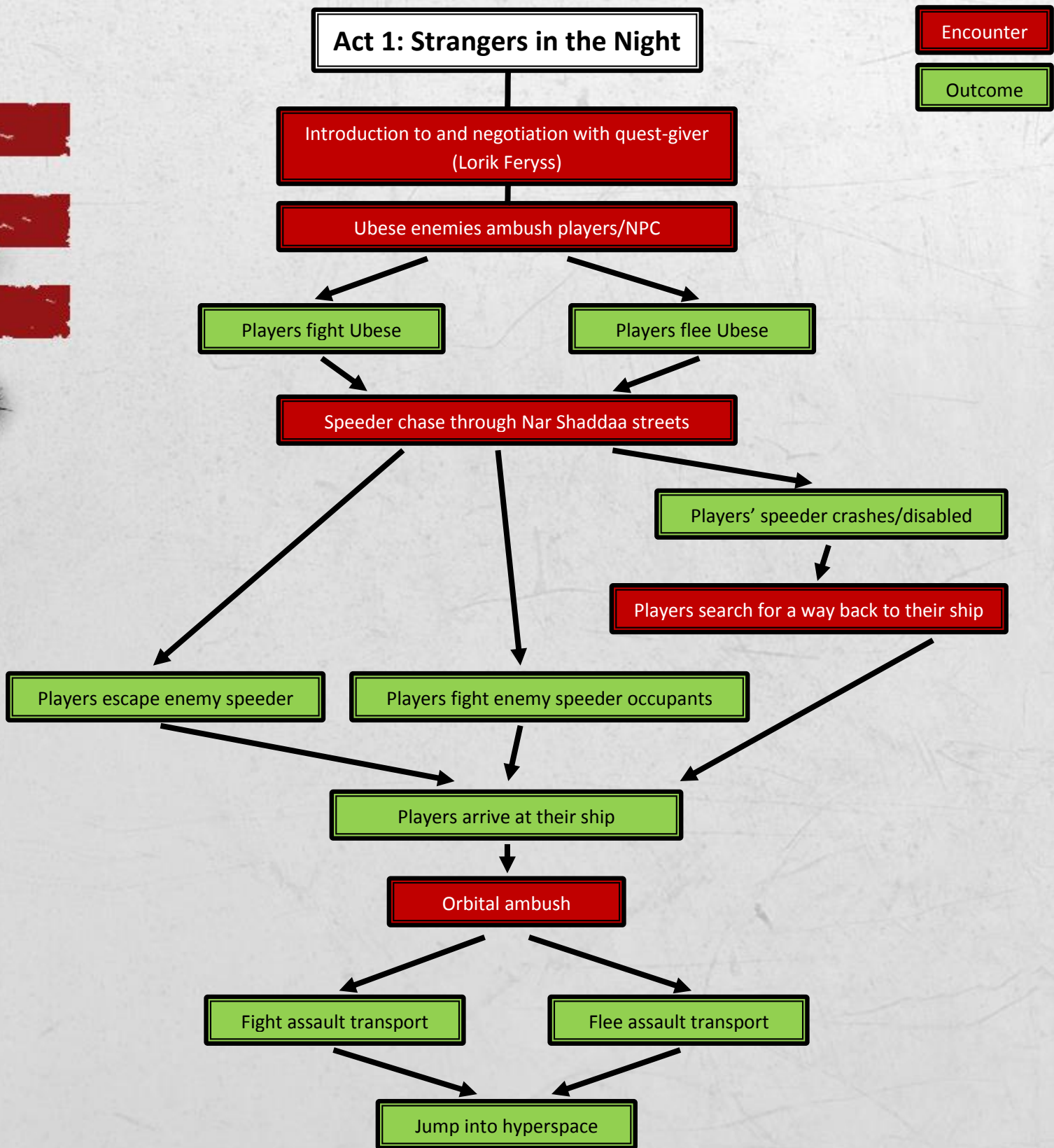
2 BRAWN	1 AGILITY	3 INTELLECT	1 CUNNING	2 WILLPOWER	2 PRESENCE
SOAK VALUE 2	W. THRESHOLD 12	S. THRESHOLD -	M/R DEFENSE 0 0		

Skills: Negotiation 1, Cool 1, Discipline 1, Knowledge (All) 2

Talents: None

Abilities: None

Equipment: Heavy Blaster Pistol [Ranged (Light), Damage 7, Critical 3, Range: Medium, Stun Setting]



Act 1: Strangers in the Night

This section should start up when the players have had their fill of shopping around. If you skipped to here immediately, simply narrate it as though the players had spent some time shopping (you may want to use the narration provided at the beginning of Act 0).

There are three primary encounters in this act. After the players receive their task from the quest-giver, Lorik Feryss, they will face the first encounter – an ambush outside of the bazaar. The players can flee or fight here, but they are encouraged to move quickly to their speeder – this whole act is defined by the players being “chased.” The second encounter takes place as the players are flying a speeder back to their ship, and the players are chased through the streets of Nar Shaddaa by enemies in a speeder of their own. The final encounter takes place as the players take off – once they enter orbit, a transport belonging to their new enemies will attack them as the players attempt to jump into hyperspace.

The quest-giver should approach one of the players. Preferentially, he will approach the player with the highest Willpower first (unless that player is a droid – the quest-giver will approach droids last of all).

As night draws near and the crowd at the bazaar starts to thin, you see a cloaked figure parting through the crowd – you can't see his face, but he steps with purpose directly towards you. As he approaches, he lowers a hood and you can see that it's a middle-aged human male, worn and haggard as most of the people here. He raises his hand in greeting:

“You there, [insert species name], were you with the group that came in earlier this day?”

He describes the player's group.

“The name's Lorik Feryss. My... err... my ally told me to watch you. It said you could play a vital part in the task I have to accomplish.”

“I'm a(n) historian, you see, and I've been searching for a particular ancient artifact for several years. I've recently come across hyperspace coordinates to a lost planet, a planet I believe holds the key to finding this artifact. I'm looking for transport to this planet and protection while I'm there. My... ally informed me that you were the group best suited for this task. Will you help me?”

Lorik Feryss (Nemesis)

Lorik Feryss is a middle-aged – 50 or so – human male. Streaks of grey run through his otherwise dark hair, which falls over a weathered, tired face. Feryss is also a former Jedi historian, who has so far escaped the ravages of the Jedi Purge. He was off-Coruscant when Order 66 was given and has had the wherewithal to stay hidden ever since. He has made his way in the galaxy acting as a trader and researcher in antiquities, and his past life as a Jedi historian has served him well in this regard. He is currently searching for a lost Jedi holocron. He is unwilling to reveal his Jedi past to anyone and will do all in his power to disguise this from the players (and those around them). Consequently, unless straits are dire, he will use his blaster in combat.



Skills: Coercion 2, Cool 2, Deception 3, Knowledge (Lore) 4, Knowledge (Education) 3, Lightsaber 2, Melee 2, Negotiate 3, Perception 4, Piloting (Space) 2, Ranged (Light) 2, Streetwise 3, Vigilance 2

Talents: Adversary 2, Force Rating 3, Sense Danger, Sense Emotions, Uncanny Senses 2

Abilities: Force power Move (Magnitude +1, Strength +1, Range +1, Control +2), Force power Influence (Range +1, Magnitude +1, Strength +1, Control +2, Duration +1), Force power Sense (Control +2, Duration +1)

Equipment: Heavy Blaster Pistol [Ranged (Light), Damage 7, Critical 3, Range: Medium, Stun Setting], Lightsaber (Lightsaber, Damage 10, Critical 1, Range(Engaged), Breach 1, Defensive 1, Deflection 2, Sunder, Vicious 2), Padded cloak (+1 soak)

Note: A Force-sensitive should notice that Feryss has some degree of Force sensitivity himself, but if it gets brought up, Feryss should play it off as though it weren't a big deal. He could simply say something to the effect of:

"Oh, well, I suppose I always have had a lot of insight into finding things. Maybe that's why."

Feryss won't have much more information to offer, and he will be insistent on not revealing any of his Jedi past. He can clarify that the artifact is an ancient repository of knowledge, one with a great deal of information about an ancient battle. If the players ask about payment, however:

"You mean aside from discovering one of the most historically significant finds of the modern era? I do have a reasonable sum of credits set aside for expenses like this, and I'd be happy to offer 2000 credits for each member of your party. Not only that, but you'd be getting the chance to explore a planet believed lost for centuries—who knows what you could find there!"

The players may wish to Negotiate for more credits, etc., and Feryss should likely be reticent to give more than 2500 credits per person – that’s all he has set aside! As the price goes up, he should sound more and more desperate.

Note: If the players are resistant to taking a job, the GM may pull them in to the adventure anyway by way of having Feryss’s pursuers assume the players are working with him (regardless of their intent), because they saw them nearby.

If the players do eventually accept,

The historian taps on his datapad for a few moments, and then says:

“Excellent. As a sign of good faith, here’s a passkey to the account that will hold those credits. One passkey. The account requires both the passkey you have right there and then a second passkey I’ve left with a friend on Mon Calamari. When we’re all done, we can come back here and open that account for you.”

He hands you a small data cylinder.

“Now I believe you came here on a ship? We should probably hurry. I... ah... your protection may be required sooner rather than later.”

The players can now exit the shop area; if they don’t, a contingent of the enemies from the next part should chase them out.

After the players exit the bazaar:

As soon as you start heading down the ramp towards the airspeeder taxi, you see Lorik Feryss make a “halt” gesture towards you. After a heartbeat, he rasps, “Get down!” You all fall to a knee to see blaster shots whiz past your heads.

“I was afraid of this,” Feryss sighs. “My pursuers have found me a little before I would have hoped. We need to make a clean break for the speeder pad and make it back to your ship with haste. These Ubese will just keep coming if they think they’ve got me cornered here.”

The players may fight here or run to the speeder pad, but every other round, more enemies should be dropped in from speeders flying through the area (to reinforce the notion of the pursuers being indefatigable in their pursuit). Enemies are as below:

Map Notes: Use the “narshadd_chase” map for this segment.



Note: The various platforms as represented on the map are mostly at different altitudes, represented on the above image by the “RB” (Range Band) indicators. The players start on the “RB +2” section at the top of the map.

The two red-boxed parts are large billboards connected to the sides of the buildings, which can be climbed over to go from one section to the other.

Note that, with the exception of the building the players just exited and the building they may enter on the way (the one with the windows), all of these platforms are open-air. Most of the platforms are surrounded by a three-foot(-ish) railing.

Ubese Tracker (Minion)

These black-clad scouts form the vanguard of Ubese hunting parties. In the group pursuing Feryss on Nar Shaddaa, these outnumber the more veteran Ubese. They're dressed in cloak-like wrappings that cover impact plating material on their chests, and wear environmentally-sealed helmets.



Skills (group only): Perception, Survival, Ranged (Light), Gunnery

Talents: None

Abilities: None

Equipment: Blaster pistol [Ranged (Light), Damage 6, Critical 3, Range: Medium, Stun Setting], Ubese armor (+1 Soak, +1 Def, ignore one imposed by the environment)

Ubese Scout Captain (Rival)

Similarly clad in Ubese armor, these Ubese are the leaders of the various Ubese hunting parties after Lorik Feryss. These Ubese, like many of their kind, are members of an inward-focused, xenophobic society. They bear a special ill-will towards the Jedi Order, and many Ubese were used as tools by the Empire to hunt down Jedi.



Skills: Brawl 1, Coordination 1, Perception 1, Ranged (Light) 2, Survival 2, Vigilance 2, Piloting (Planet) 2, Piloting (Space) 2

Talents: Adversary 1

Abilities: None

Equipment: Heavy blaster pistol [Ranged (Light), Damage 7, Critical 3, Range: Medium, Stun Setting], Ubese armor (+1 Soak, +1 Def, ignore one imposed by the environment)

Note: Players can either run (as recommended) or fight in this section. If the players elect to stay and fight, stop (or slow) the flow of incoming enemies after several rounds to allow the players to escape. Lorik Feryss should affirm the need to hurry if the players win, because more enemies are undoubtedly on their way.

Once the players reach the airspeeder:

The airspeeder should use the generic airspeeder stats from the CRB (p.248).

You all jump in to the airspeeder and key the startup sequence. It'll be several minutes before you can make it back to your ship, and you tell the historian as much. As the speeder lifts off the pad, Feryss shouts:

"Hurry! We need to go. There were a handful there, but I know the Ubese. There will be more."

As if to underscore his point, a crimson-red bolt of energy flies by the starboard engine. You turn around to see a small group of Ubese hunters in a similar speeder, right now a few hundred feet away, but closing fast.

"Sithspawn! How far away is your ship again? If anyone knows a shortcut, now would be the time to take it."

The players' vessel is at Speed 1, while the Ubese vessel, piloted by a Ubese Scout Captain (which uses the same stats) is at Speed 3. Inside the Ubese speeder, there is one Scout Captain and two groups of Ubese Trackers. They are currently at long range. It will take five rounds to make it back to your vessel, during which you are flying through Dangerous Terrain (2 ■).

The players may use Knowledge (Outer Rim) or Streetwise at a (◆◆◆) level check to find a shortcut. The shortcut will remove a number of rounds from the time it takes to get back to your ship, based on the number of ★ divided by two (rounded up).

If the players fail to get back to the ship (i.e. they crash):

Several alarms start droning on the speeder's control console as you barely manage to get the speeder to skid to a stop on one of the many platforms of the Nar Shaddaa midlevels. No sooner than you all drag yourselves out of the speeder, you can hear a sparking sound coming from the engines.

"Get down!" shouts Feryss.

As you all flatten yourselves on the duracrete, you feel your eardrums ring and feel the heat of the conflagration behind you. So much for that plan.

One bright spot remains, though.

If the Ubese are still around:

As you pull yourselves around, you can see the Ubese speeder pass far above your wreck, apparently satisfied with their handiwork. At least they're off your back, for now.

If the Ubese speeder was destroyed/taken out of commission:

At least the Ubese are gone.

Now you just have to find a way back to your ship.

At this point, the players should take an appropriate amount of wounds/strain (depending on the nature of their crash). The players will also have to find transport back to their ship, which may necessitate a streetwise check and/or negotiation as they haggle for the price of transport.

If the players make it back to their ship:

At last, the [insert player ship name] comes into view.

If the Ubese are still following them:

In a flash, you set the speeder down and charge up the ramp into your ship. As you make it on-board, you breathe a sigh of relief – the hand weapons those hunters were carrying won't even score the hull of your craft.

If the Ubese are no longer an issue:

You smoothly set the speeder down on the pad next to your ship, and with only a little bit of satisfaction do you hop out of the speeder and key open the loading ramp to the [insert ship name here]. Gesturing ahead, you direct Lorik Feryss on board, and you all get to your various stations to prepare for liftoff.

As you settle in to your seats, Feryss remarks:

"Don't get too comfortable. I doubt those hunters are from Nar Shaddaa – they probably came here on a ship. We should be ready for anything."

"And before I forget, here are those hyperspace coordinates. As soon as we're free of the gravity well, we're probably safe if we can get here. No one else has these coordinates."

The players can now take off and head into the space above Nar Shaddaa.

As the players exit in to space:

Unfortunately for you, the trouble didn't stop on the surface of the planet. Within moments of clearing Nar Shaddaa's ionosphere, a small yellow warning light starts blinking on the weapons console, followed quickly by a loud beeping.

Within seconds, the yellow light stops blinking, only to be replaced by a solid red light, with an accompanying incessant tone.

The players are being followed by a [Gamma-class ATR-6 Assault Transport](#), statted below. It is at short range from the players and has just fired one of its proton torpedoes. Make the attack roll, and then initiate combat/chase as normal. The transport is being flown by a crew of four – one Ubese Scout Captain as the pilot and three Ubese Trackers.

Before the players can get away, they must clear the gravity well of Nal Hutta, which should take about five or six minutes (p. 246, EotE CRB).

During this flight, players should deal with the dense orbital traffic of Nar Shaddaa (treat this as a one additional ■ on all Piloting checks) as well as the threat of the transport.

The Ubese in the transport want to capture Lorik Feryss, so the transport should often target the players with their Ion Cannons, when possible.

Before the players make their jump, the players must successfully make the Astrogation check, which should be modified to a base (◆◆◆) check (once for "under duress," and once for "outdated charts" - p. 247, EotE CRB). If the players succeed on the check but draw ☉, have the players yanked out of the journey midway from flying too close to a star, and deal their ship some strain damage.

Gamma-class ATR-6 Assault Transport

Made by KonGar Ship Works, this is a well-armed transport craft that often doubled as a supporting assault craft, thus its name. It was not exclusively used in military operations – its ubiquity meant that it was used by many different extralegal operations, including mercenaries and the Rebel Alliance.

4 SILHOUETTE	3 SPEED	-1 HANDLING	DEF. FORE / PORT / STARBOARD / AFT				4 ARMOR
			2	-	-	1	
			HT. THRESHOLD				16 SS. THRESHOLD
			32				

Hyperdrive: Primary: Class 2, Backup: Class 10

Navicomputer: Yes

Sensor Range: Short

Passenger Capacity: 30, crew included

Cost/Rarity: 120,000 credits (R)/6

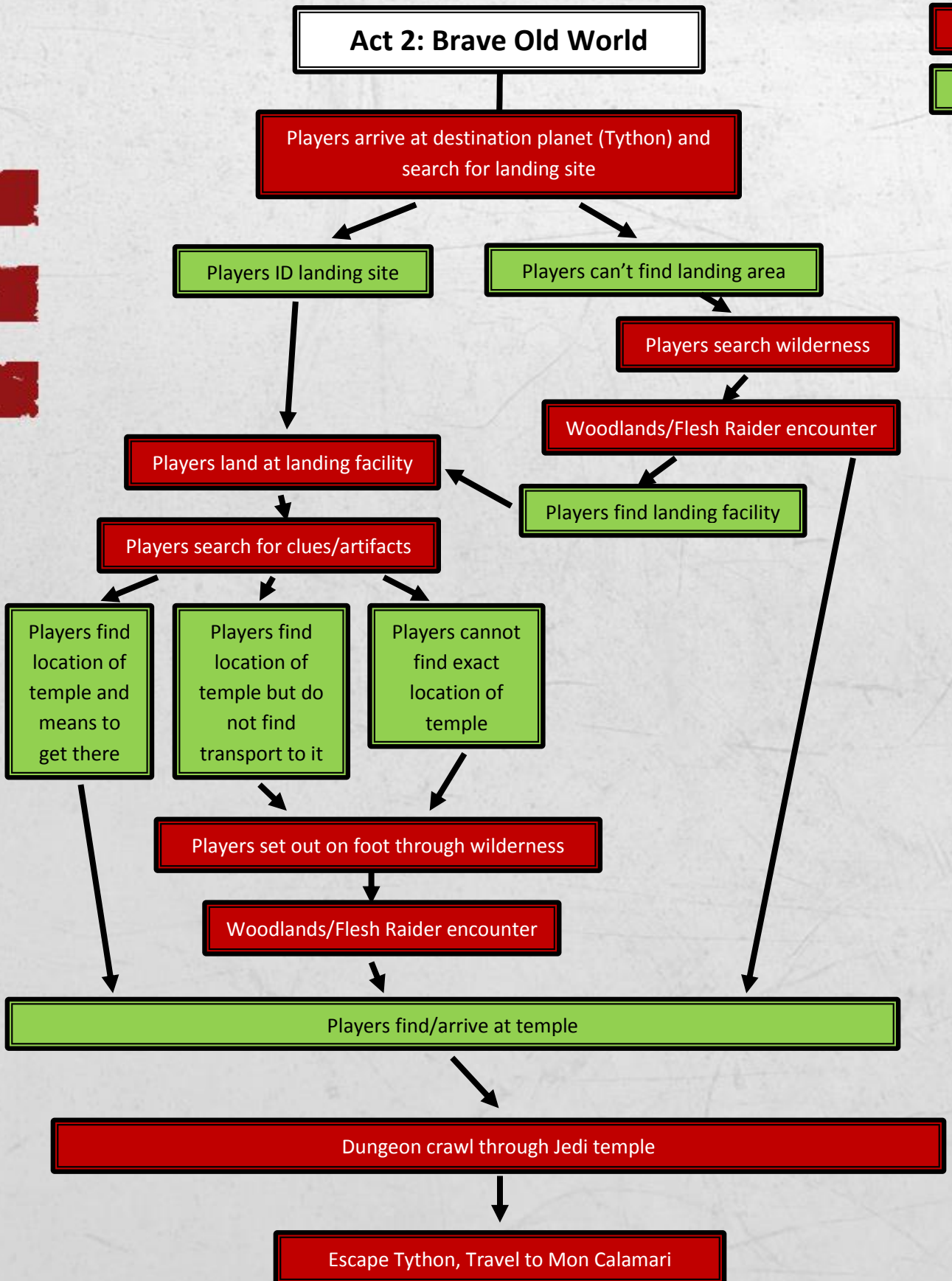
Customization Hard Points: 2

Weapons: Forward Medium Laser Cannons (4) [Fire Arc All, Damage 6, Critical 3, Range: Close], Forward Light Ion Cannons [Fire Arc Forward, Damage 5, Critical 4, Range: Close, Ion, Linked 1], Proton Torpedo Launchers (2) [Fire Arc Forward, Damage 8, Critical 2, Range: Short, Breach 6, Blast 6, Guided 2, Limited Ammo 8, Linked 1, Slow-Firing 1]

Act 2: Brave Old World

Encounter

Outcome



Act 2: Brave Old World

This section will take the players to the ancient Jedi world of Tython, which they may not find out for a while. They will land at a derelict landing pad and need to find their way to the nearby Jedi temple, which should have the artifact they are tasked with helping find.

Once in the temple, the players will be presented with a “dungeon crawl”-type scenario as they are given an assortment of challenges and obstacles in the temple as they make their way to finding the quest item.

After a long and – mostly – uneventful trip, your ship drops out of hyperspace at its destination.

“This should be right; it looks like we’re in the place the coordinates specify,” says Feryss. “We’ll need to find a place to set down.”

Skill Checks:

Perception (◆◆) to notice a landing beacon is broadcasting a weak signal from the ground

- This gives the players the location of the landing facility

Computers (◆◆) to make a sensor scan of the surface

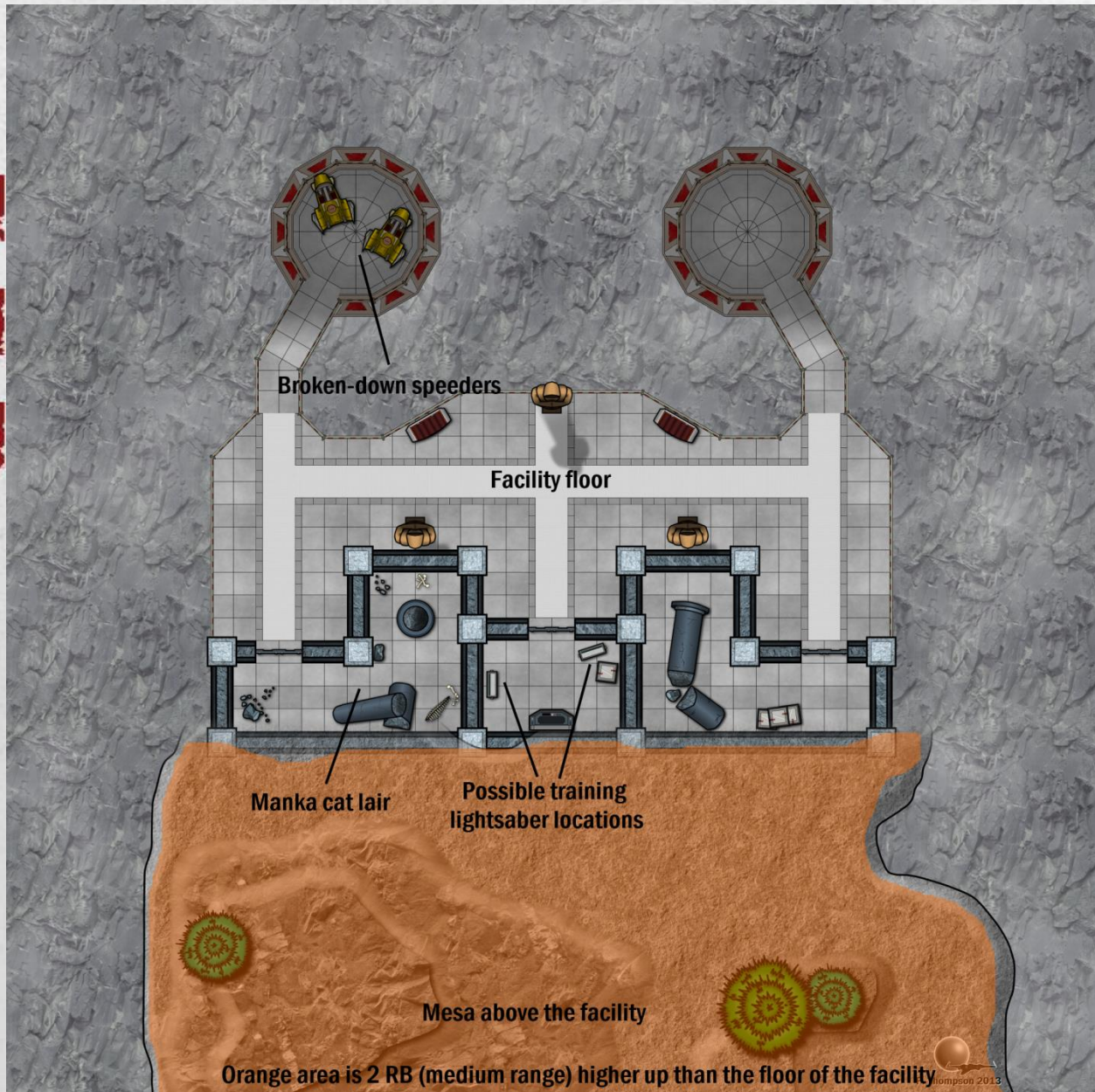
- ✨ should have the sensors pick up the landing facility
- ▼ with 🕒 may give the players some idea of the location (e.g. the players may have to do some searching through the woods to find either the temple or the landing facility
 - Searching through the wilderness here should likely have the players find the landing facility (it will be easier to find). However, extreme ✨ or triumph on Survival checks while searching may lead the players directly to the temple (bypassing the landing facility entirely)

If the players are landing at the landing facility:

As the landing facility draws into view, you can see a large mesa, into the cliff-face of which is set an ancient stone and metal building. Two small docking platforms extend from the building, although one of the arms is occupied by the wreck of some ancient vehicle.

Note: The landing platforms, one of which is occupied, can only support craft that are Silhouette 3 or smaller (e.g. starfighter-sized craft). Larger player craft are capable of landing on the mesa above the building.

Map Notes: Use the “ty_master_retreat” map for this segment.



If the players land on the mesa above the docking area:

Your craft sets down with a gentle “clunk” onto the rocky surface of the cliff tops. As you get out, you can see that the landing area has been built into the mountain, and there’s obviously a little more to it than just a landing pad.

However, you can also see – with the aid of a little perspective, now that you’re on foot – that the floor is actually quite a ways down. You’ll need to scale the rock face – carefully – to make it down there.

Players should make a (◆◆◆) Athletics check to make it down with just basic free-climbing. Obviously, this can be supplemented with any number of gear/abilities/etc. Upgrade or downgrade based on the technique. If the players fall, it is a drop of at least one range band (two if falling from maximum height).

Once the players are on the floor of the docking area (through a climb down or by landing there):

Once arrived, you look around and take in the full breadth of the landing complex. Several large statues of robed, hooded figures gaze down on the stone pathways. The largest part of the facility is built back into the cliff side, and in amongst its weathered walls, you can see three sets of large doors that lead into parts of the facility.

Feryss chimes in:

“Hmm... I’m not sure that what we’re looking for is here. I expect that it’s in a larger, temple-like structure. Maybe we can find some clues to its location here, though.”

Note: At this point, Feryss will admit/acknowledge that the players are looking for a Jedi artifact, if questioned on it (before, he would be insistent on keeping that unrevealed, although his having seen the large Jedi statues makes him feel like it’s a secret he can no longer fully keep).

Likewise, Force-Sensitive Exiles may have different reactions to seeing any number of pieces of Jedi iconography. Obviously, some of these things will be familiar to them without any prompting or checks.

At this point, there are several things the players can try to do. The broken speeders on the upper-left of the map may be repaired – eventually – and they have the coordinates of the location the players need to get to stored in their memory banks. The speeders cannot be repaired, however, without their missing parts, which have been taken into the room in the lower-left by the Manka cats that live there.

Note: The players should, in this section, find clues to (and possibly a means to get to) the Jedi temple that is the object of the players’ search. If the players fail to find any clues whatsoever, Lorik Feryss should approach the players and push them forward, indicating that he hasn’t found what he’s looking for here, but there are likely places nearby that would.

The lower-middle room contains an ancient computer, which can provide the player with various pieces of information. The longer containers may contain training lightsabers (stated below).

If the players try to access the computer in the lower-middle room:

Skill Checks:

A **Computers** (◆◆) or **Knowledge(Lore)** (◆◆◆) to turn on the computer

- This must be done before using the computer to do anything

Computers (◆◆) to access the computer’s database about the planet

- The planet is [Tython](#), and extra 🗨️ may reveal more flavor information (use hyperlink to attain flavor).

Computers (◆◆) to try to determine where nearby structures might be

- ✨ says:
 - “All nearby training and temple facilities located within thirty kilometers of this facility. Trainees recommended to take advantage of pre-programmed speeder transports to shuttle to and from points of interest.
 - 🗺️ might yield the fact that these are Jedi facilities (temples, etc.) if the player doesn’t already know this.
 - This is a clue to the player that he should use the databank on the speeder to find the location of the nearby Jedi temple.

Computers (◆◆) to access the computer’s database about this facility

- Various parts of the facility will be identified – the room they’re in is the primary briefing room, the room to the lower-left is the mechanical storage room, and the room to the lower right is the new trainee briefing room.

If the players try to open the various containers in the lower-middle room:

These containers are locked, but may be pried open with a (◆◆◆) Skulduggery check. A ■ should be added to this check to represent the effects of time and weathering on the containers’ opening mechanisms.

Inside, the players may find (in addition to various broken-down versions of the same thing) a working [Training Lightsaber](#). It should be described to the players as an ancient sword-type weapon of some kind (since they would likely have no idea what a training lightsaber is, especially one from this ancient era).

Note: These training lightsabers (see above link) are not blades of pure energy as in the case of regular lightsabers. They are durasteel blunt blades that, when activated, charge the blade with energy. The balance of these weapons is similar to a lightsaber, although it lacks a lightsaber’s lethality.

A (◆◆◆◆) **Knowledge (Lore)** check may allow the players to identify it as a practice weapon of some kind:

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Training lightsaber	Lightsaber	5	4	Engaged	2	0	1000	10	Stun Damage, Defensive 1, Disorient 2, Pierce 5

If the players approach the room in the lower-left:

The player(s) should make a Perception check (◆◆◆◆). ✨ will allow the player(s) to hear a low growling or the sounds of something pacing back and forth behind the door.

This room is a [Manka cat](#) den. On entering (and, of course, depending on the manner of entry), the players should be confronted by a dark room with indistinct features and several Manka cats growling at them with their backs up, looking very on-edge. If the players proceed too far into the room (beyond

just the door threshold), the cats will likely attack the players. A (◆◆) **Knowledge (Xenology)** check will be able to identify the cats to the players and inform them that they're carnivores.

A (◆◆◆) Perception check made in this room (before the cats are gone) will identify several pieces of technology mixed in with the rubble and bones, apparently used as part of the Manka cats' den.

Manka Cat (Rival)

Carnivorous feline quadrupeds originally native to Alderaan and Tython, now common on planets all around the galaxy. Capable of domestication. Notable for the large, tusk-like teeth protruding from their mouths.



Skills: Brawl 2, Perception 1, Resilience 1, Survival 2, Vigilance 3

Talents: None

Abilities: Catlike Reflexes (Once per round, Manka Cat adds a ■ die to the first attack made against it)

Equipment: Sharp claws [Brawl, Damage 6, Critical 4, Range: Engaged, Pierce 1, Vicious 1], Manka tusks [Brawl, Damage 7, Critical 2, Range: Engaged, Disorient, Vicious 2]

If the players manage to lure the Manka cats out and/or incapacitate them:

Further exploration of the room will allow players to find mechanical parts. Performing a (◆) Mechanics check (or a (◆◆) Knowledge (Education) check) will identify these parts as speeder parts. If the players have already identified the speeder wrecks as missing parts, they will notice that these parts will probably work in those speeders.

If the players inspect the speeders:

At a glance, these speeders will be obviously not on/active.

Skill Checks:

Pilot (Planetary) or **Mechanics (◆)** to try to turn on the craft

- The vehicle cannot be turned on

Mechanics (◆◆) to try to fix the craft

- The craft will be much more patched up, but the mechanic should notice that there are a few key parts missing

Computers (◆◆◆◆) (if the vehicle is not fully repaired and the player has a datapad or some type of computer with him) or **Computers** (◆◆) (if the vehicle has been fully restored) to identify the location of nearby facilities

- The players will know exactly where the temple they need to go to is. They can try to walk there or they can let the speeders take them there (if they've fixed them).

Mechanics (◆◆◆◆) to repair the craft fully, once the missing parts have been retrieved from the Manka cat lair

- The craft(s) will hum back to life. Making the abovementioned Computers check will allow them to have the craft take them to the temple.

As the players leave for the temple (whether they know where they're going or not):

If the players have taken the speeders, they should automatically go there. They can proceed ahead to the temple exterior map.

Note: One of three things is happening here. Either:

- a) The players know where they're going and they're traveling in speeders (the speeders have the information in their databanks and will simply take the players there)
- b) The players know where they're going but couldn't repair the speeders (so they have to travel on foot)
- c) The players are searching through the wilderness for the temple without specific knowledge of its location

If the players are traveling on foot, it may take quite a while. The players should make a Survival check to get there, with the base difficulty being determined by whether the players know where they're going or not. If the players know where they're headed ("b" above), the check is a (◆◆◆) Survival check. If the players don't know where they're going ("c" above), the Survival check is (◆◆◆◆). The result of either of these checks will determine the encounter players have on the way there. If players are traveling on foot, they should likely have one of these encounters.

If the players fail the Survival check:

After several hours of hiking down out of the mountains and into the nearby woodlands, you realize – you are quite lost. While stumbling around in the woods, you see what looks like humanoid figures up ahead. What do you do?

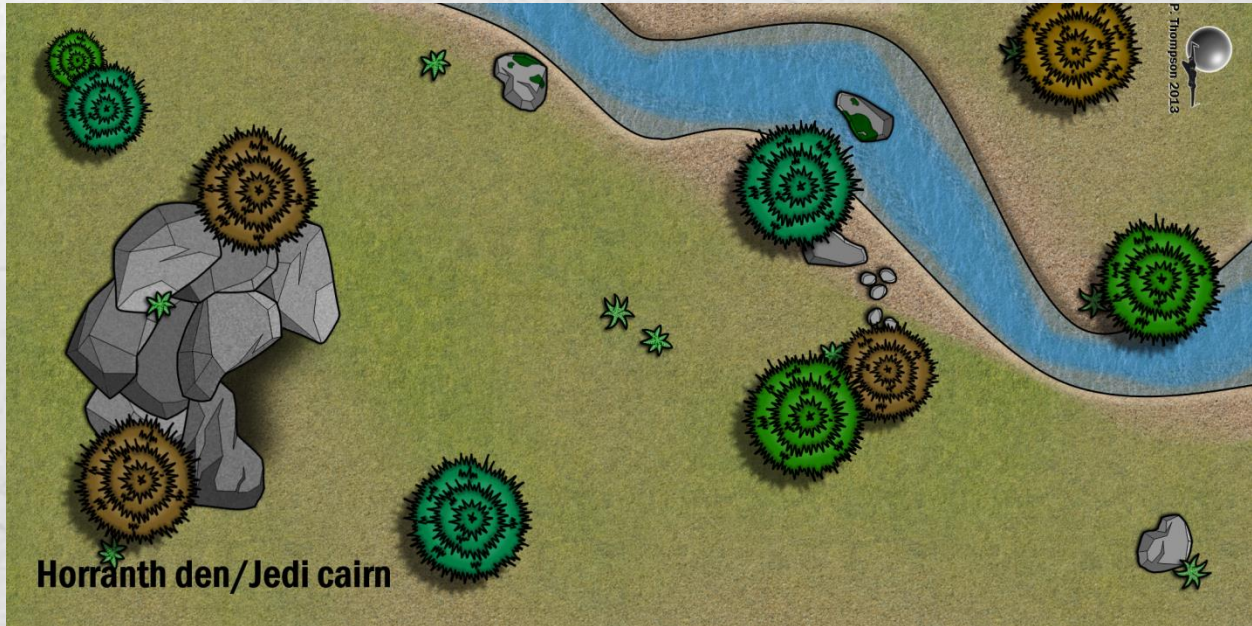
At this point, the players may elect to move ahead to the Flesh Raider encounter. If the players choose not to go ahead and investigate the humanoid figures, move them ahead to one of the regular woodlands encounters.

If the players are traveling through the woodlands (i.e. searching for the temple on foot):

Woodlands encounter:

Map Notes: Use the “ty_woodlands” map for this segment.

Give the players one of two encounters on the woodlands map. One may be the players running in to a Horranth matriarch while the other may be the players finding a long-abandoned Jedi burial marker in a cave. You may roll to decide which you do or you may simply just pick one.



Horranth matriarch:

In this case, the cave at the bottom of the map is just a Horranth den, and the players will find bones, etc. in there.

As you wander through the forest, it is not long before you find yourselves somewhat tired, and you stop by a small running stream to sit down and take a break. You find a group of stones clustered together and rest for a minute, but very soon, you hear a low growl – an animal of some kind is approaching.


Horranth matriarch (Rival)

[Horranths](#) are creatures found primarily – perhaps exclusively – on the lost planet of Tython. They are four-legged reptilian carnivores with short, stubby legs and rows of horns across their backs. This matriarch has a very small brood – she only has a few eggs, and the players are sitting on them.









Skills: Brawl 2, Athletics 1, Resilience 1, Survival 2, Vigilance 1






Talents: None

Abilities: Mother's Rage (As an incidental, Horranth matriarch may become or cease being enraged. When enraged, Horranth matriarch takes one  to all actions but gains a temporary 1-point boost to both Soak and the Brawl skill)

Equipment: Maul [Brawl, Damage 5, Critical 4, Range: Engaged, Knockdown, Disorient 1], Bite [Brawl, Damage 6, Critical 2, Range: Engaged, Pierce 1, Ensnare, Vicious 1]

As the animal approaches, its growl grows louder and you see it raise up on its hind legs.

The Horranth matriarch is approaching the players because the very stones they've chosen to sit on are not in fact stones, but the eggs of the Horranth. Players may make a **Survival** () check to notice that the Horranth matriarch appears to be tentative and in more of a warning posture than anything else. Players can make a **Knowledge (Xenology)** check of () (this animal isn't widely seen in the galaxy and is likely native to this planet) to discern that this may be the female of the species.

If the players move out of the way or try to handle the animal without attacking, it will be a **Survival** () check. If the players have recognized that the eggs are the object of the animal's concern, downgrade the  to a .

If the players attack or otherwise continue to provoke the Horranth, it should become enraged (see **Abilities**) and attack them.

Once players have resolved the situation, they can get back on their search (perhaps with a Survival check).

Jedi burial marker:

As you wander through the forest, you discover what appears to be a rather unnatural-looking pile of stones – it is a cave of some kind. You can see writing etched in to one of the upper stones.

At this encounter, the players are arriving at a Jedi cairn. The cave will have a stone coffin inside it and various pictographs on the walls.

If the players investigate the cave:

Inside the cave you find an elongated stone box and various pictures on the wall.

If the players investigate the box, reveal to them that they find it to be a coffin. If they choose to open it, they will find only dust and a small metal cylinder (a player with the right background or experience may recognize this as a lightsaber). The players may take the lightsaber, but it should be described as very old and very damaged-looking. If the players attempt to use it, make something unfortunate happen (this lightsaber is old and broken).

If the players have identified the box as a coffin, a **Knowledge (Lore)** (◆◆) check on the walls will allow them to realize that these are probably scenes from the deceased Jedi's life. Several of them show him performing service to the inhabitants of this planet and others show him working at the nearby Jedi temple. A perceptive player may use this to work out directions to the temple from the pictures (either a Perception or Survival check, (◆◆), if you feel the need for them to roll it), and so know exactly where to go.

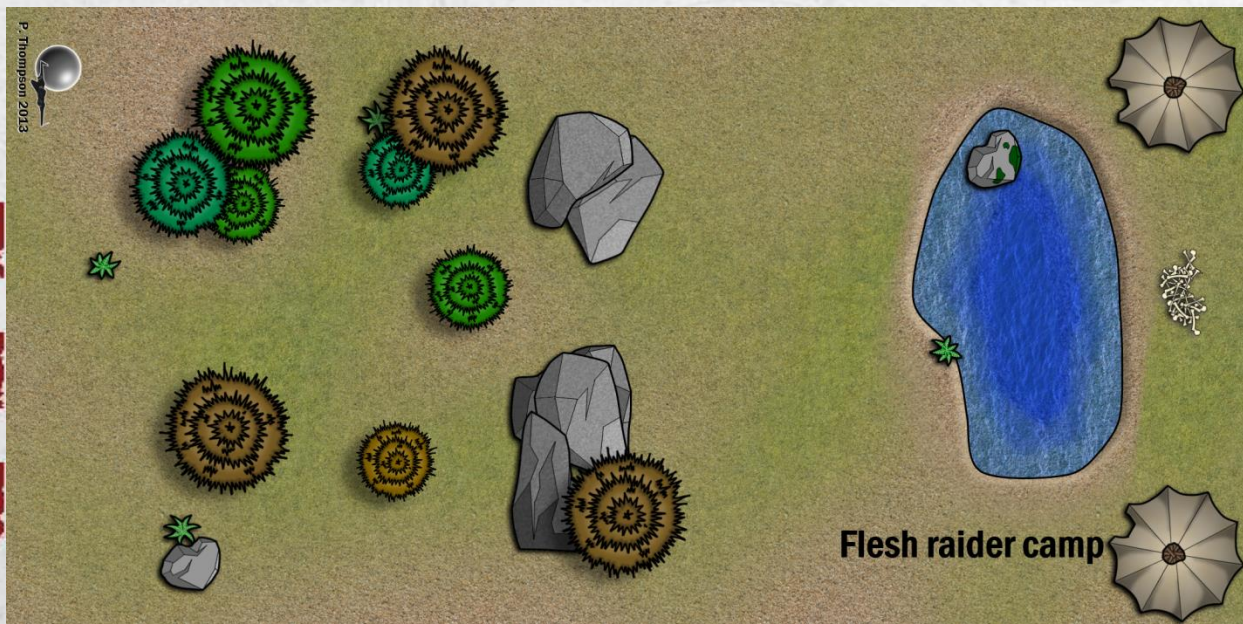
Otherwise, regardless of whether the players go in or not, they should continue wandering once they're done here. They will then move back to their search (perhaps with a Survival check).

Once the players have had one woodlands encounter:

Allow for an appropriate (appropriate based on ★/▼ of Survival checks, tracking, that kind of thing) amount of time to pass, and then the players will discover the Jedi temple.

Flesh Raider encounter:

Map Notes: Use the "ty_woodlands_2" map for this segment.



The players start this encounter having previously failed the starting Survival check and seeing the humanoid figures up ahead. This encounter is designed to provide the players with the opportunity to Negotiate or Coerce directions to the Jedi temple, although the players may simply just kill all the Flesh Raiders and move on as though they were searching the woods (...traveling through the woodlands, above).

As the players emerge (assuming they simply don't shoot before anything else can happen), one of the [Flesh Raiders](#) (the humanoids) will jump up and point at the players:

"Look! Man-things come! Man-things, you hunters? Hunters with the great power? We not seen your kind for many seasons."

"Or perhaps you prey! Man-things new prey!"

Any conversation with the Flesh Raiders should take a ■ for the Raiders' innate hostility and the Raiders' tentative grasp on language. If the players do not immediately pass a **Negotiation**, **Charm**, or **Coerce** (◆◆) (this is upgraded to represent the initial hostility and xenophobia of the Flesh Raiders) check against them, the Flesh Raiders will attack.

Flesh Raider (Rival)

[Flesh Raiders](#) are a primitive sentient species native to Tython. They are usually hostile towards anyone that is not also a Flesh Raider, and even that's no guarantee. They have a very limited command of language skills. They are a bipedal species with heavy builds, rows of sharp teeth, and two eyes projected out from the head on eyestalks.



Skills: Brawl 1, Melee 3, Resilience 2, Survival 2, Vigilance 1

Talents: Adversary 1

Abilities: None

Equipment: Bone club [Melee, Damage 7, Critical 4, Range: Engaged, Disorient 2]

If the players defeat all but the last Flesh Raider, he should surrender and start talking (as though the players had made a successfully Coerce check above). Once the Flesh Raiders are talking to the players (either after a successful conversation check or after a battle) they can offer various pieces of information about the area. Ultimately, the Flesh Raiders may be able to point the players in the direction of the Jedi temple. They will have this to say in that regard:

"Ah, rock-den of great hunters. I know this place. I take you there."

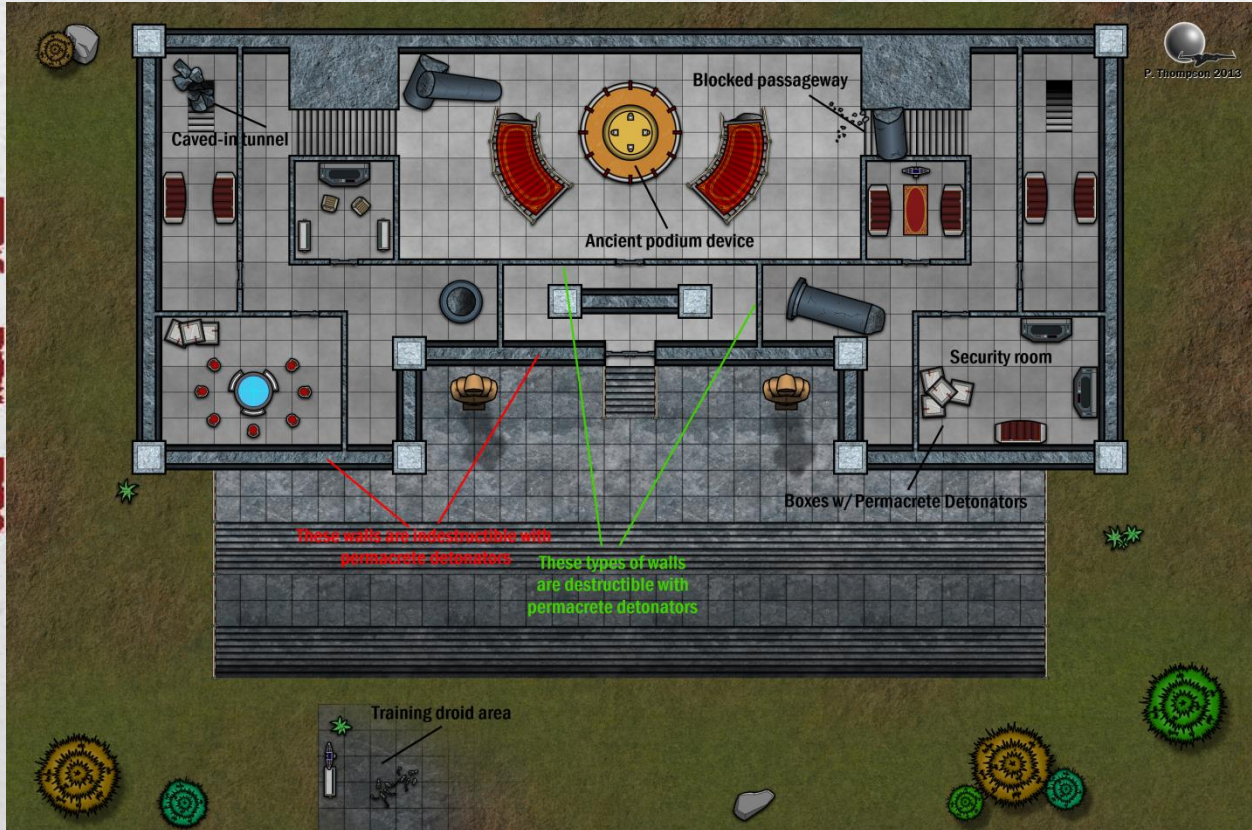
The Flesh Raider(s) should then act as a guide to the players for their journey to the temple. If the players kill all the Flesh Raiders or choose not to interact with them, then proceed to the woodland encounters as they search on their own for the temple.

Once the players arrive at the temple:

Map Notes: Use the "ty_temple_exterior" map for this segment.

After your long journey, you finally see the forests open up into a clearing, and central to the clearing is a clearly ancient temple. Vines and moss emerge from cracks in the walls of the great edifice and it bears ancient scars on its exterior – large chunks of the ferrocrete exterior have been carved out or chipped away.

The large staircases and promenade leading up to the entrance are still relatively intact, though. Two large robed statues flank the entrance into the temple.



If the players attempt to open the crate at the bottom of the map:

The area around the partially visible stone tiles has a small computer panel, a closed lockbox, and the scattered remains of droids on the floor.

A (◆◆) **Skulduggery** check on the crate will reveal that it's entirely controlled by the computer panel right next to it. If the players attempt to use the computer (◆◆) (with a ■ for the ancient state of the computer), the computer will prompt:

"Verify: Trainee equipment access?"

If the players say "yes" or confirm the computer's prompt:

"Trainee access level three granted. Training program Cresh activated."

This will make the box pop open (to reveal a training saber, as stated above) and will cause the droid parts to reattach themselves. This spawns a training droid that will attack the player who opened the box.

Jedi Training Droid (Rival)

This [Jedi Training Droid](#) is similar to any number of [training droids](#) used by various organizations to hone their members' skills. This particular droid is bipedal and equipped with an energy shield and blaster and is designed specifically for trainee Jedi to practice combat against a ranged opponent.



Skills: Cool 3, Ranged (Heavy) 2, Vigilance 2

Talents: Adversary 1

Abilities: Droid (doesn't need to sleep, breathe, eat, etc.)

Equipment: Built-in repeater [Ranged (Heavy), Damage 10, Critical 3, Range: Long, Auto-Fire, Pierce 1]

Once the players enter the main foyer of the temple (central area with the two semicircular staircases):

Upon entering the temple, you see that the inside is as dilapidated as the outside. Staircases lead up to a crumbled and ruined second floor. A large podium device sits in the middle of the staircases, but there doesn't appear to be anything on the podium any more, if there ever once was.

On either side of the entry hall, two staircases lead down to the sides of the building, but one of them has been almost completely obstructed by a fallen pillar.

You see that Feryss has fallen to his knees;

"I never thought... I never believed... In all my life, I couldn't have imagined finding something like this."

You can hear small sobs coming from behind his sleeve, which has reached up to cradle his brow. He looks up and turns to you, wiping his face hurriedly.

"I'm sorry. That was... unprofessional of me."

He takes a deep breath.

"It's just – I've been pursuing this for so long, and I've been holed up on Nar Shaddaa, hiding in the big city from those that would pursue me. There are so many in the galaxy that would simply bury this – any history related to the Jedi – I almost can't believe that I'm so close to the

opportunity to really dig in to this ancient history. Can you not feel it? Can you not almost taste the history present in a place like this?"

Feryss looks around for a few more moments.

"If you would be so kind, I'd like some time alone to connect with this place for myself. I'd like to start by inspecting the grounds outside, and if you would, please see what you can find inside the temple's interior. We're looking for a small icosahedral device – it's about the size of my hand," he gestures with his hands to show you.

"Please contact me on the comlink if you find anything. I will likewise let you know the same."

And with that, Feryss turns and walks back through the entryway.

The players can search the rest of the entry-level floor. Ultimately, they should find a collapsed staircase down to the lower floors (or, if they manage a way through the fallen pillar, an uncollapsed staircase).

If the players inspect the podium device:

A (◆◆) **Mechanics** or **Knowledge(Education)** check will inform the players that this is a repulsor-based antigrav device, likely designed to suspend an object in the air above the podium.

The players may decide to cannibalize the antigrav device to remove the pillar ((◆◆◆) **Mechanics**), but it's more likely that they'll try to move the pillar with some other approach.

Once the players come in view of one of the staircases:

The players will notice that the staircase on the left is completely collapsed. Using explosives on this would likely just make it worse.

If the players inspect the fallen pillar blocking the way on the right:

The players should notice that there is room in there for someone to fit through, but likely only the one or two smallest members of the party (adjust the gap size here narratively – your party could be all Jawas or all Wookiees, so I don't want to guess here).

The players can try to push it out of the way, but it weighs at least a couple tons and it's wedged in the walkway (it would be a ◆◆◆◆◆◆ Athletics check). If the players try to shoot at it, it would take a few shots to break the pillar up. So the first time someone shoots at the pillar, indicate that they're doing damage, but that it is still blocking the way. (However, note that the anti-blaster field will engage after one shot is fired.) Once the players have shot at the pillar a few times, have the pillar break up and allow passage.

If the players fire a blaster weapon inside:

They should hear an automated voice that says:

“Safety protocols engaged: Anti-blaster field active.”

Unless this is turned off, blasters will not work inside.

If the players try to access a computer not in the security room:

The players should be able to make a (◆◆) (with one ■ for age of the computer) Computers check to access the computer. It can do one of the following:

- Flash several scenes of archive footage of the temple in its heyday:

You see several damaged recordings intercut with each other. You see one scene of the main entryway with people walking in and out, chatting with each other, and conducting business. You notice that the stairways are complete in this scene, and there’s a giant polyhedral object floating above the podium in between the stairs (Note: Entry foyer). Then, suddenly, the scene cuts and switches to a scene of several individuals sitting in a room around a holotable, meditating (Note: Meditation room, lower left room). Then, the scene cuts again, and you see a similarly-sized room in which armed guards monitor security terminals. Then the computer monitor shuts down (Note: Security room, lower right room).

- Gain access to a facility log:

“These Sith are merciless in their assault. It won’t be long before they move on the temple itself. We’ve evacuated most Jedi; the few of us that remain only do so to give the archivists to hide the secrets of this place. We can’t let them fall into Sith hands. We’ve mined the bottom floor and prepared to make a last stand there. We’d hoped to get away too, but... well, there is no death, there is the Force.”

If the players make it to the security room:

The players may attempt to shut down the anti-blaster field with a (◆◆◆◆) (with one ■) Computers check.

Failing this, the players may discover in the crates (using a (◆◆) Skulduggery check) a number of [Permacrete detonators](#) equal to the number of ★ they have on the check + 1 (so they will find a minimum of 1, regardless of ★/▼). These detonators are a “weapon” that can be used with the Mechanics skill. These are prepared first (set in place) and then remotely detonated at any point from up to extreme range.

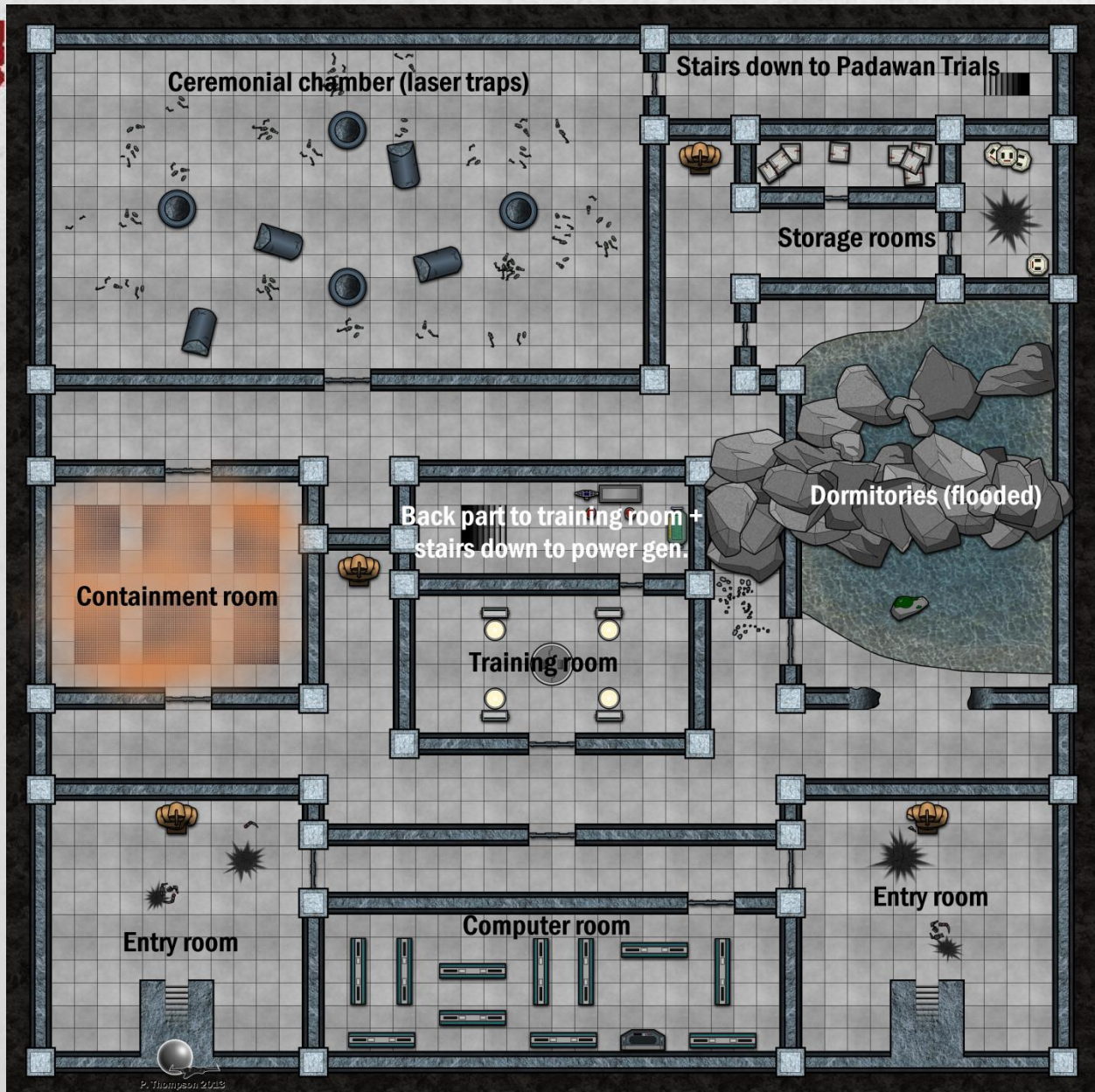
Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Permacrete detonator	Mechanics	10*	4	N/A	2	0	1000	(R) 6	Blast 6, Breach 1, Limited Ammo 1, Prepare 2

* To hit a target with this weapon, the player makes a (◆◆) **Mechanics** check instead of an attack roll.

Players can use these to detonate “thin” walls, doors, or rubble. See the map at the beginning of the section for examples. Remember, the security room is still lower, altitude-wise, than the main entryway, which is sort’ve a mezzanine – so blowing up a wall near the security room will just be a hole in the wall that’s still lower than where players on the main floor stand. Obviously, the most appropriate use of this item is to blow apart the pillar blocking the stairway, but players should feel free to be creative.

Once the players have made it to the lower floor:

Map Notes: Use the “ty_temple_floor_sub1” map for this segment.



After descending the staircase into the temple's depths, you emerge into a small antechamber. Similar to the statues above, you see a large robed statue – although this one is holding a sword up in front of its face. The statue, however, is damaged, and you can see that the floor bears ancient wounds – there's significant carbon scoring on the floor and the parts of a few destroyed droids nearby.

The players are emerging into a series of rooms that present various challenges to the players. There's only one that is specifically required to move on – the rest can be avoided or skipped. In this room (either of the two entrance rooms) there are hidden Flash Mines and Sonic Mines:

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Flash mine	Skulduggery	N/A*	N/A	N/A	1	0	500	(R) 6	Blast 0**, Limited Ammo 1, Prepare 2

* To hit a target with this weapon, the player makes a (◆◆) **Skulduggery** check instead of an attack roll as soon as someone walks within engaged range, including the person setting the trap. The person setting the trap will have a round's worth of movement to get out of the way after setting the trap.

Flash mines do not damage normally. If a successful "attack" is made, the target (and engaged targets, if Blast is triggered) must perform a (◆◆◆◆) **Resilience check to avoid being Ensnared (immobilized) and Disoriented for 1 round. Characters that can't see are immune to the effects of Flash Mines, but will still detonate them.

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Sonic mine	Skulduggery	4*	N/A	N/A	1	0	800	(R) 6	Blast 1, Disorient 2, Pierce 5, Limited Ammo 1, Prepare 2

* To hit a target with this weapon, the player makes a (◆◆) **Skulduggery** check instead of an attack roll as soon as someone walks within engaged range, including the person setting the trap. The person setting the trap will have a round's worth of movement to get out of the way after setting the trap.

If players see mines before they detonate, they can disarm them with a (◆◆◆) **Skulduggery** check. Mines can be spotted with a (◆◆◆) **Perception** check.

Note: The distribution of these traps is left up to the GM.

Suggestions:

- Keep the mines to a fixed object/interaction, e.g. "only doors are mined." This will should cut down on Perception checks every minute or so.
- The players should likely encounter a mine almost immediately on the door leaving the first room to introduce them to the concept.

- The players should not encounter too many of these – a reasonable amount is probably one every couple of rooms. The goal is to keep players on their toes, not to make them hate doors/statues/stairs/etc. Too many of these will make the encounter feel rote.
- If the players aren't using a map, the GM may want to simply roll percentage die to determine when/if the players are near a mine.
- Give your players an opportunity to spot a mine immediately before they're about to trigger it with a (◆◆◆) **Vigilance** check

If the players enter the computer room (bottom-middle of the map):

This room is filled with large computer archives (think the [Jedi library](#)). There is a computer toward the rear of the room (bottom of the map) that can be used to access the stored information. Accessing the computer can be done with a (◆◆◆◆) **Computers** check. ✨ on this can give (depending on what the player was looking for):

- Layout information on the temple (not necessarily a map, just textual information):
 - Main Floor: Grand Entryway, security room, meditation chamber
 - Sublevel One (the floor they're on): Computer archives, training room, containment room, dormitories, ceremonial chamber
 - Sublevel Two, Part 1: Power generator control
 - Sublevel Two, Part 2: Meeting room, Padawan trials, Reliquary
- Historical archives, which can reiterate that the temple came under Sith attack and the Jedi had to fortify the lower levels as a final defensive position.
- Indicate that any objects of historical significance would be stored in the Reliquary on Sublevel Two, Part 2



☠ or Despair on this check can make the computer system believe that the players are Sith intruders (e.g. "Non-Jedi detected, engage lockdown"), and a vacuum trap will trigger. The room should start having the breathable atmosphere sucked out of it and it will become a zero-gravity environment (p.214, EotE CRB). How fast the air is removed is entirely up to the GM (perhaps based on the amount of ☠ incurred), and the air should probably come back in once all the players are incapacitated (or once they escape). If the trap is triggered, the door will have locked on them, but it can be opened with a (◆◆◆) **Skulduggery** check. The trap can also be disabled with a (◆◆◆◆) **Computers** check.

If the players enter the middle room (the training room):

This is the training room. It was designed to allow groups of Jedi to practice their combat skills in close quarters. This serves as an optional "miniboss" for the players to fight. There is a door in the back of the room that should be completely locked. If the players try to bypass it, it should have some absurdly high difficulty (e.g. ◆◆◆◆◆◆◆◆). The door can be opened automatically by winning the encounter in this room.

Describe the white dots on the ground as small pads on the floor, each next to a lockbox. If a player steps on the pad, it will light up and make a small chime. If a player steps off, the pad will dim. If there is

one player on each pad all at the same time, the boxes next to the pads will pop open and a Training Lightsaber (stats above) will pop out. This will trigger the room's battle.

If the players attempt to open the boxes (() **Skulduggery**), then as soon as a they open a box, the pad will light up (as though a player had been standing on it) and stay lit up, regardless of whether it is occupied. As soon as all four pads are lit up (regardless of whether the players are standing on it or whether they've "forced" it on by virtue of breaking open the boxes), the room's battle will trigger.

Once all four pads are lit, the room's battle triggers:

The circular hatch in the middle of the room grinds open, and you hear the exterior door lock itself shut. Out of the hatch emerges a large two-legged, two-armed battle droid wielding a blade in each hand. You hear a small hum as its shield turns on, and then it turns to face you.


Jedi Guardian Droid (Nemesis)

This Guardian Droid is another ancient [Jedi Training Droid](#), this one specifically focused on providing Jedi training against other saber-wielding foes. This droid is programmed to fight in the style of Sith warriors. He is not programmed to kill any opponents, and will automatically retreat if he has downed too many of the people attacking it.



Skills: Brawl 2, Computers 1, Coordination 2, Discipline 2, Lightsaber 3, Mechanics 1, Melee 3, Perception 1, Resilience 2, Vigilance 2

Talents: Adversary 2

Abilities: Droid (doesn't need to sleep, breathe, eat, etc.), Deflection Stance (enters a stance that makes Jedi Guardian Droid take one  to any attacks he makes, but grants him an additional +2 to ranged defense)

Equipment: Training Lightsaber (2) [Lightsaber, Damage 5, Critical 4, Range: Engaged, Stun Damage, Defensive 1, Deflection 2, Disorient 2, Pierce 5]

Note that this droid should retreat if it looks like the players aren't going to be able to beat it – it's a training droid, after all, and it would be bad training if you killed off every weak trainee. If the players manage to defeat the droid, the door in the back of the room will creak open.

In the back part of the room (behind the door that opens after the players defeat the Guardian Droid):

The players will find a chest with [this inscribed](#) on it:

“The crystal is the heart of the blade. The heart is the crystal of the Jedi. The Jedi is the crystal of the Force. The Force is the blade of the heart. All are intertwined. The crystal, the blade, the Jedi. We are one.”

If any of the players speak this aloud (in-character), the chest will open and reveal thousands of crushed fragments of small stones (pass this as a note to the players instead of reading it, so that they have a little more incentive to read it out loud). However, they will notice one small teal-colored stone that appears undamaged.

This is a lightsaber crystal, an item that likely has little use for the players. It can be used as a quest hook later, an upgrade item for a lightsaber (if one of your characters has a connection with the Force and pursues it), or whatever the GM wants. There are no stats provided for this item to allow for maximum freedom in the future.

The players may also use the computer nearby to see recordings of a small ceremony taking place in this room. It can have a group of robed Jedi cluster around the chest and reciting the crystal code (above). This is to be a clue if the players aren't sure how to open the chest.

The players may also head down the staircase at the end of the room. This will take them to the power generator control room, which will let them shut off the leaking generators.

If the players enter the room on the middle-left (the containment room):

As the players approach the door to this room, they should feel that the door is hot to the touch. They can open it, but it will require an **Athletics** check (◆◆◆) to open. As they open it, they'll notice that some of the parts on the bottom of the door had fused together.

Upon forcing open the stuck door, you see a room with several vents in the floor. You see an orange-red mist covering the entirety of the floor and floating up to about two feet in height above the floor.

The mist is a plasma gas discharge (which the players may discover with a **Knowledge(Education)** check (◆◆)) from the leaking power generator room below. If the players approach it, they should be warned of its high heat (which they can sense just by getting nearby). Walking through this mist is treated like being in a Fire/Acid/Corrosive Atmosphere (p.214, EotE CRB) with a rating of 8. Additionally, anyone wearing anything remotely flammable will be set on fire, suffering as though they were hit by a weapon with the Burn 2 rating (although they should only take 4 damage per subsequent round instead of 8).

The plasma dissipates at an altitude of about one meter, and anything higher than that should technically be safe – so [Toydarrians](#), have a field day.

Note: The easiest way to bypass this room is to shut down the venting in the power generator room below. Players can attempt to fly/lift themselves over this to get past as well. This is simply one of two options to get to the back half of the map – the players may avoid this entirely and swim through the Dormitories to reach the back part as well.

If the players enter the room on the middle-right (the flooded Dormitories):

As you enter through the set of double doors, you find a room with two features likely unintended by its previous occupants. For one, the roof has collapsed into itself – a pile of rubble extends from floor to ceiling. This appears to be a symptom of the second feature – the floor appears to have collapsed into a watery sinkhole, which extends deep down underground.

This room is what remains of the dormitories after a sinkhole opened up, causing the room to flood and the roof to cave in. The rock wall is impassible at (floor) ground level and cannot be climbed over (it directly abuts the roof of the sublevel). However, the players can swim down into the sinkhole and find a passageway through the rocks underwater. The players can swim down to the rocks, make a (◆◆◆) **Athletics** check to swim through (with one ■, due to being underwater, unless they are a species that's used to being underwater), and then swim up to the other side.

If the players enter the small rooms in the upper-right (the storage rooms):

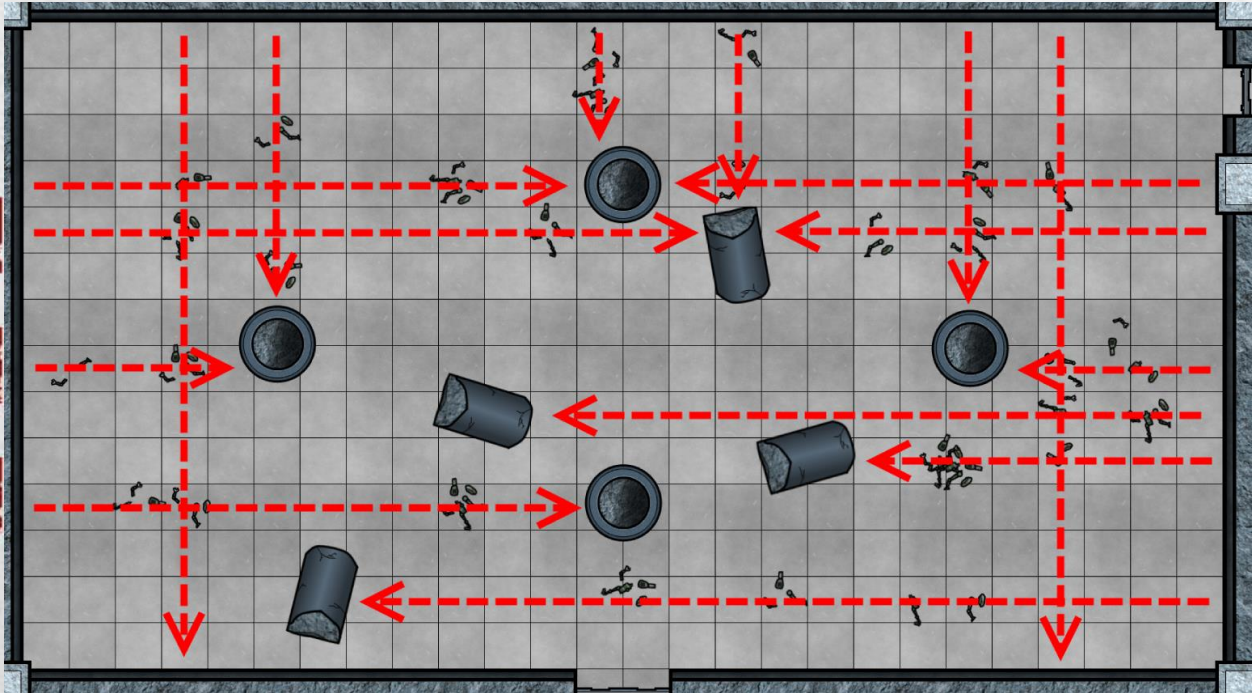
Both of these rooms are basically just scenery. The room with a blast mark on the floor can potentially be used as storage for a few mines, if you feel like letting your players have some.

If the players enter the large room in the upper-left:

This room used to be a large ceremonial chamber, but the Jedi booby-trapped this room as they were being overrun. Upon entering, the players should see:

As you cross the threshold into the large room, you can see several destroyed stone pillars around the room. The bases of the original four pillars remain, but they only sit about two meters high – the tops have fallen off and are scattered in pieces around the floor. Destroyed parts from a number of droids litter the floor.

This is designed to be almost a map-based puzzle, but there's no reason the players should have to work it out out-of-character. This room has several concealed blasters (hidden in the walls) that will fire at anyone that enter their path. **Note:** If the players still have not disabled the blaster safety protocol (from the first floor), entering this room will disable it. Remind the player of this with a verbal announcement as the traps fire their first shot. The blaster shots will be blocked when they run into pillars. The trick here is that the positions of the destroyed droids indicate where blaster traps probably are. See the diagram below (red lines represent direction of blaster fire):



Players can make it most of the way through this room (the exit is in the upper-right-hand corner of the room) without doing anything but moving smartly. Once they get up to the last corner, they will have to find some way to get past the extra blasters up there. There are several potential ways (and perhaps even more that your players will think up) to circumvent the blasters. They can figure out where the traps are and find some way to destroy them, they can try to push the broken pieces of pillar around (think [Zelda block puzzle](#)), or they can simply suffer the damage the blasters give them. The blasters should obviously be dangerous enough for the players to not want to do this for all of the room. Below are stats for the turret traps:

Wall Laser Trap (Rival)

This automated turret is fixed in a hidden panel on the wall, and it can only pivot up and down (so its fire arc is only directly in front of it). It emerges from the wall whenever motion is detected in its fire arc.

2	4	1	1	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE		
2	6	-	0 0		

Skills: Ranged (Heavy) 3

Talents: None

Abilities: Droid (doesn't need to sleep, breathe, eat, etc.), Stationary (cannot move or be moved)

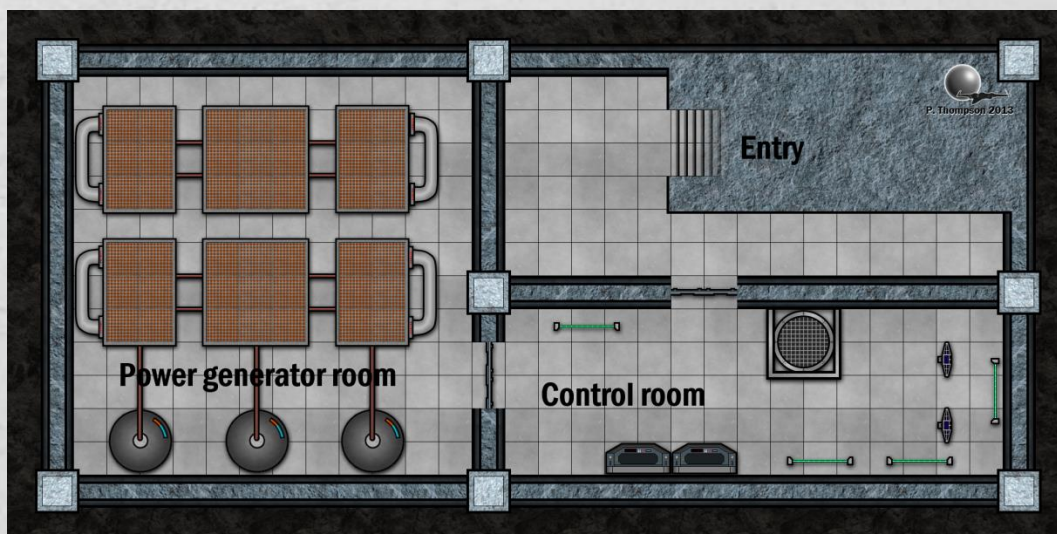
Equipment: Blaster turret [Ranged (Heavy), Damage 7, Critical 3, Range: Long]

Note: I wouldn't suggest running this part without at least using the included (unmarked) map as a handout, but if you are playing it this way, simply re flavor this room as having a set number of ranged laser traps that fire on detected motion. It'll still work, it'll just slightly water down the critical thinking/puzzle element.

Once the players have made it through this room, they can head into the hallway and down the staircase that leads to Sublevel Two.

If the players head down the staircase to the power generator control room (the staircase behind the guardian droid battle):

Map Notes: Use the "ty_temple_floor_sub2_a" map for this segment.



There is one room the players can immediately enter, and it is the control room for the power generators – the same power generators that are leaking into the containment room upstairs and causing dangerous terrain for the players. The door beyond the control room leads directly into the power generator room. The players can use this encounter to remove the dangerous terrain from upstairs. Upon entering the control room;

You head through the only visible doors on the sublevel and walk into a room with a number of computer consoles and monitors set up. Unlike the rest of the facility, however, this room is not completely unoccupied – you immediately notice the maintenance droid puttering around the room, checking on the various computer screens and making small adjustments on the computers.

As you enter, the droid turns to you and says:

“Unit WRK-17 notices return of organics to temple. What is your programming, organics?”

WRK-17 (Rival)

WRK-17 is a large [maintenance droid](#) who has been taking care of the Jedi temple’s primary power generators for countless years in absence of any Jedi (or any other occupants). He is, after hundreds of years of performing maintenance chores, somewhat stubborn.



Skills: Computers 3, Cool 3, Discipline 1, Mechanics 4, Negotiate 2, Perception 1, Resilience 1

Talents: None

Abilities: Droid (doesn’t need to sleep, breathe, eat, etc.)

Equipment: Arc welder [Melee, Damage 5, Critical N/A, Range: Engaged, Stun Damage], Built-in repair tools (counts as a tool kit)

This droid knows that the generator is leaking dangerous plasma upstairs, but it has no negative effect on the power generator (in fact, the increased venting improves their efficiency somewhat). He also knows that this serves as a reasonable deterrent to anyone attempting to invade or pillage the Jedi temple, so he sees no benefit to “fixing” this venting.

The door to the power generators themselves should be very securely locked (ideally, the players would not get through without blowing them up or having the droid let them through, but they could just have a very high difficulty assigned to break through them). If the players attempt to head through, the droid

should warn them that they need to remain locked, and the power generator room could be very dangerous.

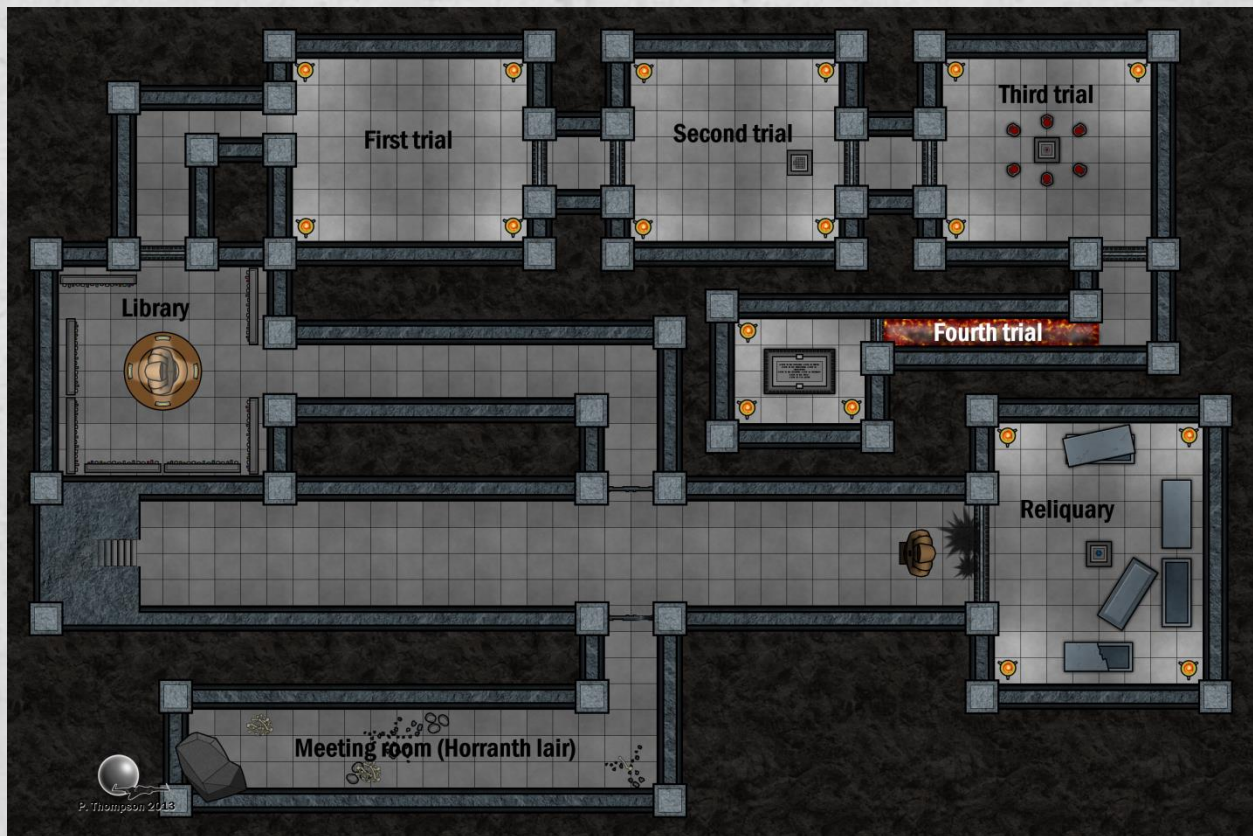
If the players attempt to start fiddling with the computers while WRK-17 is still there, he should question what they're doing and attempt to stop them (perhaps by locking them out of the system).

Ideally, the players will negotiate with WRK-17 that they are not enemies of the Jedi, or that the Jedi have been gone for a long time, or lie to him that they're also maintenance workers, or something in that vein. This may allow them to try to shut down the venting plasma themselves (a (◆◆◆◆) **Computers** check) or even have the droid shut it down for them. Alternatively, the players may divert WRK-17's attention and do something like blow up the door and try to **Mechanically** shut down the venting plasma (◆◆◆). They may also, of course, simply destroy the droid and do whatever they like.

If the players generate ☹ or despair on a check as they have the door to the power generator room open, some of the plasma may start to vent back into this level (instead of upstairs). This would still have the effect of removing the upstairs obstacle, but it might make players take damage down here.

If the players head down the staircase to the main part of Sublevel Two (the staircase at the end of the hallway following the blaster trap room):

Map Notes: Use the "ty_temple_floor_sub2_b" map for this segment.



As you exit the staircase, you notice the hallway you enter into is a much darker area than the floor you arrived from. You can barely make out the end of the hallway, at which there appears to be a statue similar to the ones upstairs – a robed figure with hands clasped around an upward-facing sword.

This floor is the final puzzle area of the Jedi temple. The room at the end of the main hallway is the Reliquary. This is where the holocron the players are after sits. To get to this room, the players will need to retrieve an item by completing the Padawan's trials (the path on the upper part of the map). Additionally, the players may be confronted by a Horranth that has taken up residence in the former meeting room (bottom of the map).

Once players are about mid-way down the hallway:

As you draw closer to the end of the hallway, you can see that the hallway splits off to the right and left into two doorways, although the doorway on the right appears to be damaged. Through the darkness, you can see a group of small creatures approach you.

At this point, young Horranths should come nipping at the players' heels. These are intentionally very weak minions and they will automatically be aggressive – if the players do nothing, these young Horranths will still attack them. However, these are so weak that it's likely they won't even do damage to the players – the intent is to provoke the players into a reaction (aggressive or not).

Note: If the players encountered the Horranth matriarch on the way to the temple, they will likely recognize these as the same species, only smaller. If this is the first time the players have seen a Horranth (young or old), then they will not recognize these as babies.

Horranth broodling (Minion)

[Horranths](#) are creatures found primarily – perhaps exclusively – on the lost planet of Tython. They are four-legged reptilian carnivores. These small broodlings are only recently hatched and act solely based on aggressive instinct.



Skills (group only): Athletics , Brawl, Resilience

Talents: None

Abilities: None

Equipment: Paw swipe [Brawl, Damage 1, Critical N/A, Range: Engaged]


Horranth matriarch (Rival)

[Horranths](#) are creatures found primarily – perhaps exclusively – on the lost planet of Tython. They are four-legged reptilian carnivores with squat legs and several bony protrusions on their backs.




Skills: Brawl 2, Athletics 1, Resilience 1, Survival 2, Vigilance 1

Talents: None

Abilities: Mother's Rage (As an incidental, Horranth matriarch may become or cease being enraged. When enraged, Horranth matriarch takes one  to all actions but gains a temporary 1-point boost to both Soak and the Brawl skill)

Equipment: Maul [Brawl, Damage 5, Critical 4, Range: Engaged, Knockdown, Disorient 1], Bite [Brawl, Damage 6, Critical 2, Range: Engaged, Pierce 1, Ensnare, Vicious 1]

Ask the players to make a **Perception** (◆◆) check. On , they will also hear a low growl emanating from the Horranth lair. A **Survival** or **Knowledge(Xenology)** (◆◆) check can then be made to interpret the growl as a warning.

The players can simply try to scare the broodlings off (Coerce, etc.) or they can kill them. If the players attack the broodlings, however, a Horranth matriarch will emerge from the lower room and defend her broodlings by attacking the players.

If the players head into the lower room (through the broken doorway) and the matriarch hasn't been attacked, she will simply growl at the players and warn them off of "her" den. There is nothing in there for the players to find.

As players approach the end of the main hallway:

Upon reaching the end of the hallway, you get a closer look at the robed statue. While indeed similar to the sword-bearing statues upstairs, there is one noticeable difference – the hands are empty and there are scratches and scuffs on the statue's hands and torso.

There are also several blast marks on the floor and doorway behind the statue. The carbon-scored heavy stone door appears unaffected.

This doorway is the final doorway the players need to get behind. To open this door, the players will need to retrieve the Jedi statue's stone sword from the container at the end of the Padawan trials. This

door should likely not be breachable by explosives, etc. (as indicated by the previous attempts to blow it open).

If the players make a (◆◆) **Perception** check on the statue, they will notice that a hastily-etched message is scrawled into the back of the statue's base. It says:

"Prove yourself a Jedi to gain my sword."

If the players enter the Padawan trials (upper rooms, the doors on the left side of the main hallway, as you exit from the stairs):

When the players enter the room with the statue:

As you enter this room, you see what appears to be the only working illumination on this floor, and it is built into the base of a large pedestal and highlights the Jedi statue on top of it. Surrounding the statues are shelves filled with bound flimsiplast archives – books. The shelves are massive in height and contain hundreds of volumes.

As you browse through the room, you suddenly hear a booming voice emitted from the ceiling:

"Approach the entry, Padawans, and be Tried."

The heavy stone doorway to the statue's left slides open, revealing another passageway.

A **Perception** (◆◆) check on the statue will reveal the [Jedi Code](#) inscribed on it:

*"There is no emotion, there is peace.
There is no ignorance, there is knowledge.
There is no passion, there is serenity.
There is no death, there is the Force."*

It's important that the players are exposed to these ideas if they fail the trials once or twice – so if they end up searching the books for this information, give it to them through the books (a **Knowledge (Lore)** check (◆◆) should make it apparent). Each of these trials will represent one line of the code.

If the players enter the passageway (and this should happen on repeat journeys as well):

As you enter, the door slides shut behind you, and you can hear the booming voice ring out again:

"Trust in the code, young ones."

In the first room (empty, four torches in the corners):

The first room you enter is fairly nondescript – empty, with the same stone walls and floor you’ve seen everywhere else. Four braziers light up the room, one in each corner. As you approach the middle of the room, you suddenly hear a noise behind you. The fire light dims, and you turn around, only to see... [insert name of recurring enemy(ies) here]!

The door to the room(s) beyond this one is locked, and the players will have no way of opening it forcefully.

This room represents the trial of “there is no emotion, there is peace.” It’s very similar to the trial Luke Skywalker faced in the [Dark Side Cave](#) on Dagobah. The players should face apparitions of (although they may or may not know that they’re not real) past or present enemies. The players should roll initiative against these apparitions, just as though they were starting a battle. If none of the players go before the apparitions go (and feel free to give the apparitions whatever stats most appropriately represent the things they’re portraying), then have the apparitions attack to only deal strain damage. If the players make it through an entire round while intentionally not attacking, then they will have passed the trial.

If the players fail the trial:

In the case of the players immediately attacking the apparitions, the apparitions will disappear before the players’ eyes, and the players will find themselves inexplicably back in the room with the bookshelves and the statue. They will hear the booming voice speak out:

“Consider what you have learned, Padawans.”

If the players pass the trial:

If the players intentionally avoid attacking the apparitions, the apparitions will disappear and the door to the next hallway will open. As the players pass through that door, the door into the next room will open.

In the second room:

As you walk into the room, the large stone doors slide shut behind you. This room is very similar to the first room you were in, although notably no one seems to appear as you walk further in. One notable difference is a small podium near the next doorway, a small podium with the numbers 0-9 set into buttons on the top. As you approach the podium, you hear the booming voice:

“Padawans, number the stars in the sky.”

After the players have thought for a few moments, the voice should ring out again:

“You may always retreat now, learn, and come back later. The way is open to you.”

And with that, the large stone doors that lead back to the entrance slide open, allowing the players to leave the way they came and head back to the library.

To pass this trial, the players must simply acknowledge that they don't know and head back (or try, in some way, to seek out the answer). If the players attempt to enter an answer on the podium, then they fail the trial.

This trial represents “there is no ignorance, there is knowledge.” The goal is for the trainee to understand that knowledge comes from owning ignorance and seeking to correct it.

If the players fail the trial:

If the players attempt to enter an answer (to an inherently unanswerable question), the players will find themselves inexplicably back in the room with the bookshelves and the statue. They will hear the booming voice speak out:

“Consider what you have learned, Padawans.”

If the players pass the trial:

As soon as the players attempt to head back through the doorway they came through, that doorway will shut in their face and the door to the next hallway will open. As the players pass through that door, the door into the next room will open.

In the third room:

Like the previous rooms, when you enter this room, you can hear the stone doors shut the path behind you. This room is somewhat more furnished than the previous rooms, though, as six small chairs surround another stone podium in the center of the room. This time, though, instead of a series of buttons, this podium has only one red button on it.

As you near the center of the room, you can suddenly feel the room shake, and then it is silent again. Moments later, though, you hear the sound of stone on stone, and you look around – the walls are closing in!

This room tests the notion of “there is no passion, there is serenity.” The walls will not crush the players – once the walls reach the players, they will stop. The goal here is for the trainees to stay calm under pressure.

If the players press the button, the walls will momentarily stop, and then they will draw back to their original positions. Once they reach their original positions, though, the walls will immediately re-start closing in on the players.

There technically is no way that the players should fail this trial. The only impediment will be seeing how long it takes for the players to attempt to simply let things happen instead of trying to delay the inevitable by pressing the button.

If the players pass the trial:

As soon as the players simply wait for the walls to close in on them, the walls will stop closing as soon as they reach the point where they players would be squished (i.e. once the walls have almost reached the center) and the door to the next hallway will open. Then they are confronted by something...

Immediately before the fourth room:

On the way to the fourth room, you see something unexpected. It looks like the damage to the temple is more than just structural – it's geophysical as well. Magma from underneath the surface seems to have bubbled up in to the corridor, and not only is the floor entirely covered, but the corridor itself is perpetually ablaze. Smoke and flames fill the corridor and prevent any more movement forward.

In fact, this is the fourth trial – “there is no death, there is the Force.” To pass this, each player individually must decide to step in to the almost certain death that the lava provides. As a player steps in, hand them a note (or some surreptitious communication) that lets them know they really aren't dead, and then describe to the rest of the party their graphic death in lava.

If someone throws something in to the lava to test if it's “real,” then describe that thing as being incinerated, just as though it were thrown in to lava. There should be nothing about the lava that gives it away as an illusion.

If players retreat from this, they should find themselves inexplicably back in the first room as above (as in the first and second trial failures).

Once everyone has succeeded (or once one or a few people have succeeded and the rest have explicitly failed), you can visibly move the players that have succeeded into the final room.

Once the players have made it in to the final room:

Upon walking into the final, smaller room, you find a large stone chest with the Jedi Code inscribed on it.

The players can open the chest, and inside they will find the stone sword that fits into the statue at the end of the main hallway. Then, the players will have all the previous doorways opened for them.

Once the players insert the stone sword back into the hands of the Jedi statue:

As the sword handle slides back into the hands of the robed Jedi, you hear the telltale sound of the stone entryway behind him opening up.

Note: If the players call for Lorik Feryss, he should give them a little brush-off – he is busy investigating something outside, and as soon as they’ve found what they’re looking for, he’ll meet them at the entrance to the temple.

In the room beyond, you can see a simple stone pedestal sitting in the middle of the room. Resting on top of it is a small crystalline polyhedral ball.

Note: There are several other chests/containers in here. Feel free to include any Jedi-tomb-appropriate treasure here. One option given below. If the below option is used, just present it to the players as a simple robe.

Name	Def	Soak	Encum	HP	Price	Rarity	Notes
Ancient Jedi Battle Robe	0	1	1	1	5000	8	Cortosis

After the players find the holocron:

If the players try to contact Feryss, they will get no response – they will only hear static over the comlink.

The only way out is through the main entry, so the players should head there.

As the players reach center room on the entry floor (the room with the two broken semicircular staircases):

Just as you near the top of the stairway, you faintly hear the sounds of blaster fire, and as you ascend onto the main floor, you can tell that the sound is coming from outside.

When the players walk outside:

As you cross the threshold of the building, you can see a battle play out in front of you. A group of Ubese, standing near a small shuttle, lay down suppressing fire in the direction of Lorik Feryss, who is engaged in melee combat with a tall man in dark clothing.

Upon your exit, Feryss turns around, momentarily distracted, and looks in your direction. As he turns, you can see the blue plasma blade of Feryss’s weapon parried by the blood-red beam of the tall man’s blade.

However, the moment’s distraction you give Feryss is one moment too long. The dark-clothed man makes a feint at Feryss’s arm, followed by a deadly strike to Feryss’s midsection that ends in the red beam of light protruding from the small of Feryss’s back.

Feryss's executioner then looks up at you for a brief moment, and as he turns and gathers Feryss's belongings, he addresses the Ubese:

"These must be the Jedi's accomplices. Kill them, then search the temple."

He then boards the shuttle.

The players are confronted by a group of powerful Ubese Rival-class adversaries. (Roll Initiative.) Depending on the size of the player group, either use two or three of any combination of the below:

Ubese Marauder (Rival)

These are the elites of the Ubese clans, skilled in both tracking and combat. Like the other Ubese, they wear environmentally-resistant cloaks and helmets. These Ubese are physically imposing – much more so than the normally svelte Ubese race would be.



Skills: Brawl 2, Coordination 2, Leadership 1, Perception 1, Melee 1, Ranged (Heavy) 3, Resilience 1, Survival 2, Vigilance 2, Piloting (Planet) 2, Piloting (Space) 2

Talents: Adversary 1

Abilities: None

Equipment: Light Repeating Blaster [Ranged (Light), Damage 11, Critical 3, Range: Long, Stun Setting], Auto-Fire, Cumbersome 4, Pierce 1] Ubese armor [+1 Soak, +1 Def, ignore one imposed by the environment], Vibroknife [Melee, Damage +1, Critical 2, Range:Engaged, Pierce 2, Vicious 1]

Ubese Scout Captain (Rival)

Similarly clad in Ubese armor, these Ubese are the leaders of the various Ubese hunting parties after Lorik Feryss. These Ubese, like many of their kind, are members of an inward-focused, xenophobic society. They bear a special ill-will towards the Jedi Order, and many Ubese were used as tools by the Empire to hunt down Jedi.



Skills: Brawl 1, Coordination 1, Perception 1, Ranged (Light) 2, Survival 2, Vigilance 2, Piloting (Planet) 2, Piloting (Space) 2

Talents: Adversary 1

Abilities: None

Equipment: Heavy blaster pistol [Ranged (Light), Damage 7, Critical 3, Range: Medium, Stun Setting], Ubese armor (+1 Soak, +1 Def, ignore one imposed by the environment)

On the first round of the ensuing combat:

As the Ubese begin their attack, you can see the small shuttle lift off into the air and head off into space.

After the battle, the players should head back to their ship.

Once the players arrive back at their ship(s):

Moments after you embark, you can hear a small beeping coming from a disc-like device in the cockpit. As you approach, a projection blossoms out of the device – it is a hologram of Lorik Feryss:

“Spacers, if you’re seeing this, it means that I’ve become one with the Force. It’s likely that I’ve fallen prey to those indefatigable Ubese, or, even worse, the Dark Jedi that leads them.”

“Please forgive my small deception. I was – I am a Jedi, and it was my great hope that I would be able to find this holocron, but I was concerned that you might be wary of signing on with someone with that reputation.”

“Should I have fallen in battle, know that I will have done everything I can to prevent these enemies from finding you. I will not run, I will not call for you – I’ve spent too long running from my past. I will face it, if necessary, to prevent you from suffering my own fate.”

"I hope that, in my absence, you have still managed to find the holocron. My colleague on Mon Calamari, Tmennit En'Dey, will still want to see it. Fear not! She will have your reward, as well. You can find her in Blackwater Settlement."

"I wish you well, and may the Force be with you."

The players will likely then want to take off. As the players start to take off:

Almost as soon as you fire up the navicomputer, you hear a proximity warning beep. It probably hasn't spotted you yet, but there's a Carrack-class cruiser in orbit. That could be an impediment to jumping out of the system quickly.

Carrack-class light cruiser

Made by Damorian Manufacturing Corporation, the *Carrack*-class cruiser is a dedicated anti-fighter platform; unique for ships of its size. In addition to being capable of fending off smaller ships by itself, the *Carrack* can also carry a small complement of TIE fighters.



Hyperdrive: Primary: Class 2, Backup: Class 12

Navicomputer: Yes

Sensor Range: Long

Passenger Capacity: 1200, crew included

Cost/Rarity: 6,750,000 credits (R)/7

Customization Hard Points: 2

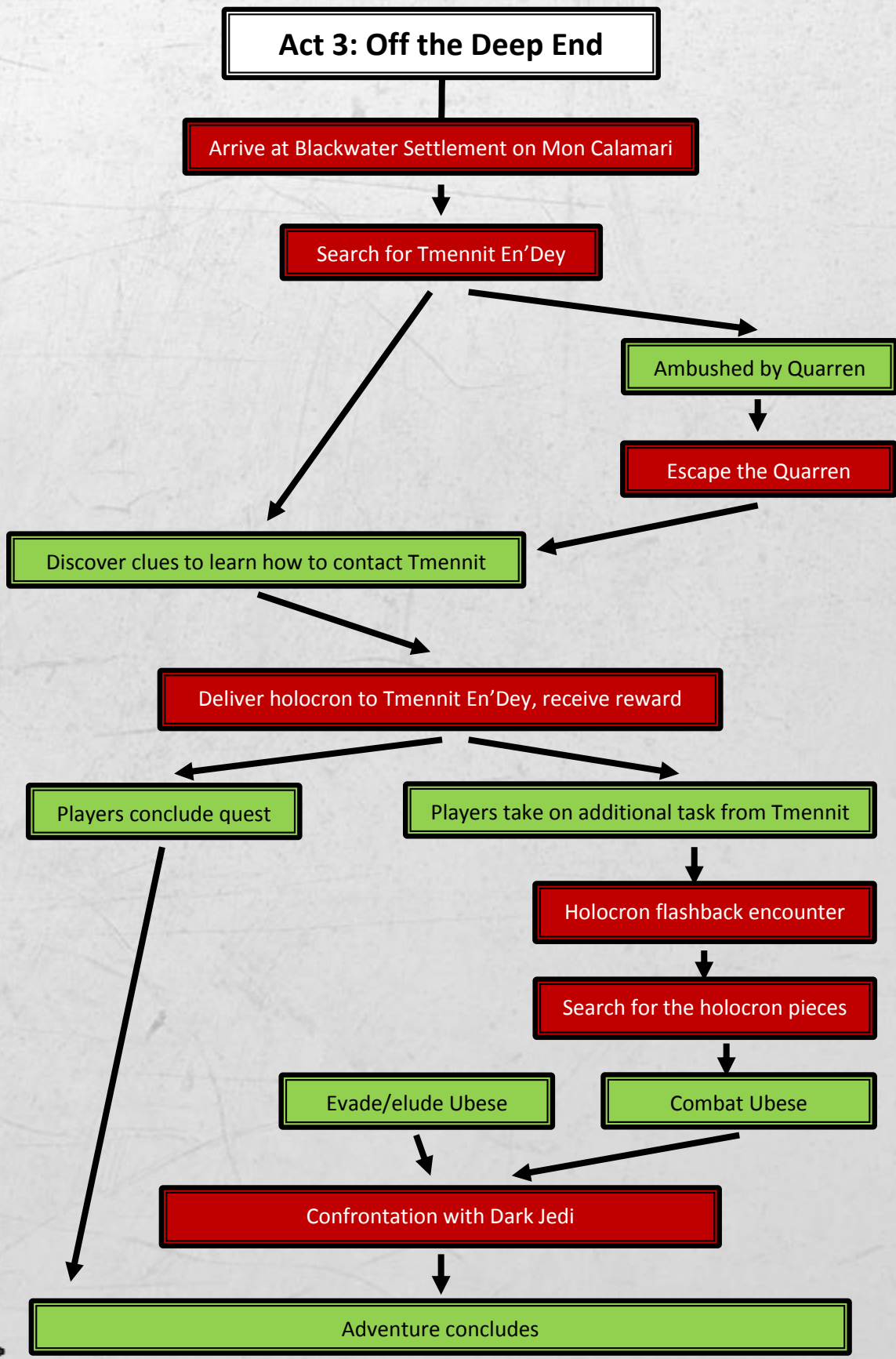
Weapons: Ten Turret-Mounted Heavy Turbolasers [Fire Arc All, Damage 11, Critical 3, Breach 4, Slow-firing 2, Range: Long], Five Forward Heavy Tractor Beam Emitters [Fire Arc Forward, Damage -, Critical -, Range: Medium, Tractor 6], Twenty Point-Defense Laser Cannons [Fire Arc All, Damage 5, Critical 4, Accurate, Range: Close, Point-Defense*]

***Point-Defense:** May add 1 die to one warhead attack instead of attacking; treats weapon as being fired from Silhouette 4 vessel

The players may attempt to fly through the "blockade" and escape, although they're likely to take quite a bit of damage. They may also simply try to navigate around the planet, flying low to the surface. Either way, as soon as the players take off, the cruiser will notice them. If the players attempt to skim the planet's surface and fly around, the Carrack cruiser may deploy its TIE Fighters to chase them.

Once the players have successfully escaped, they can jump to hyperspace – they should be traveling to Mon Calamari to meet up with Tmennit En'Dey, as indicated on Feryss's message. This is a trip that will likely take a few days.





Encounter

Outcome

Act 3: Off the Deep End

Once the players have exited hyperspace at Mon Calamari:

Mon Calamari, also known as [Dac](#), is the homeworld of the [Mon Calamari](#) and [Quarren](#) species (among others), and at the time of *Edge of the Empire*, a friendly port for the players – the Mon Calamari have overthrown the Imperial presence in the system, and so it should be a nice change of pace for players on the run from the law.

As the players enter the system:

You hear a small beep from the navicomputer, and moments later, the blue tunnel of hyperspace blurs back into starlines, and then into single points of light. The system you emerge into is filled with incoming and outgoing traffic, and as you move closer to the aquamarine orb that is Mon Calamari, you can see the giant silhouettes of the massive orbital shipyards the system is so well-known for.

As you get within a few hundred kilometers of the planet, orbital traffic control comes in over the comms:

"[Players' ship class], designation [Players' ship name], we have you on our screens. Destination?"

After the players file their plan with the controller (once they've indicated that they're headed to Blackwater Settlement):

After your short conversation with traffic control, you are directed to a small settlement in the southern hemisphere of the planet, currently on the day-side. As you approach, you're handed over to the local traffic control, who directs you to a small landing pad on the south side of the settlement.


At this point, the players should see the overview map of Blackwater Settlement. They may make decisions at this point to go to one place or another to look for Tmennit, but they will have one short scene as they exit their craft, regardless of where they decide to go.

As the players exit their spacecraft after landing at Blackwater:

As you step out of your ship(s), you can hear the sounds of the sea – the water comes up just to the edge of the landing platform. Your attention is only temporarily diverted, though, as you see a group of Mon Calamari approach you.

"Spacers, please hold. I'm Corporal Lemmir with the Blackwater Settlement constabulary. We have a simple policy here, and that is that Blackwater's a peaceful settlement. If you're carrying any weapons larger than a sidearm, we ask that you either leave them locked on board your vessel or allow for their temporary impoundment at our offices."

"I apologize for the presumption, but often freelancers such as yourselves arrive rather, erm, heavily armed for a peaceful visit. I'm sure this will put no undue damper on your visit!"



If the players visibly ignore the corporal, they should be warned off – they can, of course, incite the opposition of the local police, but it will make their stay markedly more difficult, and the person they’re trying to visit won’t be happy with them.

Ideally, the players will acquiesce in some manner – the corporal will still allow them to carry weapons the size of sidearms or smaller (e.g. vibroknives, pistols), but any heavy weaponry should be something the police frown on (e.g. blaster rifles, vibroswords, grenades).

As the players enter Blackwater:

The players can go to any of several places. They are looking for Tmennit En’Dey, the [Caamasi](#) associate of Lorik Feryss (the players probably do not know her species yet). Tmennit is currently out of Blackwater in a submarine vehicle searching nearby ruins, although the players will not know this yet.

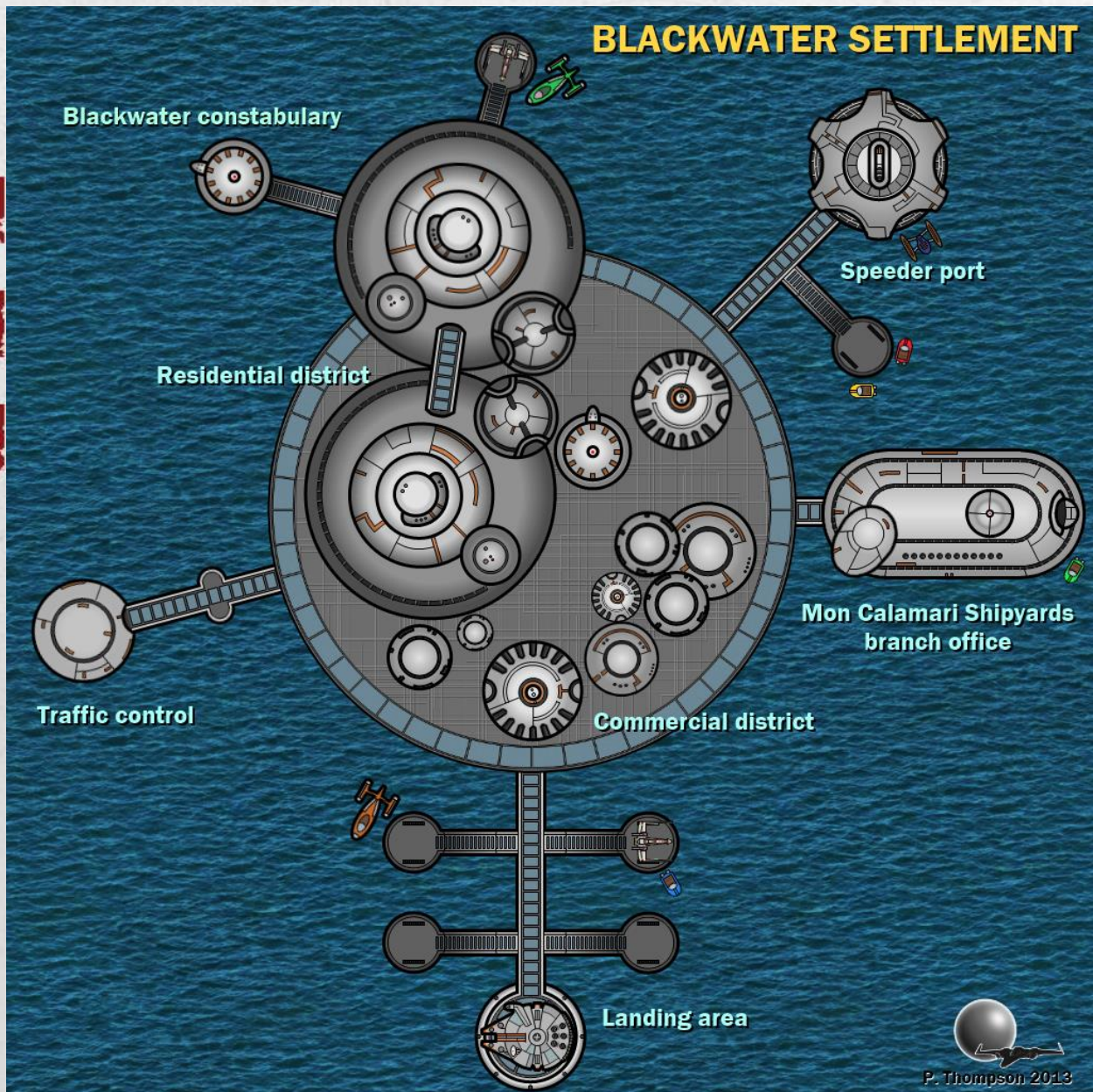
The player should discover a few different pieces of information about Tmennit, and they can come from whatever source you feel is appropriate:

- Her species and what she looks like (so that she can be identified): older Caamasi, slate grey fur
- Where she was staying (apartment in the residential area, although most people stay here, so you’re looking for specific apartment): Apartment 21-Besh
- Where she’s gone: Off on a research trip to investigate some nearby underwater ruins

Ideally, the players’ first task should be finding where she was staying, so that they can discover clues to what’s going on in her apartment. This can be one place where the players discover when they can expect her back (and consequently, where and when to meet her). Below are some suggestions for potential (fruitful) interactions at each location.

The players may have this search broken up by a short interlude of a Quarren gang kidnapping the players. See “**Quarren brigands encounter**” below.

Map Notes: For any general encounters in Blackwater, use the “moncal_dock_map” and “moncal_building_generic” maps. For the apartments, use “moncal_building_apartments.” The “moncal_city_above” map is used for a general overview of the settlement.



Residential district:

This encompasses the various apartments/residences in the two large areas in the northwest part of the map. Initial encounters may take place in a proprietor's office/lobby of some kind.

- Looking for Tmennit En'Dey:
 - *"Oh, are you the delivery crew visiting her again? I'll need to see your work order."*
The work order would have the room number and authorization printed on it, so the person at the desk will not give the players Tmennit's room number.

- Asking for entrance to apartment 21-Besh:
 - *"I'm sorry, we can only allow entrance to authorized visitors."* [Perhaps the players convince the desk attendant that they are visitors, or maybe delivery workers, or perhaps they simply sneak up in to the apartment areas.]
- Entering apartment 21-Besh (choose one of the rooms at random to be 21-Besh):
 - The apartment should be locked, unless the players have managed to finagle access from the facility's proprietor.
 - As the players search the room, they should find search logs:
 - The logs should indicate that Tmennit En'Dey has been on Mon Calamari for several years, investigating a series of underwater ruins, particularly those that were relics of past wars.
 - The logs should indicate that she's worked most of that time with an accomplice, Lorik Feryss. Feryss left the planet a few months ago.
 - The most recent log will be dated two days ago, and it should indicate that Tmennit went underwater to investigate the ruins again. She only planned to spend a few days down there.
 - The players should find a digital receipt for a submersible speeder charter out of the speeder port. It was dated two days ago and provides a reference number: U7-083-D

Traffic control:

This should be a small office where local starship and speeder traffic is directed. This facility is likely to handle incoming/outgoing traffic schedules, but know little else. Consider [air traffic control](#) as a point of reference.

- Looking for Tmennit En'Dey:
 - *"Listen, we don't make direct contact with civilians. We handle traffic in and out of Blackwater."*
- Asking about rental U7-083-D:
 - *"That sounds a lot like a rental verification out at one of the speeder services at the port. I don't have any information on that."*
- Asking about the *Iridescence*:
 - *"Ah yes, actually, we have her coming in fairly soon. She should be arriving at the speeder port in [insert short amount of time here]."*

Speeder port:

This is a collection of small businesses involved in the leasing/maintenance/sale/rental of planetary speeders (including submersible speeders).

- Looking for Tmennit En'Dey:
 - *"I don't really recognize the name. We get a lot of people in and out of here. Do you know when she would have come through?"*
- Asking about a Caamasi woman:
 - *"Oh yeah, I remember her. I think she might have been in here a couple days ago."*
- Asking about rental U7-083-D:
 - *"Oh, yeah, the one that Caamasi rented. She's been down several times checking out the Deepshadow. I think she's due back pretty soon, but I don't know exactly what plan she filed."*
 - *"She took out the Iridescence, I believe. One of the medium-sized minisubs."*

Blackwater constabulary:

This is the local law enforcement office. They will detain the players temporarily upon entry into the settlement in an effort to make sure that the players aren't carrying any heavy weapons inside.

- Looking for Tmennit En'Dey:
 - *"We don't appear to have any record of this person on file. Is there a case pertaining to this individual that we should be looking for?"*
 - There should really be no reason for the players to find information at the police station – they keep records on criminals, etc.

Commercial district:

This is a large grouping of unaffiliated local businesses including local vendors, restaurateurs, and service providers. Anything trade-related takes place here (with the exception of starship sales), so it could have a cantina or small weapons/utility items shops. This is also likely the busiest part of town during the day. Note that vendors should have the same restrictions on them that the local police had for the players (no weapons larger than sidearms).

- Looking for Tmennit En'Dey:
 - *"Who's asking? I may know the name."* [The players may need to bribe/convince this person to give more information, which is included below.]
 - *"Sure, the Caamasi woman. She was just ordering a set of rebreathers the other day. We had to deliver them to her apartment."*
- Asking where Tmennit lives:
 - *"Now why would you need that? That seems like privileged information."* [The players may need to convince this person to give up this information. Perhaps they offer to deliver more, perhaps they bribe the person, perhaps they simply convince them it is in his best interests.]
 - *"Well, okay. All I know is we had a delivery to apartment 21-Besh. The signee was one Tmennit En'Dey."*

Mon Calamari Shipyards branch office:

This is a representative of the ubiquitous Mon Calamari Shipyards, and should be capable of handling sales and repair of starships. Any starships that are sold here should likely be representative of the Mon Calamari Shipyards line.

- Looking for Tmennit En'Dey:
 - *"Is this one of our former customers? The name is unfamiliar to me."*
- Mon Calamari Shipyards (even the local branch) is unlikely to have had any contact with Tmennit. She does have a friend that works at MCS, though, although this friend is unlikely to be associated with a low-level branch office.

Quarren brigands encounter:

After asking questions at one or two places, a [Mon Calamari submersible](#) (or multiple submersibles) should pop out of the water near the players, in which sit a group of Quarren.

Note: This is an extra encounter designed to easily fit in to or be removed from the story without negative or positive repercussions either way. It's designed primarily to offer the GM an opportunity to have a logical "extra" option when obligations or previous stories come into play.

Mon Calamari submersible

This is representative of the submersibles commonly used by the Mon Calamari and Quarren. As with many Mon Calamari vessels, each submersible bears its own unique styling and construction, although all are vaguely organic in design.



Maximum Altitude: Sea level, may descend to 20000m (medium range) underwater

Sensor Range: Close

Passenger Capacity: 6, crew included

Cost/Rarity: 12,000 credits/4

Customization Hard Points: 1

Weapons: Missile launcher [Fire Arc Forward, Damage 2, Critical 3, Breach 1, Slow-firing 1, Guided 3, Limited Ammo 3, Range: Close]

Using this encounter presupposes that the players already know some information about Tmennit En'Dey – for example, her species (Caamasi) and the fact that she's gone diving in a sub.

They'll make an offer:

"Hey, we hear you're looking around for that Caamasi woman. We know she went underwater just a while ago. If you want, we can take you down to her."

These Quarren are really bounty hunters (or some group of brigands) and are looking to take the players in (or Tmennit in) for one reason or another. The GM can flavor it as a reason related directly to the story or use this as a hook for one of the players' obligations.

If the players refuse the Quarren's "help:"

The Quarren should panic a little and try and coerce (blatant lies) them a little more:

"Come on, she was asking for you. She sent us up to pick you up."

As soon as the players get too suspicious or turn to leave, the Quarren will simply drop the façade:

"Well, it looks like they don't want this the easy way. Take 'em down."

The Quarren should then attempt to capture the players. If they fail, they fail, if they succeed, then move ahead to the "Once the players have been captured by the Quarren" section.

If the players accept the Quarren's "help:"

You hop in the waiting submersible(s) that the Quarren direct you toward. After you all climb in, you hear the hatch whoosh shut and see the sub descend below the waves. The effects of seeing the movement of the water from underneath is calming – actually, it's very calming.

Well, something's calming, at least. As the Quarren pilot turns around, wearing a gas mask, you figure that there is probably a sedative at work, too. And that's the last thing you remember before you black out.

Note: If there is a droid in the party, the Quarren should have restraining bolts on hand – they are likely prepared ahead of time for these specific characters (the players' characters). Alternatively, the Quarren Rivals are carrying Ionization blasters, and they can use those to incapacitate the droid(s).

Players wearing items with resistance or immunity to inhalants (e.g. some types of breath masks) may be unaffected and can engage in combat with however many Quarren are in the sub(s). Everyone will be at short range, and the players should consider that they are underwater in a tightly-enclosed space.

Once the players have been captured by the Quarren:

After a short amount of time, you find yourselves awoken in a small room surrounded by white walls, as is the standard in Mon Calamari architecture. Looking around, you can see a single armed guard watching your group, and you notice that your weapons have been taken from you.



Auto-blaster (Rival)

This is an automated, ceiling-mounted turret that fires at anyone flagged as hostile by its owners.



Skills: Ranged (Heavy) 2

Talents: None

Abilities: Droid (doesn't need to sleep, breathe, eat, etc.), Stationary (cannot move or be moved), Tiny Target (any shot made against auto-blaster should be upgraded by one difficulty die)

Equipment: Blaster turret [Ranged (Heavy), Damage 6, Critical 3, Range: Long]

Quarren Gang Lackey (Minion)

This is one of the many faceless goons employed by the Quarren gang that ambushed the players. They wear mixed, un-uniformed clothing and look dirty and disheveled.



Skills (group only): Brawl, Ranged (Light), Vigilance

Talents: None

Abilities: Amphibious (Can breathe underwater, suffers no movement penalties underwater)

Equipment: Blaster pistol [Ranged (Light), Damage 6, Critical 3, Range:Medium], Shock gloves [Brawl, Damage +0, Critical 5, Stun 3, Range:Engaged]

Quarren Gang Enforcer (Rival)

These mean-looking Quarrens have risen to a position of some small power within their organization. They're in charge of small raids, and they're often veterans of dozens of illegal activities.



Skills: Brawl 2, Ranged (Light) 2, Survival 1, Vigilance 1





Talents: Adversary 1

Abilities: Amphibious (Can breathe underwater, suffers no movement penalties underwater)

Equipment: Heavy blaster pistol [Ranged (Light), Damage 7, Critical 3, Range:Medium], Shock gloves [Brawl, Damage +0, Critical 5, Stun 3, Range:Engaged], Ionization blaster (Ranged (Light), Damage 10, Critical 5, Disorient 5, Stun Damage (Droids only), Range:Short]

Map Notes: Use the “moncal_building_gang” map for this segment.

The players should try to escape the Quarren gang hideout, and they will likely have to do so (at least initially) without weapons. Points of interest in the hideout are:

- Various ceiling-mounted blasters (the semi-transparent blasters on the map) that fire at the players if they are not deactivated (stats below).
- A computer in one of the central rooms (the security room) that can be used to deactivate the auto-blasters (ceiling blasters) with a     **Computers** check.
- The players may also find clues as to why they've been captured (again, this is variable – a GM decision). The players may discover that they've been hired by the Dark Jedi they met earlier (which may lead the players to infer that he knows where they may have gone).
- The players' weapons should be stored in lockers in the same room as the computer.

The players can exit the facility either by stealing a sub or by walking out the front door after defeating any opposition. Either way, they will be in a random building in the commercial district in Blackwater – they didn't travel very far at all.

If the players turn in the location of this gang to one of the officers at the Blackwater constabulary, they should thank the players and give them a token reward (a few hundred credits or so).

Once the players have decided where and when to meet Tmennit En'Dey:

This event can take place in a number of locations. Ideally, the players would discover when Tmennit is returning from her trip underwater and try to meet her at the docks, although they may decide to wait it out for her at her apartment or run in to her some other way. Regardless of method, Tmennit should initially be suspicious of the players.

"...a-aaand, who are you? I'm sure I've never seen you before."

Tmennit En'Dey (Nemesis)

Tmennit En'Dey is an elderly, dark-grey-furred Caamasi who was Lorik Feryss's Jedi master before the Clone Wars. She, like most Caamasi, is a pacifist, and should, if she finds herself in combat, act only to heal or escape. She has been on Mon Calamari for several years, aided by her old Padawan, Lorik Feryss, in her search for ancient Jedi relics.



Skills: Charm 2, Cool 2, Discipline 3, Knowledge (Lore) 4, Knowledge (Education) 3, Lightsaber 1, Melee 1, Negotiate 3, Perception 4, Resilience 2, Stealth 3, Vigilance 2

Talents: Adversary 3, Force Rating 4, Sense Danger, Sense Emotions, Uncanny Senses 2

Abilities: Force power Move (Magnitude +1, Strength +1, Range +1, Control +2), Force power Influence (Range +1, Magnitude +1, Strength +1, Control +2, Duration +1), Force power Sense (Control +2, Duration +1), Force power Aid (Control +3, Duration +1, Strength +3, Magnitude +1, Range +2)

Equipment: Padded cloak (+1 Soak)

The players should make some explanation to how they met Lorik Feryss and what they did. Tmennit will want to know the following:

- Where Lorik Feryss is
- What happened on Tython
- How they came to search for/find her
- If they found the holocron Feryss was looking for, and if so, where it is

When Tmennit hears of Feryss's fate:

The older woman is quiet for a few moments, and she buries her head in her hands. After a minute, she wipes her face, although the fur underneath her eyes is still damp and matted down.

"He... he didn't deserve that. He only wanted to learn, but he paid the price of the Empire's education. Now he'll never be able to see the fruits of his labor."

She gives a deep sigh.

"I can only hope he will at least be content in death to have nearly completed his life's work. I will certainly miss him, though. He was a good colleague and a better friend."

She may yield the following information, if the players inquire in this direction:

- Tmennit En'Dey is a former Jedi herself – she has worked behind the scenes for years on Mon Calamari attempting to soothe the rift between the Mon Calamari and the Quarren. She's made a fairly safe home here for herself now that Mon Calamari is a free system.
- Feryss was her Padawan (Jedi trainee) during the Clone Wars. Because of the Caamasi tendency towards pacifism, Tmennit was not a Jedi General – she was a diplomat in the Outer Rim when Order 66 came, and consequently escaped immediate persecution. Feryss had likewise escaped capture, and was able to find her. They've been working together to recover a specific holocron for several years now.

Once the players have fully briefed Tmennit, she will ask to see the holocron. After the players hand over the holocron:

The slender Caamasi peers over the small device and fiddles with its controls. After a few minutes of this, she turns her back to you and is very still for a few moments. Then, she turns around and addresses you:

"Thank you, travelers. This is indeed the holocron Lorik Feryss had hoped to find. I am in your debt – which reminds me," she says, as she pulls out a small data cylinder, "this is for you."

She hands you the cylinder.

"This will be for the fee Feryss no doubt promised you. You've done marvelously."

The players now have the passkey that they need to retrieve their reward.

As you take the cylinder, Tmennit looks back up at you.

"You know, you're quite a capable bunch. If you have it in you to do a favor for an old woman, I could really use your help."

If the players ask what kind of favor:

The elderly Caamasi pauses for a moment, and then clarifies:

"This historical holocron should, if I'm correct, contain information about a great battle in Mon Calamari's history. I need a group of assistants to help me interpret the holocron's information to locate a second, lost holocron, and then I'll need help to recover that holocron."

"I know that you've already done so much to help, but this should be a short errand – and I'm afraid that the years are catching up to me."

If the players ask about compensation:

"I don't have much, but I do have some friends in high places at Mon Calamari Shipyards. I could call in a favor for you – get you assistance with repairing, refitting, or replacing a ship, I'm sure."

Note: At this point, the players can simply bow out if they want to be done with this Jedi business. If they choose to pass on Tmennit's offer, let them – voice Tmennit's disappointment and her sorrow at a missed opportunity. If the players elect to continue, follow as below.

As the players continue the adventure, Tmennit clarifies the objective:

"Thank you, friends. My goal here is simple. There should be clues in this holocron as to the location of a holocron lost many years ago in a battle under the seas of Mon Calamari. This lost holocron is special – it has details on a cleansing technique that can be used to dampen the effect of the Dark Side of the Force."

Tmennit turns her attention back to the holocron she has just received.

"Now this holocron... normally, you see, one user can use a holocron to access the thoughts and teachings of one past Jedi. The odd thing about this holocron is that it has several layers of personal memories laid on top of each other. I could..."

She thinks for a moment.

"Yes, that might work."

"Are you familiar with my people?" She asks you.

"One of our most cherished gifts and burdens is the ability to share memories – memnii – with our relatives. You are not that, but I believe that, enhanced by the Force, my abilities can allow you to access the stored memories in this holocron with me."

If the players have a droid:

“And as for the droid(s), he is obviously incapable of being touched by the Force, but I believe that a skilled mechanic, with my guidance, could bridge a temporary link to the holocron to give him viewership of one of the memory patterns as well.”

Note: When the players go to perform the ritual, whichever player is the most skilled mechanically should be directed to wire in the droid player(s) to the holocron.

She waves you all over.

“Follow me to my apartment; that will be the easiest place to perform this ritual.”

The players should all head with her to her apartment (if they are not already there), at which point:

*As you all sit down in her apartment, Tmennit sits on the floor with a serene look on her face. **[Note: It is at this point that the droid(s) should be hooked up to the holocron]** She closes her eyes and starts to breathe deeply. Moments later, you find yourselves in a different place entirely, in a body you feel alien to.*

This is a short look into a historical event, and the players will be playing the roles of Jedi who have long since passed out of history. The players are thrust into a scenario where the Jedi and Sith are fighting on Mon Calamari. The players start in the middle of this battle, having just fallen back from various other fronts. They all meet up at a small underwater domed colony under attack by Sith troopers, and the players need to rescue the inhabitants from the troops.

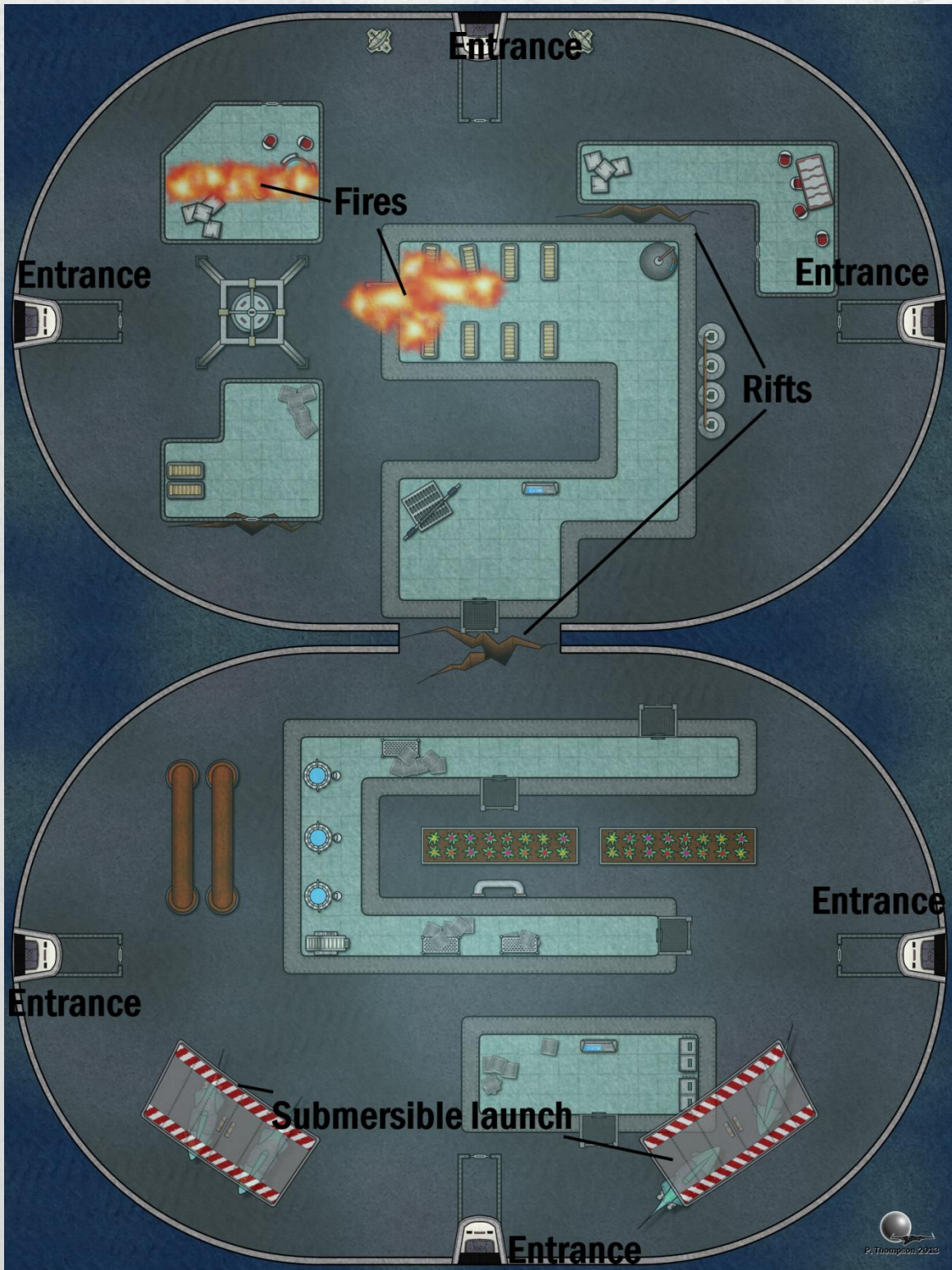
Each of the players is given a piece of a holocron which, they will be told, must be protected – both from the Sith and from destruction. Ultimately, these pieces are the pieces that the players will need to find in present-day, so it’s important for the players to remember where they are.

What the players don’t know is that one of the player-controlled Jedi is under the sway of the Sith already, and has alerted the Sith to their presence. Shortly after the players have mopped up the Sith trooper “cannon fodder” and started to evacuate the civilians, Sith brandishing lightsabers should show up and kill off the players, one-by-one. Additionally, the player-controlled double agent may or may not have shown his hand. By the end of the scenario, all six players (including the Dark-Side-dominated player) will be dead.

Note: At this point, hand out one of the included Jedi characters to your party (six have been pre-created – see [Appendix B](#)). Each player should receive his separately. Also, the GM should select one of the Jedi to be a “bad guy.” This player-controlled Jedi was captured before the holocron recording started and dominated by the influence of a Sith Lord. He will be acting as a double-agent in this scenario. The other players should not know of this at the start.

As the players “move into” their new (temporary) characters:

Map Notes: Use the “moncal_underwater_old” map for this segment.



As the players enter this scene, they are swimming underwater, each wearing a rebreather device that allows them to breathe normally.

A Nautolan Jedi is directing you and speaking over a comlink:

"Jedi Knights, we have our duty. We need to get in to that colony – a Sith patrol's found them and they're attacking. We need to get those civilians to safety."

As you start to swim off, the Nautolan Master stops you with a raise of his hand:

"One more thing, though. I have this holocron, and it's vital that we preserve this. It teaches of a Dark Side shielding technique – it will be Morrhape's bane!"

The Nautolan quickly breaks down the holocron into pieces:

"I need you each to take a piece – neither let the Sith have this nor let it be destroyed. We must keep this safe. If the Sith get this, they could learn a way around this. If we lose this, we lose a great opportunity to fight back the darkness. Be mindful of this responsibility."

He gestures back towards the colony:

"Now, the Sith soldiers are already inside – let's go quickly!"

The players can enter the transparisteel-domed-colony from any of the six airlock entrances, and they must eliminate the Sith trooper threat and then help evacuate the colonists to the submersible launch area at the bottom of the map. Obstacles the players may face include:

- Civilians trapped under rubble
- Injured civilians
- Children missing their parents
- Civilians trapped in a fire
- Fires advancing towards combustible materials
- Rifts opening up in the colony floor (making impassible terrain)
- Cracks starting to open in the transparisteel dome (danger of water rushing in)
- Sith troopers holding civilians hostage
- Civilians sick or stuck in bacta tanks
- Terrified civilians that lash out at anyone (maybe they attack the players)

All of the area inside the domed area is not underwater – it has a normal, breathable (oxygenated) atmosphere.

Note: The (temporary) PCs have each been given a piece of a holocron. This encounter will end with all the temporary PCs dead, and so the players should pay attention to where the temporary PCs die so that they know where to look for the holocron pieces in the present (i.e. in their actual characters).

Additionally, the enemy-aligned player should stealthily be undermining the players' efforts. When one of two things happen – either the enemy player is revealed or the players have managed to get most of the civilians to the “safe area” (evacuation point) – the Sith themselves should show up. If the Sith show up without the enemy-aligned player revealing himself, he should have the opportunity to do something really nasty (like literally stab a friendly player in the back).

Sith Warrior (Nemesis)

This metal-masked, black-robed warrior is representative of the typical Dark Side Force user in service to the Sith.



Skills: Athletics 2, Brawl 2, Cool 2, Coordination 1, Discipline 2, Deceit 3, Lightsaber 3, Melee 2, Resilience 1, Vigilance 2

Talents: Force Rating 3, Sense Danger, Sense Emotions, Uncanny Senses 1, Adversary 3

Abilities: Force power Move (Magnitude +1, Strength +1, Range +2, Control +2), Force power Influence (Range +1, Magnitude +1, Strength +1, Control +2, Duration +1), Force power Sense (Control +3, Duration +1, Strength +1), Force power Wound (Control +2, Magnitude +3, Range +2, Strength +1), Dark Side Force user

Equipment: Lightsaber [Lightsaber, Damage 10, Critical 1, Range:Engaged, Breach 1, Defensive 1, Deflection 2, Sunder, Vicious 2]

Note: Sith Warriors can use a custom Force power (Wound). See [Appendix C](#) for details.

This battle should simply play itself out until the players lose. If the battle starts dragging, the dome to the colony may collapse, which can cause all kinds of nasty things to happen to anyone still inside.

As the enemy-aligned player dies:

As [That player] dies, you feel the penetrating influence of the Sith Lord leave your mind. Too late to really do anything, you're finally free. [Give the player an opportunity for some last words, etc.]

Once all the players have died, the holocron recording will stop.

When the players “exit” the holocron:

As if waking up from a long rest, you groggily emerge from the trance. You see Tmennit sit in silence for a few moments more, and then she emerges too.

“I see.” She says. “The Nautolan Jedi, the Master, managed to escape that battle with his life, but little else. It was he who recorded this holocron in conjunction with the spirits of the fallen Jedi you lived as. He felt it necessary to preserve their memories, so that the holocron they protected could be retrieved one day.”

She thinks for a moment.

“I think I know where that place is, too. There’s an area under the settlement that sea creatures usually avoid, and those that don’t, well, they come out... different. The Mon Calamari figured it to be a rift into the deep core, but having seen that memory, it could be a nexus of Dark Side energy. We need to go down there and find those pieces, and then I’ll do what I can to purge the area of that dark presence.”

“We need to head down to the submersible docks, on the eastern side of the settlement. If you’ve got any gear you need to grab, now might be the time to go get it. Who knows what we might find down...”

But Tmennit never gets to finish her sentence. A loud explosion rings out through the city, and you can feel the floor shake in Tmennit’s apartment.

“Oh no,” she says. “We need to go now. I feel a presence... quickly, let’s go!”

You run out of the apartment and into the streets of Blackwater, which is now filled with panicked civilians. You can see a pillar of smoke rising from the commercial district, and just as you wonder what might have happened, you are answered with a bolt from the blue – a salvo of turbolaser fire from orbit hits again, this time demolishing some of the construction near the traffic control office.

“I don’t know how it happened, but you were followed,” Tmennit quickly intuits. “If you were followed, our first priority needs to be getting underwater and retrieving that artifact. If that Dark Jedi found his way here, he’s after the same thing we are, and he’ll follow that Dark Side nexus to its source. Let’s get moving.”

The players should either be running to the submersible docks or back to their ship, depending on whether they want to pick up equipment from it or not. Either way, on the way there, they should see:

As you run [past/to] the walkway to the landing pad of the [insert player ship here], another shot falls from the sky. This one is so close, you recoil from the explosion and hear a ringing in your ears.

The players should make a **Coordination** (◆◆◆) check here to keep their balance.

As you regain your composure, you look up to see the support arm for the docking platform creak and then snap.

As you watch in horror, the [insert player ship name here] sinks into the sea.

Note: This is sort've destroying the players' ship. The GM can play it however he likes – if the players are really attached to the ship, treat it as salvageable with some effort. Regardless, at the end of the mission, the players will have an opportunity (through Mon Calamari Shipyards) to gain access to a new ship.

After the players react:

"I'm sure it was a fine vessel," Tmennit eulogizes, "but we may share its fate if we don't move."

"I don't know how that Dark Jedi's ship slipped through the Mon Calamari defense net, but they're only a temporary problem – the defense fleet can take care of them. Right now, we need to get underwater – it's not only safer than being up here, but you can bet that Dark Jedi will be hot on our heels. The ship is only a distraction."

Continuing your mad dash through the settlement, you arrive at the submersible launch.

"Quick, get in," Tmennit directs. "We don't have much time."

As she says this, she points to the sky, where several small vessels are descending from orbit.

"Those will be our pursuers. Let's move."

As the players leave the under-attack Blackwater Settlement:

Once underwater, the noise and confusion of the orbital bombardment fades away. Whether it's because the Mon Calamari defenses caught up with the attacker or whether it's simply the insulation of the ocean, you can't tell.

The submersible travels for some time, and soon you see Tmennit point at the scanner readout:

"That should be the place. I can sense the presence of the Dark Side down here. The ruins are likely in one of the underwater caves down there."

As she says this, a dark shape passes your submersible. You can feel the craft buffet a little from the movement.

"Ah, that's probably a whaladon. Friendly species, although it's strange to see one alone down here like this. Come to think of it, I don't see much of any marine life down here. I suppose that could be..."

But before Tmennit can finish her sentence, the dark shape nears your craft again, but this time, you feel contact. A heavy tail smacks into the side of your vessel, and you see a fierce yellow eye pass by the front windscreen.

This [whaladon](#) is under the effect of the Dark Side nexus at the ruins, and is consequently aggressive and angry. The players will need to find a way past it, calm it down, or fight it. Whaladons are intelligent, sentient species and are capable of being communicated with.

Whaladon (Nemesis)

This whaladon (**Note: basically a whale**) is under the effects of the Dark Side and hostile to the players. Normally, however, whaladons are peaceful creatures that, while intelligent, do not regularly interact with the Mon Calamari or Quarren.



Skills: Brawl 3, Coordination 1, Discipline 1, Knowledge(Education) 1, Perception 1, Resilience 2, Survival 2, Vigilance 2

Talents: Adversary 1

Abilities: Silhouette 4, Water-dwelling (Can breathe underwater, suffers no movement penalties underwater, cannot move on land), Can move at (Planetary) Speed 1

Equipment: Tail Sweep [Brawl, Damage 6, Blast 5, Breach 1, Disorient 5, Range:Medium]

Once the players get past the whaladon:

At this point, the players are assumed to be traveling down into the underwater caves.

As you steer through the rocky outcroppings into the cave system, you see the tunnels gradually grow smaller and smaller. Eventually, they become too small to steer through.

Tmennit says:

“Okay everyone, this looks like it’s as far as we can go in the sub. Everyone put on a rebreather and let’s head outside.”

If the players don’t have rebreathers with them (or the ability to breathe underwater), Tmennit should hand a couple of emergency rebreathers to the players. Because these are designed only as backup tools (they’re part of the sub’s emergency kit), players using these to breathe will take a to any physically strenuous actions while they’re on.

It's also very dark in these underwater caves, and so players will also take a to any visibility-related actions while they are in them.

After a short swim, you discover an opening into a larger chamber in the caves.

The GM may want to roll a die to see which of the five entrances to the cave the players find.

Map Notes: Use the "moncal_underwater_new" map for this segment. The below image overlays "moncal_underwater_old" (the holocron vision location) on top of "moncal_underwater_new" for GM reference.



Inside these caves are the remnants of the underwater settlement the players saw in the holocron. As the players enter the main area:

As you all cross the threshold into the opening, you can barely make out the large cavern beyond. It doesn't open up very high, vertically, but you can tell that you won't have to struggle through tiny tunnels to maneuver around in here. Before you can get very far in, though, you see Tmennit recoil, as though hit by some invisible force.

"Oh my! This has to be the place," she cries. "I can feel the Dark presence radiating out everywhere. If we can find that holocron and put it together, we may have a chance of purging this area of this Dark blemish."

This entire area is still underwater – even the areas inside the buildings. As players travel throughout the area, they may see spots of light moving around. These will be [Mon Cala eel](#), and similar to the Whaladon earlier, they will be angry and aggressive. Unlike the Whaladon earlier, these are a relatively unintelligent species and cannot be talked down.

Mon Cala eel (Rival)

This is a species of eel native to Mon Calamari, and they are also called “electric eel.” They are bioluminescent, and they are capable of generating powerful electric charges within their bodies for use in both defense and predation.



Skills: Brawl 1, Perception 1, Resilience 1, Survival 2, Vigilance 1

Talents: None

Abilities: Water-dwelling (Can breathe underwater, suffers no movement penalties underwater, cannot move on land)

Equipment: Electric grapple [Brawl, Damage 8, Ensnare 1, Disorient 2, Stun 4, Range:Engaged]

The players should be able to find a piece of the holocron at each location a player died at. If that location is covered by rock, the players may need to make an Athletics check to uncover the piece. Once all the pieces have been found, the players will need to bring them together and assemble them. Doing this requires a (◆◆◆) **Mechanics** check. This is a check the players must succeed at, so failure should not preclude eventual success. The GM can still keep track of ▼/🎲 on this check(s) and apply negative

consequences toward future use of this device (as in when the players face the final “boss battle” and this is being used).

Once the holocron has been assembled:

...with a twist of the last part, the holocron snaps into place, fully assembled. Tmennit takes the holocron, it lights up in her hands, and a luminescent figure springs out.

Several minutes pass as you listen to the recorded Jedi detail a technique used for sealing away Dark Side force power, one initially used to circumvent the influence a Sith might maintain over another life form. After a quarter of an hour or so of studying, Tmennit is finally distracted by a beeping from her comlink.

“Oh no,” she says to you. “That was the proximity alarm on the submersible. We have enemies coming our way.”

She thinks for a minute.

“One thing we absolutely must do is purge this cavern of the Dark Side nexus that exists here. If, as you say, a Dark Jedi is behind your pursuers, we cannot leave him a source of power like this one.”

“I believe that, with what I’ve learned from this holocron, I can cleanse this area. We’ll need time, though. See if you can slow these assailants down a little – I only need about half an hour to make this work.”

The players need to ward off the cavern from incoming enemies. The players can do this with traps ([Home Alone](#)-style Skulduggery), Stealth, Deception, or simply combat. Their enemies will be groups of Ubese Trackers, Scout Captains, and Marauders (all of whom are wearing rebreathers):

Ubese Marauder (Rival)

These are the elites of the Ubese clans, skilled in both tracking and combat. Like the other Ubese, they wear environmentally-resistant cloaks and helmets. These Ubese are physically imposing – much more so than the normally svelte Ubese race would be.



Skills: Brawl 2, Coordination 2, Leadership 1, Perception 1, Melee 1, Ranged (Heavy) 3, Resilience 1, Survival 2, Vigilance 2, Piloting (Planet) 2, Piloting (Space) 2

Talents: Adversary 1

Abilities: None

Equipment: Light Repeating Blaster [Ranged (Light), Damage 11, Critical 3, Range: Long, Stun Setting], Auto-Fire, Cumbersome 4, Pierce 1] Ubese armor [+1 Soak, +1 Def, ignore one imposed by the environment], Vibroknife [Melee, Damage +1, Critical 2, Range:Engaged, Pierce 2, Vicious 1]

Ubese Scout Captain (Rival)

Similarly clad in Ubese armor, these Ubese are the leaders of the various Ubese hunting parties after Lorik Feryss. These Ubese, like many of their kind, are members of an inward-focused, xenophobic society. They bear a special ill-will towards the Jedi Order, and many Ubese were used as tools by the Empire to hunt down Jedi.



Skills: Brawl 1, Coordination 1, Perception 1, Ranged (Light) 2, Survival 2, Vigilance 2, Piloting (Planet) 2, Piloting (Space) 2

Talents: Adversary 1

Abilities: None

Equipment: Heavy blaster pistol [Ranged (Light), Damage 7, Critical 3, Range: Medium, Stun Setting], Ubese armor (+1 Soak, +1 Def, ignore one imposed by the environment)

Ubese Tracker (Minion)

These black-clad scouts form the vanguard of Ubese hunting parties. In the group pursuing the players, these outnumber the more veteran Ubese. They're dressed in cloak-like wrappings that cover impact plating material on their chests, and wear environmentally-sealed helmets.



Skills (group only): Perception, Survival, Ranged (Light), Gunnery

Talents: None

Abilities: None

Equipment: Blaster pistol [Ranged (Light), Damage 6, Critical 3, Range: Medium, Stun Setting], Ubese armor (+1 Soak, +1 Def, ignore one imposed by the environment)

The Ubese should be coming in, a few at a time, from various different cave entrances. They should come in from different entrances at the same time. If the players are all clustered at one or two entrances, Tmennit should warn the players (via comlink) that enemies are coming in from one of the entrances they don't have covered.

Once a the players have enacted a plan to avert the Ubese threat (whatever form the plan takes), have Tmennit alert the players to her having finished the ritual. She'll then let the players know that they should get out of there before more Ubese arrive.

Players should likely have a clear path back to their submersible and can head back to Blackwater.

As the players arrive back at the settlement:

As you emerge from underwater, the sounds of shelling have stopped, but you can see plumes of smoke rising everywhere. Blackwater is in ruins. You manage to find a relatively undamaged dock, and although you have to navigate around several destroyed walkways and vehicles, you make it in.

However, as soon as you emerge from the submersible, you hear the familiar whine of a blaster powering up. With only seconds, you manage to dodge out of the way of the deadly hail of blaster bolts that rain into the side of your submersible.

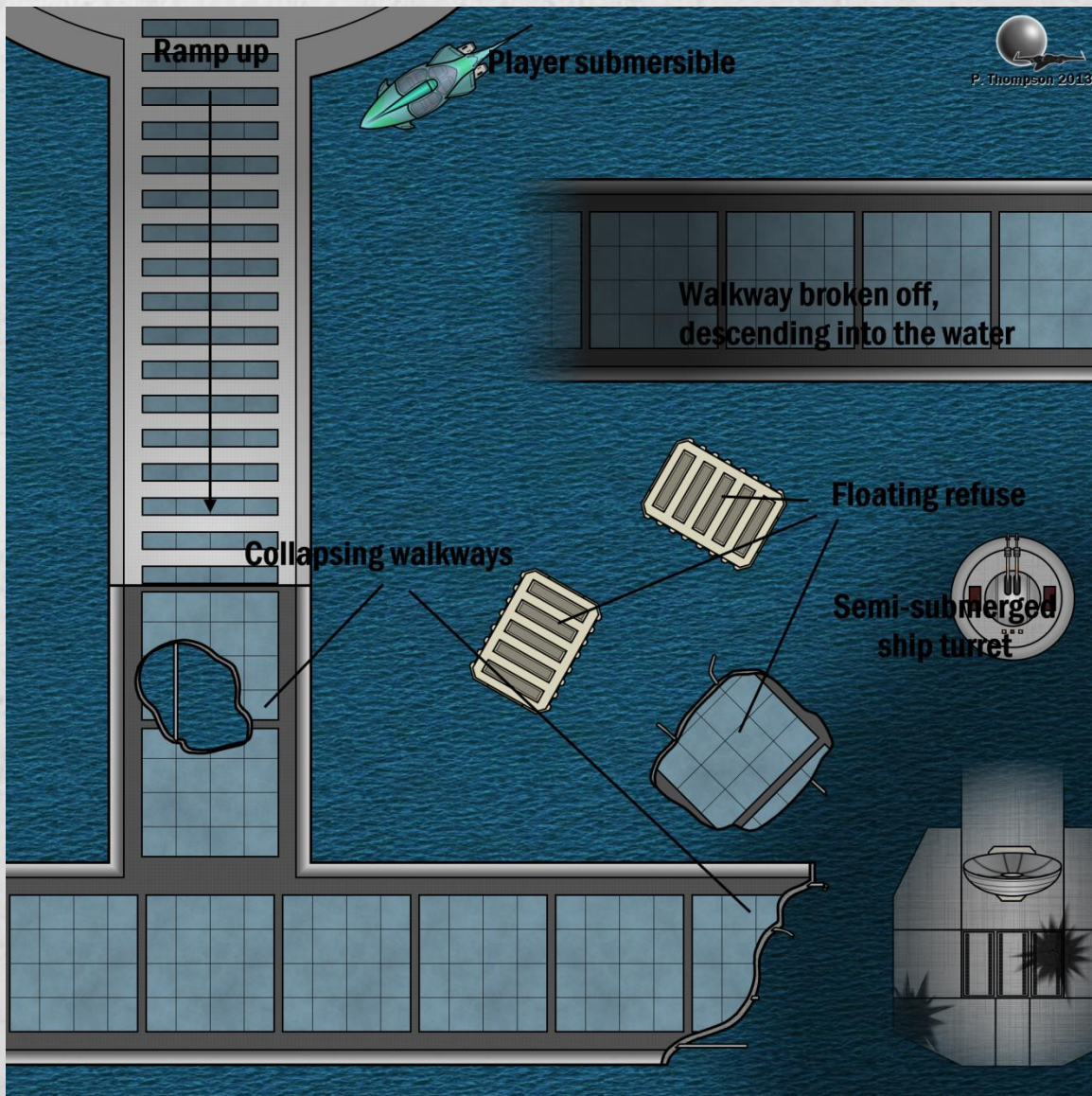
Through the smoky haze now emanating from your submersible, you can barely make out your assailants – it is another group of the Ubese mercenaries that have been chasing you.

Note: What follows is a three-stage encounter that acts as the final battle to this adventure:

- Phase One: Battle with Ubese, ends when escape pod crashes onto battlefield.
- Phase Two: The Dark Jedi emerges from the escape pod and fights the players as Tmennit dampens his power with the holocron's Force technique.
- Phase Three: The Dark Jedi overcomes the shielding technique and knocks out Tmennit. The players fight him until he drops..

Note: There is a semi-submerged crashed ship in the water whose dorsal turret is sticking up. Players may attempt to use this heavy weapon (if they can get there unmolested) by reactivating it with a (♦♦♦) **Mechanics** check and then making a subsequent **Gunnery** check to fire the weapon.

Map Notes: Use the "moncal_return" map for this segment.



This is phase one of the final battle in this adventure. The players should face off against a few of the stronger Ubese. After the players have defeated about half of the enemies:

As you incapacitate another Ubese mercenary, you hear a whistling sound through the air and look up to see a small dot falling from the sky. It's smaller than a starfighter, but definitely some kind of metal object. It's falling, falling... and soon you realize it's going to hit nearby!

The metal object hits the nearby walkway with an awful screech, and even the Ubese duck out of the way. As the smoke clears, you can see a figure emerge from the metal object – and then you see a shaft of red light emerge from the figure's hands.

This is the second phase of the final battle. As the Dark Jedi emerges:

As soon as she sees the lightsaber, Tmennit gasps. She turns to you:

"I think I can give us a chance, if you can keep me safe. I believe I can use the sealing technique from the holocron to lock out some of this... thing's power."

As she says that, she sits down and begins meditating. Almost simultaneously, you see the Dark Jedi twitch and then roar –

"What have you done to me!? I'll kill you!"

And then he leaps at you and Tmennit.

Dark Jedi - Bound (Nemesis)

This is the Dark Jedi that's been pursuing the PCs from Tython. In his "bound" state, he is only marginally capable of using Force abilities. He should tend to try to manipulate the battlefield and harass the PCs, but he will not be overly aggressive towards them. He should make some aggressive moves towards Tmennit.



Skills: Athletics 2, Brawl 2, Cool 2, Coordination 1, Discipline 2, Deceit 3, Lightsaber 3, Melee 2, Resilience 1, Vigilance 2

Talents: Force Rating 2, Sense Danger, Sense Emotions, Uncanny Senses 1, Adversary 3

Abilities: Force power Move (Range +1, Control +2), Force power Influence (Range +1, Strength +1, Control +1), Force power Sense (Control +2, Duration +1), Dark Side Force user

Equipment: Lightsaber [Lightsaber, Damage 10, Critical 1, Range:Engaged, Breach 1, Defensive 1, Deflection 2, Sunder, Vicious 2]

Note: The Dark Jedi and Tmennit En'Dey use two custom Force powers. See [Appendix C](#) for details.

As soon as the players have taken down Dark Jedi – Bound:

As you connect once more, the Dark Jedi's eyes flash and he howls an unnatural sound. With a surge of power, electricity springs from his hands. The bolt of lightning strikes Tmennit in the chest, and she flies back, unconscious. You can see the holocron she was holding explode in a shower of sparks.

This is the final phase of the final battle. The players must now fight Dark Jedi – Unbound.

Dark Jedi - Unbound (Nemesis)

In his “unbound” state, the Dark Jedi has full reign over his Force powers. Tmennit is not in the picture, so the Dark Jedi should turn his full wrath on the players.



Skills: Athletics 2, Brawl 2, Cool 2, Coordination 1, Discipline 2, Deceit 3, Lightsaber 3, Melee 2, Resilience 1, Vigilance 2

Talents: Force Rating 3, Sense Danger, Sense Emotions, Uncanny Senses 1, Adversary 3

Abilities: Force power Move (Magnitude +1, Strength +1, Range +2, Control +2), Force power Influence (Range +1, Magnitude +1, Strength +1, Control +2, Duration +1), Force power Sense (Control +3, Duration +1, Strength +1), Force power Wound (Control +3, Magnitude +3, Range +2, Strength +1), Dark Side Force user

Equipment: Lightsaber [Lightsaber, Damage 10, Critical 1, Range:Engaged, Breach 1, Defensive 1, Deflection 2, Sunder, Vicious 2]

As the players defeat Dark Jedi – Unbound:

With a final, desperate strike, you fell the fearsome dark warrior. As he falls, the life leaves his eyes as though he were simply a glass of water, poured out. In death, you find him rather diminished in presence.


As if on cue, you hear a murmur from Tmennit’s unconscious form, and after a few moments, she heaves herself off the ground.

Note: Skip the above line of text if the players revived Tmennit in some way during the course of the battle.

She approaches you, and then seeing the fallen form of the Dark Jedi, she picks up the body, shakes her head, and then whispers something to herself. She turns to you:

“I will commit this one to the depths. The surface of Blackwater is scarred enough without this blight here.”

As she says this, she lifts the body with the Force and gently lowers it into the water, where it sinks into the deep blue.



“And you, you have acquitted yourself marvelously. I can’t thank you enough. You’ve completed the life’s work of Lorik Feryss, and for that alone, I’m sure he would be pleased.

“It’s a pity that the holocron was destroyed, but in its short life, we managed to do a great good for Mon Calamari. I don’t know why Lorik sought you out, but the steps he took to you were clearly guided by the Force.”

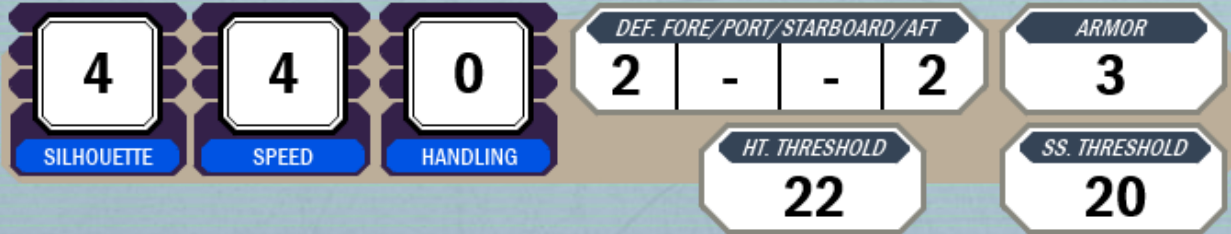
At this point, Tmennit should reward the players with the promised reward of “calling in a favor” with a friend in Mon Calamari Shipyards who can get them access to a ship for a low cost (or no cost). Use the list of available MCS ships from [Appendix A](#), or perhaps alternatively offer access to some very common vessels (ideally, the first choices will be the MCS ships).

The players may attempt to retrieve parts from or parts of (or even the entirety of) their sunken vessel, although if they do this after they’ve been given a new ship, the sunken ship should likely be only marginally salvageable. Obviously, if the players are heavily attached to their ship, the GM should be less inclined to give them a new one and make retrieving their old one an easier task.

Appendix A: Mon Calamari Shipyards vessels

MC-18 light freighter

Made by Mon Calamari Shipyards, the [MC-18](#) is a general class of ships whose designs are variable from ship-to-ship. The MC-18 is capable of submergence up to 1000m (Close range) as well as water landings.



Hyperdrive: Primary: Class 1, Backup: Class 10

Navicomputer: Yes

Sensor Range: Short

Passenger Capacity: 8, crew included

Cost/Rarity: 110,000 credits/5

Customization Hard Points: 3

Weapons: One Dorsal Turret-Mounted Dual Medium Laser Cannon [Fire Arc All, Damage 6, Critical 3, Linked 1, Range: Close]

Simiyar-class light freighter

Made by Mon Calamari Shipyards, the [Simiyar-class](#) is a stock light freighter class that follows the basic design principles of most Mon Calamari vessels. Because of this, each vessel is slightly different from others in its class. This vessel is capable of submergence up to 20000m (Medium range).

4 SILHOUETTE	3 SPEED	0 HANDLING	DEF. FORE / PORT / STARBOARD / AFT				3 ARMOR
			2	-	-	2	
			HT. THRESHOLD				24 SS. THRESHOLD
			26				

Hyperdrive: Primary: Class 2, Backup: Class 15

Navicomputer: Yes

Sensor Range: Short

Passenger Capacity: 10, crew included

Cost/Rarity: 120,000 credits/6

Customization Hard Points: 4

Weapons: One Ventral Turret-Mounted Dual Medium Laser Cannon [Fire Arc All, Damage 6, Critical 3, Linked 1, Range: Close], One Light Ion Cannon [Fire Arc Forward, Damage 5, Critical 4, Ion, Range:Close]

DeepWater-class light freighter

The [DeepWater-class](#) is one of the largest classes of light freighters available through Mon Calamari Shipyards. Its strong hull and shields make it capable of deep-sea submergence (up to 20000m) and water landings.

4 SILHOUETTE	4 SPEED	-1 HANDLING	DEF. FORE / PORT / STARBOARD / AFT				4 ARMOR
			2	-	-	1	
			18 HT. THRESHOLD				20 SS. THRESHOLD

Hyperdrive: Primary: Class 2, Backup: Class 15

Navicomputer: Yes

Sensor Range: Short

Passenger Capacity: 10, crew included

Cost/Rarity: 100,000 credits/4

Customization Hard Points: 4

Weapons: One Dorsal Turret-Mounted Dual Medium Laser Cannon [Fire Arc All, Damage 6, Critical 3, Linked 1, Range: Close]

Appendix B: Holocron flashback – Temporary Jedi characters

Loza Minub

This Ithorian Jedi is the body you find yourself in after Tmennit opens your mind to the holocron. You are wearing a basic Jedi robe and a rebreather is in your mouth.



Skills: Athletics 1, Cool 2, Coordination 1, Knowledge (Xenology) 3, Knowledge (Education) 1, Lightsaber 2, Melee 2, Negotiate 3, Perception 1, Resilience 1, Vigilance 2

Talents: Force Rating 3, Sense Danger, Sense Emotions, Uncanny Senses 2

Abilities: Force power Move (Magnitude +1, Strength +1, Range +1, Control +1), Force power Influence (Range +1, Magnitude +1, Strength +1, Control +1), Force power Sense (Control +3, Strength +1, Duration +1)

Equipment: Lightsaber (Lightsaber, Damage 10, Critical 1, Range(Engaged), Breach 1, Defensive 1, Deflection 2, Sunder, Vicious 2)

Na'mida

This Twi'lek Jedi is the body you find yourself in after Tmennit opens your mind to the holocron. You are wearing a heavy Jedi robe and a rebreather is in your mouth.



Skills: Athletics 2, Brawl 1, Cool 1, Coordination 1, Discipline 2, Deceit 3, Knowledge (Education) 1, Lightsaber 2, Melee 1, Perception 1, Resilience 1, Vigilance 1

Talents: Force Rating 3, Sense Danger, Sense Emotions, Uncanny Senses 1

Abilities: Force power Move (Magnitude +1, Strength +1, Range +1, Control +2), Force power Influence (Range +1, Magnitude +1, Strength +1, Control +2, Duration +1), Force power Sense (Control +2, Duration +1)

Equipment: Lightsaber (Lightsaber, Damage 10, Critical 1, Range(Engaged), Breach 1, Defensive 1, Deflection 2, Sunder, Vicious 2)

Feevo Kenu

This Rodian Jedi is the body you find yourself in after Tmennit opens your mind to the holocron. You are wearing a basic Jedi robe and a rebreather is in your mouth.



Skills: Athletics 1, Cool 2, Coordination 3, Discipline 1, Knowledge (Education) 1, Lightsaber 2, Melee 1, Perception 1, Resilience 1, Vigilance 2

Talents: Force Rating 3, Sense Danger, Sense Emotions, Uncanny Senses 2

Abilities: Force power Move (Magnitude +1, Strength +1, Range +2, Control +1), Force power Influence (Range +1, Magnitude +1, Strength +1, Control +1), Force power Sense (Control +2, Range +1)

Equipment: Lightsaber (Lightsaber, Damage 10, Critical 1, Range(Engaged), Breach 1, Defensive 1, Deflection 2, Sunder, Vicious 2)

Tamaa Rey

This Togruta Jedi is the body you find yourself in after Tmennit opens your mind to the holocron. You are wearing a basic Jedi robe and a rebreather is in your mouth.



Skills: Athletics 2, Brawl 2, Cool 1, Coordination 1, Discipline 2, Knowledge (Education) 1, Lightsaber 2, Melee 2, Perception 1, Resilience 1, Vigilance 1

Talents: Force Rating 3, Sense Danger, Sense Emotions, Uncanny Senses 1

Abilities: Force power Move (Magnitude +2, Strength +1, Range +1, Control +1), Force power Influence (Range +1, Magnitude +1, Control +1), Force power Sense (Control +2, Range +1, Magnitude +1, Duration +1)

Equipment: Lightsaber (Lightsaber, Damage 10, Critical 1, Range(Engaged), Breach 1, Defensive 1, Deflection 2, Sunder, Vicious 2)

Nemis Ven

This Devaronian Jedi is the body you find yourself in after Tmennit opens your mind to the holocron. You are wearing a basic Jedi robe and a rebreather is in your mouth.



Skills: Athletics 1, Cool 2, Coordination 1, Discipline 2, Knowledge (Education) 2, Lightsaber 1, Melee 2, Perception 1, Resilience 1, Vigilance 2

Talents: Force Rating 3, Sense Danger, Sense Emotions, Uncanny Senses 1

Abilities: Force power Move (Magnitude +2, Strength +2, Range +2, Control +1), Force power Influence (Range +1, Magnitude +1, Control +2), Force power Sense (Control +2, Range +1)

Equipment: Lightsaber (Lightsaber, Damage 10, Critical 1, Range(Engaged), Breach 1, Defensive 1, Deflection 2, Sunder, Vicious 2)

Ponith Aul

This Muun Jedi is the body you find yourself in after Tmennit opens your mind to the holocron. You are wearing a heavy Jedi robe and a rebreather is in your mouth.



Skills: Athletics 1, Cool 2, Coordination 1, Deceit 1, Knowledge (Education) 3, Lightsaber 2, Melee 2, Negotiate 2, Perception 2, Resilience 1, Vigilance 2

Talents: Force Rating 3, Sense Danger, Sense Emotions, Uncanny Senses 2

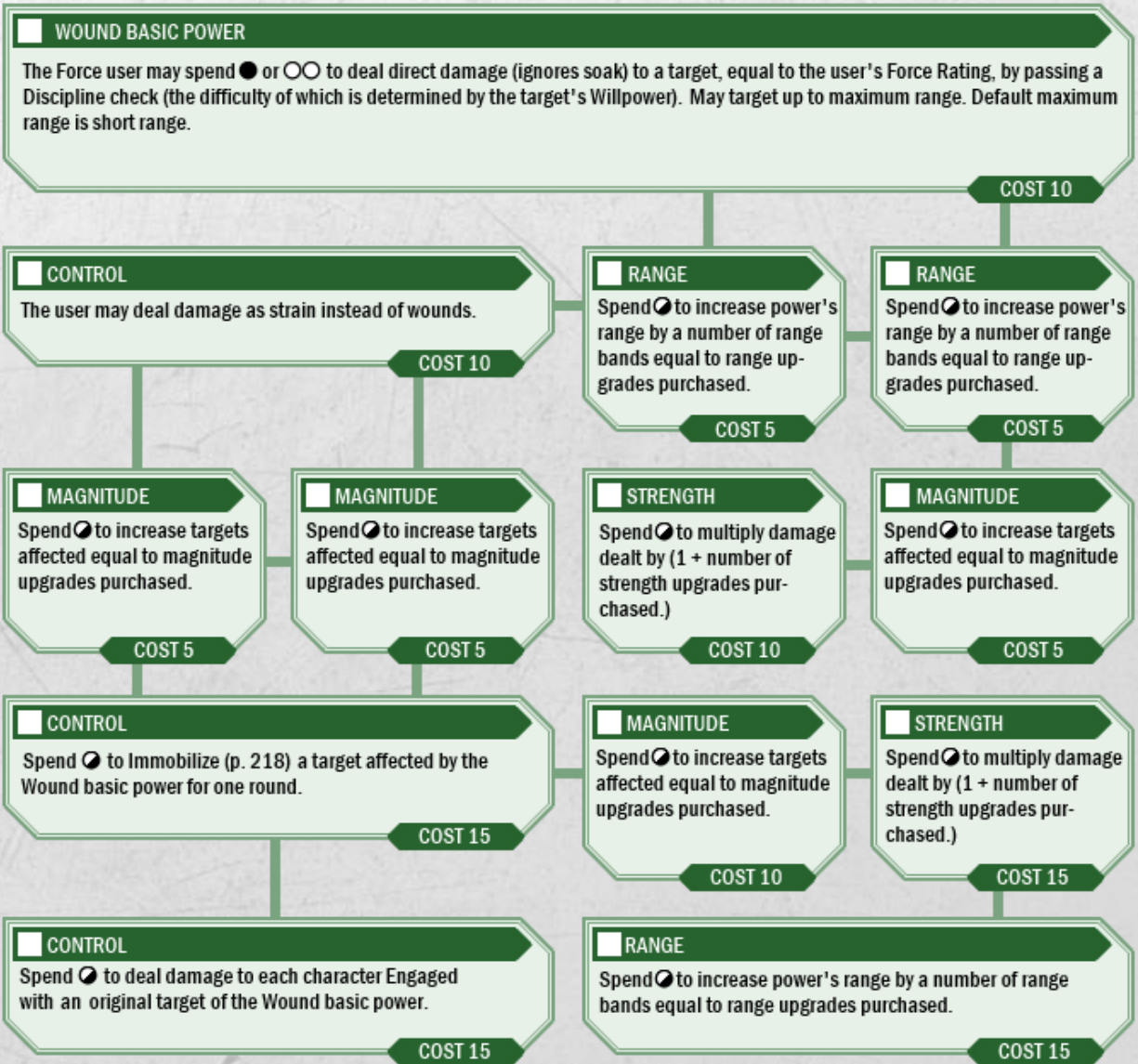
Abilities: Force power Move (Magnitude +1, Strength +1, Range +1, Control +1), Force power Influence (Range +1, Magnitude +1, Strength +1, Control +2), Force power Sense (Control +2, Strength +1, Duration +1, Range +1)

Equipment: Lightsaber (Lightsaber, Damage 10, Critical 1, Range(Engaged), Breach 1, Defensive 1, Deflection 2, Sunder, Vicious 2)

Appendix C: Additional Force Power trees

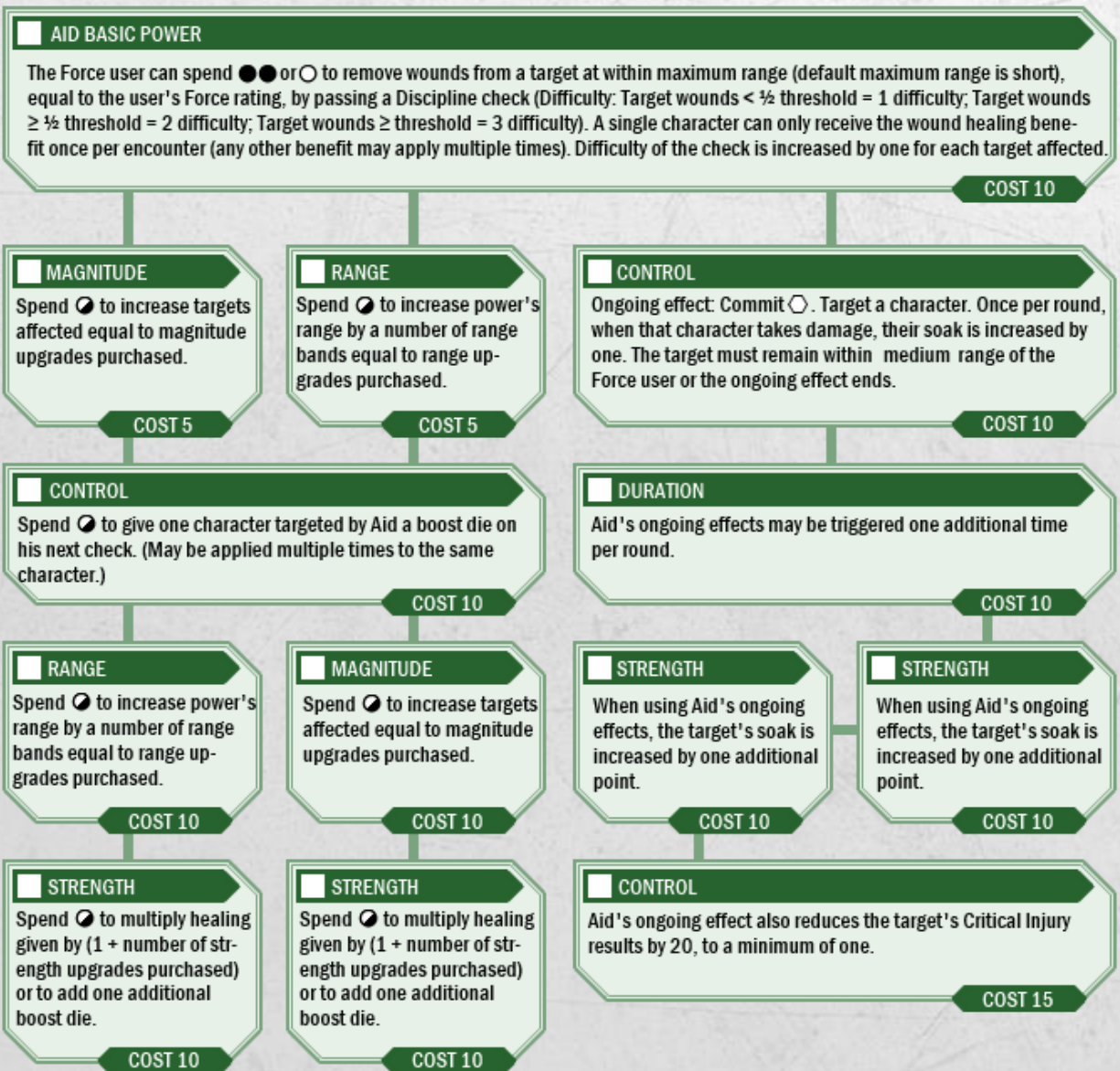
Force Power Tree: Wound

Prerequisites: Force Rating 2+



Force Power Tree: Aid

Prerequisites: Force Rating 2+



Appendix D: External links reference guide

Act 0: Extra Credits

[Nar Shaddaa](#)

[Nal Hutta](#)

[R4-P Astromech Droid](#)

[Blackjack](#)

Act 1: Strangers in the Night

[Ubese](#)

[Gamma-class ATR-6 Assault Transport](#)

Act 2: Brave Old World

[Tython](#)

[Manka Cat](#)

[Training lightsaber](#)

[Horranth](#)

[Flesh Raiders](#)

[Jedi training droid](#)

[Training droid](#)

[Permacrete detonators](#)

[Flash mines](#)

[Sonic mines](#)

[Jedi library](#)

[Jedi Training Droid \(2\)](#)

[Jedi crystal code](#)

[Toydarians](#)

[Zelda block puzzle](#)

[Maintenance droid](#)

[Jedi Code](#)

[Dark Side Cave](#)

[Carrack-class cruiser](#)

Act 3: Off the Deep End

[Dac](#)

[Mon Calamari \(species\)](#)

[Quarren](#)

[Caamasi](#)

[Air traffic control](#)





[Mon Calamari submersible](#)

[Whaladon](#)







[Mon Cala eel](#)

Appendix E: Pazaak rules

The following rules can be used to simulate one round or hand of pazaak, a popular card game in the Star Wars universe. In pazaak, players attempt to develop a hand of 20 points, similar to [Blackjack](#). Players are dealt cards from a main deck, with cards numbering from 1-10. Players initially receive 2 cards and then may choose to take more cards, one at a time, in turns. Pazaak is played between a player and a dealer (usually a PC and the GM).

1. Each player submits a wager and both wagers go into the pot.
2. Players usually play a “best-of-three” set of hands, with the winner taking the pot.
3. Use a simple **Cool** check to establish a base dice pool (both player and dealer).
4. To cheat, a character instead uses his **Deception** or **Skulduggery** skill pool for the test. This becomes an opposed check against **Discipline** or **Perception**. On a  symbol, the PC is caught cheating, and gambling immediately stops to resolve the discovery.  on this check should be treated as extra  for the dealer.
5. The player rolls the dice pool, leaving the dice on the table. This dice pool will be used to determine the player’s Side Deck, which he can use to modify the cards he is dealt.
6. Whoever has fewer  – player or dealer – will be dealt first in the first hand. First deal then alternates back-and-forth.
7. The player builds his Side Deck, as determined below. One card from the player’s Side Deck may be played on each hand to modify the final result. E.g. A +3 card can be played on a hand of 16 to turn it into 19, while ± 2 can turn an 18 into either a 20 or a 16.
8. The player and the dealer are dealt cards in turn, one-at-a-time. Either the player or the dealer may choose to “hold” at any point (after the first two cards) and not be dealt any more cards. Roll a percentage die to determine which card, 1-10, is dealt (i.e. 1-10 = 1, 11-20 = 2, etc.).
9. The player closest to 20 points without going over wins the hand. In case of a tie, no one wins – the hand is replayed.
10. If a player is dealt nine cards without exceeding 20, he automatically wins the hand (even if the other player has 20 exactly).

Building a Side Deck in Pazaak

Results	Interpretations
	Player may take a +3 card into his Side Deck
	Player may take a ± 2 card into his Side Deck
	Player may take a ± 5 card into his Side Deck
	Player may take a -# card into his Side Deck, which allows the player to turn any card in his hand into a negative card.  may also be spent on any of the  -based cards.

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Jegergryte – Module feedback

Scott D., Ian F., Brandon A., Aaron B., and DMC-Man - Beta playthrough

Jesus Christ - Saving grace, and one in whose image I am created and so create

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