

STAR WARS[®]
FORCE
AND DESTINY[™]

NEXUS OF POWER



A Sourcebook of Worlds
Strong in the Force

STAR WARS[®]
ROLEPLAYING

STAR WARS
FORCE
AND DESTINY
ROLEPLAYING GAME

NEXUS OF POWER

The galaxy is consumed by a struggle between light and darkness. The JEDI, ancient protectors and peacekeepers, have been destroyed, wiped out by the dreaded SITH.

Although the Jedi may be gone, their legacy endures. On planets across the galaxy, ancient temples and strange realms remain hidden from prying eyes. Their secrets await those brave enough to rediscover these vergences of the Force....

CREDITS

LEAD DEVELOPER

Sam Stewart

WRITING AND ADDITIONAL DEVELOPMENT

Sterling Hershey, Keith Ryan Kappel, Jason Marker, Jason Mical, and Christopher Rowe

EDITING AND PROOFREADING

Christine Crabb, David Johnson, and Mark Pollard

MANAGING RPG PRODUCER

Sam Stewart

GAME LINE GRAPHIC DESIGN

Chris Beck, Shaun Boyke, Samuel Shimota, and Evan Simonet

EXPANSION GRAPHIC DESIGN

Chris Beck

GRAPHIC DESIGN MANAGER

Brian Schomburg

COVER ART

Cristi Balanescu and Ryan Valle

INTERIOR ART

Cristi Balanescu, Arden Beckwith, Alberto Bontempi, Joao Bosco, Anthony Devine, Micah Epstein, Tony Foti, Mariusz Gandzel, Caroline Gariba, David Griffith, Joel Hustak, Romana Kendelic, Skott Kilander, Kate Laird, Mark Molnar, Michael Rasmussen, Maciej Rebisz, Siim Rimm, Stephen Somers, Alex Stone, Darren Tan, Jenn Tran, Tiffany Turrill, Ryan Valle, Jose Vega, Christer Wibert, Ben Zweifel, and the Lucasfilm art archives

ART DIRECTION

Zoë Robinson

MANAGING ART DIRECTOR

Andy Christensen

PRODUCTION MANAGEMENT

Megan Duehn and Simone Elliott

EXECUTIVE GAME DESIGNER

Corey Konieczka

EXECUTIVE PRODUCER

Michael Hurley

PUBLISHER

Christian T. Petersen

PLAYTESTERS

Playtest Coordinator Zach Tewalthomas. "Squadron 66" Jonathan "Dono" Stevens with Eric "Ogehn" Brenders, Ricky Ciulla, Kevin "Rikoshi" Frane, Phil "DarthGM" Maiewski, Doran Ylitalo, and Linda "ZRissa" Whitson. "Unrepentant" Lachlan "Raith" Conley with Jordan Dixon, Nicole Gillies, Mark McLaughlin and Aaron Wong. "Low Rollers" Jay Wantland with Sean Leary and Teresa Wantland.

LUCAS LICENSING

CREATIVE DIRECTOR

Michael Siglain

SENIOR EDITOR

Jennifer Heddle and Frank Parisi

LUCASFILM STORY GROUP

Leland Chee and Pablo Hidalgo



**FANTASY
FLIGHT
GAMES**

Fantasy Flight Games
1995 West County Road B2
Roseville, MN 55113
USA

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She had traveled for weeks, searching for her foe among the gorges and peaks of the endless mountain range. Now, Torva stepped through the entrance of the underground lair, the blue glow from her lightsaber pike glinting off the wet stone walls. The passageway stretched on ahead of her, burrowing into the depths of the mountain. Somewhere ahead, among the mountain's roots, her foe waited.

As she pressed deeper into the cavern, Torva passed beyond the daylight shining through the threshold. Soon, her saber was her only source of light, its steady glow unable to even reach the walls on either side.

From both sides of the passage, creatures lunged out of the darkness with arms outstretched. Torva barely managed to duck beneath a wild swing, gore-stained claws whipping by centimeters above her head. She clumsily turned her dodge into a roll, trying to get clear of her attackers.

Springing to her feet, Torva caught glimpses of malformed bodies, matted fur, and red, beady eyes. They rushed her, and she struck back hastily.

A blow with the butt of her lightsaber pike sent one stumbling, leaving her an opening to cut the other in twain with a sweeping strike. The monster howled as it collapsed, and the acrid smell of burned fur filled Torva's nose. The first creature stumbled to its feet and lunged at her...only to impale itself on her set blade.

Torva pulled the blade free and looked down at the bodies of the monsters she had killed. Her body trembled with tension and she panted slightly as she held the blade up.

The "creatures" were humans, feral men wearing stinking furs from some predator animal. They had strapped the predator's claws to their hands to make crude weapons. Torva looked over their emaciated features, the desperate pain in their eyes. Her stomach turned. She swallowed, looking away from their grievous wounds, and continued on.

Soon Torva saw flickering orange light ahead, and she stepped into a vast amphitheater in the heart of the mountain. Though it had started as a natural cavern, someone had hewn rows of benches from the stone. The benches sloped down to surround a flat stage at the center of the amphitheater.

Four figures stood on the stage, illuminated by the light of a dozen guttering torches. Three—a man, woman, and little boy—were chained to posts set into the rock. They sagged against their bonds, exhausted. The fourth stood in front of them and faced Torva squarely. A young woman with silver hair that matched Torva's own, she wore clothes finely decorated with firegems and gold thread, and studied Torva with cold, cruel eyes.

"So, sister. You finally decided to meet me face-to-face."

"I did," Torva agreed evenly. She slowly picked her way across the benches. "You knew I was going to come, Morana."

Morana let her coat fall open. Her hand drifted to the hilt of a vibrosword. "That's far enough."

Torva stopped. Her muscles tensed, and her grip tightened on the haft of her lightsaber pike.

"I must say, I've been looking forward to this," Morana sneered. "I've been wondering if you actually had the nerve to fight me."

Torva shook her head in a quick, jerking motion. "No, I'm not here to fight you."

Her sister paused, her head cocked. "What did you say?"

"I said I'm not here to fight you. I'm here to stop you. I'm here to save you." Torva spoke quickly, nervously.

Morana threw her head back and laughed, a deep roaring chuckle that rolled around the stone walls of the amphitheater and echoed mockingly in Torva's ears. "You're here to save me. Of course you are. After I've pillaged these lands, burned villages, killed scores of people. But you, sister, are here to save me."

Torva looked Morana in the eyes. She took a long, shuddering breath, then deliberately lifted her lightsaber pike and threw it to the side. "I am."

Morana's face twisted in sudden fury. "You think I'm just going to change my mind? You stupid fool." She pulled the vibrosword from its sheath and flipped the activation stud, then strode from the stage. She advanced on Torva with the blade raised. Torva stood, shivering slightly, and waited.

She swung, only to stop the blade centimeters from Torva's face. Her face working with confused rage, Morana held the blade, trembling, a moment away from striking Torva down.

"You don't have to do this," Torva's voice quaked. "You can stop. You can stop all of this. Just put down the weapon, put down your hatred, and this can all finally be over."

Morana stared at her for a long time, and for a moment Torva thought she might do it. Then her expression returned to controlled, cruel scorn. Her free hand came up, and she slapped Torva across the mouth, hard. "Pah. And to think I expected more from you. Fine, sister. I won't kill you."

She whirled around and walked back to the stage, raising her sword again. The boy cried, and the man and woman struggled against their chains, fear bringing new strength to their tired limbs. Morana continued talking as she walked towards the man. "Just know that there's a price to pay for your pacifistic platitudes. The real world doesn't let you sit idly—"

Morana paused. Staggered. Coughed. She looked down, to see the tip of Torva's lightsaber protruding from her chest. She tried to turn, but suddenly her limbs failed, and she collapsed on the stage.

Torva stood with her arm still outstretched from where she used the Force to pick up her lightsaber pike and throw it. A single tear ran down her cheek. "I am going to save you, even from yourself." Her voice slipped slightly. "I'm so sorry."

The cavern rippled around her and faded, leaving Torva in darkness.

Torva stepped out onto the side of the mountain, blinking in the bright sunlight. She didn't bother looking back. The small cave set among the rocks had no more trials for her.

"Did you find what you were looking for?" Gerant asked, still sitting on the boulder where Torva left him.

She nodded, slowly. "I think so."

"And does that make you a Jedi, now?"

She shook her head, a haunted look crossing her face. "I don't think so. This was just a step."

RESURRECTING THE JEDI

Fear and suffering reign across the worlds of the Galactic Empire as the populace trembles in the shadow of Emperor Palpatine's fierce grip. All hope seems lost. The Emperor's sinister schemes and agents have all but eradicated the Jedi Knights, an ancient monastic order that once defended peace and justice across the galaxy. Yet, despite the Empire's thorough and systematic attempt to erase the Jedi Order from history, the Force works to restore balance, and the Jedi are now poised to return.

Hope is foreign to the downtrodden, but aspiring Jedi are taking up the fight to return the galaxy to balance and restore their order to its former glory. However, agents of the dark side stand ready to stymie their efforts at every turn. As soon as the Empire determines Force users may be active in a region, it assigns a specialized task force to locate them. The Imperials chase every lead, until any suspected Jedi are run to ground.

Further complicating their journey toward mastery of the Force, characters just learning to use its power require guidance and training. What little knowledge of the Jedi and their methods remains is spread across the farthest reaches of known space. All known Force practitioners have been destroyed, blockaded, or forced into hiding. Without proper instruction, those with even the best of intentions can quickly be tempted down a darker path.

Yet hope, while battered by the dark side, remains! Individuals across the galaxy are discovering their latent Force sensitivity or reconnecting to ancient Force traditions every day. Those who have been in hiding for years are resurfacing to train the next generation, in the hope they can free the galaxy from tyranny.

PLACES OF POWER

Ruins, mysterious and powerful, are hidden in the far corners of the galaxy. Here, the Force is strong, and those with the gift to tap into this energy field can harness the power that flows through them. Force sects have learned to harness the power of the strange energy field toward their myriad purposes. Ancient temples built by these sects have long been places where masters of the Force consolidate or focus this energy, exponentially amplifying the power of the Force. Jedi knew these locations as "vergences," and they fought valiantly to defend them from those who would twist their power to dark ends.

The Jedi Order discovered and mapped vergences across the many worlds of the Republic, providing a useful list of places for the Empire to blockade when it rose to power. Known vergences on Coruscant and Ilium remain firmly in the control of the Empire. Over the long years of their existence, the Jedi lost others to time, such as those on Dagobah and Lothal. Further, the Force continues to create new vergences. Game Masters are encouraged to create their own vergences tailored specifically to the themes and needs of their campaigns.

Not all power is tied to vergences, though; it can be tied to objects, knowledge, and experience. Entire campaigns can be set around a group of fledgling Force sensitives who are tracing the history of the Jedi Order. Would-be Jedi might seek out former Jedi temples and outposts, or sift through the ruins of those the Empire has already found. These locations are the most likely places to find lightsabers, holocrons, or even talismans imbued with the power of the Force. More importantly, such sites can also offer characters opportunities for knowledge, spiritual growth, or moments of insight on their journey toward becoming masters of the Force.

The galaxy has many such places aspiring Jedi can visit to commune with the Force, though the Empire has tight defenses around most. Prior to Imperial rule, the Imperial Palace was the Jedi Temple, the seat of Jedi power for hundreds of years. It is now the most heavily defended place on Coruscant. The Empire has also quarantined icy Ilium, once the primary source of Jedi lightsaber crystals. Still, there are less protected worlds where the Force is particularly strong. Many consider Bardotta to be the spiritual capital of the Outer Rim, owing in part to the planet's strong connection to the Force. Countless other lost sites await rediscovery and exploration by those able to tap into their latent power.

IN SEARCH OF TRAINING

Before the dark times, the Jedi Order guided young Padawan learners as they plumbed the depths of the Force. Force sensitives were able to reach their full potential thanks to a system of training that was both standardized and personalized. Unfortunately, emergent Force wielders are barred from seeking traditional means of training and education during the reign of the Empire. Instead, they must seek out alternative forms of instruction. Luckily, a number of other Force sects still thrive beneath the notice of the Empire.

Bardotta, Iktotch, and Weik all have native traditions that have a unique way of understanding and accessing the Force. The pacifistic Dagoyan Masters have access to much knowledge and are deeply spiritual, able to help students find inner peace and harmony. The seers of Iktotch utilize a powerful vergence to read their future, but their isolationist stance against the Empire makes them wary of outsiders. The sorcerers of Weik have a unique perspective of what the Force is, and they have access to abilities not known to the Jedi. The Player Characters (PCs) can learn from these alternative schools of thought, broadening their understanding of the Force and gaining unique powers.

The mythical worlds of Ossus and Tython are thought to have troves of holocrons and datacards filled with Jedi wisdom from throughout the ages. Characters tracking down these legends might learn much along their journey, effectively trained by the same mythical stories that were used to train the Jedi of old. Should players actually discover one of the fabled planets, they could gain access to unmatched power.



While the light of the Jedi has not shone in many years, some Jedi did escape Order 66 by going into hiding on planets like Auratera, Dagobah, and Lothal. Aspiring Jedi can follow up on rumors and local legends to track down suspected former Jedi. They may even have to race the Empire, which has agents scouring the galaxy to ensure Order 66 is carried out to completion. While the former Jedi are unlikely to come out of hiding, they may share some of their wisdom and set Player Characters on a path toward fulfilling their destinies.

RELIQS OF A LOST AGE

There have always been those who superstitiously assign powers to totems and trinkets, but for those in tune with the Force, objects can hold real power. Force users across the ages have sought to wield the energy of the Force through specially crafted objects. Before the lightsaber, it was Force-imbued swords. Jedi even used the Force to channel a portion of their own essence into a holocron, altering the AI of the gatekeeper protecting its contents. Force sects throughout the galaxy have created varied talismans that channel the Force for infinite effects. While the Empire has destroyed, hidden, and discredited much of Jedi history, the defenders of peace existed for far too long to be erased completely.

Throughout the galaxy, Force-powered relics sit within ancient vaults, inside decrepit droids, or in other unlikely plac-

es. The crystal caves on Ilum and Ossus await adventurers to claim their powerful lightsaber crystals. Long-forgotten Jedi databases, texts, and holocrons lie hidden in temple ruins from the Core to the Outer Rim, detailing everything from Force power training to lightsaber construction. GMs can construct entire campaign arcs around Jedi characters as they seek out components on various worlds to create their own lightsabers or repair a broken holocron.

Holocrons are powerful knowledge resources for Jedi. In an era in which traditional Jedi Masters aren't available to teach the ways of the Force, a holocron can act as a sort of mentor. Holocrons can also serve as a convenient tool allowing GMs to direct the party to worlds strong in the Force by providing legends and historical tales set in those places. They might also offer knowledge of other ancient artifacts or teach Jedi hopefuls how to create their own.

While the Jedi Order specifically shied away from Force-imbued talismans, they are the cornerstone of many other Force traditions. The Dagoyan Masters employed talismans that allowed them to go without food or drink for extended periods to allow for uninterrupted meditation. The seers of Iktotch sometimes wore gems that boosted how far into the future they could see. The Sith created Force-powered amulets and tokens to serve a variety of functions and amplify their powers. Such talismans are perfect objects to center adventures around, as the characters compete with the Empire and other groups to find lost relics.

SO WHAT'S IN THIS BOOK, ANYWAY?

NEXUS OF POWER is a setting book designed to take readers on a galaxy-spanning tour of locations strong in the Force, providing material for players and Game Masters alike. In this book, readers will find detailed guides on several planets, as well as profiles of the exotic and sometimes dangerous creatures that live on those worlds. Chapter I gives GMs everything needed to utilize worlds once critical to the Jedi Order, and provides context to their historical significance. Chapter II explores those places in the galaxy where the Force flows more freely, known as "vergences." These two chapters enable GMs to run a campaign focused on exploring sites that have helped shape the Jedi, the Sith, and other Force sects throughout history.

Chapter III follows up with Player Character and Non-Player Character options and information well-suited for a Force and Destiny campaign involving the locations in previous chapters. There are three new species options for PCs: the curiosity-filled Aleena; the elegant and spiritual Bardottans; and the proud, amphibious Gungans. The chapter also profiles weapons, equipment, and various relics and talismans found among their worlds. This presents players and GMs with plenty of interesting options they can exercise to give a campaign some local flavor.

Finally, **NEXUS OF POWER** ends with an entire chapter of modular encounters. Modular encounters can be inserted

into any ongoing adventure; they don't require a lot of set-up and can be completely self-contained. GMs can use the modular encounters in a variety of ways. They are designed to be flexible and to work as standalone experiences, as part of a larger adventure or campaign, or as last-minute additions in reaction to choices players make at the table.

CHAPTER I: WORLDS OF THE FORCE

A dozen of the most storied worlds connected to the histories of the most powerful Force sects of the galaxy are covered within this chapter. Frozen Ilum, swampy Dagobah, and quiet Lothal, as well as Iktotch, Auratera, and even Devaron all have direct ties to the once-powerful Jedi Order. Empress Teta and Ossus are legendary lost planets ancient mythologies claim as the birthplaces of the Jedi. Meanwhile, primitive, isolated Weik; lush Naboo; rocky Bardotta; and the forests of Aleen all have history with other powerful Force traditions.

CHAPTER II: POWERFUL VERGENCES

There are places and even things that are strong in the Force, where it flows like a torrent, flooding the surrounding area with power. The Jedi knew these special places and things as "nexus points" or "vergences," where Force users can more

easily access the power of the Force. Many Force sects construct monuments and temples around vergences, designed to tap into the free-flowing energy. Jedi Temples on Auratera, Coruscant, Devaron, Ilum, and Lothal all take advantage of vergences. Others, like the dark side cave on Dagobah, serve the Force in other ways.

CHAPTER III: PLAYER OPTIONS

This chapter presents three new playable species: the Aleena, the Bardotta, the Devorians, and the Gungans. It then details new weapons and equipment that characters can purchase in the locations presented in Chapters I and II. It also introduces a variety of items and talismans to empower PCs to fulfill their destinies. The chapter ends with some location-specific motivations that can drive characters to rebuild temples, reclaim lost artifacts, or act as sentinels over ancient ruins.

CHAPTER IV: MODULAR ENCOUNTERS

The modular encounters here are set on some of the major planets covered in Chapter I, as well as at some of the verge sites in Chapter II. Potential activities include exploring ancient temples on Coruscant, Ilum, and Ossus. PCs might have rediscover a lost Jedi temple, survive a rigorous Jedi training regimen, or face an encounter with an evil agent of the Empire.







WORLDS OF THE FORCE

"The Force is what gives a Jedi his power. It's an energy field created by all living things. It surrounds us and penetrates us. It binds the galaxy together."

—Obi-Wan Kenobi

In all the millions of worlds across the galaxy, only a scant few resonate with the Force. Whether an icy, wind-blasted wasteland, lightning-scarred desert, or steaming jungle, for some inestimable reason, each of these worlds is a nexus of power. The Force flows strongly on these worlds, invigorating and uplifting those with the skill to sense it.

Some of these worlds were known to the Jedi of old. More than one hosted a temple or stronghold, and some, like the frozen world of Ilium, were counted among their most sacred places. Other worlds have remained a mystery, even to the Jedi. However, the Force is far more than a single philosophy, and some of these strange worlds host cultures with their own, unique understandings of the Force. These Force traditions may share haunting similarities with the Jedi, or may be wildly different.

Some worlds may even have had significance to the Jedi or their predecessors long before Emperor Palpatine wiped out the Jedi Order. These places may contain clues to a Jedi heritage that is now lost to the ages. However, the memories of the past are ever incomplete, and the truth of the Jedi's history may never be completely understood.

The worlds detailed here are scattered across the galaxy, from the Core to the Outer Rim and beyond. They do not share climates, topographies, or similar locations in stellar geography. Even the ways the Force manifests on each planet can be radically different. Why the Force chooses to concentrate in these worlds will likely remain a mystery, even when the effects of this power are apparent. What is known is that these worlds are vitally important for anyone who wishes to resurrect the Jedi Order and bring peace to the galaxy.

ILUM

Astronavigation Data: Ilum system, 7G sector, Unknown Regions

Orbital Metrics: 1,078 days per year / 66 hours per day

Government: none

Population: 5,200 (support crew 45%, temporary researchers 30%, military 20%, other 5%)

Languages: none

Terrain: frozen lakes, mountains, ice steppes

Major Cities: none

Areas of Interest: Holenesh Canyon, Jedi Temple, excavation sites, various ruins

Major Exports: Ilum crystals (formerly)

Major Imports: none

Trade Routes: none

Special Conditions: frigid conditions require cold-weather gear, and some vehicles and equipment may require cold-weather modifications

Background: Ilum is a small, obscure world located far out in the Unknown Regions. The fifth planet of the Ilum system, it orbits an exceedingly bright blue dwarf star called "Asar." Surveys of the system by ancient Jedi scouts show a handful of uninhabited, inhospitable worlds that are either heavily irradiated, completely covered in ice, or both. The rest of the system is largely empty, with no asteroid belt and few navigation hazards. Due to its location in the Unknown Regions and its isolation from charted hyperspace lanes, nothing was known of the Ilum system until a wandering Jedi discovered it in the earliest days of the Republic.

Roughly equidistant from Asar and the system's cometary cloud, Ilum is the only world in the system that can support life. "Support" may be too strong a word for the relationship between Ilum and its flora and fauna, however. It is a large, terrestrial world orbited by two small moons and encircled by a wide set of rings made mostly of ice crystals. It is a land of broad continents, towering mountain ranges, and shallow seas locked in a perpetual ice age. Huge glaciers scour the planet's face, slowly grinding the land flat. Where the glaciers have passed, deep snows or sheets of ice dozens of meters thick entomb the surface, making agriculture impossible. Ilum's few seas are shallow and broad, their waters choked with great floating ice mountains and thick sheets of drift ice. In addition to its frozen, snowbound landscape, Ilum has an atmosphere that is a near-constantly churning vortex of storms. High winds, sleet, thick snow, and freezing rain are to Ilum what gentle winds and soft rains are to Naboo.



Life, where it can survive, does so primarily along Ilum's equatorial region. Here, at least, the temperatures are only in the double digits below freezing, which has allowed a small number of native plants and animals to evolve. A few eke out an existence on the planet's frozen surface, but most live either in the icy seas or deep beneath the ground in the uncounted thousands of kilometers of caverns and tunnels that worm through the planet's crust. Savage gorgodons, cunning asharl panthers, and the terrifying razhak call Ilum home, along with hardy species of small rodents, birds, and worms. Alongside these are tough plants and fungi adapted to sub-zero temperatures, many of them completely undocumented.

LIFE ON ILUM

To date, no evidence has been found to suggest that sentient life ever evolved on Ilum. There are no ruins, nothing in the fossil record, and nothing recorded in the galaxy's various ancient databases to suggest that Ilum was ever anything more than an obscure, uninhabited frozen rock. Indeed, the planet would have stayed that way until Asar burned itself out if the Jedi hadn't come along and stumbled onto a discovery that would make it one of the most important places in the galaxy to that ancient order.

A BOUNTY OF CRYSTALS

Hidden away millennia ago by the Jedi, Ilum was once the primary source of the much sought-after kyber crystals that Jedi use in their lightsabers. Today it is a howling, frozen wasteland garrisoned by the worst backbenchers and last-chancers the Imperial armed forces have to offer.

complex that a ship's pilot needed to be at least sensitive to the Force, if not a fully trained Jedi Master, to even attempt it. In addition, all references to Ilum in official reports were quashed, and the world was even kept from local, sector-wide, and galaxy star charts.

ILUM'S HISTORY

Ilum's recorded history begins tens of thousands of years ago with its discovery by a Jedi scout whose name is lost to history, performing Force-assisted hyperspace navigation. As the scout moved through the hyperspace lanes, she was drawn to the Unknown Regions by a particularly powerful resonance in the Force. Following the siren call of the Force resonance, the scout eventually discovered a lonely, hitherto uncharted system in the far reaches of the Unknown Regions, centered around a bright, blue-white star. The Force was strong throughout the system, but there was something powerful, something special, on the fifth planet, and that's where the Jedi scout focused her attentions.

The first scout's initial reports, as well as those from subsequent survey teams, reported a barren, windswept world of tall, jagged mountains and shallow, frozen seas locked away beneath dozens of meters of ice. No settlements or ancient ruins were discovered, and all evidence pointed to the world being devoid of sentient life. What the teams did find was a world that, despite its inhospitable environment, managed to support some plant and animal life. Packs of large felinoids stalked the planet's steppelands; huge, slow-moving aquatic mammals thrived in the icy seas; powerful and aggressive humanoid reptiles haunted the many mountain chains; and plants and fungi clung to life in sheltered spots away from the constant wind. These animals and plants didn't explain the planet's strong Force shadow, however. Its presence in the Force was enormous, a fact that the surveyors could not explain until one team was chased into a mountain cavern by dangerous creatures and discovered Ilum's real wealth.

Beneath Ilum's ice sheets and permafrost, the planet's crust is honeycombed by countless kilometers of interlocking cave systems. Within these caves, the escaping survey team discovered a mother lode of pontite, mephite, and other kyber crystals—the heart of a Jedi's lightsaber. The discovery of Ilum's mineral wealth quickly changed the character of Ilum's exploration from one of curiosity to one of grave importance to the Jedi Council. Upon receipt of the news that Ilum possessed an incredible wealth of kyber crystals, the Council immediately dispatched teams of scholars, artisans, and warriors to secure the world and to further study its natural wealth and importance to the Force. To protect the crystals, the Council made a decision to keep Ilum's existence a secret from the galaxy at large, and a number of steps were taken to ensure that it stayed that way. Hyperspace surveyors mapped out an uninterrupted, dedicated hyperspace lane from Metellos, a world in the Core region, straight to Ilum's orbit. The navigation of this route was so

DARK LEGENDS

For thousands of years, the Jedi Order kept Ilum and its bounty secret and safe from harm. Generations of Jedi, from the greenest Padawans to the most ancient masters, traveled from all across the galaxy to search for crystals, study the planet and its connection to the Force, and enjoy the mental quiet of the uninhabited world. There is a nearly forgotten legend that speaks of a dark and violent time in the planet's past, however. Ancient sources suggest that the Sith may have laid siege to the world, eventually taking possession of it for a time.

ENTWINED WITH THE JEDI

With Ilum secure, the exploration of the world and its connection to the Force was begun in earnest. Numerous settlements were founded over the subsequent decades, typically near the sites of important scientific or Force-related discoveries. At places with a particularly powerful connection to the Force, the Jedi erected temples that served as training centers or pilgrimage sites where members of the order could go to meditate and heal. In addition, thanks to the abundance of kyber crystals on the planet, the Jedi Council established a massive, baroque temple over the entrance to the largest and richest cavern complex the survey teams had discovered. Once it was completed, the council began sending Padawans to Ilum to harvest the crystal for their lightsaber and to undergo the important training rituals associated with lightsaber construction.

Countless Jedi over the millennia traveled there to build their first lightsaber or to find crystals to build new ones. Eventually, as other sources of kyber crystals were exhausted or became otherwise unavailable, Ilum became the Jedi's sole source of these precious crystals. While the planet remained a place of great importance, the Jedi Council recalled those members who were living on Ilum and shuttered all their settlements and temples save for the main temple used for lightsaber construction. With the world's inhabitants gone, its glaciers and ice sheets quickly consumed the Jedi settlements and research sites, burying them beneath dozens or hundreds of meters of ice. By the beginning of the Clone Wars, there were no permanent residents on Ilum, nor any real evidence that there ever had been, and the main temple stood empty, save for the occasional Jedi pilgrim there to find a new kyber crystal.

POINTS OF INTEREST

Illum's permanent residents left long ago, and the world has returned to its primal, pre-settlement state. The only hints of its previous inhabitants are the occasional Jedi ruin revealed by wind erosion or glacier calving, and the rarely visited Jedi Temple at the entrance to the crystal caves.

CRYSTAL CAVES

Home to perhaps the largest deposit of kyber crystals anywhere in the galaxy, Illum's crystal caves were said to be the Jedi's most sacred place by none other than Jedi Master Yoda himself. Winding for countless kilometers through and beneath Illum's largest mountain range, the crystal caves were first explored in the ancient past. Within the labyrinth of corridors, shafts, tunnels, and chambers is a staggering wealth of the kyber crystals—mainly mephite and pontite—that make up the searing heart of every Jedi's lightsaber. Within a few short years of the crystal caves' discovery, the Jedi Order erected a temple over the entrance to protect the caverns from trespass and to provide shelter and training facilities for visiting Jedi. The caves eventually became a pilgrimage destination for Jedi seeking crystals for new lightsabers and were incorporated into a Padawan coming-of-age ceremony called "the Gathering."

The stone from which the crystal caves are carved is a smooth, black, basalt-like volcanic rock that absorbs light and is surprisingly easy to work with. The crystals themselves grow unimpeded from the walls and ceilings of the caverns and can occasionally be found littering the floors of corridors and chambers. In many places, the crystals can be removed from the surrounding stone by hand, and even the most stubborn, inaccessible crystal veins require only basic hand tools to excavate. It was this ease of excavation as much as the sheer quantity of crystal deposits that made the crystal caves so valuable to the Jedi.

Despite the millennia in which the Jedi lived and worked on Illum and the planet's importance to the order, surprisingly little of the crystal caves' total area has been explored. Most of the known caverns lie within the boundaries of the temple's training area, and those few charted areas outside of the temple's footprint are a warren of dead-end caves, tunnels that turn in on themselves and either come to abrupt ends or plunge thousands of meters into dark cracks, and a confusion of chambers, side caves, and strange rock formations. The sheer size of the cave complex is staggering, with some ancient survey records suggesting thousands or even tens of thousands of kilometers of tunnels and caves stretching deep into the bowels of the planet. In addition, the Force tends to have a distressingly disorienting effect on visitors to the caverns. So powerful is the presence of the Force in the crystal caves that it causes vivid hallucinations in even the most guarded mind. This has led many an explorer astray; countless Jedi have wandered into the uncharted portions of the crystal caves in pursuit of some phantom, never to be heard from again.

IMPERIAL GARRISON

At the end of the Clone Wars, as part of Order 66, elements of the 481st Legion were dispatched to Illum to eliminate any Jedi on the planet and to secure the temple there. Once the Emperor's power was finally consolidated and the structures of his Empire were firmly in place, these troops were recalled to their home unit and dispersed to other billets. Fully aware of the importance of Illum to the Jedi Order and of Illum's latent Force power, the Emperor quickly replaced the troopers of the 481st with a dedicated joint forces mission between the Imperial Navy and the Imperial Army.

The Army forces, a mix of infantry, light armor, and engineering units, established a beachhead not far from the Jedi Temple, while a small Navy battle group in orbit settled into a planetary blockade. As the years passed, the army's position grew into a full garrison at the temple site, with small observation outposts scattered around the planet. Meanwhile, the navy kept its blockade with a constantly rotating roster of squadrons of varying strength.

Despite the Emperor's insistence on the importance of both the blockade and the garrison at the Jedi Temple, the Army and Navy use the billet to dispose of ineffective officers, poorly run ships, and troublemakers and malcontents of all stripe. Currently, the Imperial forces at Illum are in a state of turmoil, and the Army and Navy forces there are openly hostile to one another. They maintain their watch and communicate through official channels, but there is no real cooperation aside from what is absolutely necessary. The garrison is home to roughly one hundred and fifty soldiers and possesses a handful of AT-ST walkers, some light armor, and a handful of assorted patrol and utility speeders. The naval blockade consists of the *Gladiator*-class Star Destroyer *Hoplite* under the command of Captain Malthegn, along with an escort of small frigates and gunboats.

JEDI RUINS

The Jedi worked and lived on Illum for almost as long as they existed as an order. While they never established cities there—it was too remote, too hard to reach, and too sacred to the Jedi for that—they did build scattered small settlements, research stations, temples, observation posts, and other structures on and beneath the planet's surface. These abandoned sites lie scattered all across Illum in various states of ruin.

Some are still intact, seemingly awaiting the return of their inhabitants; others are little more than rubble. Most, however, have been buried deep beneath the shifting glaciers and massive, slow-moving ice sheets that cover most of Illum's surface. Nevertheless, a number of interesting sites can still be found here and there in sheltered mountain passes, at the bottoms of valleys, or within Illum's labyrinthine cave systems. One such ruin is the settlement at Holenesh Canyon.

HOLENESH CANYON

Located some five hundred kilometers from the main Jedi Temple at the mouth of the crystal caves, Holenesh Canyon is a deep, sheer-sided cleft in the planet's surface over a kilometer deep that runs for roughly ten kilometers through one of Ilum's vast mountain ranges. The settlement, once home to around one hundred sentients, was built near the canyon's end in the shadow of the mountain range's highest peaks. It was established millennia ago to study a strange fluctuation in the Force that seemed to occur only once every few hundred years. Named for the Jedi who first recorded the anomaly, this small, isolated outpost stood for centuries before being destroyed in an avalanche triggered by a massive earthquake coinciding with the reappearance of the Force anomaly. Many of the settlement's inhabitants were killed as they slept, but some managed to escape with little more than the clothes on their backs or what they could grab in their flight. Further seismic disturbances, combined with freak storms, prevented the mounting of a proper rescue mission, and by the time the Jedi were able to return to the canyon, the settlement was completely covered in snow and countless tons of fallen stone.

In the millennia since the destruction of the settlement, parts of it have been exposed through erosion and seismic activity. While the buildings are barely recognizable as such, their contents were surprisingly well preserved. Thanks to the remoteness of the ruined settlement and the difficulty of reaching it, precious little has been removed from the site. Anyone possessing the skills and courage to excavate the site might unearth any number of ancient Jedi relics.

CREATURES AND CHALLENGES

Ilum's climate is exceptionally harsh. Its land and most of its surface water are locked away beneath glaciers and permanent sheets of ice. Temperatures, even in what are usually considered temperate or tropical zones on other worlds, can sink to dozens of degrees below freezing. These temperatures are typically accompanied by howling gales and blizzards full of driving snow and ice shards. Few creatures, and even fewer plants, live on Ilum. To survive in these brutal conditions, Ilum's creatures and plants are both extremely hardy and extremely dangerous.

ASHARL PANTHER [RIVAL]

Asharl panthers are one of the more common predators on Ilum. They are large, aggressive, territorial felines that make their homes in Ilum's high northern and southern latitudes. Adult asharl panthers average between two and three meters long and stand roughly one meter high at the shoulder. Their four powerful legs end in two-toed feet equipped with nonretractable claws. The creatures' bodies are covered in dense, smooth fur in shades of white, gray, and blue that holds their body heat in to protect them from the cold and driving wind. They have broad, earless heads with pronounced brow ridges, and their faces are remarkably expressive, with short, blunt snouts and golden eyes. The most noticeable feature is a pair of long, tentacle-like sensory organs that grow from their shoulders.

Asharl panthers live in small family groups and typically hunt in pairs or in groups of four.





Skills: Brawl 2, Coordination 2, Perception 3, Stealth 2, Survival 3, Vigilance 3.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).

Abilities: Asharl Pelt (remove ■ on Survival checks due to cold environments), Keen Senses (add □ to all Perception and Survival checks), Pack Instincts (when performing the assist maneuver, Asharl Panthers grant □□ instead of □).

Equipment: Teeth and claws (Brawl; Damage 5; Critical 3; Range [Engaged]; Pierce 2).

BLISMAL [MINION]

Blismal are small, furry, inoffensive rodents who live in the tunnels and caverns deep beneath Ilum's surface. About the size of a grown human's hand, blismal have four legs; sharp-featured faces with small black eyes, round ears, and long snouts; and short, hairless tails. Their bodies are covered in thick, luxurious, silvery fur that keeps them warm and sheds water and dirt. They feed mostly on cave fungus and insects, and they are happy to be left alone in the dark to live out their lives.

Like the harmless snowfeathers, which live on the surface, blismal have few natural predators. This is largely due to their speed and cautious natures, although they do have a frighteningly effective defense mechanism. When frightened, blismal make a shrill, painful, and sustained shrieking noise to ward off attackers and call for assistance from other blismal. When three or more blismal join in, they create a howl loud enough to shatter crystals and cause cave-ins, an ability that Jedi experienced firsthand long ago. The Jedi attributed this ability to the blismal's close connection to the Force, and were able to counter the effects of the shrieking by manipulating the Force around the creatures. In doing so, Jedi exploring Ilum's cavern system were able to capture blismal, which turned out to be relatively easy to domesticate.



Skills (group only): Athletics, Brawl, Stealth.

Talents: None.

Abilities: Shriek (A minion group of four or more blismal can set up a shrieking racket as an action. All targets within close range must make a **Hard** (◆◆◆) **Resilience check**. Failure causes a target to suffer 4 strain and become disoriented until the noise stops. Characters in sealed armor or who are wearing ear protection are not affected.), Silhouette 0.

Equipment: Teeth (Brawl; Damage 3; Critical 4; Range [Engaged]; Pierce 3).

GORGODON [RIVAL]

Gorgodons are, perhaps, the most famous creatures to live on frozen Ilum. They are massive, non-sentient, thick-skinned reptilian creatures with long, powerful arms, short legs, and an axe-shaped head. A thick, shaggy coat of dark gray fur covers them from their shoulders to their feet, leaving only their head, which is a sickly orange color, bare to the elements. Gorgodons are incredibly strong and can withstand almost any punishment. It is said that they can even shrug off blaster bolts. They are a dangerous combination of dumb, aggressive, and brutal, and are one of the few animals that attack for no good reason. When the Jedi first arrived on Ilum, the gorgodons were the creatures that gave them the most trouble. Throughout the Jedi Order, the name of this creature was used in threats and curses, such as "thick as a gorgodon" or "as angry as a gorgodon's mother."



Skills: Brawl 4, Perception 2, Survival 2, Vigilance 1.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).

Abilities: Constrictor (A gorgodon can grab an opponent and attempt to choke or squeeze the life out of it. Opponents affected by the gorgodon's Ensnare item quality immediately begin suffering the effects of suffocation, as outlined on page 221 of the **FORCE AND DESTINY** Core Rulebook), Silhouette 2.

Equipment: Teeth and claws (Brawl; Damage 8; Critical 3; Range [Engaged]; Ensnare 3, Pierce 2, Vicious 1), Tail (Brawl; Damage 6; Critical 4; Range [Engaged]; Concussive 1, Knockdown).

KNIGHT-LEVEL ADVERSARY

The razhak is a very dangerous creature, and it is recommended that GMs pit it against groups of Knight-level PCs (see page 321 of the **FORCE AND DESTINY** Core Rulebook), or PCs of an equivalent power level.

RAZHAK [NEMESIS]

Among the most fearsome predators on Ilum, these massive creatures are as agile as they are deadly. Averaging around eight meters in length, razhak are armored, segmented, wormlike creatures that propel themselves using rippling muscle ridges. Their bodies are broad and flat, covered with thick, chitinous plates in shades of white and blue. While they have no apparent eyes, their heads are topped with long, segmented antennae that serve as sensory organs. Their huge mouths feature multiple rows of serrated teeth.

Aggressive and solitary, razhak live in the endless tunnel systems beneath Ilum's surface. They are deceptively fast and, when they attack, they rear up like a serpent and attempt to swallow prey whole. Anything they can't eat in one bite they tear into pieces by grasping it in their mouth and shaking it violently.

In addition to possessing great speed and a savage demeanor, razhak also can generate intense heat strong enough to rapidly melt solid ice and cause serious burns to exposed flesh. This ability allows them to tunnel through ice as though it were soft sand. Razhak usually build their nests inside of ice walls or densely packed snow, typically leaving the nest only to eat or mate.

Thankfully, while they are terrifying to behold and extremely dangerous, razhak are also easily distracted and creatures of minimal intelligence. Keeping this in mind, a clever opponent can easily outflank them, lead them into traps, or make them lose interest in attacking altogether.



Skills: Athletics 4, Brawl 4, Perception 3, Resilience 3.

Talents: Adversary 1 (upgrade the difficulty of all combat checks against this target once), Fearsome 3 (when razhak

engage an opponent or group of opponents, the opponents must make a **Hard (◆◆◆) fear check**)

Abilities: Heightened Sense of Smell (razhak upgrade all Perception checks once), Searing Touch (when an opponent ends its turn engaged with the razhak, the opponent suffers 2 wounds and 2 strain), Silhouette 2.

Equipment: Mandibles (Brawl; Damage 10; Critical 3; Range [Engaged]; Knockdown, Pierce 4, Sunder).

SNOWFEATHER [MINION]

Snowfeathers are small, clever, flightless birds native to Ilum. Their bodies are covered in a dense layer of oily, white feathers that protects them from Ilum's bone-chilling cold and vicious weather. Relatively harmless creatures, they live in nesting colonies built into ice shelves or cliff faces.

Despite their inoffensive nature and inability to fly, snowfeathers have few natural predators, for two reasons. First, their meat tastes terrible and is mildly poisonous, causing painful cramps, bloating, and loosening of the bowels in those unfortunate enough to eat them. Second, they have a connection to the Force that gives them the ability to project an illusion that makes them seem larger and more formidable than they really are. These characteristics have allowed them to survive and even thrive on an inhospitable planet full of savage creatures like gorgodons and asharl panthers.



Skills (group only): Brawl, Deception, Survival.

Talents: None.

Abilities: Dense Feathers (immune to the effects of cold and hazardous weather), Frightening Visage (as an action, may make an opposed Deception check vs. Vigilance [when multiple opponents are present, the best Vigilance skill determines difficulty] to create illusion of greater size and threat. If the snowfeather succeeds, all opponents present must make a **Hard (◆◆◆) fear check**. Force-sensitive characters add ■ to the fear check; droids and other characters immune to Force powers automatically pass the check).

Equipment: Beak (Brawl; Damage 3; Critical 5; Range [Engaged]; Pierce 1).

NABOO

Astronavigation Data: Naboo system, Chommell sector, Mid Rim region

Orbital Metrics: 312 days per year / 26 hours per day

Government: monarchy

Population: 4.5 billion (Gungans 72%, humans 27%, other 1%)

Languages: Basic, Gungan

Terrain: rolling plains, wetlands, hill country, forests, mountains, lakes, shallow seas, cavern systems

Major Cities: Theed, Otoh Gunga, Spinnaker

Areas of Interest: Emperor's Retreat, Gallo Mountains, Great Grass Plains, Lake Country, Solleu River, Theed Royal Palace

Major Exports: art, cultural items, grain, plasma, wine

Major Imports: technology, processed foods

Trade Routes: Enarc Run, Old Trade Federation Route

Special Conditions: none

Background: Naboo is a wealthy, cultured world located in the Mid Rim Territories. The capital world of the Chommell sector, Naboo was a member of the Galactic Senate for nearly a thousand years, until the Senate was disbanded by Emperor Palpatine. In that time, this civic-minded world turned out a number of well-respected legislators who worked tirelessly to improve the lot not only of their homeworld, but of the galaxy at large.

The third planet of the Naboo system, Naboo orbits a healthy, main sequence yellow star that is also named Naboo. Three small moons—Ohma-D'un, Rori, and a nameless mass that is little more than an overgrown asteroid—house small colonies as well as a handful of offworld and orbital shipyards and factories. Naboo is a geological oddity, with a planetary makeup that defies scientific classification. On the surface, it seems a commonplace world, if one blessed with an overabundance of natural beauty. Naboo's geography is a mix of grassy plains, lakes, rivers, and low hills, with some small mountain ranges. Beneath Naboo's surface, however, the planet is anything but common.

Naboo's core is a massive, seething ball of molten matter classified by scientists long ago as plasma. This plasmic core surrounds a small, exceedingly dense solid core composed of common ores. Throughout the



countless millennia of the planet's existence, the volatile plasma has eaten away at the planet's substance, honeycombing the world with labyrinths of tunnels, vents, and chambers. Over time, these abyssal labyrinths filled with seawater, leading to the formation of vast underground oceans and rivers. As a result, Naboo is essentially hollow, with a thin crust covering a planetwide network of waterways. These waterways were extensively mapped long ago by the aquatic Gungans, who use the tunnels to travel undetected to and from virtually any point on the planet's surface. It is rumored that insurgent cells operate in the subsurface labyrinths, striking wherever they like and retreating deep underground, where they are safe from Imperial reprisals.

MONSTERS IN THE DEEPS

The massive underwater cave network that exists beneath the planet's surface does not just provide a home for the Gungans and their cities. Huge and dangerous leviathans haunt the depths, preying on any animals smaller than themselves. The opee sea killer and colo claw fish have justifiably fearsome reputations, but the undisputed ruler of this underwater realm is the sando aqua monster.

BIRTHPLACE OF THE EMPIRE

For a world so calm and unassuming, Naboo has played an exceptionally important role in galactic history over the past few decades. This world of farmers and scholars was the birthplace of the highly respected and sorely lamented Senator Padmé Amidala, Representative Jar Jar Binks, and Sheev Palpatine, the former Chancellor of the Galactic Republic and current Galactic Emperor and Dark Lord of the Sith. While these credentials alone are enough to put Naboo near the top of any list of important worlds, this small, watery world has had a long and storied history and was respected on the galactic stage well before even Palpatine was born.

NABOO'S HISTORY

Naboo's history is best split into two distinct eras: prehuman and post-human colonization. Before the coming of human colonists from the stars, Naboo was home solely to the amphibious Gungan people. The Gungans, believed to be indigenous to Naboo despite some evidence to the contrary, lived in large nomadic tribes that squabbled over grazing land and access to Naboo's many waterways. The Gungans lived this way for millennia, until the appearance of an alien species known only as "the Elders." Little is known of the Elders save that they came from the stars to colonize Naboo, waging war on the Gungans in the process. Eventually, the Elders left Naboo for some unknown reason and passed from galactic history, leaving behind little more than a handful of massive stone edifices and a brutalized Gungan society. The Gungans flourished over the following millennia until, around 4,000 BBY, a new threat to Naboo arrived from the stars.

HUMANITY ARRIVES

Fleeing a brutal civil war on its passengers' homeworld, the planet Grizmallt in the Core region, a group of colony ships carrying refugees arrived in orbit over Naboo. The Grizmallti had discovered the planet, which they had named "Nabu" after one of their principal deities, almost a century before the refugees arrived. At that time, it was used as a vacation spot for Grizmallti aristocrats and as a private hunting preserve for big game hunters from across the Mid Rim. The native Gungans, who had suffered the predations of the Elders for so long, withdrew into their lakes and swamps to keep their distance from these new interlopers. Indeed, it wasn't until the colony ships landed and the Grizmallti began settling on the planet that they discovered that another sentient species called it home.

Despite the best efforts of diplomats on both sides, relations between the newly arrived humans and the Gungans quickly soured. Over the next few decades, the two species engaged in a number of brutal conflicts over territory and access to natural resources. They eventually reached a shaky peace in which both sides agreed, essentially, to ignore one another and live separately on the planet. Life on Naboo lapsed into a long period of peace and prosperity.

During this period, while there were no clashes between the two species and precious little interaction otherwise, both did their level best to destroy themselves from within. The Gungans were a tribal people with no unifying government or culture. The tribes constantly warred with one another, until a powerful Gungan boss named Gallo united the Gungans under a single banner, destroyed any holdouts, and eventually laid the foundations for the Gungan capital city at Otoh Gunga. Meanwhile, the humans, who were now calling themselves "the Naboo," had fallen prey to bitter infighting and had split along cultural and political lines into warring factions. This era, known as the Time of Suffering in Naboo history books, is characterized by brutal wars between large city-states. Eventually, a general named Jafan united the city-states through both force of will and force of arms, and ushered in the Great Time of Peace. It was during the Great Time of Peace that the human capital, Theed, was founded along the banks of the Solleu River. The era is considered a golden age in Naboo history.

The Great Time of Peace came to an abrupt end when, as a precursor to the Clone Wars, Naboo was blockaded by Trade Federation vessels; it was eventually freed by the actions of the Jedi Council. The time of the Clone Wars was tumultuous for Naboo. Its beloved queen became an esteemed Senator and then died suddenly, leaving behind millions of mourners. Chancellor Palpatine, a member of one of Naboo's oldest and most prestigious families, was considered the pride of the planet for his apparently levelheaded and wise leadership until he dissolved the Senate, installed himself as the head of a new Galactic Empire, and instituted his reign of terror.

Today, Naboo is at peace again. The people govern themselves, albeit with Imperial advisors working at every level of their government. For the humans on Naboo, things have never been better. The Gungans have retreated into their deepwater cities, where the Empire can't reach them, and nearly all of the other non-humans on the planet were evicted or incarcerated years ago. The human populace, especially in Theed, is very well looked after by its Imperial minders, a fact that the population is well aware of.

PEOPLE AND CULTURE

The two primary species of Naboo—the insular Gungans and the civic-minded Naboo humans—share a tumultuous history. Since humans arrived on Naboo nearly four thousand years ago, the two peoples have clashed, maintained peaceable relations, carried on cold wars, and even banded together to ward off invasion. It is impossible to discuss the culture of Naboo without a close look at the contributions of both and at what effects they have had on one another.

Naboo culture, centered in the bustling capital of Theed, is founded on three core ideals: pacifism, rationalism, and service. They are an intellectual people, somewhat reserved, and given to long study and lively debate. Artists, politicians, scholars, and philosophers hold places of pride among Naboo society, and the culture venerates great legislators the

way other cultures venerate great generals. That's not to say that the Naboo don't have their share of great military leaders; indeed, the exploits of brave warriors and savvy generals are enshrined in monuments throughout Theed. However, Naboo's martial heroes made their mark defending their people rather than in wars of expansion and conquest.

From the earliest days of colonization, the Naboo have looked down upon their Gungan neighbors. The Naboo have an unfortunate tendency toward snobbery and possess perhaps an overinflated view of their self-worth. Throughout their history, many have seen the Gungans as little more than unimproved savages, a feckless people with no sense of property or propriety who had no right to tell the cultured and civilized colonists where they could and could not settle. During colonization, the haughty humans mostly ignored the Gungans, settling where they pleased and doing whatever they wanted with the planet's natural resources. This occasionally led to bloody conflicts as the humans settled lands already occupied by Gungans or destroyed sites the natives held sacred.

The Gungans, for their part, were already an old and established people by the time the Grizzmallti humans arrived to colonize Naboo. Although they were descended from amphibians and had the ability to breathe water as well as air, for most of their early existence they were a land-dwelling people. Organized in nomadic tribes, these early Gungans were hunter-gatherers who stalked Naboo's vast plains in search of the world's huge wild herd animals. When the Elders arrived and began their colonization, the Gungans built

their first underwater settlements to escape the invaders' systemic oppression. They were still primarily land-dwelling, however. It wasn't until the Grizzmallti arrived that the Gungans finally retreated beneath the water for good.

Gungans are a simple, prideful people with a close connection to nature, their gods, and the Force. Distrustful of humans and most other species, they prefer to live their lives deep within Naboo's many lakes and seas. Here, they construct their ornate bubble cities and are content to live life on their own terms, without external strife or entanglements. Despite what the Naboo think, the Gungans have a rich and complex culture. Their literary and musical traditions stretch back over millennia, and the quality of their food, wine, and art is every bit as good as that of their human neighbors'. Where the Naboo are cool, the Gungans are passionate. Where the Naboo are reserved, the Gungans are gregarious and playful. They seem to value joy and simple fun more than do the bookish Naboo. The Gungans revel in sports and games, particularly aquatic athletic contests and animal and vehicle racing.

Despite their differences, the Gungans and the Naboo are bound by their connection to their planet. With the rise of the Empire, many of the more liberal-minded Naboo have joined Gungan agitators to form a homegrown network of Rebel cells planning to strike at the Imperial forces desecrating their planet. Although small in number and heavily persecuted, these Naboo Rebels may one day turn the tide in the fight against Imperial dominance.

POINTS OF INTEREST

Naboo is one of the most popular tourist destinations in the Mid Rim and Outer Rim Territories. Its unique geological makeup, natural beauty, and diverse flora and fauna have attracted sentient beings for millennia. There is something for everyone on Naboo, from urban nightlife and edifying cultural and educational experiences in Theed, to sightseeing and visiting the artists' retreat in Moenia, to communing with nature and engaging in adventure in one of Naboo's many preserves.

THEED

The capital city of Theed is possibly the loveliest, most dramatic city on any world in the Mid Rim. Built at the edge of a massive waterfall along the banks of the Solleu River, Theed is a bustling metropolis that boasts some of the finest cultural attractions and entertainment in the galaxy. The Royal Palace is located there, straddling the river at the point where it plunges over the Cliffs of Theed, and the city is packed with museums, galleries, and parks. There is so much to see and do in Theed that most residents state the city cannot be fully experienced until one has lived there at least a year.

BROADBERRY MEADOW

Broadberry Meadow is one of Theed's countless well-tended city parks. Located on a triangular spit of land at a fork in the

Solleu River where it plunges over the Cliffs of Theed, the park lies in the shadow of the Royal Palace across the river, and can only be reached by boat. The park features a single structure—a tall, green-domed sandstone rotunda—that visitors use as a shelter and event space. The rest of the park is given over to well-tended lawns and flower gardens, shady brick-lined walking paths, a small orchard, a handful of recreational fields, and dense stands of trees. Despite its proximity to bustling Palace Plaza, Broadberry Meadow is rarely visited by the common populace of Theed. It is, however, quite popular among members of Naboo's royal house, palace attendants, and city and state officials. It is not uncommon to see important government business being done in the rotunda.

PARNELLI MUSEUM OF ART

Located a stone's throw from the Royal Palace, the Parnelli Museum of Art is one of Theed's many respected museums. Named for the ancient Naboo noble house of Parnelli, which donated the funds to build it, the Parnelli is dedicated to the display and promotion of contemporary art styles, with a focus on Naboo artists.

PLASMA REFINERY COMPLEX

Built in 65 BBY by Outer Rim Construction and Assembly, Theed's plasma refinery complex is a marvel of engineering



located on the Cliffs of Theed next to the Royal Palace. Designed as an extraction and refining facility and as a power generation center, the PRC was built as part of a Naboo–Damask Holdings joint venture to expand plasma refining on Naboo. A massive, triple-domed complex that blends in quite well with the surrounding architecture, the sprawling PRC is centered around a seemingly bottomless shaft driven deep into Naboo’s core, from which plasma is extracted. Near the extraction shaft are the refining complex on one side and a storage and shipping facility on the other. In addition, the PRC houses Theed’s primary power generation system and the headquarters of both the Royal Naboo Security Forces and the Royal Naboo Starfighter Corps, which operate out of the adjacent Theed Hangar.

THEED ROYAL PALACE

Considered the “Jewel of Naboo” and the loveliest building in Theed, Naboo’s Royal Palace is a tour de force of Naboo classical architecture. Constructed in 832 BBY by the people of the newly founded city of Theed under the direction of King Jafan, the palace sits astride the Solleu River where it plunges over the Cliffs of Theed. It is a sprawling, baroque affair featuring dozens of soaring sandstone towers capped with bright green domes trimmed with brass. The interior spaces of the palace are bright and airy, with tall arched ceilings and numerous windows that give even the smallest spaces an open, expansive feel. A broad pedestrian avenue, the Palace Plaza stretches from the steps of the palace’s main entrance to a large park known as the Palace Courtyard. The plaza is lined with shops, museums, monuments, and buildings housing various state agencies and their attendant workers. The palace has been expanded and renovated countless times in the nearly thousand years of its existence; within it are many long-disused chambers, secret rooms, and forgotten corridors.

THEED SPACEPORT

Situated at the base of the Cliffs of Theed in a broad expanse of reclaimed floodplain, Theed Spaceport is Naboo’s primary spaceport and one of the busiest ports in the Chommell sector. Built shortly after the city’s founding in 832 BBY and expanded in 65 BBY by Outer Rim Construction and Assembly, the multi-tiered, high-volume spaceport is used primarily for heavy shipping and commercial passenger service. With its expansive platforms and broad, clear approaches, the spaceport can handle ships ranging from shuttles and light freighters to Botajef freighter-liners and even, in a pinch, ships as large as a CR90 corvette. The spaceport also houses a large and ornate terminal building, a handful of administration buildings, and numerous storage and maintenance hangars.

THEED UNIVERSITY

A premier institution of higher learning, Theed University has a long and storied career that stretches back to the founding of the city itself. As it was built to serve the needs of the civil service-minded people of Naboo, Theed University specializes in political science, civics, and law education. Despite this focus, the school has also

turned out many prominent artists, activists, engineers, and scientists from its various esteemed programs. Perhaps the most famous alumnus of Theed University is Emperor Palpatine, a native son of Naboo and member of one of its most prestigious families.

OTOH GUNGA

The largest, oldest, and most ornate of the Gungan cities on Naboo, Otoh Gunga is the seat of Gungan government and the center of its culture. Otoh Gunga consists of a massive hydrostatic bubble anchored to a cliff deep beneath the surface of Lake Paonga. The central bubble is surrounded by dozens of smaller bubbles of varying sizes holding outlying neighborhoods, industrial zones, entertainment centers, and various bits of city bureaucracy.

The city was founded millennia ago by the Gungan warlord Boss Gallo, who, through diplomacy and force of arms, united all of Naboo's disparate Gungan tribes under his banner. Using this massive army, Boss Gallo destroyed the ancient fortress city of Spearhead, home of the rogue warlord Boss Rogoe and the last few holdouts against Gallo's consolidation. Gallo then had a new city built on Spearhead's foundations, naming it Otoh Gunga and claiming it as the capital of the Gungan people. Over the subsequent generations, Otoh Gunga expanded as Gungans flocked to the city from all across Naboo, seeking safety from both the ravenous creatures that live beneath Naboo's waters and the aggressive humans who live on the surface.

Today, more than one million Gungans live and work in Otoh Gunga. It is a thriving, bustling, and modern city, despite what non-Gungans may believe. Indeed, Otoh Gunga is a true wonder of Naboo, even if it is little-known on the surface. Like any large city, Otoh Gunga is awash in places of historical and cultural importance, and it is home to a dizzying array of neighborhoods and districts within the city.

ANCIENT QUARTER

Situated at the heart of Otoh Gunga, the Ancient Quarter encompasses the original city foundations laid by Boss Gallo. The entire quarter is a historic preservation district, full of ancient buildings and machinery

maintained by a small, devoted army of volunteer preservationists. Each structure, street, platform, and support membrane possesses historical significance within Gungan history; Gungans come from all over Naboo to see the ancient buildings and learn about their proud culture.

The residential sections of the Ancient Quarter are some of the most prestigious and expensive in all of Otoh Gunga, as many old-blood Gungan families still live in the homes built by their ancestors centuries ago. Older residents tend to clash both with visiting yokels from far-flung Gungan cities and with anyone they consider to be a new resident.

CITY BIGSPACE

A relatively new addition to Otoh Gunga, the City Bigspace is a public concourse commissioned by Boss Rugor Nass. Eager to leave his mark on the city, Boss Nass ordered the construction of the Bigspace to provide the people of Otoh Gunga with a place to gather and relax. It is a large, multi-level entertainment district, home to numerous boutiques, theaters, and performance venues, as well as to open spaces filled with fountains, greenery, and art. The Bigspace is also home to the Bigspace Refreshment Bubble, which features a wide variety of tapcafes and mobile food vendors catering to nearly every taste imaginable.

Since its opening, the City Bigspace has become one of the most popular destinations in Otoh Gunga. The area bustles night and day with thousands of citizens from the city and outlying villages who come to shop, dine, and relax, a fact that greatly pleases Boss Nass.

OTOH GUNGA GARDEN

Located near the center of Otoh Gunga, Otoh Gunga Garden is the city's premier sporting arena. Housed in its own hydrostatic bubble, the Garden is a massive space with a capacity in the tens of thousands. Initially built for bongo racing, the arena features a large, water-filled tube raceway that winds around the interior of the bubble. Pits and bongo garages line its outer edge. Ranks of bleacher seats dominate the circumference of the bubble at its widest point, and private luxury boxes cling to the bubble's supports above them.

While it is primarily a racing venue, Otoh Gunga Garden can easily be converted to other uses. Over the years, the Garden has hosted music concerts, stage performances, mass religious ceremonies, and even political rallies in addition to other sports popular among the Gungan population.

OTOH VILLAGES

Otoh Villages is a catchall designation for the numerous discrete hydrostatic bubbles that make up the population centers of Otoh Gunga. Each one is a small city unto itself, with its own residential and commercial districts, local civic services, and even personality and customs. There is a distinct hierarchy among the villages, with the bubbles closest to Otoh Gunga's core home to more well-off Gungans, while the



HYDROSTATIC BUBBLES

Millennia ago, when the Gungans were forced underwater by the aggressions of recently arrived human colonists, they developed a unique shield technology that allowed them to develop an underwater society. Called "hydrostatic bubbles," these fields can displace water and prevent the entry of foreign objects while still allowing admittance at specific entry points. The bubbles come in a variety of sizes and styles, but all share some basic design features and functions. The base of a hydrostatic bubble is a lattice of lightweight alloys and transparisteel that con-

tains the hydrostatic bubble generator, various infrastructure systems, and connections for building internal structures. The underside of the base typically has a long, pointed spire, upon which are hung massive counterweights and repulsor field generators to keep the bubble upright and stable in the water. The Gungans have used this technology successfully for generations. Further research by the species has resulted in the creation of smaller, portable bubbles used in Gungan vehicles, as well as the portable shields used to protect their war fambaas.

outlying bubbles are home to the middle- and lower-class citizens who make up the bulk of the city's population. While each village is unique, they are all still part of Otoh Gunga and are subject to the city's laws.

ZOOLOGICAL RESEARCH FACILITY

Otoh Gunga's Zoological Research Facility is a combination zoo and science laboratory located in the heart of the Gungan capital. Housed in its own bubble, the ZRF primarily features aquatic creatures from Naboo's oceans and amphibious and terrestrial creatures from the vast wetlands surrounding Otoh Gunga. Each creature or set of creatures resides in a custom-built habitat contained in a small hydrostatic bubble equipped with a small holodisplay, which presents recordings about the creature and its native habitat. A cadre of highly trained keepers and their assistants take special care of all the creatures who reside in the ZRF.

In addition to serving as a center for education and conservation, the ZRF is an active research institute dedicated to the study and classification of Naboo's sea life. To this end, the ZRF employs a number of marine scientists, biologists, and researchers who spend their days studying and cataloging creatures brought to them by the facility's hired hunters. The research done at the ZRF not only has allowed the Gungans to make an exhaustive list of nearly every creature that lives in Lake Paonga, but also has led to breakthroughs in medicine, communications, and materials science.

EMPEROR'S RETREAT

Situated in the hill country west of the artists' retreat at Moenia is a sprawling, heavily fortified complex overlooking a tranquil and picturesque lake. This complex, hidden behind high walls, is Emperor Palpatine's private retreat. A sanctuary from the hustle and bustle of Coruscant, the retreat is like a little slice of Theed transplanted to the hill country, its baroque architecture and green-domed towers looming over the landscape. The Emperor built his retreat here out of a surprising affection for his ancestral homeworld. The land speaks to him on Naboo, and its familiar sights and smells soothe him and help him in his meditations.

In addition to strong walls and a remote and secret location, the retreat has a number of security systems to protect the Emperor and his court. With the assistance of the ISB, the retreat was fitted with a sophisticated security system run from a central security center. The system combines an extensive network of holocams, audio pickups, and scanners to make a safety grid through which nothing can pass without alerting security technicians. A full stormtrooper battalion is garrisoned at the retreat at all times, along with armor units from the Imperial Army.

It is not known how often the reclusive Emperor visits his retreat. When he visits, he is typically attended by the usual collection of courtiers, hangers-on, Army and Navy officers, and high-level bureaucrats, all jockeying for position and a small sliver of the Emperor's attention.

LAKE COUNTRY

Located a few hours by speeder from the capital city of Theed, Naboo's Lake Country is a place of staggering beauty. It is a relatively isolated and unspoiled region full of picturesque lakes, winding rivers, waterfalls, deep valleys, rolling hills, and broad grassy meadows full of wildflowers. The region is sparsely populated, home primarily to shaak ranchers and small-time agriculture concerns. There are also a handful of large estates kept by the wealthy and powerful as refuges from daily life in Theed. The famous Varykino Villa, the retreat of the Naberrie family, is located on an island in the Lake Country, and Convergence, the ancestral home of the Palpatine family, is located here as well.

Thanks to its natural beauty and its close proximity to Theed, the Lake Country is a popular tourist spot for people from all walks of life. Numerous transit lines and private speeder companies run service to the Lake Country from the capital, and on holidays the hovertrains are packed with picnickers, campers, and nature lovers escaping the heat and noise of the city to soak in some peace and quiet in the country.

CREATURES AND CHALLENGES

The native flora and fauna of Naboo are remarkably diverse. They are also remarkably strange, and include a large number of aquatic creatures of various phenotypes that exist nowhere else in the galaxy.

COLO CLAW FISH [RIVAL]

The Gungans know and fear colo claw fish as a vicious killer that haunts the depths of Naboo's oceans. An eel-like creature of monstrous size, the colo has a long, flat, and finned body that builds up to huge, jutting jaws. These, along with the vicious mandibles on either side of the mouth, allow colo claw fish to grasp ahold of their prey and swallow them whole. Colo claw fish can grow to as long as 40 meters, making them one of the largest predators in Naboo's seas.

Colo claw fish are indiscriminate hunters, willing to eat anything they can swallow. They use bioluminescent strips along their flanks to distract and lure prey, although the creatures also use ambush tactics to hunt unwary creatures. More than a few Gungan submersibles have been destroyed when a colo claw fish boiled out of an unassuming hole and tore them apart.



Skills: Athletics 3, Brawl 1, Cool 3, Coordination 2, Stealth 2, Survival 2.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice).

Abilities: Aquatic Creature (colo claw fish suffer no penalties for moving through water and can breathe underwater, but cannot move or survive on land), Cunning Ambusher 1 (opponents add ■ to Initiative checks using Vigilance), Silhouette 4, Terrifying (upon first seeing a colo claw fish, an individual must make a **Hard [◆◆◆] fear check**)

Equipment: Massive maw and mandibles (Brawl; Damage 12; Critical 3; Range [Engaged]; Ensnare 3, Pierce 4, Vicious 2)

FAMBAA [RIVAL]

Fambaas are massive, herbivorous amphibians native to the sprawling swamplands of Naboo. Naturally peaceful and even tempered, these gentle giants have thick, scaly hides in various shades of brown and green; broad, sturdy backs; and four powerful legs that end in massive, clawed feet. Wild fambaas gather in nomadic herds that wander Naboo's swamps grazing on the abundant plant life, occasionally gathering in nesting groups with hundreds of family units. Thanks to their relative intelligence and calm demeanor, fambaas are easily domesticated and have

been used for thousands of years as both war mounts and beasts of burden by the Gungans. In battle, they are unflappable and almost impossible to spook. They typically carry huge shield generators or are mounted with booma catapults and used as mobile artillery platforms. While they are quite strong and have formidable endurance, fambaas are neither particularly fast nor agile. This, combined with their immense size, makes them easy targets on the battlefield.



Skills: Brawl 1, Cool 2, Resilience 3.

Talents: None.

Abilities: Amphibious (fambaas breathe underwater and do not suffer movement penalties in water), Beast of Burden 20 (fambaas add +20 to their encumbrance threshold), Fearless (fambaas are immune to the effects of fear), Silhouette 4.

Equipment: Massive teeth (Brawl; Damage 12; Critical 4; Range [Engaged]; Breach 2, Slow-Firing 1).



GUALAAR [RIVAL]

The human population of Naboo domesticated the majestic gualaar long ago, and now it is one of the more common such animals on the planet. Possessing traits common to both equines and caprines, gualaar are tall, broad-barreled ungulates native to Naboo's mountain and hill regions. They have short, bright white coats that shed water and provide excellent insulation and thick, shaggy, dark-colored manes. Their broad cleft hooves are well suited for climbing, with inner pads covered in thick, grippy skin and sharp dewclaws that keep them firmly planted on even the steepest surface. The gualaar's most striking characteristic is the two pairs of horns that grow from its forehead. The upper pair are massive, forward-curving horns used for butting and mating displays, while the smaller, sharper horns near its snout are used to gore and toss predators. Thanks to their strength and sturdiness, gualaar make excellent beasts of burden. The royal house of Naboo keeps a stable of specially bred gualaar that are used to pull carriages and carry important individuals during state functions.



Skills: Athletics 3, Brawl 2, Resilience 2.

Talents: None.

Abilities: Beast of Burden 5 (gualaar add +5 to their encumbrance threshold), Silhouette 2, Sure-Footed (gualaar suffer no penalties for moving through difficult terrain and upgrade the ability of Athletics checks made to climb vertical or near-vertical surfaces once).

Equipment: Horns (Brawl; Damage 8; Critical 5; Ranged [Engaged]; Knockdown), trampling hooves (Brawl; Damage 7; Critical 4; Range [Engaged]; Knockdown).

KAADU [RIVAL]

Tall, gangling, and almost comical, the duck-billed kaadu are among the most common creatures found in Naboo's marshlands. Kaadu are two-legged, flightless, omnivorous reptavians at home both on land and in the water. They have smooth, moist skin colored in shades of yellow and orange, and mottled with darker spots of brown and black. Their tails, used mainly for balance, are short and thick with little articulation, and their spindly legs end in broad, clawed feet. Used primarily as mounts by the Gungans, kaadu are easily tamed and broken to saddle, but tend to be high-strung; they spook easily if not held in check by a skilled rider. Gungans have a deep cultural attachment to the kaadu and consider them not just beasts, but almost part of their families.



Skills: Athletics 2, Vigilance 2.

Talents: None.

Abilities: Amphibious (kaadu breathe underwater and do not suffer movement penalties in water), Domesticable 1 (downgrade the difficulty of checks to train kaadu once), Silhouette 2.

Equipment: Legs (Brawl; Damage 7; Critical 4; Range [Engaged]).

KNIGHT LEVEL ADVERSARY

The sando aqua monster is a very dangerous creature, and it is recommended that GMs pit it against groups of Knight level PCs (see page 321 of the **FORCE AND DESTINY** Core Rulebook), or PCs of an equivalent power level.

SANDO AQUA MONSTER [NEMESIS]

The sando aqua monster is more a creature of myth and legend than reality, as few have seen this leviathan of the deep and survived. These huge, quadruped creatures are believed to be aquatic mammals, and can grow to be more than 200 meters from fang-filled snout to finned tail. Some scientists on Naboo speculate that the creatures can breathe air as well as water, a terrifying possibility that makes those who study these monsters happy that they tend to be very reclusive.

A true apex predator, sando aqua monsters hunt colo claw fish and opee sea killers, while some unconfirmed reports from swamp hunters and Gungan trappers claim that they can sometimes strike at fambaa herds when the gigantic herbivores come to drink from marsh lakes. Breathless tales of these leviathans exploding out of the water to drag an unfortunate fambaa to its doom are popular in the cantinas of Naboo's outlying settlements, but whether they're true remains unknown.



Skills: Athletics 2, Brawl 2, Resilience 4, Survival 2.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice).

Abilities: Amphibious (sando aqua monsters may breathe underwater without penalty and never suffer movement penalties for traveling through water), Silhouette 5, Supremely Terrifying (upon first seeing a sando aqua monster, an individual must make a **Daunting** [♦♦♦♦] fear check with the difficulty upgraded once to reflect the sheer dread the beast invokes), Sweep Attack (the sando aqua monster can spend ⚔ on a successful Brawl check to hit the target as well as anyone engaged with the target).

Equipment: Massive, toothy maw (Brawl; Damage 15; Critical 2; Range [Engaged]; Breach 4, Vicious 4), large claws (Brawl; Damage 20; Critical 4; Range [Short]; Concussive 2, Ensnare 2).

DAGOBAB

Astronavigation Data: Dagobah system, Sluis sector, Outer Rim region

Orbital Metrics: 341 days per year / 23 hours per day

Government: none

Population: none

Languages: none

Terrain: bayous, bogs, jungles, swampland

Major Cities: none

Areas of Interest: Dark Side Cave, Mount Dagger

Major Exports: none

Major Imports: none

Trade Routes: Rimma Trade Route

Special Conditions: none

Background: Tucked away in an unpopulated Outer Rim system, Dagobah teems with native plant and animal life. It is also a planet where the Force is unusually strong. Dagobah's lush biosphere is thought to be a reason for the strength of the Force here; the Living Force resonates and is created by the great quantities of life thriving in concert.

Orbiting relatively close to its star, Dagobah is covered with thick clouds of water vapor and carbon dioxide. Its surface weather ranges from cool and moist at the poles to stiflingly hot near the equator. Much of the planet is blanketed in dense jungle growing out of the vast swamps. Low, shallow seas dominate the few parts of the surface free of trees and plants.

Because Dagobah's terrain is relatively flat, the wind speeds in the upper atmosphere can be catastrophically strong. Even an experienced pilot can be taken by surprise while attempting to land on Dagobah—and that's if the pilot can find a flat, dry patch on which to safely set down. Otherwise the pilot braves the risk of landing in a swamp.

Massive gnarl trees are the dominant plant species across most of Dagobah. Their roots grow wide and deep, sinking below the marshy ground to anchor their thick, tall trunks. Their branches reach above the lowest clouds to soak up as much sunlight as possible, spreading into a thick canopy that hides most of the surface in shade.

On the surface or in the canopy, there is no reprieve from the humidity, heat, and stifling stench of decaying matter. Unwary visitors who survive the landing must contend with Dagobah's aggressive, dangerous animal life, and hope their craft survived the landing intact so that they can eventually leave.



Between its extreme life form density, weather patterns, cloud cover, lack of decent landing places, and dangerous fauna, Dagobah makes an excellent place to hide for anyone on the run. The sheer amount of Living Force energy coursing across the planet means that even the most powerful Force users can camouflage themselves within Dagobah's vast swamps.

No one visits Dagobah on a regular basis, and it does not appear on standard astrogation charts. With the exception of a handful of smugglers who go to Dagobah to capture Force-sensitive jubba birds, the only way a non-native will find the planet is by accident or guidance from one of the few who know of it and will part with its secrets.

MOUNT DAGGER

Dagobah does have one distinct geological feature: an enormous extinct volcano known as Mount Dagger. Mount Dagger is an ancient shield volcano from the early years of Dagobah's formation. Most of the shield has long since eroded away, leaving a craggy igneous spire that juts above the clouds.

THE MYSTERY OF THE LIVING FORCE

Dagobah is a unique planet: its verdant swamps and jungles contain so much life that the Living Force is stronger here than in almost any other place in the galaxy. Force-sensitive beings visiting Dagobah can be overwhelmed by the power of the Living Force. They might experience unexpected visions or experiences, or feel their own power wax or wane.

HISTORY

Dagobah's past is as shrouded as its surface. Little is known about the history of the planet or its inhabitants, apart from rumor and speculation. Those who do know of its existence understand that Dagobah houses a massive amount of plant and animal life, living in a harmonious, if primordial, balance. Fewer still understand that the evolution of this life is what engendered Dagobah's enormous concentration of the Living Force.

Mount Dagger's large, solid spire suggests that Dagobah was geologically active early in its history. No other evidence of volcanic or tectonic activity currently exists, however. The levels of erosion around Mount Dagger indicate that millions of years have passed since lava flowed there.

While life has flourished on the world for millennia, it never evolved sentience. There are no native civilizations on Dagobah; there is simply the pure ebb and flow of life itself.

The Bureau of Ships and Services maintains comprehensive hyperspace records of most of the known galaxy. Dagobah, however, is missing from these datafiles, and finding reliable hyperroutes to the system can prove very difficult. If BoSS bureaucrats knew about the lack, they would be likely to blame corrupted data, but it is possible that someone deleted information on Dagobah intentionally.

DAGOBAH TODAY

Visitors to Dagobah are few and far between. Occasionally an off-course pilot may crash-land here; the swamps typically make short work of these unfortunate beings. A tiny handful of smugglers know Dagobah is the home of jubba birds, prized throughout the galaxy for their soothing song. Jubba birds are natural Force users; their song is not just a gentle melody, but calms creatures and beings through subtle manipulation of the Force.

These smugglers don't even attempt to land on Dagobah. Instead, they snatch what jubba birds they can from the upper sections of the jungle canopy and leave as quickly as possible. They know that Dagobah is a very dangerous, if beautiful, place. They also know it's impossible to make money if they're dead.

POINTS OF INTEREST

A small number of places on Dagobah distinguish themselves from the swamps and bayous that cover the majority of the planet. The brave or unlucky may discover more interesting sites deep in Dagobah's unexplored biosphere. Following are just a few of the notable locations scattered across the planet.

MOUNT DAGGER

One of the few clues about the planet's history, this tall spire of jutting rock is unique in that it is the only major geological feature on Dagobah. It stands almost ten kilometers tall, well above the jungle canopy and the low-lying fog and clouds. It may be the only place on Dagobah where someone can see the sun with any degree of regularity.

Mount Dagger was once an enormous shield volcano, but its outside has long since eroded away, leaving only the hardened lava interior. Its extreme age indicates that Dagobah's period of geological activity happened millions, if not billions, of years ago. Small plants and lichens thrive on Mount Dagger—stunted species found nowhere else on the planet.

In theory, it might be possible to build a research station or colony on Mount Dagger, out of reach of the nastier animal life that inhabits the swamps and bayous. Apart from a biological survey, however, there is very little practical reason to do so.

MASTER YODA IN EXILE

The following information is unavailable to the galaxy at large. Only a select few individuals know the following concerning Dagobah's sole resident:

Prior to the end of the Clone Wars, scant months before Republic troopers executed Order 66, Jedi Master Yoda made a journey to Dagobah—his first. After the spirit of Master Qui-Gon Jinn began contacting Yoda, and following several weeks of intense meditation, the ancient Jedi Master followed Qui-Gon's instructions and found Qui-Gon's spirit among the Living Force on Dagobah. Qui-Gon guided Yoda to the Wellspring of Life, hidden in an uncharted expanse of the galaxy. There, Yoda began to learn the secrets of life itself and of how the spirit can survive the death of the body.

Following the betrayal of the Jedi and the rise of Emperor Palpatine, Yoda took his personal ship to Dagobah to live in exile there. He patiently bides his time, continuing to meditate and study the planet's strength in the Living Force, and eking out a modest existence until such time as he will be called upon to help restore the Jedi Order.

THE DARK SIDE CAVE

This limestone cave, nestled deep in the equatorial swamps, is a major vergence in the Force on Dagobah. It appears to be nothing but a normal cave: not at all unusual for a planet with as much water as Dagobah. For those gifted with Force sensitivity, the cave acts as a focal point for the dark side, challenging their perceptions of reality—and of themselves.

Force-sensitive individuals near the cave can sense its immense power, and they are often drawn to it—or repulsed by it. Those who enter experience visions—of the past, of the future, of things long gone or things that could be. The dark side always taints any vision in this cave. It shows what beings fear, their deepest anxieties, and events they may experience, colored by anger and lust for power. See *The Dagobah Vergence: Fear Given Form*, on page 76.

WELLSPRINGS OF THE LIVING FORCE

Certain areas on Dagobah act not just as vergences for Force power, but as lenses that focus the very essence of the Force itself. They are eddies, whirlpools, and springs in the cosmic flow of the Force. Those who spend any length of time connecting to the Force in such a place can deepen their understanding of the nature of life, death, and reality beyond what is possible in other locations.

These wellsprings are not rooted to a single location: they come and go with the flow of the Force, forming and reforming throughout the Dagobah swamps. As such, they are impossible to find by design, as they cannot be mapped or described. Rather, someone must first be connected to the flow of the Force itself to locate a wellspring.

CREATURES AND CHALLENGES

Dagobah's swamps, jungles, and bayous teem with life. While the planet is an extremely dangerous place for outsiders, native life has adapted quite well; Dagobah enjoys a biological balance rarely found on worlds where sentient life has evolved. It is true that it has predators and prey, but this is merely part of the natural ebb and flow of existence itself.

Dagobah has two major biomes, and unlike those on many other planets, they exist one on top of the other. The canopy, encompassing the treetops and the air above, is full of flying lizards, rodents, and other creatures that have evolved to survive in the thin branches and strong winds.

Under the canopy lies the swamp. In these tepid waters it is nearly always dark, and smaller plants compete to soak up what little sunlight makes it to the surface. Larger animals roam here, and the water is full of creatures that use natural camouflage to lie obscured in wait for hapless prey.

CREEPING POSENAUR [RIVAL]

These small but vicious lizards roam the few solid patches of land on Dagobah. They stand one meter tall and have only two legs. Their long tails allow them to run quickly, and webbed feet help them cross small patches of water or boggy land. They primarily eat rodents and other small prey. Posenaur are pack hunters. If a large enough group bands together, its members can take down prey many times their size with their powerful jaws and razor-sharp claws. While individual posenaurs avoid larger creatures, a pack can be extremely dangerous.

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SOAK VALUE		W. THRESHOLD		M/R DEFENSE	
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Skills: Brawl 3.

Talents: None.

Abilities: None.

Equipment: Bite [Brawl; Damage 6; Critical 3; Range [Engaged]], clawed foot [Brawl; Damage 4; Critical 3; Range [Engaged]; Pierce 3].



FLYING LEAF-TAIL [MINION]

The flying leaf-tail is a winged rodent about thirty centimeters long, with an equally wide wingspan. It takes its name from a membrane on the end of its tail that looks like a gnarled tree leaf: this natural camouflage helps the leaf-tail hide from larger predators. A Leaf-tail is omnivorous: it prefers berries, but can exist on insects and smaller rodents.

Individually, flying leaf-tails are not a threat. However, if someone inadvertently stumbles across a leaf-tail nest, the creatures attack in swarms of dozens. The smugglers who occasionally catch jubba birds on Dagobah have told stories of leaf-tails ripping out a ship's wiring, causing near-catastrophic damage.



Skills (group only): Athletics, Brawl.

Talents: None.

Abilities: Silhouette 0.

Equipment: Rodent teeth (Brawl; Damage 4; Critical 6; Range [Engaged]; Pierce 1).

DEADLY BUTCHERBUG

The butcherbug is a tiny arachnid that lives in the lower canopy and upper parts of the jungle floor. It is not especially dangerous on its own, but it can lay a deadly trap. The butcherbug's silk, when hardened, is razor sharp. Any creature that flies through a butcherbug's web isn't caught—it's simply torn to pieces. It can potentially even shred apart a humanoid who runs into one while traveling at high velocity.

The butcherbug itself is miniscule: about the size of a human's fingernail. It has a brilliant green chitin shell and two interlocking mandibles it uses to pick up and tear pieces of flesh from the creatures unlucky enough to fly into its web.

A butcherbug can easily be squashed, but its traps are not so simple to avoid.

Butcherbug Web Trap: A being who walks into a butcherbug's web trap must make a **Hard** (◆◆◆) **Vigilance** check to spot and avoid the trap (the GM should also consider adding ☐☐ due to the low light and constant mist of Dagobah). If the check fails, the trap's target suffers 5 wounds, with plus one wound per ☉. ☹ on an unsuccessful check means the target suffers a Critical Injury.





ette 2, Terrifying (upon first seeing a gigantic dragonsnake, an individual must make a **Hard** (◆◆◆) **fear check**).

Equipment: Large claws (Brawl; Damage 10; Critical 2; Range [Engaged]); Knockdown, Pierce 3), toothy maw (Brawl; Damage 6; Critical 4; Range [Engaged]).

LESSER BOGWING [MINION]

Lesser bogwings are a constant sight throughout the swamps and jungles of Dagobah. They rarely venture into the canopy, where they become the prey of much larger flying creatures; instead, they feast on rodents, lizards, and other inhabitants of the swamps. Lesser bogwings are winged reptavians with four spindly legs and leathery, cold skin. They're usually dark brown in color, although their cousins the greater bogwings, which have adapted to life above the canopy, are a bluish green. Lesser bogwings are harmless individually, but a flock of them could quickly become a nuisance.



Skills (group only): Brawl.

Talents: None.

Abilities: Flyer (lesser bogwings can fly; see page 208 of the **FORCE AND DESTINY** Core Rulebook), Silhouette 0.

Equipment: Claws (Brawl; Damage 3; Critical 6; Range [Engaged]).

KNIGHT-LEVEL ADVERSARY

The gigantic dragonsnake is a very dangerous creature, and it is recommended that GMs pit it against groups of Knight-level PCs (see page 321 of the **FORCE AND DESTINY** Core Rulebook), or PCs of an equivalent power level.

GIGANTIC DRAGONSNAKE [NEMESIS]

Few creatures on Dagobah are as feared as the dragonsnake. This large, omnivorous predator lurks beneath debris floating on the swampy surface, ready to snatch prey in its powerful jaws or attack it with its large, rending forelimbs.

The dragonsnake measures almost five meters long. Half of its body is its long, serpentine tail, which it uses to swim through the shallows with alarming alacrity and to raise itself out of the water when attacking larger prey. Unlike true snakes, a dragonsnake has two large forearms that end in several clawed digits. Any prey it can't swallow whole, it tears into bite-sized pieces with its claws. These solitary creatures have only one natural predator on Dagobah: the scrange.



Skills: Athletics 3, Brawl 4, Stealth 3.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice).

Abilities: Aquatic Creature (gigantic dragonsnakes suffer no penalties for moving through water and can breathe underwater, but cannot move or survive on land), Silhouette

LURKING SCRANGE [NEMESIS]

The scrange is Dagobah's apex predator, an eight-meter-long reptilian nightmare with a powerful beaked mouth and two enormous clawed hands. The scrange looks like a large knobby lizard with bioluminescent bumps on its back, arranged in a ridge that travels the length of its spine. Instead of two hind legs, the scrange has six crustacean-like limbs it uses to skitter through swamp and over land in quick bursts. Its long tail ends in a set of four bony spikes, perfect for impaling prey.

The scrange prefers to lure unwary prey close, using its bioluminescence or its ability to camouflage itself as a log or piece of debris. When a creature moves within range, the scrange strikes. Death is usually swift.



Skills: Athletics 4, Brawl 4, Cool 3, Coordination 2, Stealth 2.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Quick Strike 2 (when performing a combat check, add against any target that has not yet acted in the encounter).

Abilities: Amphibious (scranges breathe underwater and do not suffer movement penalties in water), Natural Camouflage (Perception checks made to detect a lurking scrange suffer ■■; also affects scanners and macrobinoculars using thermal sensors or passive light amplification), Silhouette 2.

Equipment: Beaked mouth (Brawl; Damage 12; Critical 3; Range [Engaged]; Ensnare 2), triangular claws (Brawl; Damage 4; Critical 3; Range [Engaged]; Pierce 3), tail spikes (Brawl; Damage 8; Critical 3; Range [Engaged]; Vicious 3).

SOARING ACCIPIPTERO [RIVAL]

These large, birdlike reptavians are the unchallenged kings of Dagobah's jungle canopy. Acciipteros spend their entire lives in the branches of the gnarltrées that cover the planet's swamps. They feast on bogwings and any other creature that climbs or soars to the top of, or above, the grasping trees. The acciipteros' lower jaws end in a wicked hook, which they use to snare prey; they then maneuver the hapless creatures into their mouths with the small clawed hands on their wings. Once ensnared, the prey is eaten alive.



Skills: Athletics 2, Brawl 2.

Talents: None.

Abilities: Flyer (soaring acciipteros can fly; see page 208 of the **FORCE AND DESTINY** Core Rulebook)

Equipment: Hooked jaw (Brawl; Damage 6; Critical 3; Range [Engaged]; Ensnare 2); clawed hands (Brawl; Damage 4; Critical 3; Range [Engaged]; Pierce 3).

SPADE-HEADED SMOOKA [MINION]

A tiny, vicious winged predator, the spade-headed smooka is one of the few species comfortable in both the canopy and the lower swamps. Itself popular prey for larger animals, it feasts on insects, eggs, and young rodents.

Spade-headed smookas grow no more than ten centimeters long, and their appearance, which many beings find adorable, means they are often underestimated. Their large, flat heads and deep-brown eyes, combined with their furry bodies, give smookas the look of a potential pet. However, no smooka has ever been domesticated. Their bite, which is extremely painful, can tear through most kinds of armor and the bars of many cages.

GIANT SWAMP SLUGS

The enormous but relatively harmless giant swamp slugs are a staple of Dagobah life, but they can be a major inconvenience if one decides it likes a character's tent or spaceship. Giant swamp slugs range from light tan to dark gray in color, measure a full ten meters long and three meters tall, and constantly extrude a foul-smelling mucus that damages the breathing organs of any being unlucky enough to be in close proximity to the slug. Its flesh is soft and spongy, and cutting into a giant swamp slug results in becoming covered with its jelly-like interior. Predators leave the swamp slug alone—it tastes foul and isn't worth eating—so it typically just slithers across the swamps at a rate of about thirty meters a day.

The main problem with giant swamp slugs is that when they get in the way, it takes a long time to move them. Worse, doing so typically results in an awful, stinking mess.

If a giant swamp slug is blocking a path or is moving toward an important location (such as a campsite) a character may spend a couple minutes (or an action, in a structured encounter) to convince the giant swamp slug to move or change direction. This requires a successful **Hard** (◆◆◆) **Survival check**. Success means the slug moves one range band in a direction of the character's choosing (and may keep moving in that direction at the GM's discretion). Each ☘ inflicts 2 strain due to the overpowering stench, and ☘ or ☘☘☘ inflicts 3 wounds as the caustic gases inflame and burn the character's lungs.

Smookas dwell in caves and the hollow trunks of long-dead gnarltrées. They roost upside down in flocks that can number in the hundreds, and typically hunt at night.



Skills (group only): Brawl.

Talents: None.

Abilities: Silhouette 0.

Equipment: Rodent teeth (Brawl; Damage 5; Critical 5; Range [Engaged]; Pierce 3).

WEIK

Astronavigation Data: Weik system, Wild Space

Orbital Metrics: 248 days per year / 30 hours per day

Government: feudal/tribal

Population: 260,000,000 (humans 58%, Twi'leks 14%, Duros 11%, Zabrak 9%, Lanniks 8%)

Languages: numerous local dialects derived from Basic

Terrain: mountains, forests, plains, icy oceans, desert wastelands

Major Cities: Vossport, Skyholme, Sunrace Citadel, Fume

Areas of Interest: Crysifal Peak, the Madlands, Rimesea, the Adamite Tower

Major Exports: none

Major Imports: none

Trade Routes: none

Special Conditions: isolation from galactic civilization, low tech level

Background: Weik is a fierce and untamed wilderness world, located in Wild Space far from established hyperlanes. The outermost regions of the galaxy have long defied the attempts of countless hyperlane scouts and explorers who sought to map and catalogue their expanse. Thus, those few travelers who happen upon Weik tend to do so by accident, and even fewer find their way back to civilization.

Weik is a rough and mountainous world that orbits on the outer edge of its star's habitable zone. Thus, even the equatorial regions tend to have mild summers and winters ranging from chilly to downright cold. The temperate zones see colder temperatures and bone-chilling winter months with many meters of snow. In addition, towering mountain ranges crisscross Weik's continents and divide its small, deep seas. They funnel and focus weather patterns into terrifying storms.

All this helps ensure that the planet's population remains scattered and disparate, unable to unite behind a single culture. Weik's population has had thousands of years to scatter across the world, and some of the initial diaspora occurred while the original colonists still had access to some measure of their technology.



Although Weik's indigenous population seems large, the planet's feudal culture tends to mean that population is spread out across large areas, with vast tracts of wilderness separating communities. Travel from one community to the next can take weeks or even months. Whether venturing through narrow mountain passes on slow caravans or braving the turbulent seas on wooden sailing ships, the simple act of traveling from one city-state to another can all-too-easily become a harrowing adventure.

A BRIGHT SPOT IN THE FORCE

To the uninformed, there is nothing on Weik that would cause it to be more or less of a focal point in the Force than any of the other numberless worlds in the galaxy. However, the Force flows strongly among the mountains, forests, and fjords of Weik. Those with the ability to sense it claim that it flows like rivers across the world.

Although the dark side of the Force is not strong on Weik, it is pervasive; a subtle bitter flavor that a Force user can always sense. The "shamans" of Weik claim it is a manifestation of the planet's wild and savage nature. No matter how much the inhabitants work to civilize their worlds, it will never truly be tamed.

WORLD OUT OF TIME

In a galaxy where fantastic technology can be taken for granted, Weik is a reminder of how far galactic civilization has advanced. After the first survivors of the shipwrecked colony vessel regressed into barbarism, their descendants spent hundreds of years forgetting about their origins and the wider galaxy in general. The civilization that eventually reformed sees the Republic, the Jedi, and the Sith only in terms of myth and legend.

WEIK'S HISTORY

Weik exists in the depths of Wild Space, on the wispiest fringes of one of the galaxy's spiral arms. There, far from the light of the galactic core, the planet orbits its star in supreme isolation.

Life evolved on Weik, as it did on so many worlds in the galaxy. In time, the planet developed a rich and diverse biosphere, though it never evolved sentient life. That would only come to Weik when the planet's solitude was finally interrupted.

THE FIRST SETTLERS

During the heyday of the ancient Republic, a colony vessel departed the Core Worlds for the Outer Rim. The ship was part of a massive joint colonization effort initiated by a number of influential Core planets, and thus had a diverse population of sentients aboard. Tens of thousands of individuals packed up their worldly possessions and set out to make a new life for themselves on a recently explored world in the Outer Rim.

Fate had other plans in mind. The colony vessel lost its way among the twisting hyperlanes of the Outer Rim after a chance encounter with a black hole's mass shadow sent it hurtling blindly into the farthest reaches of Wild Space. Far beyond the range of any reliable communications, the crew

frantically searched for any familiar landmarks or signs of civilization. Eventually, low on food and fuel, they realized the only hope for their passengers' survival was to set down on a hospitable planet and wait for rescue.

The colony ship used its last remaining supplies to search for such a world, finding Weik only when it had reached the absolute limits of its endurance. The crew had to put the ship down in an unpowered crash-landing, sinking her in the shallows of one of the world's larger seas. The colonists struggled to shore, setting up camp and waiting for rescue.

Rescue, of course, never arrived. Centuries passed, and the first camps became towns and eventually cities. The colonists raided their ship for supplies and anything useful, but they could not construct a functioning industrial base. Eventually, their technology faded away and vanished, leaving small communities of farmers struggling to survive in the wilds of an untamed world.

RESURGENCE

Almost no recorded history on Weik has survived from this time, but it may have taken scores or even hundreds of generations before civilization began to reassert itself. Each innovation the wider galaxy had long taken for granted, from waterwheels to wind-powered sailing vessels, had to be reinvented from nothing. By the time the inhabitants of Weik began to experiment with forged iron and advanced agriculture, their origins were nothing more than myths and legends.

As the colonists' descendants spread out across the world, their societies became increasingly fragmented. Without modern transportation and communications, each community was largely on its own. The largest governments that could evolve were single city-states, and while each city-state might war or trade with its neighbors, it had no concept of its place within the wider world.

PEOPLE AND CULTURE

Weik's people are a diverse mix of humans and several alien species. While humans make up the large majority of the population, Twi'leks, Lanniks, Duros, and Zabrak split the remainder fairly equally.

The inhabitants of Weik are primarily farmers and laborers. Without modern agricultural techniques, food takes a great deal of time and effort to grow, and Weik's rugged climate makes farming even more difficult. In recent years, a new merchant class has started to evolve, trading rare goods across the world on wind-ships and calapex-pulled caravans. Now, a sizable number of people occupy growing cities along trade lanes and the coast. Still, the majority of Weik's population lives simple lives in small farming villages, with no idea what lies beyond the horizon.

People on Weik vary from kind-hearted farmers and innkeepers to greedy bandits and cruel feudal lords. Generally, they tend to be inward focusing, mostly concerned with their homes and immediate lives, and less concerned with the surrounding world. There are a few brave souls who break the mold, however. These adventuring types tend to wander from place to place, looking for work and getting involved with other people's business. Depending on their actions and attitudes, they may be dubbed busybodies, brigands, or saviors by the people they encounter.

Although the origins of the colonists have long been forgotten, one tradition to persist from the wider galaxy was a certain cosmopolitan attitude toward differences of species or gender. Most of Weik's nation-states consist of a medley

of different sentients, and while they may tend to live in different neighborhoods within a larger community, prejudice and xenophobia is almost unheard of. This may be a holdover attitude from Weik's earliest days, when the first colonists had to work together to survive and factionalism was a luxury nobody could afford.

LURE OF THE PAST

Though the people of Weik do not remember their past, their origins still hold sway over their lives. Almost always, it does so in the form of technological relics. Some of the oldest buildings in Vossport have transparisteel windows and Fume's incendiifers are duracrete relics of a bygone age. In addition, the best wind-ships of the trade guilds have "long-seers" and "star-scryers" that are in actuality lovingly maintained macrobinoculars and auto-compasses, allowing them to travel unerringly across the Rimesea without staying within sight of land.

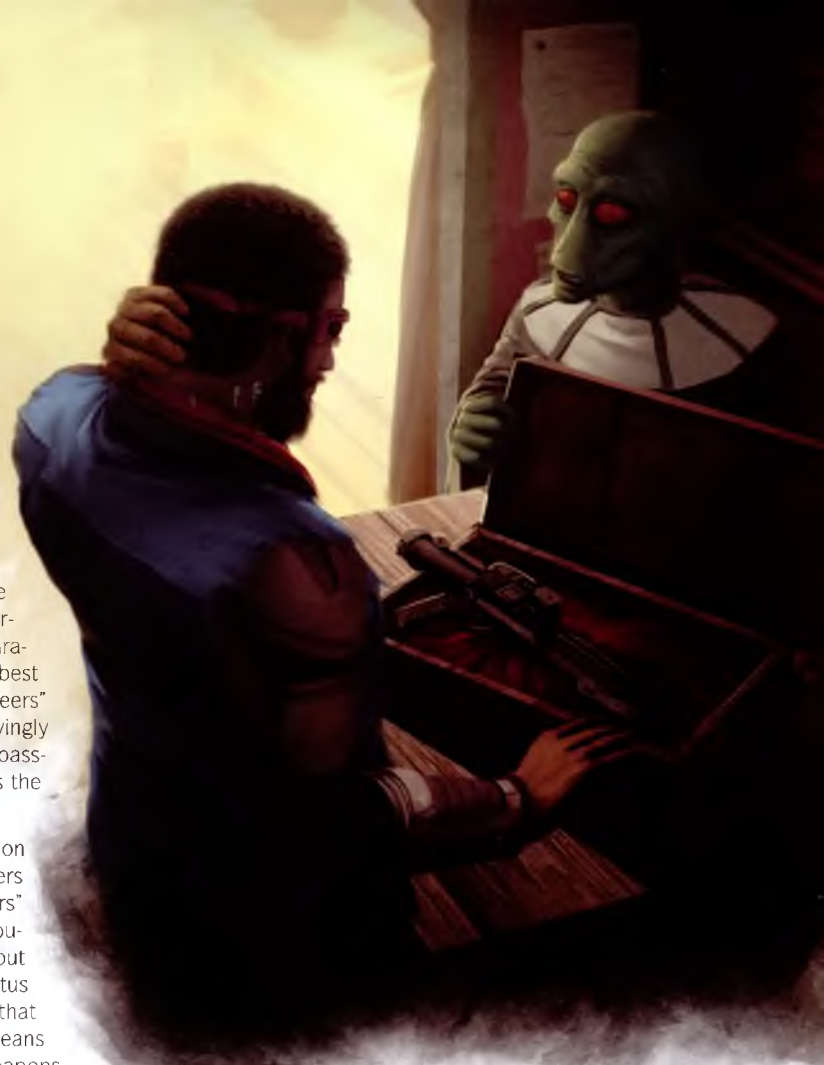
However, the techno-relics most coveted on Weik tend to be weapons and armor. Blasters are known by many names; "light throwers" and "sun bows" being some of the more popular. Working blasters are highly uncommon but not unheard of, and this makes them a status symbol of kings and warlords. It also means that those few "alchemists" who still have the means to provide ammunition charges for such weapons (usually via carefully cared for solar collectors or ancient fusion lanterns) are treated with the utmost deference and respect.

Modern laminate or battle armor is also considered to be enchanted in some way; it's stronger, lighter, and provides better protection than anything that Weik's smiths can forge from local materials. In fact, most smiths craft armor sets in the form of these ancient protective carapaces, so a visitor to Weik might be surprised to see the Vossport guards or a mercenary force wearing crude recreations of the laminate armor of the Republic's ancient armies.

THE FORCE AS MAGIC

Force users are feared and honored in equal measure in most of Weik's cultures. However, the concept of the Force as it is widely understood is alien to Weik's inhabitants. Instead, most see the Force as magic. Even those who can touch the Force believe their power comes from rituals, cantrips, or talismans. These Force users think they have to shout out words of power before using the Force to lift a boulder, or smear their own blood on the sick before they can use the Force to heal them. A great many "schools" of magical thought and theory have arisen over the centuries, with rituals and writings ranging from the mysterious to the absurd.

However ridiculous it may seem to an outsider, a Force user from Weik believes in these arcane rituals and practices



absolutely. In many ways, this makes it true, at least for themselves. A Force user must believe in what he or she is doing; doubt clouds the mind and causes a Force user to fail. Weik shamans and casters believe in their arcane trappings absolutely, and thus for them, their power works.

ORDERS OF THE FORCE

On Weik, the Jedi and the Sith are complete unknowns. Any knowledge of them has been lost over the centuries, along with all other information about the wider galaxy. Although a few symbols and icons of those orders may exist on Weik, their meaning has been lost or distorted to the mists of the past.

Thus, Force-using organizations on Weik are entirely homegrown. Some, like the Paladins of the Adamite Tower, share a similar purpose and set of ideals with the Jedi of the Republic, even if that similarity is coincidental. Other organizations have no analog with the wider galaxy at all.

PALADINS OF THE ADAMITE TOWER

The Paladins of the Adamite Tower are an order of wandering warrior-judges. They wander the civilized world of Weik, arbitrating disputes, protecting the weak and helpless, and deposing tyrants and evil individuals. Their base is the Adamite Tower, where it is rumored that they possess the resources to repair and maintain their sunfire swords and other arcane marvels.

CENDIARY PRIESTS

A group of mendicant craftspeople, these priests live mostly in Fume. They possess secret rituals that allow them to “heal” the duracrete incendiary by smoothing cracks shut with a touch. They also have the ability to channel energy into the forging process. Metal implements crafted by a cendiary priest are stronger, sharper, and more durable than those crafted by a common blacksmith.

However, as per the rules of their order, cendiary priests must not use their abilities for monetary gain. Instead, they survive off alms. It is also an unwritten tradition that any smithy grant a cendiary priest a week’s stay for a week’s work in the forge.

THE SKYHOLME ASTROMANCERS

This conclave of wizards do not actually operate in the mountaintop city of Skyholme, but merely meet there during Weik’s annual solar eclipse. The rest of the time these antisocial and fiercely territorial arcane scholars remain in their respective domains, usually isolated crumbling towers or ominous villas on the outskirts of towns. Even their name is unofficial, but the group has never been agreeable enough to come up with a mutually acceptable moniker.

The Skyholme Astromancers put great stock in the position of astral bodies and being able to predict the future through celestial portents. They are also practiced ritualists, and are convinced that they cannot use the Force without chalk circles, personally crafted fetishes, and muttered words in dead languages. They are almost universally an insular and disagreeable bunch who distrust each other almost as much as they distrust everyone else.

LUCITES

An offshoot of the Skyholme Astromancers, the Lucites are of a decidedly darker bent than their brethren. In fact, they are reviled by other Astromancers, who go out of their way to hunt down Lucites whenever they become known.

Lucites claim to have seen “the truth” in the form of a star that fell from the heavens. This truth revealed that true power can only be unlocked through suffering and terror; preferably inflicted on others through complex and arcane rituals.

These individuals are, of course, dark side Force users of the worst stripe. They disguise their true natures whenever possible, and it is likely that more than a few wizards who travel to Skyholme each year for the Astromancer’s conclave are secretly Lucites.

POINTS OF INTEREST

Even after being inhabited for thousands of years, sentients have only colonized a small fraction of Weik’s surface. Much of the planet remains unexplored and uninhabited, though some points of civilization do exist.

VOSSPORT

Self-styled center of civilization and bastion of culture, the free city of Vossport evolved out of the first settlements founded by colonists on the shores of the Rimesea. In the centuries since, it grew into a major trading hub for the wind-ships that plied Weik’s oceans. Today, its shining walls serve as a symbol of wealth and power, but also hide corruption and criminality.

Vossport is a huge city—for Weik—with almost 150,000 inhabitants. Most of the city exists behind white stone walls, although in the last hundred years, more and more communities have sprung up outside their safety. The neighborhoods on the hills overlooking the port tend to be the oldest and the richest, with houses and shops built from thick stone blocks and, occasionally (in the case of the oldest and most expensive constructions), durasteel plates. The neighborhoods along the inside of the city walls, on the other hand, tend to be poorer and consist of a jumbled mesh of wooden dwellings that lean drunkenly against one another.

The districts immediately surrounding the city gates and port are bustling commercial centers, from the Fishmarket and its distinctive odor to the furnaces and workshops of the Crafts Quarter. If it’s not made in Vossport, one can still probably buy it from one of the many trade stores and guild houses that import rare and exotic items from across Weik.

THE GUILD HALL

Vossport is ruled by the trade guilds that enable commerce across the Rimesea, and are thus fabulously wealthy. The most powerful guilds (generally those run by Duros sea-captains) control the fleets of wind-ships that travel across the Rimesea, trading with the various settlements along its shores. However, some of the oldest guilds are those that forged the trade routes with far-off Fume in the earliest days of Vossport’s existence. The steady supply of iron and steel goods ensures those guilds constant wealth and steady influence.

The Guild Hall sits on a hill overlooking the city’s docks, and is constructed out of massive blocks of pressed stone that (the guild leaders claim) were moved into place by magic. The central hall also boasts a roof made entirely of unbreakable transparisteel, a marvel that the guilds never tire of boasting about. Here the heads of the guilds meet and organize the commerce to and from Vossport, as well as the governance of the city itself.

THE DOCKLANDS

Most wind-ship captains are fond of saying, “If it can’t be found on the docks of Vossport, it’s probably not worth having.” Vossport’s docks are awake day and night with the activity of trade and commerce. Huge stone quays stretch into the harbor, and low wooden warehouses line the shore. The City Guard maintains a quartet of stone blockhouses along the docks to enforce the law but, nevertheless, smuggling, theft, and other crimes are highly lucrative and very common.

In the center of the harbor, the bare durasteel ribs of the ancient colony ship rise out of the water. The wreck has long since been stripped of any value, and most of those in Vossport consider it just another curious relic of their long-forgotten past. That doesn't stop most of the Duros wind-ship captains from sailing close enough to fling a bottle of brandy at the wreck whenever they leave port; an offering to appease the first navigators of their kind into granting them a safe voyage.

THE ADAMITE TOWER

In decades past, a shard of the heavens so large that it blotted out the sun came to Weik riding a wave of fire. It soared over Vossport and crashed deep in the heart of the Ordan Spine Mountains. Trappers and adventurers who dared the crash site told tales of whole acres of blazing forests and immense rock slides surrounding a deep canyon gouged into the side of the mountain. At the canyon's head, a metal tower of impossible height now loomed over the lands below.

Although many worthy citizens dismissed these tales as mad ravings, they soon found out how wrong they were. In only a matter of weeks, an impossible army marched out of the Ordan Spine. Clad in shining white armor and wielding impossible weapons that spat burning bolts of light, they burned the villages of the Karnik Valley and sent thousands of refugees fleeing before them. Their leader, the self-styled "Captain" Vasque Mirlan, declared that all of Weik would bow before him or perish.

In desperation, Vossport's armies mustered at the mouth of the Karnik Valley, only to be scythed down by the invaders by the hundreds.

All thought the battle lost, but as Mirlan's warriors pushed forward, four heroes stepped from the shattered battle lines and faced down the invading armies alone. The weapons of the enemy could not strike them, such was their skill with a blade, and with swords of sunfire they hewed their way through the hordes. Though wounded and beset on all sides, the heroes' champion met Vasque Mirlan in single combat, and killed Vasque with the point of her blade. When their leader fell, the remaining invaders fled into the hills.

Afterwards, the champion led her friends to the Guild Hall of Vossport. They eschewed all riches and rewards, asking only that they be allowed to conquer the strange tower in the Ordan Spine, and gain rights of ownership over it and the lands around it. The Guilds were only too happy to agree.

THE TOWER TODAY

In the years since, the Adamite Tower has changed from a symbol of impending doom to a sign of hope and justice for the citizens of Weik. The Paladins of the Adamite Tower have turned the impossible wreck into a stronghold, and from their fastness they travel out into the world to protect the helpless and dispense justice on the cruel and vindictive.

From ground level, the Tower is a strangely shaped construction made from dense and tough metals, with odd protrusions across its surface. The metals cannot be worked or forged, so in the intervening years parts have slowly fallen into disrepair. However, it still remains the strongest fortress on Weik, and to underpin that strength, the Paladins and their vassals have built a traditional stone



wall and keep around the base. Like most feudal societies, the Adamite Tower supports a small but thriving farming community that works the surrounding lands and is protected by the Paladins in turn.

What few know, however, is that the Adamite Tower extends much farther below the surface of the earth than it does above. Buried beneath the soil, the metal corridors and passageways of the Tower stretch on for hundreds of meters. Many of these passages are twisted and wrecked, scorched by old fires or crushed by some terrific impact. However, that still leaves hundreds of rooms and halls unexplored. The Paladins keep the lower levels sealed off, and some whisper that these shadowed vaults contain dark treasures and dangerous secrets in equal measure.

THE MADLANDS

Beyond the Ordan Spine mountains the land grows dry and parched, though no less rugged. Little grows in the rain shadow of the Ordan Spine, and the land seems riven and twisted by some long-ago cataclysm into an insane maze of gorges, buttes, canyons, and knife-edged ridges. Nobody would venture into this land, except that roads through it lead to the Highland Lakes and Sunrace Citadel closer to the equator. Travelers who wish to trade with these far-off and exotic realms must first cross the Madlands.

The wasteland is a haven for raiders and cutthroats, men and women as mad as the land they inhabit. They prey off the occasional caravan that crosses the wastes, or each other when times are lean. Occasionally, a charismatic warlord unites multiple bands of these raiders, and leads them against the prosperous lands to the north or south. So far, they have not succeeded in their dreams of conquest, but that does not stop the next would-be conqueror from trying.

The Madlands are also said to hide caches of ancient techno-relics within the rocky mazes, perhaps stored there in the days of the first colonists. Such rumors inspire a few expeditions to venture into the wastes, where most never return.

FUME

Two hundred kilometers from Vossport, across the twisting ridges and winding canyons of the Frostfall, and in the heart of a vast caldera known as the Bowl of Glass, lies the city of Fume. The Bowl of Glass sits atop a volcanic hotspot that erupts more or less continuously; a sullen grumbling that spills out flows of lava across the bottom of the caldera.

Fume was constructed along the inner wall of the caldera by Weik's first settlers, who planned to take advantage of the plentiful geothermal energy. The settlers used modern building techniques to reinforce their structures and protect them from the heat. The greatest of these are the incendiifers, raised duracrete aquifers designed to carry molten rock instead of water. They channel the flows around the city, through the walls of the Bowl of Glass, and out into the lands beyond.

Although the tricks of geothermal power generation have long been lost, the current occupants of Fume still take advantage of the bountiful heat. The caldera and the flows

CRYSIFAL PEAK

One of the largest mountains on Weik, Crysifal Peak forms the "cap" on one end of the Ordan Spine mountain range. The knife-sharp summit is often obscured by heavy snow and clouds, and thus far none have managed to make the ascent and returned to tell the tale. The climb is dangerous enough, but the real threats are the trollbane that live in caves among the slope. They have voracious appetites, and each is more than willing to make a meal out of an errant traveler.

However, brave or foolish adventurers occasionally venture to Crysifal Peak. They seek a fortune, for it is said that certain caves contain crystal deposits. These crystals are highly valued for their luster and multicolored beauty. It is even rumored that a skilled artisan can use these crystals to create one of the fabled "sunfire swords."

are rich in minerals and the lava constantly flowing through the incendiifers powers dozens of smelters and forges night and day.

LANNIK HAVEN

A sizable percentage of Weik's Lannik population has settled in Fume over the years, to the point where they make up the majority of the city's inhabitants. Lanniks tend to be physically hardy and are nearly fearless, so the prospect of living over an active volcano doesn't trouble them in the least. While the city still welcomes other species, a number of the buildings (especially those constructed more recently) have been built to Lannik proportions. In fact, one can locate the old city center simply by searching out the buildings with human-sized doorways.

CREATURES AND CHALLENGES

On the extremely rare occasion when an outsider has stumbled across Weik, the traveler may dismiss the locals as completely harmless. It's true that spears, bows, and hand-forged armor may not look very dangerous to a person used to dealing with blasters and starfighters. However, the inhabitants of Weik know an arrow between the eyes is just as deadly as a blaster bolt.

VOSSPORT CITY GUARD (MINION)

Vossport's City Guard are well armed and equipped, as befits those who keep the peace in Weik's most prosperous city. They carry heavy warspears and their breastplates bear the gleaming crest of the Six Guilds that rule the trading port. However, the ranks of the City Guard are riven by internecine politics and graft. When summoning the Guard, one can never be sure whether they'll be helped by a stalwart enforcer of Vossport's laws or a corrupt criminal hiding behind a badge of office.



Skills (group only): Brawl, Melee, Vigilance.

Talents: None.

Abilities: None.

Equipment: Voss warspear (Melee; Damage 5; Critical 4; Range [Engaged]; Defensive 2), shield (Melee; Damage 3; Critical 5; Range [Engaged]; Defensive 2, Deflection 2), steel breastplate (+1 soak).

ADAMITE TOWER PALADIN [NEMESIS]

Suplicants swear to give up their former lives when they become one of the Paladins of the Adamite Tower. They conceal their identity behind a hooded helmet and beneath reformed star armor, and ride forth from the Ordan Spine to enforce justice and peace. Those foolish enough to confront a Paladin will find an enemy stronger and faster than a normal being, and with a blade of flaring, hissing sunfire.



Skills: Discipline 2, Medicine 3, Melee 2, Lightsaber 2, Ranged (Heavy) 2, Vigilance 2.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Force Rating 2, Parry 3 (when struck by a hit from a melee attack but before applying soak, suffer 3 strain to reduce damage by 5).

Abilities: Force Power: Heal: Spend 1 to heal 2 wounds from one engaged living creature [including self]. Spend 1 to increase wounds healed by 2 [may activate this multiple times]. Force Power: Enhance: Commit 1 to increase Brawn by 1. Commit 1 to increase Agility by 1.

Equipment: Sunfire sword (Lightsaber; Damage 6; Critical 2; Range [Engaged]; Breach 1, Inaccurate 1, Sunder), longbow (Ranged [Heavy]; Damage 5; Critical 5; Range [Long]; Cumbersome 3, Limited Ammo 1, Pierce 1), reformed star armor (+2 soak, +1 defense), quiver of arrows, warhorse, Adamite signet ring.

CENDIARY PRIEST [RIVAL]

The cendiary priests are as much a staple of Fume as the lava flows themselves. They wander the streets in tattered smithy aprons, sleeping in doorways or working incessantly in local smithies.



Skills: Athletics 3, Brawl 4, Resilience 3, Survival 3.

Talents: Force Rating 3, Intuitive Improvements (when making a check to repair or craft an item, the cendiary priest may add 1 to the check. The cendiary priest may spend 1 to permanently increase the item's hard points by 1).

Abilities: Master Metalshaper (when making a check to repair or craft an item, the cendiary priest may add 1 to the check. The cendiary priest may spend 1 to give the item the Cortosis quality or Superior quality).

Equipment: Iron-hard fists (Brawl; Damage 6; Critical 3; Range [Engaged]; Disorient 4, Knockdown).

CRYSIFAL TROLLBANE [RIVAL]

The "trollbane" of Crysifal Peak and the Ordan Spine mountains were, before the arrival of the colonists, one of the planet's apex predators. Though not intelligent, these stone-skinned bipeds are extremely tough and strong enough to throw an armored warhorse and rider off a cliff. Their stony exterior also gives them a certain innate camouflage, which they use to ambush prey. Trollbane tend to plague outlying farms and villages, consuming livestock and the occasional farmer. Thus, many heroes in Weik's legends get their start by saving some attractive individual from a marauding trollbane.



Skills: Athletics 3, Brawl 2, Resilience 3, Survival 3.

Talents: Stalker 2 (add 1 to all Stealth and Coordination checks).

Abilities: None.

Equipment: Stony fists (Brawl; Damage 9; Critical 4; Range [Engaged]; Concussive 1, Knockdown).

RAIDER WARLORD [NEMESIS]

The warlords who roam the Madlands tend to be as cunning and vicious as they are insane. They rule their warbands through fear, and the promise of plunder and wealth for those who follow. Some of the most dangerous warlords even are said to be able to call upon fell magics to destroy their enemies with a gesture.



Skills: Melee 2; Perception 3, Survival 3, Ranged (Light) 1, Resilience 2

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Force Rating 2, Parry 3 (when struck by a hit from a melee attack but before applying soak, suffer 3 strain to reduce damage by 5).

Abilities: Dark Side Force User (uses Dark Side results instead of Light Side results, see page 281 of the **FORCE AND DESTINY** Core Rulebook), Force Power: Harm (the Raider Warlord may make a Harm Force power check against one engaged target. Spend 1 to inflict 2 wounds on the target, ig-

noing soak. Spend 1 to increase wounds inflicted by 3 [may activate this multiple times]. Spend 1 to increase range of power by one range band [may activate this multiple times].

Equipment: Viper-blade reaper (Melee; Damage 6; Critical 3; Range [Engaged]; Linked 1, Pierce 2; Vicious 2), light thrower (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Inaccurate 1, Stun Setting), scavenged partial plate (+2 soak).

RAIDER [MINION]

Raiders and brigands haunt the roads and wild places of Weik. They hail from every species, united only by their greed and vicious disregard for sentient life.



Skills (group only): Brawl, Melee, Ranged [Light], Survival.

Talents: None.

Abilities: None.

Equipment: Stabbing sword (Melee; Damage 5; Critical 3; Range [Engaged]; Vicious 1), hand crossbow (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Limited Ammo 1, Prepare 1), boiled leather jerkin (+1 soak).

SKYHOLME ASTROMANCER [NEMESIS]

Skyholme Astromancers may seem odd to those who first encounter them; they are erratic and unstable men and women with long robes, disheveled hair, and a pouch full of strange and disgusting items. However, individuals would be foolish to discount their abilities, for they can see the future and even shoot fire and ice from their hands.



Skills: Astrogation 4, Discipline 3, Knowledge (Lore) 4, Perception 3, Vigilance 2.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Force Rating 4, Ritual Caster (must spend a maneuver before using any Force powers. In addition, may only use the Foresee power outdoors and at night.)

Abilities: Force Power: Foresee: Spend 1 to gain vague hints of events to come a day in advance. Spend 1 to increase the number of days seen into the future by 2 (may activate this multiple times). Spend 1 to gain more specific details. Force Power: Protect: Make a Protect power check, rolling an **Average (◆◆) Discipline check** as part of the pool. Spend 1 to reduce damage from one hit of an energy-based attack that occurs before the beginning of the Skyholme Astromancer's next turn. The attack must hit

the Skyholme Astromancer or an engaged character, and the damage is reduced by 4 plus 1 per ☆. Spend 1 to allow the power to affect all types of attacks. Spend 1 to affect 2 additional targets (may activate this multiple times). Force Power: Unleash: Make a Force power check targeting one enemy at short range, and roll a ranged attack as part of the pool, using an **Average (◆◆) Discipline check** instead of normal difficulty. If the check is successful and generates 1, the attack deals 4 damage plus 1 damage per ☆, with a critical rating of 4. Spend 1 to increase the range by one range band, spend 1 to affect one additional target within range, and spend 1 to deal 2 additional damage (he may activate all of these upgrades multiple times).

Equipment: Wizard's staff (Melee, Damage 4; Critical 4; Range [Engaged]; Disorient 2), heavy and smelly robes (+1 soak), wizard's pouch.

SKYHOLME LUCITE [NEMESIS]

Skyholme Lucites are part of a secretive cabal of evildoers who masquerade as Astromancers. It is unknown how many of this order are secretly part of the Lucite cult, but even one of these devious individuals can cause untold suffering and devastation if allowed to run rampant.



Skills: Astrogation 4, Deception 3, Discipline 2, Knowledge (Lore) 4, Melee 3, Perception 3, Vigilance 2.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Force Rating 4, Ritual Caster (must spend a maneuver before using any Force powers. In addition, may only use the Foresee power outdoors and at night.) Dark Side Force User (uses Dark Side results instead of Light Side results, see page 281 of the **FORCE AND DESTINY** Core Rulebook).

Abilities: Force Power: Foresee: Spend 1 to gain vague hints of events to come a day in advance. Spend 1 to increase the number of days seen into the future by 2 (may activate this multiple times). Spend 1 to gain more specific details. Force Power: Unleash: Make a Force power check targeting one enemy at short range, and rolls a ranged attack as part of the pool, using an **Average (◆◆) Discipline check** instead of normal difficulty. If the check is successful and generates 1, the attack deals 4 damage plus 1 damage per ☆, with a critical rating of 4. Spend 1 to increase the range by one range band, spend 1 to affect one additional target within range, and spend 1 to deal 2 additional damage (he may activate all of these upgrades multiple times). Spend 1 to decrease the critical rating of the attack to 1.

Equipment: Wizard's staff (Melee; Damage 4; Critical 4; Range [Engaged]; Disorient 2), hidden razor-dagger (Melee; Damage 2; Critical 2; Range [Engaged]; Pierce 3, Vicious 3) heavy and smelly robes (+1 soak), wizard's pouch.

LOTHAL

Astronavigation Data: Lothal system, Lothal sector, Outer Rim region

Orbital Metrics: data unavailable

Government: Imperial governorship

Population: data unavailable

Languages: Basic

Terrain: prairie, semi-arid savannah, rock formations, mountains, shallow seas

Major Cities: Capital City, Kothal, Jalath

Areas of Interest: Ruins of Tarkin-town, clustered rock spires, Siemar Advanced Projects Laboratory

Major Exports: starfighters, starship components, technology, foodstuffs

Major Imports: raw materials, industrial machinery, agriculture equipment

Trade Routes: none

Special Conditions: none

Background: Lothal is a relatively nondescript, sparsely populated frontier world located in the Outer Rim. Lothal system is a small, primarily terrestrial world of broad rolling prairies and vast savannahs punctuated by tall, conical rock formations. A number of long, low mountain ranges crisscross the planet, and a handful of shallow freshwater seas provide ample water and homes for a variety of aquatic flora and fauna.

Lothal's plains are dotted with spires of striped, layered rock, which make for a distinctive site rising out of the seas of golden grass. The size of these rocks varies from a few meters to dozens of meters tall. In places, the rock formations cluster together, creating tangled mazes of canyons and ravines between each of the conical spires. Despite local (and now Imperial) efforts, some of these rock formations end up as hideouts for criminals, smugglers, and even Rebel sympathizers.

Although the planet has been settled for some time, the only major metropolitan center is the literally named Capital City. Most the population is scattered among a host of farming communities and small towns all across the prairies and savannahs that stretch across the interior of Lothal's continents.



For much of its history, Lothal has been an agricultural world, exporting grain-based foodstuffs, nerf-meat, and leather products to its galactic neighbors. However, ever since the Empire has taken control of Lothal, it has begun introducing various heavy industries to the planet. Now Lothal helps produce starships and their components, including TIE fighters to help reinforce the Empire's war machine.

JEDI TEMPLE

Long ago, before Lothal was colonized by its current inhabitants, the Jedi discovered a powerful vergence on the planet and built a temple to protect it. The temple still stands, far to the north of Capital City on a broad tundra plain. Little is known about the Jedi's time on Lothal or what, if anything, the temple contains.

Indeed, the only records the Jedi ever kept about their mission to Lothal were sparse, and they were stored in the Jedi Archives on Coruscant, which have since been destroyed. Its obscurity and its distance from any civilized outposts have kept the temple safe thus far from curious Lothalians as well as from the predations of the Empire. Lothal's Jedi Temple is discussed in further detail on page 83.

A DESPERATE WORLD

Lothal is learning the folly of requesting aid from the Empire the hard way. What began as a simple loan of credits and supplies quickly became a full-blown occupation. As is its wont, the Empire is stripping Lothal of its resources and impoverishing its people without compunction. The Empire's typically cavalier attitude toward the Lothalians has forged within them a desperate anger that has recently manifested as insurgent attacks on, and large-scale theft of, Imperial assets.

HISTORY

Lothal's history is a common one throughout the galaxy. Its first settlers were ranchers and farmers. As the farms and ranches established themselves, more people immigrated to Lothal, swelling the ranks of workers and technicians. These new immigrants brought their families, and soon the various colony villages were bursting at the seams. Eventually, the people of Lothal founded a planetary capital at the site of the main offworld shipping port. Lothal slowly grew, and with an increase in population came an increase in prosperity.

Unfortunately, the past few decades have been rough on the hardworking people of Lothal. Being far from established hyperspace lanes, Lothal was never much of a destination. Its only regular visitors were crew from cargo ships and various import/export people. During the Clone Wars, the planet suffered both a severe drought and a deadly plague among many of its livestock herds. Crops withered, and countless stock animals died or were killed to save what few animals remained. These circumstances, combined with a general loss of traffic due to the war and the predation of pirates in the area, put Lothal in desperate straits by the time the Empire established itself on Coruscant. For years, Lothal's government had petitioned the Republic for economic and food

relief, but the struggles of a farming colony on the other side of the galaxy were of little concern to a government fighting for its very existence against an implacable enemy. In their desperation, the leaders on Lothal attempted once again to get help for their people, this time from the new Imperial government on Coruscant. Unfortunately for the Lothalians, the Empire had help and attention to spare.

At the time Lothal sent its request for aid, the fledgling Empire was looking for resource-rich worlds to exploit. Lothal seemed to be a perfect spot for an Imperial outpost, and a survey team was dispatched to study the planet. The survey team saw little to impress them initially, but as they began their work, their minds quickly changed. Beneath the rich soil and rolling fields of grain was a shocking wealth of important ores and precious stones. Within a week of the first report, modular mining facilities and droid-run foundries were dispatched to Lothal, along with an Imperial garrison. A short time later, the Empire was firmly entrenched on the planet, and its destruction of Lothal's economy and environment began in earnest.

With frightful efficiency, the Empire began stripping the mineral wealth from Lothal with little regard for its people or environment. The once-clear skies became clouded with smog, and the rivers filled with the poisonous effluvia of a dozen heavy industries. Sienar Fleet Systems built a secret test facility on Lothal to take advantage of the burgeoning industry as well as the huge uninhabited spaces for testing new ships, vehicles, and weapon systems. The quality of life for the average Lothalian dropped precipitously, and the planetary government struggled to maintain sovereignty. All the while, the Empire did as it pleased with impunity.

After the Imperial occupation, Lothal underwent drastic changes. Joblessness and poverty skyrocketed, and many once-respectable people have turned to crime just to feed their families. The land is poisoned; the people are sick, hungry, and desperate; and the Imperials grow wealthy on the backs of the struggling citizenry. Lothal is quickly reaching a tipping point, and violence is sure to ensue. What the final outcome will be, and who will survive, is anyone's guess.

PEOPLE AND CULTURE

The citizens of Lothal are, on the whole, a proud, hard-working, industrious people. Descended from hardy and forward-thinking colonists, the people of Lothal have a long history of self-sufficiency. The Imperial occupation and the begging of so many of their neighbors, and likely themselves, has struck a deep nerve within the usually staid Lothalians. Humans and non-humans, rich and poor, adults and children, Lothalians from all walks of life have suffered under the Imperial yoke. There is only so far that a person, or for that matter the population of a planet, can be pushed before it pushes back, a fact that the Imperials may soon learn the hard way.



POINTS OF INTEREST

While many offworlders might suggest that there is little of interest on Lothal save for nerf herds and rustics, the planet does, in fact, have much to offer. Its natural beauty is more subdued than that of dramatic worlds like Naboo and Yavin 4, but it certainly has its charms. The world's largest city, the aptly named Capital City, has most of the amenities one would expect in a major metropolitan area.

CAPITAL CITY

Capital City is Lothal's economic center and the seat of the planetary government. A relatively modern city for such a backwater world, Capital City has grown over the years from a small trading outpost into a sprawling city. Capital City's population is primarily human, with a smattering of other spacefaring species including Rodians, Aqualish, and the occasional Ithorian. It is a bustling urban center that manages to combine the diverse, multicultural feel of a large Mid Rim megalopolis with the close-knit community and shared values of a small provincial country town. Visitors from offworld often refer to Capital City as "the biggest small town in the Outer Rim," a label its citizens wear with pride.

Before the Imperial occupation, Capital City was, architecturally speaking, more similar to places like Mos Eisley on Tatooine than to a planetary capital closer to the Core. Most of the buildings were one- or two-story prefabricated ferrocrete and plasteel constructs built by the first waves of colonists. Newer structures of locally quarried stone and imported plasteel were added over the years, but they adhered to some unspoken rule that Capital City should grow out rather than up.

When the Empire arrived, however, it changed the face of the city. It seized large swaths of property, kicked out or imprisoned owners and residents, and demolished existing structures to make way for new Imperial-style buildings. Almost overnight, whole sectors of the city became depopulated. In place of modest homes and low-rise commercial buildings, the Empire erected brutal edifices that dwarfed the surrounding neighborhoods. Meeting ensuing protests with mass arrests and violent crackdowns, the Imperials cemented their domination over Capital City and Lothal.

Today, Capital City is a strange amalgam of the old and the new. Nearly half of the city was demolished to make room for new Imperial industrial and administrative buildings. Imperial vehicles constantly patrol the streets, and Imperial personnel swagger through the neighborhoods and marketplaces, abusing the inhabitants and lording the occupation over them. Their cruel and destructive behavior, combined with the now-apparent bad faith in which the Empire offered its assistance to the struggling planet, has led to more outbreaks of insurgent violence. Despite crackdowns and curfews, the simmering unrest within Capital City is slowly coming to a boil. Soon, the Imperial forces may have a full-blown rebellion on their hands.

IMPERIAL ACADEMY

The Lothal Imperial Naval Academy is the grandiose name given to the small Imperial Navy recruitment and training center recently established on Lothal. Currently, the Lothal Academy consists of an entrance processing center, an academic facility, a flight training school, and a stormtrooper cadet school. While not operating at full capacity, the academy does turn out a small but steady stream of stormtroopers and fighter pilots. The majority of these young Lothalians applied voluntarily, seeking a new life or expanded opportunities in the Imperial military. There are some, however, who are enrolled against their wills—either forced into it by their families or conscripted by academy officials.

JUNIOR ACADEMY FOR APPLIED SCIENCES

Only recently opened in Lothal's Capital City, the Junior Academy for Applied Sciences (AppSci) is a feeder school for the Imperial Academy system. Affiliated with the Lothal Imperial Naval Academy, the AppSci's mission is to train young Imperial citizens for rewarding careers in the Empire's governmental institutions. As its name suggests, the AppSci focuses on scientific and technical education. Students who pass the admissions test receive their primary education at the AppSci, and if their grades are acceptable upon graduation, they are transferred into one of the Empire's dedicated engineering or science academies. Every AppSci in the Imperial system is tailored to the planet on which it is based. Lothal's AppSci is no different, concentrating on agricultural sciences, geology, mining and planetary engineering, and naval engineering.

SIENAR FLEET SYSTEMS ADVANCED PROJECTS LABORATORY

The Advanced Projects Laboratory is one of a handful of Siengar Fleet Systems' secret projects facilities scattered throughout the Outer Rim. Lothal was chosen for the dubious honor of hosting the facility for a number of reasons. First and foremost, the planet's obscurity and remote location provide ample protection from prying eyes. In addition, the broad, relatively flat, and sparsely populated landscape is perfect for vehicle proving grounds, weapons testing ranges, and all manner of prototype testing areas. Further, Lothal's mineral wealth provides direct access to raw materials, saving enormous amounts of time and money in starship prototyping and production.

The Advanced Projects Laboratory is primarily a starfighter design and testing facility. The APL's first prototype, the TIE Advanced v1, was unveiled at an Empire Day celebration in 5 BBY. The fighters subsequently went into production on Lothal and were manufactured there in small numbers.

IMPERIAL COMMUNICATIONS CENTER

The Imperial Communications Center serves as the primary point of information exchange between Lothal's Imperial garrison and the Empire at large. The comms center is a slim ferrocrete and plasteel tower roughly one hundred meters tall. It is accessed by a single secure elevated highway and surrounded by checkpoints, energy fences, and other active and passive security measures.

Armored turbolaser batteries cover the approach to the tower, and retractable blaster turrets cover the tower's entrances. The center is staffed primarily with communications droids and a small squad of stormtroopers assigned to guard duty.

Within the armored and shielded shaft of the tower rests the bulk of the Imperial garrison's communications infrastructure on Lothal. Powered by a deep-well thermal generator, the comms center houses a holonet broadcast studio and an encrypted hyperspace transceiver. Its sophisticated communications and sensor suite provides the garrison with the ability to control military and civilian transmissions on the planet and to communicate quickly with Imperial forces throughout the Outer Rim.

Given its importance to the Imperial mission on Lothal, the ICC is a tempting target for insurgent attack. Recently, such an attack destroyed many of the ICC's systems and rendered it unable to send or receive transmissions. This terrorist act brought Lothal under increased Imperial scrutiny. Raids on suspected Rebel safe houses and arrests of suspected Rebels have increased dramatically.

TARKINTOWN

While expanding their industrial operations across the planet, the Imperials have been forcing people from their villages and homesteads. This has caused a small but fast-growing refugee crisis on Lothal, as hundreds of previously comfortable and employed citizens have found themselves suddenly homeless and destitute. These refugees have begun gathering in small shantytowns across Lothal in an attempt to restart their lives. One such place was the ramshackle settlement of Tarkintown, before its destruction at the hands of the Empire.

Named bitterly for Grand Moff Wilhuff Tarkin, who oversaw the Outer Rim Territories before his demise on board the Death Star, Tarkintown was a desperately poor village not far from Lothal's capital. Inhabited chiefly by displaced farmers and their families, the village consisted of a few dozen buildings constructed from scrap and scavenged materials, situated in a rough grid around a central plaza.

Living conditions in Tarkintown could most charitably be described as grim. The people of Tarkintown struggled daily just to put food on the table, let alone make any kind of living. They survived largely through subsistence farming and scavenging, supplemented by a handful of thirdhand moisture vaporators.

Thanks to their desperate conditions, places like Tarkintown can be veritable powder kegs. The people in these ramshackle refugee and migrant communities have been pushed to their limits, and most feel like they have nothing left to lose. Anger at the Empire and sympathy for the burgeoning Rebellion can be found in equal measure among the refugees; a charismatic insurgent leader can find many willing accomplices.

Unfortunately for the inhabitants of Tarkintown, their affiliation with the Rebel Alliance cost them dearly. As the situation on Lothal worsened, the Empire dispatched its most feared agents to quash any seditious activity. Lord Darth Vader arrived on Lothal and quickly ordered the destruction of Tarkintown. The entire camp was burned to the ground and the inhabitants rounded up and sent off to prison camps.

Imperial propaganda claimed this was because the residents were aiding and abetting Rebel agents, but some claim it was done simply to anger any Rebels remaining on Lothal and draw them into the open. Whatever the cause, the inhabitants of Tarkintown are now one more group of victims of the oppression of the Empire.



CREATURES AND CHALLENGES

Lothal has a diverse collection of flora and fauna, but little of it is truly dangerous to sentients. However, an unaware individual might end up getting jumped by an ambitious loth-cat, or come down with blood-borne diseases from a bloodfly bite.

BLOODFLY [MINION]

Bloodflies are swarming insects common to the broad plains of Lothal. Large and highly aggressive, they measure between ten and fourteen millimeters long. They have banded, black-and-white bodies; iridescent wings; and huge, bright green eyes. As their name suggests, bloodflies feed on mammal blood, although they also ingest pollen and nectar. They tend to gather around herds of large animals such as nerfs, where the food is plentiful.

While they have an extremely painful bite, they are also extremely noisy flyers, which makes them, at least for sentients, relatively easy to avoid. Bloodflies occasionally carry a blood-borne disease called "bloodfly sickness," which saps afflicted sentients' strength and energy and causes fever, vomiting, and painful rashes. Thankfully, this disease is easily treated with bacta immersion and rest.

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

Skills (group only): Brawl.

Talents: None.

Abilities: Flyer (bloodflies can fly; see page 208 of the **FORCE AND DESTINY** Core Rulebook), Bloodfly Sickness (a character who takes damage from a bloodfly bite must make an **Average** (◆◆) **Resilience check**; failure results in 4 damage, ignoring soak, and the character halves his strain threshold, rounding up, until the character spends at least an hour in a bacta tank or undergoes similarly extensive medical treatment [as determined by the GM]), Silhouette 0, Swarm (halve the damage dealt to the swarm



before applying soak unless the weapon has the Blast or Burn quality, regardless of whether or not that quality is activated).

Equipment: Mandibles (Brawl; Damage 2; Critical 4; Range [Engaged]; Pierce 4, Vicious 1).

LOTH-CAT [RIVAL]

Members of the far-flung tooka family, loth-cats are small, wild felines native to Lothal. They are, on average, about a meter long and can weigh as much as fifteen kilograms. They have short, brindled coats with white bellies; long, thick tails; and narrow, black legs that end in long, sharp claws. Their faces are remarkably expressive, with solid black eyes, large ears, and a broad mouth full of needle-sharp teeth.

Loth-cats live solitary lives primarily in Lothal's vast grasslands, coming together only to breed and raise kits. Hunting by sight and hearing, they prey largely on loth-

rats and other assorted rodents and avifauna. Expert stalkers, loth-cats hunt their prey for hours or even days, waiting for the perfect time to attack. Once committed, a loth-cat springs from hiding and attempts to kill its prey as quickly as possible. When attacking prey larger than themselves, usually when frightened or cornered, a loth-cat typically goes for a target's face first, clawing at eyes and any other sensitive areas. Loth-cats only fight larger prey until they can escape or the creature is driven off, and will run if they can.

While most are wild, loth-cats can be domesticated, with varying degrees of success. They make fine, if capricious and slightly destructive, pets. With enough patience, they can even be trained to hunt and retrieve.



Skills: Athletics 2, Brawl 2, Coordination 3, Perception 2, Stealth 3, Vigilance 2.

Talents: Natural Hunter (once per session, may reroll any one Perception or Vigilance check).

Abilities: Cunning Ambusher 1 (opponents add ■ to Initiative checks using Vigilance), Leap (loth-cats add □ □ to all Athletics checks made to perform horizontal or vertical leaps), Nightvision (Loth-cats remove all ■ added to checks due to low-light conditions or darkness), Silhouette 0.

Equipment: Teeth and claws (Brawl; Damage 4; Critical 2; Range [Engaged]; Pierce 2, Knockdown).

LOTH-RAT [MINION]

Loth-rats are large, hairless rodents native to Lothal. Roughly the size of domesticated felines, these burrowing creatures typically live in underground colonies comprising dozens of members. True omnivores, loth-rats have a reputation for being able to eat nearly anything, though they prefer grubs and grains. A hungry pack of loth-rats will uproot an entire field of grain and leave nothing but muddy, trampled dirt; or destroy a plasteel silo of harvested vegetables in search of their next meal. Their strong jaws and sharp, jagged teeth allow them to chew through the toughest materials; Imperial Navy pilots have reported them gnawing at the bottom of TIE/In solar panels and chewing holes in duracrete fortifications at airbases.

Typically shy of sentients, loth-rats are easily frightened off. In numbers, however, they can be exceedingly dangerous, especially when cornered, defending their young, or kept from a meal. Angry or frightened loth-rats attack in

a massive swarm, each one rushing and leaping onto its target and tearing at it with teeth and claws.



Skills (group only): Brawl, Survival.

Talents: None.

Abilities: Silhouette 0, Swarm (halve the damage dealt to the minion group before applying soak, unless the weapon has the Blast or Burn quality (if Blast or Burn quality has not been activated, damage is still not halved).

Equipment: Teeth (Brawl; Damage 2; Critical 4; Range [Engaged]; Pierce 2, Vicious 1).

NERF [MINION]

Perhaps the most ubiquitous beasts in the galaxy, nerfs are found nearly everywhere there are humans. These cloven-hoofed, goat-like ruminants stand between 1.3 and 1.5 meters tall at the shoulder, have thick matted hair, and sport two sets of horns. They are remarkably unpleasant creatures on the whole, thanks to their stubbornness, powerful body odor, and thick, black, ropey saliva, which is extremely caustic and stains anything it touches.

Docile and not easily spooked, the hardy creatures can adapt to nearly any environment, which largely makes up for their more unpleasant traits. These qualities, along with the fact that nerfs are completely unfazed by space travel, is what makes them so common throughout the galaxy. Nerfs found on Lothal are descended from ones the first colonists brought there generations ago. A number of breeds unique to Lothal have since developed, and Lothal nerfs are prized for the flavor and quality of their meat.



Skills (group only): Athletics, Brawl, Perception.

Talents: None.

Abilities: Nightvision (nerfs remove all ■ added to checks due to low-light conditions or darkness), Ornerly (add ■ ■ to all checks made to handle, domesticate, or otherwise work with a nerf).

Equipment: Horns (Brawl; Damage 4; Critical 5; Range [Engaged]; Disorient 1).

BARDOTTA

Astronavigation Data: Bardottan system, Shasos sector, Colonies region

Orbital Metrics: 608 days per year / 25 hours per day

Government: theocratic monarchy

Population: 900,000,000 (Bardottans 95%, other 5%)

Languages: Bardottan, Basic

Terrain: mountains, highlands, plains, oceans, ice caps

Major Cities: Nan-gau, Shun-go, Jour-un, Feng-gau

Areas of Interest: Bardottan Royal Palace, Frangawl Cave, Jour-un Port, Halsoun Dagoyan Monastery

Major Exports: Bardottan silk, art, sculpture, music

Major Imports: medicines, technology

Trade Routes: Giju Run

Special Conditions: none

Background: A quiet world lurking in a far-flung arm of the Outer Rim, Bardotta and its citizens have made strenuous efforts to stay out of galactic politics for thousands of years. This peaceful planet's denizens are renowned throughout the galaxy for their art, sculpture, and intricate tapestry weaving.

Bardottan culture is highly religious, centering on a mystic tradition called "Dagoyan." Dagoyan practices focus on a combination of asceticism and meditation, leading to a strong and personal connection to the Force. This connection is different from those achieved in Jedi and Sith practices: it is neither light nor dark, and it is mostly passive in nature. Force-sensitive Bardottans were once inducted into the Jedi Order, but the Dagoyans saw this as an affront to their faith, causing a major rift between the Bardottans and the Jedi.

Through a lifetime of meditation and practice, a Dagoyan mystic can become a Dagoyan Master—an honorific conferred only on the strongest and wisest practitioners. The highest level of Bardottan government is made up of the Bahk-toy Council, which includes the Dagoyan Masters, from which a monarch is elected. The chosen king or queen is the official head of state, although the entire council makes policy decisions.

One of the main reasons to visit Bardotta is its natural beauty; the planet is a soaring landscape of dramatic

mountain ranges, warm seas, lush forests, and long beaches. It has few hostile native species of animals. The planet's smaller size and distance from its star give it a mild climate and a slightly lower gravity than that of many other worlds.

Bardottan traders prefer to do most of their business on-world. Markets are flush with cloth, tapestries, and works of art of every type. Trade is carefully regulated, although a few less-scrupulous merchants do exist.

THE STOLEN PAST

Bardottans welcome visitors who behave themselves; there are few laws on Bardotta, but those who break them are quickly exiled and told never to return, under penalty of imprisonment. As a result, the organized crime that plagues many other places in the Outer Rim has very little presence on Bardotta.

The exception is antiquities smuggling. Collectors across the galaxy eagerly seek out ancient artifacts from this world. Bardottans consider dealing with stolen antiquities an ultimate act of betrayal. Those caught doing so are permanently exiled and receive a visible brand on their forehead, forever marking them as enemies of Bardotta.



MASTERY THROUGH DISCIPLINE, STRENGTH FROM ORDER

Bardottans are fiercely proud of their society and their independence. They consider the past to be sacred, as their storied and violent history serves as an example of the savagery to which all living things can succumb. Rather than viewing their past as a source of shame, Bardottans see it as an ongoing lesson, one that highlights the importance of the Dagoyan mystical tradition and the need for a strong, wise government to guide the planet.

HISTORY

Bardottan history spans thousands of years. The original Bardottan civilization, which rose about six thousand years ago, was far more warlike than the culture that exists today. This civilization, named for and ruled by a mystic cult, the Frangawl, developed an unusual connection to the Force through meditation before battle. This allowed soldiers to tap into the dark side and focus their anger, fear, and hatred into a kind of battle rage. As a result, the Frangawl were nearly invincible warriors.

Still, the artistic spirit of modern Bardottans also existed in Frangawl culture. Their structures still dot the landscape, and their artwork adorns museums and public spaces across the planet. A few of their temples, massive structures hewn from solid rock, survive to this day. Ruined chunks of beautiful, soaring Frangawl architecture and magnificent Frangawl animal sculptures are valued as cornerstones and artwork in modern Bardottan buildings.

Two thousand years ago, the Frangawl religion slowly gave way to the Dagoyan mystic tradition. This change occurred after a series of small-scale wars saw the ruling Frangawl replaced by the new Dagoyan order, which grew as Bardottans turned to deeper meditation in times of peace. Because Dagoyans discovered the wisdom and knowledge accessible to those who focus on the Force, they were able to overpower and outlast their more violent forebears. Eventually, the Frangawl cult was outlawed and its practitioners faded into memory, and from memory into history.

Frangawl sites are still places of meditation and contemplation. It is not unusual to see colorful, square prayer flags—a Dagoyan meditation tool—strung across Frangawl temples, statues, or ruins.

As Bardotta made contact with other planets and civilizations throughout the galaxy, it stayed clear of the Republic and its political machinations, preferring instead to remain neutral. The Jedi studied with the Dagoyan Masters, attempting to learn their very different way of interacting with the Force. For a brief time, Force-sensitive Bardottan children were sent to the Jedi Temple for training. This nearly caused Bardotta to go to war, as the Dagoyans viewed this act as kidnapping. To avert a political catastrophe, the Jedi returned the children to be raised in the Dagoyan tradition. Relations between Bardotta and the Jedi remained cool up until the Clone Wars.

THE FRANGAWL RESURGENT

During the Clone Wars, Jedi Master Mace Windu and Representative Jar Jar Binks investigated the disappearance of several Dagoyan Masters. An ancient Frangawl prophecy predicted a time when the Dagoyans would disappear, leading to the resurgence of the Frangawl religion. A small but active Frangawl cult was responsible for the disappearances. The cult was attempting to force the prophecy to come true by kidnapping masters and offering them as a ritual sacrifice in an old Frangawl temple.

The Frangawl put the masters into a trance, then dropped them into the mouth of an ancient and terrible stone statue of a dragon. This drained their Force essence into an ever-growing sphere, killing them in the process. The sphere acted like a battery for Force power, storing it for the Frangawl's dark purposes.

When the Bardottan ruler, Queen Julia, was captured by the cult, Binks and Windu uncovered the plot. They followed the cultists to the nearby world of Zardossa Stix and, after a heated chase to an ancient pyramid deep in the moon's deserts, discovered who was behind the cult and the Frangawl's rebirth: Mother Talzin of the Nightsisters.

BARDOTTA TODAY

Mace Windu's assistance in stopping the Frangawl cult led to a mending of relations between the Jedi and Bardottans. Unfortunately, this happened right before the betrayal of the Jedi and the end of the Republic. Today, Bardotta remains a politically neutral world, its inhabitants content to focus on meditation and their connection to the Force. So far, the planet's remote location and neutrality have allowed it to avoid close Imperial scrutiny. The government acknowledges the Empire's power and in return, the Empire leaves Bardotta to its own devices.

Because Bardotta does contain many beings strong in the Force (albeit in a way not found anywhere else in the galaxy), in theory a Jedi escaping the Empire could hide there and blend in among the Dagoyan Masters without arousing suspicion. Anyone doing so would still have to convince the masters to harbor a fugitive from the Empire—and someone who was, until a generation ago, an enemy of the Bardottans.

PEOPLE AND CULTURE

The Bardottans are a peaceful and contemplative people. Visitors often find them aloof, although this is only because Bardottans tend to be so inwardly focused. Bardottan culture is intertwined with the Dagoyan mystic tradition; in a way, they are one and the same. Most Bardottans meditate and help support local monasteries, and every Bardottan received an education at Dagoyan schools. Even Bardottans who go offworld still make time for meditation. Participation in Dagoyan traditions is entirely voluntary; there is no social stigma against nonparticipation.

POINTS OF INTEREST

Sweeping mountain ranges, warm seas, and ancient forests make Bardotta an ideal destination for beings seeking a respite from the conflict and harsh conditions elsewhere in the galaxy. Those pursuing adventure can explore Bardotta's many ruins and religious buildings, as well as the Bardottan Royal Palace itself.

BARDOTTAN ROYAL PALACE

The Bardottan Royal Palace sits atop a massive stone spire. It is a sprawling complex of living quarters, meditation rooms, and the Bahk-toy Council Chamber. The elected monarch's official residence occupies the top levels of a square stone tower that protrudes from the top of the spire.

The palace winds around several stories of its host spire, and some of its hallways and rooms are carved into the rock itself. Originally constructed from wood—it was a demonstration of strength to haul its massive timbers up the spire—it has been expanded and remodeled several times over its thousand-year lifespan.

The palace functions as both a political and a religious seat of power. It is normally accessible only via a long, arduous climb up the spire. This isn't intended to separate the Dagoyan Masters from the rest of Bardottan society; instead, the physical journey mirrors the spiritual journey a Bardottan must undergo to become a master. A single landing platform has been carved into the top of the spire, allowing offworld dignitaries to visit the palace without the exerting climb to the top.

FRANGAWL CAVE

This ancient Frangawl temple cave is nestled into the base of the same spire upon which the Bardottan Royal Palace was built. A winding path ends at the maw of the cave, which Bardottans still consider an important site. Most only know it as a series of catacombs that has a mystical significance lost to time. However, deep in its tunnels lies something far more sinister.

The cave mouth opens into a complex labyrinth of natural tunnels that are exceedingly difficult to navigate without a guide or a map. Occasional hints of the cave's original purpose dot its walls and floor: carved Frangawl symbols worn with age, peeling paintings, and the occasional discarded artifact.

If a visitor knows where to go, the cave eventually opens into a vast cavern hewn from the spire. This is the Frangawl temple, an enormous complex devoted to the ancient religion's dark practices. Rusted cages hang from the ceiling, while ramps lead down to the gaping maw of a draconic statue carved from dark stone.

The stone statue is an avatar of Malmourral, an ancient war demon worshipped by the Frangawl cult. When the Frangawl practice their rituals, the mouth of the dragon crackles with magical energy. This statue's body angles downward to-

ward a pool of magma tapped from deep within the planet, and anyone who falls through Malmourral's mouth has the Living Force torn from their bodies, and their lifeless corpses dropped into the molten rock below. Any Force-sensitive individual who enters this cavern feels the strong presence of the dark side emanating from the dragon statue and the pool of magma. This is where the resurgent Frangawl cult has sacrificed Dagoyan Masters by draining their Force energy.

JOUR-UN PORT

The ancient port city of Jour-un has been a trading hub for thousands of years. It is the planet's major spaceport, and merchants from across the galaxy can be found doing business here. Trade is carefully regulated at Jour-un; local guards keep the peace, and an intricate bureaucracy ensures that no illegal goods enter or leave the planet. The city's peace and safety is maintained through the city guards and a large network of informers who help ferret out any illegal activity quickly and quietly. Anyone looking to engage in black market trade will need to do so elsewhere.

Jour-un is built on an enormous natural harbor in a narrow fjord. The city is surrounded on all sides by the sheer granite cliffs of Bardotta's mountains, but a narrow switchback track grants access to the city. In modern times, the port caters to starships instead of watercraft. In response, builders have filled the harbor with living quarters and commercial structures; what was once a lively shipping way is now a vast network of canals, serviced by gondolas and other small watercraft. Owning a house on the water in Jour-un is considered a major status symbol among Bardottans.

HALSOUN MONASTERY

Tucked away on a low, rocky island off the westernmost of Bardotta's two southern continents, the Halsoun Monastery is the home of a special sect of the Dagoyan mystic tradition. The Dagoyan tradition teaches that masters should not separate themselves from the rest of society; instead, they should be leaders. A select few masters, however, feel compelled to remove themselves from the world at large and live a completely ascetic lifestyle. These masters retreat to the Halsoun Monastery, an ancient fortress that has been converted to accommodate Dagoyan monks.

Halsoun monks may go months or years without speaking to, or setting eyes on, another Bardottan. They live in tiny cells and spend their time in a constant state of meditation. A small lay staff that exists to support the monks provides food, water, and other supplies.

The monastery itself is a beautiful stone structure painted in primary colors. Its location is not a secret, but the island is remote and only accessible at low tide through an exposed sand causeway. There are no natural landing platforms on the island. Visitors are welcome, although there is an unspoken rule that they should bring food and supplies to help the monastic community. Anyone who requests to see a Halsoun monk is politely but firmly declined.

CREATURES AND CHALLENGES

Bardotta's lack of large wildlife and criminal elements means that characters are far more likely to encounter political intrigues and hidden threats. Whether embroiled in layered Dagoyan machinations or fighting another resurgence of the Frangawl cult, characters may find Bardotta a dangerous place for the unwary.

BARDOTTAN PALACE GUARD [MINION]

Only the finest Bardottan warriors can train to become guards in the Royal Palace. Guards are formidable opponents, but their combat skills are rarely tested; most troublemakers know better than to assault the palace or its inhabitants.



Skills (group only): Cool, Melee.

Talents: None.

Abilities: None.

Equipment: Bardottan electrolance (Melee; Damage 5; Critical 3; Range [Engaged]; Defensive 2, Stun setting).

DAGOYAN MASTER [NEMESIS]

Dagoyan Masters spend years in intense study and meditation before achieving a state in which they are worthy of the title "Master." There are only a few dozen Dagoyan Masters every generation, and only twelve of them can sit on the council at any time. The others spend their time teaching and leading various Dagoyan mystic communities.

Dagoyan Masters do not typically engage in combat. In fact, they will use their connection with the Force to avoid it whenever possible, viewing conflict as a sad artifact from Bardotta's distant past.



Skills: Coercion 3, Cool 2, Discipline 3, Education 3, Leadership 2, Perception 2, Vigilance 3.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Force Rating 3.

Abilities: Force Power: Bind (As an action, the Dagoyan Master may make a Bind power check. The character may spend 1 to immobilize one target within short range, 1 to affect one additional target, and 1 to inflict 5 strain whenever an affected target takes an action.), Force Power: Sense (The Dagoyan Master may make a Sense power check as an action. The character may spend 1 to sense any living creature within short range or the emotional state of any creature within engaged range. As an action,

the Dagoyan Master may commit 1. Once per round, when an attack targets the Dagoyan Master, upgrade the difficulty of that check once. Once per round, when the Dagoyan Master makes a combat check, upgrade the ability of that check once.)

Equipment: Walking stick (Melee; Damage 4; Critical 5; Range [Engaged]; Disorient 1), robes.

FRANGAWL CULTIST [RIVAL]

A tiny minority of Bardottans long for a return to the days when the Frangawl ruled their planet. These cultists are usually content to stay in the shadows, their heretical beliefs hidden, but occasionally the cult grows in power enough to make a political move against the Dagoyan Masters.

Frangawl cultists wear large, fearsome masks carved from wood in the shape of fantastic creatures. In addition to creating an unsettling appearance, these masks hide the cultists' identities.



Skills: Coercion 2, Melee 2, Perception 1, Vigilance 2.

Talents: None.

Abilities: None.

Equipment: Spear (Melee; Damage 6; Critical 3; Range [Engaged]), thrown spear (Ranged [Light]; Damage 6; Critical 3; Range [Short]), bag of sleeping powder (Ranged [Light]; Damage -; Critical -; Range [Short]; Limited Ammo 1, if a target is hit by this attack, it must make a **Hard** (♦♦) Resilience check; the target suffers 10 strain if he fails, plus 1 strain per 1.)



AURATERA

Astronavigation Data: Auratera system, Vorzyd sector, Outer Rim region

Orbital Metrics: 280 days per year / 18 hours per day

Government: various localized community governments

Population: 500,000 (humans 55%, Duros 10%, Ithorians 10%, Twi'leks 10%, Iktotchi 5%, other 10%)

Languages: Basic, Duros, Ithorian

Terrain: forests, plains, mountains, inland seas

Major Cities: Senoloro, Dewbright, Hriin

Areas of Interest: Acablas Ruins, Erkeere Ridge, The Square Sea

Major Exports: foodstuffs

Major Imports: technology, vehicles, medical supplies, weapons

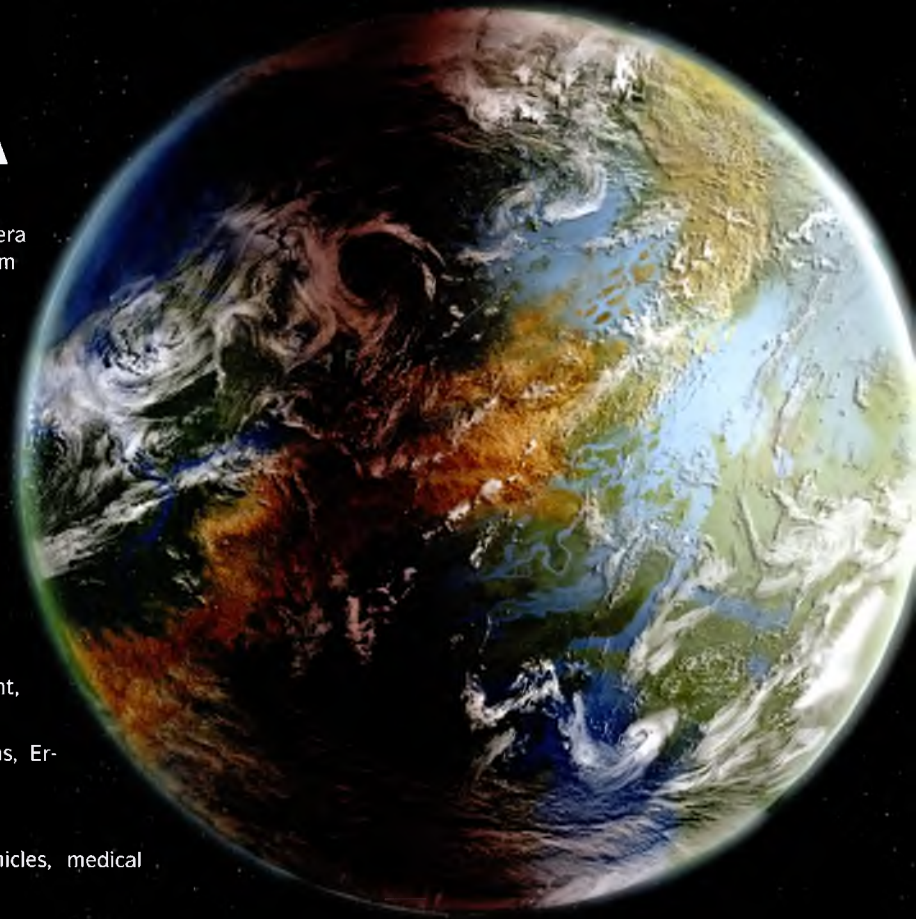
Trade Routes: Salin Corridor

Special Conditions: low gravity, dual star system, improper astronavigation classification

Background: Auratera is situated in one of the oldest civilized areas of the galaxy, in the same galactic neighborhood as many worlds historically important to the Jedi, Sith, and other Force users in the Outer Rim. Despite its proximity to these worlds and the equally ancient, busy Salin Corridor hyperspace route, Auratera is a near-forgotten world. Thousands of years ago, Auratera was a known, if not common, destination for Jedi Masters and Sith Lords drawn to the powerful Acablas vergeance in the Force. The world shifted its allegiance between the Republic and various Sith Empires over the millennia, aligning with whichever government controlled the surrounding systems. About a thousand years ago, after the fall of yet another Sith Empire, the Jedi sought to conceal Auratera and the Acablas vergeance from possible future Sith or other dark side Force users.

Most of the world's population had fled Sith invaders and had not returned. The number of inhabitants had plummeted, and those who remained had enough of the Sith. They and the Jedi secretly altered official Republic records and star maps to misclassify the system in astronavigational databases as one rendered uninhabitable during the war. Though the Jedi retained the correct data, the deception has remained in place ever since, passing from Republic to Imperial charts.

Currently, Auratera has only a few widely scattered isolationist towns and settlements. In hiding themselves from the galaxy, they have cut ties with the few remaining trading partners they had when the last Sith Empire fell. Many



settlements have reverted to more primitive technology to make themselves self-sufficient. While vehicles are common in the settlements, starships are a rare commodity. Having no central world government, the different communities govern themselves as they like. There is some trade between groups, and each year a ship or two quietly visits nearby systems to purchase supplies, parts, and vehicles, and to check in on galactic events.

THE JEDI CONNECTION

Until the fall of the Republic, the Jedi Council remained aware of Auratera. They periodically visited the Acablas Ruins in secret, sending small groups of Jedi to conduct research under the watchful eye of a Jedi Master caretaker and an apprentice caretaker. Pressure during the Clone Wars prompted the Jedi to withdraw the researchers, and eventually even the caretakers, to avoid catching the attention of Darth Tyranus when the Separatists took control of the Vorzyd sector. The wars passed Auratera by. When the news of Order 66 and the emergence of the Empire reached the world, the inhabitants resolved to deny existence of the Acablas Ruins. They tried to forget about them and eliminate any records of their existence in a bid to stay out of Imperial sight and discourage future Force users from coming to Auratera.

A BRIGHT WORLD

Auratera is a world of bright skies and limited night, thanks to its uncommon star system configuration. The system has two stars, like many in the galaxy, but its three planets orbit only the larger star, Aurell, passing between it and the smaller star, Ryern. As the planet has a faster-than-average rotation, the stars light up Auratera's sky the majority of the time. Nighttime only truly occurs when Aurell completely eclipses Ryern. The rest of the time, the amount of light Auratera receives from Ryern depends on its proximity and their comparative orbits. Sometimes the two stars are adjacent in the sky, resulting in very bright days and warmer temperatures, but at other times Aurell lights the day and Ryern brightens the night. When at its closest point to Auratera, Ryern provides about a third of the light that Aurell does.

For thousands of years, Jedi and other Force users have speculated that the unusually bright skies have strengthened the light side of the Force on Auratera. While no one has definitively proved such a connection, there is no doubt that the light side is stronger than normal on the planet. Some speculate that the connection is indirect, as the additional sunlight enables more plants to grow and animals to flourish, which, they posit, in turn strengthens the light side.

An alternative theory centers on a powerful vergence in the Force that existed before, and probably was the cause of, the planet's ancient discovery. According to this account, the vergence drew a now long-forgotten Force user to the world. The Acablas vergence, as it became known, is a site of focused Force energy so powerful that only experts in the Force can enter the area safely. Access to the Acablas vergence likely attracted the earliest settlers, but the planet's widespread hibrek tree forests and sweeping green plains naturally drew its share of colonists. At its height, the world was home to almost five million beings.

Unfortunately, ancient Auratera couldn't avoid the dramatic power swings that swept through this region of the galaxy. Sometimes the planet was conquered, but at other times it simply switched sides when new rulers dominated the sector. The power and mystery of the Acablas vergence invariably drew the interest of some of the most powerful Jedi Masters and Sith Lords during those eras. As such, the vergence is virtually surrounded by ancient ruins of Jedi Temples and Sith buildings, overlaying the foundations of even older structures. See **The Acablas Ruins**, on page 80, for more information.

DISAPPEARING FROM THE CIVILIZED GALAXY

Most citizens of Auratera regarded the vergence as little more than a mysterious source of trouble, drawing aggressive Force users who then sought to align the planet with their political interests. During the time of the Republic, most of the settlers and colonists ran farms, forestry operations, or ranches, exporting foodstuffs and other products to the surrounding systems. Each successive war drove more residents away from the vergence, and eventually offworld altogether. By the time the last Sith War ended, Auratera was a war-torn wreck; only about 100,000 beings remained, scattered in small towns across the planet. The forest quickly reclaimed the destroyed and abandoned towns and structures.

In a bid to protect the vergence and the world from yet another Sith resurgence and from other dark side adherents, an Ithorian Jedi Master, Nareen Cale, successfully altered the official war reports to indicate that the planet was a total loss and would be environmentally dangerous for centuries to come. This reinforced efforts to secretly reclassify the system as uninhabited and undesirable in official astronavigation charts. The remaining residents fully supported the measure, having had enough violence. The Jedi checked in on the vergence periodically, and occasionally secretly visited the disparate inhabited zones.

LIFE CARRIES ON

The efforts to conceal Auratera's existence largely succeeded, and the world successfully remained hidden from the Republic and the Empire. Only the Jedi Council and a few select research staff and individuals were aware of its existence, and they resolved to keep the secret to hide it from the resurgent Sith. Since the Jedi Order was destroyed, almost no one in the outside galaxy knows of it. The towns and settlements carry on and keep to themselves. They have only short-range sensors and limited defense, with no control of space within their own system. They periodically lose residents who want to leave or travel the galaxy. Those individuals seem to have kept the secret intact, if for nothing more than to protect friends and loved ones. The inhabitants adjusted to the low gravity and shorter-than-average days generations ago and find standard gravity to be a bothersome burden.

POINTS OF INTEREST

Player Characters may learn about most of these points of interest once they arrive and make contact with the local inhabitants, assuming they can convince somebody to talk to them. They may also find a few minor notes in historic docu-

ments and ancient texts; references to the Acablas vergence are the easiest to locate once they know what to look for. (See page 80 for **The Acablas Ruins**.)

DEWBRIGHT

Dewbright is an Ithorian-dominated city of roughly 15,000 beings. The Ithorians on Auratera have long dedicated their lives to restoring it to its natural state following the Sith Wars. While the last war was about 1,000 years ago, there are still ruins to clear and dangerous chemicals and agents to neutralize. In keeping with Ithorian tradition, Dewbright sits above the surface of the world on elevated platforms. It is tucked into a large cove on the eastern coast of the large inland Crystal Sea. The Ithorians use boats and skimmers to travel the sea and its rivers to reach restoration sites far and wide across the region. Dewbright is in the southern hemisphere, on the opposite side of the world from the Acablas Ruins.

ERKEERE RIDGE

Erkeere Ridge is a thin, meandering mountain range that splits Auratera's largest continent, forming an unbroken line between the planet's north and south poles. The tall, jagged mountains create a profile similar to the ragged teeth of a primitive bow saw. Its most prominent feature is Dran's Peak, the tallest mountain in the ridge, standing half again the height of its four closest neighbors. The ridge and Dran's Peak are visible from the Acablas Ruins, and once played a part in Sith sorcery rituals at times when the verge was aligned with the dark side.

HRIIN

Hriin is the closest active settlement to the Acablas Ruins, but it is still over 3,000 kilometers away and on the other side of the Erkeere Ridge. It is a town of about 8,000 beings, mostly humans and Twi'leks. It has no starport, but it does have landing pads for airspeeders. Hriin sits on high bluffs on the north bank of the Hriin River, which is a source of food as well as water and transport. Basic health and maintenance services are available, but power is problematic, as the town's old, water-driven generators are extremely temperamental. An elected chancellor oversees the town and its services.

SENOLORO

Senoloro is Auratera's largest city, with a population of about 30,000 humans and Duros. It is located right on the equator, on a large island-like plain formed by the six surrounding inland seas and their rivers. Farms and compounds are scattered throughout the region. Senoloro lies about a third of the way around the globe from the Acablas Ruins. It has the planet's most advanced starport, comprising little more than a few hangars for servicing old freighters used only rarely for visiting the outside galaxy. The city is ruled by Governor-for-Life Lerella Rosral, an autocratic human reviled by those who oppose her endless grabs at additional power.



THE SQUARE SEA

The Square Sea is an artificially made body of water, shaped in a gigantic square measuring 500 by 500 kilometers. Each side faces one of the cardinal points of the compass. It is located about 800 kilometers west of the Acablas Ruins. The Square Sea's origins are shrouded in legend. Most stories indicate it appeared during one of the earliest Sith Wars in the region, but by which side it was built and exactly how or why remains a mystery.

CREATURES AND CHALLENGES

Auratera's animal life encompasses native creatures supplemented with offshoots of recognizable domesticated animals imported by the ancient colonists. However, the imported animals have long since adapted to the world's lower gravity. They tend to be taller and thinner than their interstellar cousins, and they have smaller eyes to compensate for the brighter environment.

AURATERAN REENEE [RIVAL]

The Aurateran reenee is one of the primary working beasts used by local inhabitants. The original reenee was genetically engineered during the Republic from what is now a long-lost species to serve as a pack animal. The reenee is a four-legged beast with clawed feet able to grasp rocks, branches, and other footholds. It stands one to one and a half meters tall. The beast's strong, thick neck ends in a wide, domed head encircled by a half-dozen eyes, and its meter-long snout is prehensile. Its tail can extend in whip-like fashion from its normal half-meter coil out to three meters.

The Aurateran reenee is configured for low gravity with moderate-weight fur in shades of gray, green, and brown. It is lighter in weight than many of its cousins, but is perfectly serviceable on Auratera. The inhabitants still use domesticated reenee, but massive wild herds run free in some of the larger grassy plains. Such herds formed from the thousands of reenee left behind by their owners when colonists abandoned the planet during the ancient wars.



Skills: Athletics 1, Brawl 1, Coordination 1, Resilience 2, Survival 2.

Talents: None.

Abilities: Beast of Burden 4 (Aurateran reenee add 4 to their encumbrance threshold), Domesticable 2 (downgrade difficulty of checks to train Aurateran reenee twice), Silhouette 2, Trained Mount 2 (add \square to rider's survival checks while mounted on an Aurateran reenee).

Equipment: Prehensile snout (Brawl; Damage 2; Critical 5; Range [Engaged]; Ensnare 1, Knockdown), tail (Brawl; Damage 6; Critical 4; Range [Engaged]; Disorient 2, Knockdown).

SKYSNARE [RIVAL]

The skysnare is a large avian creature with a wingspan of up to four meters. Its mottled, blue-white plumage gives it natural camouflage and white feathers adorn the leading edges of its wings. Its four limbs end in powerful talons, which, along with its long, hooked beak, are stark white. The creature has four deep-blue eyes, two at the top of its head and two on the bottom. This allows the skysnare to constantly survey the ground, even while flying and navigating at high speed. Skysnares are found mainly in Auratera's mountain ranges, including on the Erkeere Ridge, but a small flock also lives near the Acablas Ruins.

Aside from their enormous size, the most frightening aspect of the skysnares that live near the ruins is their limited Force ability. A skysnare can sense living creatures and potential prey while flying several hundred meters above the ground. However, instead of simply diving and grabbing its prey, it uses the Force to pull its target into the air, where it catches it with its talons. Given the creature's natural stealth and camouflage while flying, it is highly skilled at sneaking up on its prey unnoticed before yanking it into the air.



Skills: Brawl 3, Coordination 1, Perception 2, Stealth 2, Vigilance 2.

Talents: Draw Closer (the skysnare may take a Draw Closer action, making a Brawl combat check against one silhouette 1 (or smaller) target within medium range and adding \square to the check. The skysnare may spend \ominus before resolving the success or failure of the check to move the target one range band closer to the skysnare (including from short to engaged). It may also spend \ominus to add \star to the combat check. If the skysnare cannot move its target to engage it, the combat check automatically misses).

Abilities: Flyer (skysnares can fly; see page 208 in the *Force and Destiny* Core Rulebook) Silhouette 2.

Equipment: Hooked beak (Brawl; Damage 4; Critical 3; Range [Engaged]; Pierce 3), talons (Brawl; Damage 5; Critical 4; Range [Engaged]; Ensnare 3).

USING THE SKYSNARE

The skysnare uses its Draw Closer talent to pull creatures into the air, where it tries to grab them with its talons. Thus, when it uses the Draw Closer talent, it makes the combat check with its talons, and attempts to activate the Ensnare quality. If the target becomes immobilized, the skysnare hangs onto it, and then in subsequent turns may peck at the target with its beak (once it has a target Ensnared, it will not use its Draw Closer talent to haul up other targets). This presents a PC and his allies with a tricky situation; they have to kill the skysnare to not be pecked to death, but do so in a way that keeps the PC from an unpleasant fall afterwards.

ALEEN

Astronavigation Data: Aleen system, Bright Jewel sector, Mid Rim region

Orbital Metrics: 399 days per year / 31 hours per day

Government: monarchy (Aleena), anarchical consensus (Kindalo)

Population: Surface: 18,000,000 (Aleena 99%, other 1%); Underworld: unknown

Languages: Surface: Aleena; Underworld: Kindalo, Basic

Terrain: Surface: rocky mesas, desert plains, shallow seas, isolated forests; Underworld: geological and arboreal root caverns

Major Cities: none

Areas of Interest: Underworld, abandoned Jedi chapter house, Aleena monuments, Great Seal, arbozoic trees

Major Exports: none

Major Imports: none

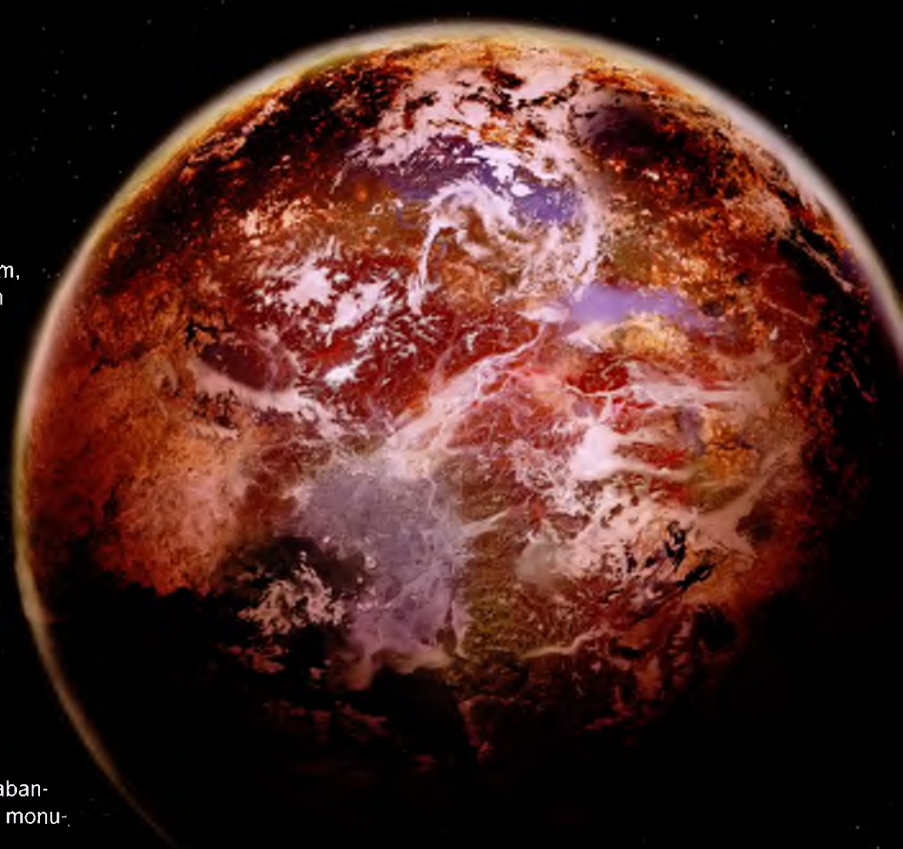
Trade Routes: Celanon Spur, Entralla Route

Special Conditions: dual atmosphere (breathable above ground; respirators required in the Underworld for most beings)

Background: Aleen is a world of hidden depths. The presence of monumental sculptures on the planet's surface, as well as the Aleena people's facility with technology provided to them by the Republic during the Clone Wars, speaks to the sophistication of the diminutive surface dwellers. This comes as a surprise to those visitors who are unaware that the Aleena's current lifestyle, simple or even primitive by galactic standards, is the result of a considered choice undertaken by the Aleena millennia ago, when social upheaval and war with the subterranean Kindalo threatened to destroy the very planet.

At present, the only feature of the planet that ties the societies of the Aleena and the Kindalo together is to be found in the enormous arbozoic trees, vast mineral-vegetable hybrid organisms with trunks and branches above ground and complex, deep-burrowing root systems below. The Aleena and the mysterious Kindalo harvest the various forms of crystals produced by the arbozoic trees, which are considered holy in the religions of both species.

Their respective atmospheres being deadly to one another, the Aleena and the Kindalo have maintained a rigid separation since the undertaking of a compact between their peoples sometime in the distant past. The Aleena have enshrined this separation in the tenets of their faith, while the more prosaic Kindalo have made it



one of the few absolute laws in their otherwise anarchic political system.

Aleen has one major satellite, a rocky yellow moon devoid of any atmosphere, called "Trohlu" by the Aleena (it is unknown whether the Kindalo are even aware of the moon's existence). The Empire maintains a listening station and observation post on this moon, but it has otherwise taken a surprisingly hands-off approach to the planet.

ORPHNE

While galactic records regarding Aleen are scant, such that exist contain several mentions of a sentient creature dwelling in the Aleen Underworld that calls itself "Orphne." Various descriptions as "sylphlike" and "magical," Orphne has had periodic encounters with visitors to the planet dating from the time of first contact, but reports of these are frustratingly vague. The most recent such encounter, by droids attached to a Republic relief effort that followed a devastating series of groundquakes, indicated that the Kindalo at least defer to the riddle-speaking creature and may follow or even worship it. This same record, however, also claims that Orphne can dematerialize at will, taking the form of a shower of lights, and so the data may be corrupt or otherwise unreliable.

WORLD IN TWO PARTS

Aleen is world of dualities, not only geophysical, but also cultural and historical. At least two sentient species make the planet their home, with the possibility of a third existing deep within Aleen's mysterious Underworld.

HISTORY AND CULTURE

Though Aleena are known to live across the wider galaxy, from planets as distant from the Core as Tatooine to the world-spanning metropolis of Coruscant, most representatives of the scaled reptilian species encountered by travelers trace their ancestry to Aleen Minor. This Inner Rim world was settled by the Aleena during one of their long-ago expansionist periods, when they embraced high technologies and turned their attention outward.

The denizens of the surface of Aleen proper, however, have spent the last few millennia in self-imposed seclusion from the rest of the galaxy. They are always welcoming and generous with their few visitors, but mindful at the societal level that their distant ancestors undertook a carefully deliberated decision to confine themselves to a low-technology lifestyle focused on family and faith following a cataclysmic war.

That war is mainly remembered through oral histories and the complex pictograms that adorn the pediments of the towering stone statues that surround most Aleena settlements. It was waged between the Aleena and the subterranean Kindalo in the early days of the Republic, long before hyperlane scouts from Duros discovered (or perhaps rediscovered) the planet and its peoples. The human-centric scholarship of the Empire has expended little effort on probing Aleen's past, but what is known suggests that at least the Aleena, and possibly the Kindalo, were client species of the Rakatan Infinite Empire, though little evidence of any such occupation remains above or below ground today.

RELIGION AND GOVERNMENT

The items of physical culture that do exist prove the Aleena to be possessed of a sophisticated and ancient way of life. Gentle to a fault, the Aleena live in close-knit family groups, which in turn are organized into larger kinship clades known as tahlkos. As Aleena settlements tend to be small, a single tahlko might comprise the entire population of a village or town. The eldest members of each tahlko act as representatives in a planetary advisory body, which keeps in communication via can-cell mounted couriers. This body elects and advises the Aleena king. This largely ceremonial post is usually held by a distinguished priest, whose chief duties include officiating at religious ceremonies, acting as the voice of the Aleena with rare offworld visitors, and maintaining the Great Seal (see **Points of Interest**, page 54).

It is a point of pride for most Aleena that they are well aware that their so-called "primitive" lifestyle is a matter of choice and religious faith. Even Aleena younglings can recite the details of the compact with the Kindalo that indirectly led to their ancestors' embracing a pastoral, low-tech lifestyle in keeping with their spiritual beliefs.

THE UNDERWORLD

For their part, the bioluminescent, plantlike Kindalo of the Underworld also maintain little or no contact with wider galactic society. Dwelling in caverns produced by the growth of the arbozoic trees' gigantic root systems (it has been estimated that as much as two-thirds of the mass of a typical arbozoic specimen is contained in its roots), the towering, skeletal Kindalo are obsessed with their own privacy. Practitioners of a form of government unknown elsewhere in the galaxy, the Kindalo take no action at the societal level unless every single Kindalo agrees. This insistence on absolute consensus not only results in very few actions being taken by the notional Kindalo government, but also has led political theorists and xenologists to speculate that the total number of Kindalo must be quite small.

The Underworld, where the Kindalo dwell, however, is surprisingly large. It supports a complex ecosystem completely separate from that of the planetary surface, to the point of having an atmosphere substantially different from that in which the Aleena thrive. In fact, the different atmospheres are mutually toxic to the two species. How the atmospheres remain entirely separate on a planet known to be seismically active is just one of the questions that Republic and, later, Imperial planetologists have raised about Aleen.

THE GREAT SEAL

At some point in the distant past, the Aleena and the Kindalo clashed in a devastating war that saw the deployment of terrible technological weapons. The battles that raged on and below the surface decimated both populations, with as many casualties attributable to the intermixing of the dual atmospheres as to blasters and blades. While the reasons for this ancient conflict have been forgotten, the ultimate result has not. A compact, still reverently spoken of by both peoples, was forged. The aim of this covenant was to forever separate the Aleena and Kindalo, and it took physical form in the Great Seal, which prevents the two worlds from meeting. Since the Underworld is a complex of caverns that spreads throughout the upper crust of the entire planet, the efficacy of the Great Seal has been a source of much speculation among the few galactic scholars aware of its existence, with most believing that it is somehow imbued with the Force.

POINTS OF INTEREST

Although Aleen seems to be a fairly nondescript world, there are fascinating sights just beneath the surface.

THE UNDERWORLD

The Underworld of Aleen, perhaps the planet's most unusual and spectacular feature, is actually an entire ecosystem, one highly unlikely to be seen by visitors. A complex system of vast caverns interpenetrates the upper crust of the planet, reminiscent of nothing so much as the arterial network of an animal. While much of this subterranean web is made up of tunnels and caves carved by water, lava, or tectonic shearing, the majority of the Underworld owes its existence to the deep-rooted arbozoic trees that grow in every climactic zone on the surface. Over the course of their millennia-long lifespans, the arbozoics send taproots far into the planetary crust, with secondary and tertiary lateral roots extending out for many kilometers from the trees' rocky trunks. When the trees eventually die, the roots wither from the inside out, leaving behind the caverns now inhabited by the Kindalo and the other creatures of the Underworld.

ARBOZOIC TREES

The crystal-bedecked arbozoic trees bridging the two worlds of Aleen are unique hybrids. They have been little studied, but as they exhibit a seemingly impossible set of characteristics combining the mineral and the vegetable, and as their crystalline seeds glow with an interior light that cannot be attributed to chemical composition, some have theorized that the Aleena's attribution of supernatural powers to the arbozoics may have some basis in fact. Arbozoic trees dominate the ecology of the planet both above and below ground. Their combined mass has been estimated to constitute over half of the "living" matter on and in the world.

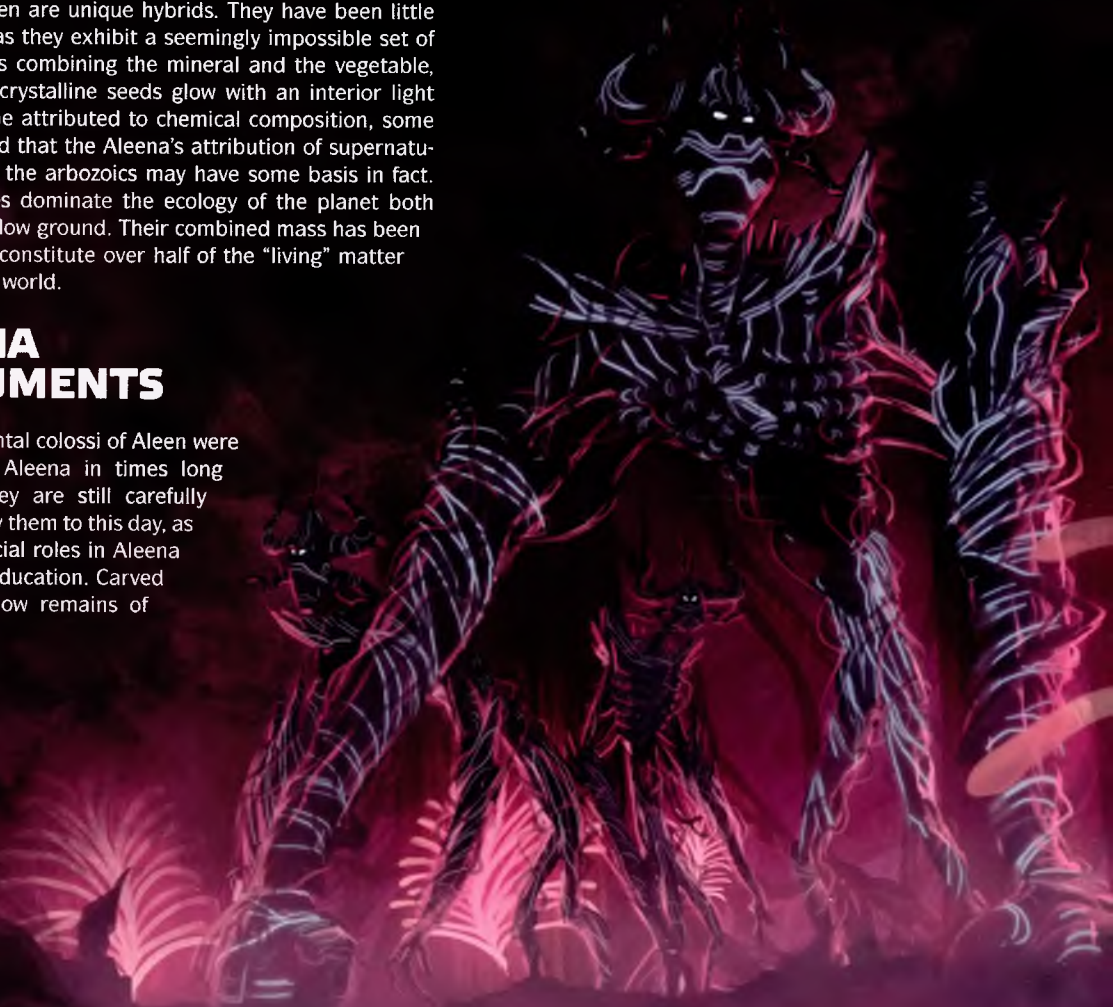
ALEENA MONUMENTS

The monumental colossi of Aleen were built by the Aleena in times long past, and they are still carefully maintained by them to this day, as they play crucial roles in Aleena religion and education. Carved from the hollow remains of

dead arbozoics, the towering statues were painstakingly mined of their glowing gemstone seeds during the years—sometimes decades—of work required. The gemstones are then, in turn, worked into the statues or into precious sets of jewelry for the Aleena. Whether the art of creating the monuments has been lost or is simply a closely guarded secret among the Aleena is an open question, but what is certain is that no new statues of this sort have been created in centuries.

THE GREAT SEAL

The Great Seal rests at the center of the ruins of a Jedi chapter house that was abandoned for unknown reasons long before the Clone Wars. Whether the chapter house was constructed over an extant Great Seal or whether the location of the Seal was chosen because the temple was already present is unknown.



CREATURES AND CHALLENGES

Aleen does not have a great deal of dangerous predators. However, the Underworld does have its share of dangers.

KINDALO GUARDIAN [RIVAL]

The caverns immediately beneath the Great Seal are patrolled by the zealous Kindalo Guardians, the most martial members of their species. Tasked by the loosely governing consensus to guard against any traffic between the surface and Underworld, the Kindalo Guardians depend on their great strength and extraordinary reach in physical altercations, though their eerie appearance often cows opponents into fleeing before physical confrontations can even break out.

The remit of the Guardians is to warn away or otherwise prevent any beings from the surface from penetrating the Underworld. They are likewise to prevent any denizens of the Underworld from traveling upward. Though they are exquisitely trained and prepared for their tasks, in point of fact they very rarely do anything more than stand their silent watches in the quiet of the upper caverns. Entire lengthy Kindalo generations have passed without the Guardians being tested in their resolve, but to doubt that resolve would be a grave error. Though relatively slow (like many humans and near-humans possessed of their great height), the Kindalo Guardians are obsessively single-minded in following the edicts that govern their ancient order.



Skills: Brawl 3, Resilience 2, Vigilance 2.

Talents: Natural Brawler (once per session may reroll any one Brawl or Melee check).

Abilities: Nightvision (suffer no penalties when moving, hunting, or fighting in low-light conditions or darkness), Ponderous (can never spend more than one maneuver moving per turn).

Equipment: Massive woody fists (Brawl; Damage 9; Critical 4; Range [Engaged]; Concussive 1, Knockdown).

ALEENA WANDERER [MINION]

The deeply spiritual Aleena often embark on quasi-spiritual journeys when the mood strikes them, traveling from village to village across Aleen. These usually elderly Aleena gather in groups of like-minded individuals to wander the stony wil-

UNDERWORLD ATMOSPHERE

The atmosphere of the Aleen Underworld is toxic to those who live on the surface, as well as most oxygen-breathing sentients. The reverse is also true. If a character without a respirator or other breathing gear is exposed to the atmosphere of the Underworld, he may hold his breath for a number of rounds equal to his Brawn characteristic, after which he begins suffering the effects of suffocation (see page 221 of the **FORCE AND DESTINY CORE Rulebook**). If a Kindalo is exposed to the surface atmosphere, the same rules apply.

dermesses between the widely separated Aleena communities and homesteads. They use the isolation to observe the natural world and discuss their species' place in the galaxy. Although many wanderers leave behind friends and family, it is not in the nature of the gregarious Aleena to cut themselves off from family permanently. The wanderers usually circle back to home and hearth at least once every year or two to check on the health and happiness of their clan members, bless any newborn children, and enjoy a few days with a roof over their heads.

In addition to their travels, these groups of wanderers often maintain the colossal statues built by earlier generations. Usually, this is a simple matter of keeping a passageway clear of debris or driving off native fauna that seek to make their dens there. However, on occasion, as in the wake of one of the not-infrequent groundquakes that plague the planet, groups of Aleena must band together to effect larger repairs, usually drawing on the resources of nearby communities. In these cases, the Aleena communities showcase their knowledge of engineering and masonry, following the directions of the travelers in righting fallen statues and repairing damaged features. Sometimes these repairs are so extensive as to constitute practical replacements of entire statues. It was these rare instances that disproved earlier theories, held by offworld xenologists, that stated the Aleena could not have been responsible for building the monuments in the first place.



Skills (group only): Coordination, Charm, Knowledge (Lore), Mechanics, Medicine, Survival.

Talents: None.

Abilities: Silhouette 0.

Equipment: Robes, traveling pack.

DEVARON

Astronavigation Data: Devaron system, Duluur sector, Colonies region

Orbital Metrics: 298 days per year / 19 hours per day

Government: representative democracy

Population: 98,800,000 (Devaronians 95%, other 5%)

Languages: Devaronese, Basic

Terrain: low mountains, deep valleys, river systems, jungle

Major Cities: Motellian Serat, Plaeree

Areas of Interest: Jedi Temple of Eedit, Wanderer's Path, Point of Parting

Major Exports: Devaronian wanderers

Major Imports: technology, consumer goods, entertainment

Trade Routes: Corellian Trade Spine

Background: Devaron is home to one of the galaxy's oldest spacefaring species, the Devaronians. Despite its long history in the exploration and development of the galaxy, the world remains relatively sparsely populated. Though it has some urbanized and industrial areas that have been active since the days of the Republic, much of Devaron is still untamed wilderness. While this is partly due to the rugged jungles that cover the low mountainous terrain and strikingly deep valleys, it is also a result of Devaronian cultural norms. Devaronians prefer to preserve the wild spaces of their homeworld, and Devaronian males tend to exhibit elements of wanderlust (which in the modern era also means the do a great deal of exploring the wider galaxy). Female Devaronians, on the other hand, prefer to build and maintain stable societies both on- and off-world (although this does not impact their enjoyment of the Devaronian wilderness).

Devaron's dense jungles are dominated by monstrously thick vines growing in a great tangle across the landscape. They provide undulating walkways, forming high arches over the jungle that plunge back into the deep-green thicket of vegetation, sometimes bridging surprisingly large landforms such as hills and valleys. Natural shelters, the tangles offer a multitude of places for animals to live and lurk in.

Devaronian cities usually feature low structures built on cleared ground or amid some of the less dense vegetation. Most are located in mountainous terrain. They provide the technical and industrial needs of a modern society, but development is strictly controlled by the government and largely restrained to what Devaronian society requires. Devaron is largely a subsistence world, exporting very little,



and concentrating imports on goods difficult to create or obtain on the planet.

While Devaronians are no more or less well known than other species for their connection to the Force, Devaron features a significant vergence within the deep jungle. The Jedi Temple of Eedit there was a longstanding place of learning, meditation, and training. Though not large, the temple and vergence provide Force users with opportunities to learn resilience while strengthening or rebuilding spirit. The temple grounds were heavily damaged during the Clone Wars, and the Imperials finished the job by bombing and blasting them to pieces. However, the ruins still stand, mostly forgotten in the jungle. (See page 78 for more on the Jedi Temple of Eedit.)

LONG DISTANCE SUPPORT

Despite seeming disinterest in their families and homeworld, male Devaronians are actually very supportive of both. Devaronians living offworld typically send a significant percentage of what they earn back to their families to help sustain and improve their lives. This constant stream of income is one of the reasons the world doesn't need to rely on exports or trade to sustain itself or to retain its position in galactic society.

A DIVIDED EXISTENCE

With half of their culture dedicated to exploration and wandering, it is perhaps unsurprising that the Devaronians were among the galaxy's earliest interstellar travelers and pioneers. Devaronian culture is divided between male and female pursuits and expectations. Males have a powerful, natural desire to explore and wander Devaron's complex landscape and jungles. Females establish and control Devaron's towns and cities. This means females disproportionately occupy positions of authority within the Devaronian government, an arrangement both genders find agreeable.

HISTORY AND CULTURE

Galactic historians debate whether this extreme cultural division dates from the earliest days of Devaronian history, when hunting was required for survival. For some early inhabitants, suitable hunting grounds could be days away from a current campsite or settlement, as their prey migrated or otherwise moved through the jungles. Extended hunting trips may have contributed to and strengthened the differences between those on the move and those who remained behind. They also likely established the precedent whereby those who travel are expected to return with food or other aid for their families. In time, some communities regarded wandering as a formal event, and many males took their first trips along a long, winding jungle trail or road that became known as the Wanderer's Path.

While divided in temperament, female and male Devaronians still hold similar long-term goals as families and societies, and cooperation between genders has ensured Devaronians evolved into a spacefaring culture. Though how the ancient Devaronians discovered or acquired hyperdrive technology remains up for debate, they took to interstellar travel quickly. As galactic exploration developed, they were among the early explorers along what became the Corellian Trade Spine hyperspace route. Over time, each major Devaronian starport came to incorporate a hall or plaza called "the Point of Parting," where explorers or traders would meet family before heading for their ships. An ancient Point of Parting plaza still remains at the gates to the starport in the city of Plaeree, but claims that it was the original are deemed legendary at best.

As Devaronian culture has matured, the strict divisions between male and female roles has blurred

and faded. Devaronian society no longer forces members into specific jobs due to gender, and its rule of law enshrines equality for both sexes. The divisions that remain are primarily cultural and often rooted in subconscious reinforcement, however. For example, most famous Devaronian rulers are female, while nearly every well-known Devaronian explorer is male. Bucking these cultural norms can happen, but it does so rarely.

GOVERNMENT AND THE EMPIRE

Devaronian galactic explorers are said to have been active as far back as 30,000 years ago. Devaron was one of the earliest members of the Republic, and was likely regarded as one of its outermost systems for millennia. Devaronians made for natural scouts for the government, colony planners, and interstellar corporations.

Not all pursuits were for noble or worthy causes. Plenty of Devaronians used their hyperspace trailblazing skills to find secret star routes, hideouts, and safe worlds for the galaxy's substantial criminal element. Many Devaronians were their own underworld bosses. Modern Devaronian criminals still follow these same paths.

Devaronians have also made names for themselves as leaders in the galactic government and the corporate world. Though male diplomats have participated in the Republic (and later Imperial) Senate, most Devaronian senators have been female. The same holds true for the majority of Devaronians who advance to leadership roles in the business community, and Devaronian females have run several prominent intergalactic megacorps.

Devaron has no special status under the Empire, but is treated like most other worlds.

Imperial laws are enforced, and it has a definite Imperial presence, including substantial naval operations. The loss of the Imperial Senate has diminished Devaronian influence in the wider galaxy, but most Devaronians are more concerned about the human Imperial Governor recently appointed to run Devaron. Though this hasn't tipped Devaron into outright sedition, the populace doesn't go out of their way to make anything easy for the Empire.

The wandering Devaronians are considered potential troublemakers for the Empire, and not without reason. A fair number have joined the Rebel Alliance, with the tacit approval from their homeworld. In response, the Empire has started to interfere with Devaronian remittances to their families back home. This is politically motivated, in order to weaken the Devaronians and make them easier to control. However, it may push Devaron into fighting back against the Empire once and for all.



IKTOTCH

Astronavigation Data: Iktotch system, Narvath sector, Expansion Region

Orbital Metrics: 481 days per year / 22 hours per day

Government: representative democracy

Population: 1,890,000 (Iktotchi 97%, human 2%, other 1%)

Languages: Iktotchese, Basic

Terrain: dry, rocky, barren surface, gravel deserts

Major Cities: Ankhela, Lonalaka

Areas of Interest: Republic Seal Mountain, Shelter against the Oncoming Storm

Major Exports: minerals, ore

Major Imports: technology

Trade Routes: Corellian Run, Gamor Run

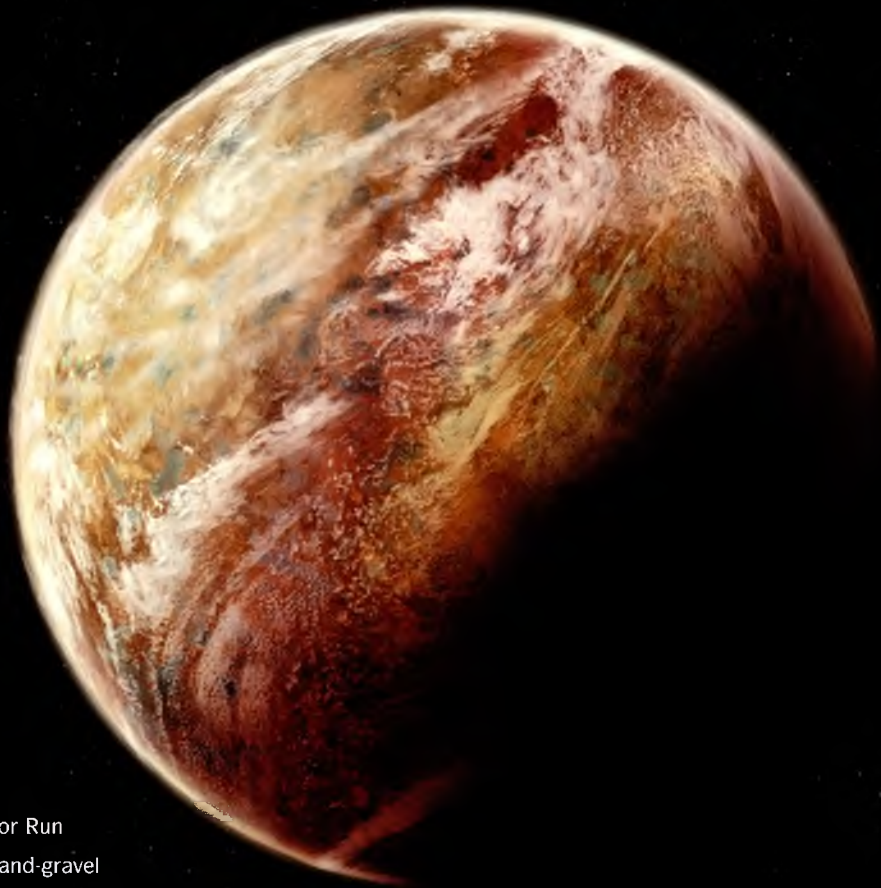
Special Conditions: massive sand-and-gravel windstorms

Background: Iktotch is a rocky moon orbiting the world of Iktotchon, and is one of the galaxy's more inhospitable worlds to have native sentient life. The rocky, barren surface is buffeted by strong winds that cause massive gravel-and-sand-storms deadly to those in their path. To survive on Iktotch, species of all kinds must be able to withstand the brutal storms, get out of their way, or have readily accessible shelter.

The Iktotchi have developed another way to avoid the storms. Many have the innate ability to perceive limited visions of the future through the Force. That Iktotch itself seems to boost such abilities is apparent, as many Iktotchi who move offworld lose their abilities or find them highly diminished until they return.

A species with such powerful precognitive abilities is a natural threat to the Empire. The Imperials have blockaded the world and have severely limited Iktotchi travel, though those who wish to do so are relatively few in number. In fact, many Iktotchi returned to their homeworld when the Empire was established. Their visions of the future warned them that Imperial worlds weren't safe for them. Imperial isolation of Iktotch is so extreme that the world doesn't have an Imperial Governor, and citizens are essentially left to fend for themselves.

Though formidable, the blockade is not total. Daring pilots run the blockade regularly to smuggle in items restricted by the Empire, as well as more commonly illegal items. Typical visitors require permits to enter the system and additional ones to land on Iktotch. Both are very hard to obtain. Imperials conduct more customs searches on



ships entering and leaving than they do in most other star systems. Acquiring a permit ahead of time can save some hassle, though it rarely eliminates at least a cursory glance over a vehicle. Ships without permits tend to be boarded, investigated, and impounded for indefinite periods of time.

AN IKTOTCH VERGENCE?

Speculation among Jedi and other Force users has long centered on the possibility that a large vergence is responsible for the Iktotchi's natural Force abilities. However, most vergences tend to be restricted to a relatively limited geographical area, rather than being a planetwide feature. At the same time, legends such as those of Mortis (page 84) indicate that interaction with the Force is possible on a large scale, so the possibility cannot be ruled out.

Most visiting Force users find some of their abilities enhanced while they are on the moon, especially those related to farseeing. Personal visions also tend to be more common. Game Masters may choose to add ■ to skill checks related to some Force powers or talents. They may also reduce the difficulty of Foresee or other farseeing attempts limited to Iktotch.

THE FUTURE IN MOTION

To the rest of the civilized galaxy, a culture developed around a common inborn ability to see visions of the future is a curiosity, a threat, or an opportunity. For the earliest Republic scouts who arrived at Iktotch, it was a big surprise. Finding the Republic symbol carved into a mountainside was stunning and a vivid demonstration of the Iktotchi's power. The Iktotchi foresaw not only the arrival of the Republic, but also their own part in its future, and how to take advantage of that knowledge.

Iktotchi do not all have the same levels of skill and talent in receiving and interpreting visions through the Force. Most visions arrive unbidden and are not under the control of the recipient. Of those who do have the power to call and focus their visions, many feel it is a gift that they must use to help others. Iktotchi who follow this path sometimes become Seers, honored individuals who are called to help others determine the best course of action by which to arrive at a beneficial future.

The Jedi always had an interest in the Iktotchi and their Seers. Truly skilled Iktotchi regularly joined the Jedi Order over the millennia. The Jedi were also fascinated by the ability of most of the species to engage with the Force to at least some degree, and were equally puzzled by the rapid diminishment of their connection to the Force after leaving their homeworld.

This loss of a natural power or supporting instinct discouraged many Iktotchi from leaving their world for long periods of time. Those of lesser ability found their trips away from their planet to be less disturbing. Those of greater ability might notice the loss of power, but they were often able to learn techniques to overcome the problem.

The Iktotchi are well aware of the attention and distrust their powers can bring. While they may use them to avoid personal trouble, they are wary of others who seek them out with requests to see or somehow determine their future. Business leaders, entrepreneurs, government officials, and many more come to Iktotch seeking advice. Some have resorted to less friendly methods, such as kidnapping or hostage-taking, to force talented Iktotchi to foresee significant events. Of course, such methods are often ineffective, as targets might simply foresee the attempted subterfuge and take steps to avoid it or turn it to their advantage. Such difficulties have always been part of Iktotch history and are not new or exclusive to offworlders.

CULTURAL CAUTION AND RESTRAINT

The ability to foresee beings' favorable or unfavorable reactions, terrible events on the horizon, and good things to come has made the Iktotchi a cautious and thoughtful species. They understand the threat that their abilities pose to

POWERFUL IKTOTCHI FORCE USERS

With the loss of the Jedi Order, many of the powerful Iktotchi who might otherwise have joined the Jedi have now turned to the Seer tradition. Though their numbers have grown, they keep a low profile. They fear drawing too much attention from the Empire or even the Emperor himself. The Emperor, they know, may unleash his forces upon receiving any indication that the Iktotchi are turning into a significant threat.

Those Iktotchi who remain offworld, or who have abilities different than those of the traditional Seers, follow their own Force-related desires and destinies. They may find their way to the more secluded areas of the galaxy, such as the Outer Rim. They also might seek out other Force users, perhaps providing much-needed training and methods for control that others can use to understand the perils and advantages of visions and foresight.

others and the extent to which other species distrust their motives. These attitudes provide another deterrent to Iktotchi engagement in the galaxy.

However, their precognitive abilities can land them good jobs in areas where they are a natural advantage. Some Iktotchi make excellent pilots, with incredible reaction times compared to most species. Recruiters for dangerous jobs and positions often favor Iktotchi, figuring their abilities provide them with increased personal safety. Yet, while this might work for a while, Iktotchi tend to avoid a job completely when they detect future trouble. Since not all events occur exactly as they do in a vision, most would rather not risk the danger.

Such attitudes came to the fore when Iktotchi began returning to their homeworld during the Clone Wars, and especially upon the declaration of the Empire. Their visions revealed the terrible treatment they and much of the galaxy would receive under the new Emperor, though most, curiously, did not anticipate the sudden collapse of the Republic and the Jedi Order. The same dark side effects that hindered the Jedi likely did the same to the Iktotchi.

The Iktotchi were less surprised when the Empire opted to blockade their world rather than risk much contact between Imperial personnel and the world's inhabitants. Most Iktotchi also find it a safer option. A few have started to seek out Rebels and other Imperial opponents, sensing that another change in the galaxy might be forthcoming in the next few years or decades. Iktotchi away from Iktotch are not prohibited from traveling within the Empire, but they tend to draw far more than their fair share of Imperial scrutiny.

EMPRESS TETA

Astronavigation Data: Empress Teta system, Koros sector, Deep Core region

Orbital Metrics: 359 days per year / 23.5 hours per day

Government: monarchy

Population: 310 billion (humans 71%, other 29%)

Languages: Basic, High Galactic

Terrain: urban, plains, forests, mountains

Major Cities: Cinnagar

Areas of Interest: Core District, Great Library of Cinnagar, Hyperspace Navigator's Guildhouse, Mining Guild regional headquarters, carbonite mines

Major Exports: carbonite, andris spice

Major Imports: raw materials, technology, foodstuffs

Trade Routes: Byss Run, Carbonite Run, Koros Trunk Line

Special Conditions: none

Background: Nestled within the Deep Core region, at the end of the Koros Trunk Line hyperspace route opposite Coruscant, Empress Teta is a major supplier of refined carbonite and andris spice. In theory, the ecumenopolis is ruled by a monarchy. However, the true power in the system is the Mining Guild, a powerful body of resource extraction and refining corporations that have banded together to set prices and protect their influence.

Empress Teta's economy is dependent on the production of carbonite. In addition to the planet's own ancient mines, six other worlds in the system are rich in carbonite and these are the current focus of extraction efforts. Once used to carbon-freeze colonists on sleeper ships headed on centuries-long journeys, carbonite has been adapted by mining operations and agriworlds to preserve and protect volatile gases and perishable foodstuffs.

Empress Teta is also a major authorized supplier of andris spice throughout the galaxy. Originally used as a food additive and preservative, andris also was a remedy for hibernation sickness, a potential side effect of being frozen in carbonite. Enterprising criminals eventually discovered a way to refine the spice to act as a powerful stimulant and sensory enhancer. Criminal syndicates have schemed to bribe, pirate, and mine Empress Teta to supply the black market with refined andris. However, the Empire has complicated criminal efforts on the world since rising to power.

Empress Teta has become a key Imperial Hyperspace Security Net checkpoint, restricting unauthorized access to



the Deep Core Security Zone. Since the establishment of the Empire, locating Empress Teta has become more confusing for newcomers. While most astronavigation charts refer to the world as Empress Teta, older charts refer to it as Koros or Koros Major, in reference to the world's ancient name, which is still used by the Koros Trunk Line connecting it to Coruscant. Astrocartographers also often mislabel the planet as Cinnagar, the name of the sprawling city that dominates the surface. Most consider the problem to be typical of bureaucratic red tape resulting from a recent regime change. Others believe Imperial Intelligence has redistributed these older names on purpose, as a subtle technique for restricting non-essential traffic.

THE MINING GUILD

The Mining Guild is a massive organization that has controlled the resources of the galaxy for most of history. With ancient ties to early hyperspace exploration, Empress Teta is one of the earliest guild strongholds. Galactic upheavals over the millennia, sometimes manufactured by the guild, provided opportunities to increase guild influence within new governments. After the Clone Wars, the Mining Guild escaped Imperial reprisals by swearing fealty to the Emperor and offering raw materials to the Imperial war machine at discounted prices.

GATEWAY TO MYSTERY

Named for an ancient mythical empress who unified the Koros system in a series of quasi-historical epic poems, the world of Empress Teta is as vital to commerce as it is history, supplying much of the galaxy's carbonite.

EMPRESS TETA'S HISTORY

Historians believe Empress Teta is home to one of the galaxy's most ancient human civilizations, with archaeological sites dating back over 27,000 years. Vast carbonite deposits on both Empress Teta proper and six other worlds in the system are thought to have played a crucial role in early galactic colonization, when slow-moving sleeper ships were used to spread humanity throughout the Core Worlds. Ships would take centuries to reach their destinations, with thousands of colonists aboard frozen in blocks of carbonite for the journey.

Empress Teta's capital city, Cinnagar, spread over much of the planet as bureaucracy and support industries tried to keep up with the burgeoning galactic demand for carbonite. The population boomed, bringing much of the art, fashion, and culture of nearby Coruscant with it. However, with the planet's entire economy tied up in the export and refining of carbonite and andris spice, the Mining Guild steadily increased its power within the system, eventually marginalizing the royal family.

EMPRESS TETA AND THE QEL-DROMA EPICS

Empress Teta is a major setting in a series of epic poems set thousands of years in the past that detail the mythical journey of Jedi Knight Ulic Qel-Droma. One story is set a thousand years before the time of Ulic, and tells of Empress Teta's conquest of the Koros system alongside Jedi Master Odan-Urr, a constant figure throughout the stories. The Sith Empire invaded while Empress Teta was still rebuilding from the Unification Wars, kicking off the Great Hyperspace War. The combined might of Empress Teta and the Jedi Order drove back Sith Lord Naga Sadow's forces and scattered them across the galaxy.

A millennium later, corrupt noble descendants of Empress Teta, empowered by Sith artifacts, formed the Krath, a sadistic dark side cult. After taking over the Empress Teta system in a military coup, the Krath launched a bloody crusade against the Jedi Order. The Krath slaughtered thousands of Jedi, including Ulic's master. Qel-Droma volunteered to infiltrate the Krath and destroy them from within. Unfortunately, the dark side corrupted Ulic, who took over the Krath, alongside the fallen Jedi Exar Kun. Together, they made Empress Teta a stronghold for a new Sith Empire.

Ulic eventually turned away from the darkness and redeemed himself, but only after being cut off from the Force. Historians believe the epic poems taught young Jedi the dangers of the dark side, but some believe the stories originate in historical fact. Archaeological institutes have launched numerous expeditions in vain attempts to verify the legends.

MODERN HISTORY

By the start of the Clone Wars, the noble houses of Empress Teta, especially the ruling Keto family, were completely under the control of the Mining Guild, forcing the system to side with the Separatists during the conflict. During this time, most Republic loyalists among the nobility expatriated to Coruscant. Many were rewarded with lofty positions within the Mining Guild or Imperial bureaucracy on Empress Teta after the Clone Wars. Empress Teta became a major supplier of carbonite to worlds providing volatile gases to the Empire to power its military's energy weapons.

The strategic nature of both Empress Teta's resources and its position as a gateway to the Deep Core make it an important stronghold for the Empire. Official documents report that the numerous Star Destroyers and support ships of Admiral Yzu's 15th Deep Core Reserve Fleet are conducting customs patrols to combat smugglers and pirates. However, their duties extend to operating a hyperspace interdiction checkpoint along the only known route beyond the Empress Teta system into the Deep Core.

PEOPLE AND CULTURE

Empress Teta is typical of other affluent Core Worlds in that much of the planet's citizenry consists of wealthy aristocrats and social-climbing bureaucrats. Throughout the planetwide city of Cinnagar, denizens and tourists alike can shop at high-end boutiques, tour galactic-class museums, and dine in the region's finest restaurants. Most Tetans are accustomed to the finer luxuries life has to offer, and strive to better their station in life through promotion or marriage.

However, many citizens outside Cinnagar's Core District live a more working-class existence, running struggling small businesses or working in retail. Out of desperation, less fortunate Tetans sometimes turn to blackmail, or make deals with one of the many criminal organizations in an effort to get ahead.

THE NOBILITY

While absolute confirmation that Empress Teta is actually the Koros Major of legend remains elusive, the noble lineage that rules the system claims ancestry to the warrior empress of old. The current ruler is Emperor Alor Keto, a weak, ineffectual puppet of the Mining Guild. His rule has lasted several decades, but his health has recently begun to decline. The rightful heir is his niece, Eara Lota, a strong-willed young girl who frequently makes the local holovids for protesting the living conditions on the prison planet of Ronika or the working conditions for miners elsewhere in the system.

The rest of the nobility has a minority share of all Mining Guild operations in the system, granting them immense wealth. Most nobles focus on keeping up appearances among various social circles (some going deep into debt to

do so), or on furthering pet causes. Others, however, are ambitious for power beyond what wealth can claim, and climb the corporate ladder of the Mining Guild.

THE MINING GUILD

The leading power in the Empress Teta system is the Mining Guild, which ultimately controls the production of all carbonite and andris spice in the system. While hundreds of corporations mine, refine, and package both products in the system, each pays a tithe to the guild and relies on it to resolve disputes with other corporations. The guild maintains a regional headquarters in Cinnagar, where the board of directors can hear from guild masters and supervisors, and direct overall operations. Members on Empress Teta are often mid-to high-level bureaucrats, too consumed by internal politics to care much about broader issues.

MINING GUILD ACTIVITIES

What few ancient mines remain on Empress Teta lie beneath Mining Guild office spires, and most are barren. The bulk of mining activity occurs on the six other carbonite-rich planets in the system. Hundreds of refineries orbit Empress Teta, each larger than an Imperial Star Destroyer, smelting raw ore shipped in from throughout the system.

The Mining Guild abandoned the andris mines on Empress Teta once they ran dry. However, criminal syndicates later expanded some of these mines and stumbled onto rich veins of the easy-to-refine spice. Otherwise, most andris production takes place on Atale, Empress Teta's red moon.

POINTS OF INTEREST

The planetwide cityscape of Cinnagar dominates Empress Teta, but urban development halted before every bit of nature was covered. Ancient sites hide within and beneath its foundations, awaiting rediscovery.

CINNAGAR

The bustling, planetwide bronze and glass urban sprawl that is Cinnagar dominates the planet with all the grace of Coruscant, absent its blatant excesses. The architecture is relatively new, with most foundations dating back only a few thousand years. While the Core District rivals the majesty of any wealthy Core World, most of the surrounding districts center on a single dominant spire, typically an anonymous Mining Guild tower built atop an old mine. Warrens of quaint residential flats and commercial towers surround the central spires to provide quick access to their workforces.

CORE DISTRICT

By far the most upscale part of Cinnagar is the Core District, the Deep Core's pinnacle experience for fine dining, shopping, and the arts. Bordering the Royal District, the Core District caters to tourists and wealthy nobles who desire a high-end luxury experience, where their every whim is sated. Each building is a work of art all its own, combining architectural styles from across the galaxy. An angular Coruscant glass spire might neighbor the organic curves mimicking Alderaan's white city of Aldera. Most restaurants and boutiques are themed on specific Core Worlds renowned for that particular cuisine or fashion. The Coronet Nova Steakhouse, Alderaan Museum of Fine Arts, Coruscant Fashions, and Kuat Citywear all bring the culture of the Core Worlds to Empress Teta's doorstep.

ROYAL DISTRICT

Home to the royal family, the Royal District consists of nine golden spires, each representing a different world in the sys-

tem. They sit along the equatorial axis, aligned in such a way that the morning sun hits them in the same order in which they orbit their star. Low walls connect the towers, protecting a vast, open-air garden dotted with the lavish cottages of favored nobles within. At the center of the gardens is an ebon block of iron believed to have come from the ruins of the mythical Iron Citadel, standing as a monument to the ancient legends attributed to the system.

GREAT LIBRARY OF CINNAGAR

This enormous, mushroom-shaped building on the border between the Core District and Royal District recalls the Senate Building on Coruscant. Beneath its dull bronze dome is the largest storehouse of public information on Empress Teta, featuring billions of collected writings, stories, holovids, and transcripts. It also houses a museum dedicated to the mythical battles of the Qel-Droma Epics. Real artifacts from the era accompany artistic recreations of many of the characters and machines of war used by both sides. The role of Empress Teta and her victory in the Unification Wars and the subsequent Great Hyperspace War are the focus of the exhibits. Like most denizens of Empress Teta, the museum presents the epics as factual history, without a hint of skepticism, making the library a frequent target of academics outside the system.

HYPERSPACE NAVIGATOR'S GUILDHOUSE

Formerly the headquarters for the entire Navigator's Guild, the guildhouse on Empress Teta has seen better days since the rise of the Empire. Imperials have copied its databases, classified several routes for military use, and banned entire vectors of exploration. Once a bustling hub for daring pilots exploring the Deep Core and Wild Space, the guildhouse has recently begun selling routes and database access to those with questionable motives, simply to keep its operation afloat.

The guildhouse is an ancient Tetan mansion made from local, now-extinct woods. The mansion has been moved several times and currently sits upon a tower shaped like an eight-pointed navigator's compass. The tower contains docking bays, powerful comms equipment capable of punching through the radiation of the Deep Core, and endless stacks of computers containing hyperspace data. In front of the tower is a monument to lost navigators, a massive carbonite statue of the ancient, unnamed patriarch of the Coruscanti family that allegedly blazed the Koros Trunk Line on a generation ship.

LEGENDARY SITES

Many Tetans take the Qel-Droma Epics as their system's literal history, spurring fruitless expeditions for ancient battlegrounds and relics from a lost age of heroes.

IRON CITADEL

A massive stone palace named for its iron battlements, the Iron Citadel was once home to the crown of Koros Major. It was thought impenetrable, having repelled invasions and infiltrations by the Republic, the Jedi Order, the Mandalorians, and the Sith. Only the Krath were able to take the citadel, and only thanks to betrayal from within. The Krath used it as a command center from which they directed their crusade to wipe out the Jedi.

The locals believe the Iron Citadel once stood in the center of the modern Royal Palace, where a large block of twisted iron rests as a monument to legendary days. A small minority claim the citadel is beneath the spires of the Royal District, still visited by remnants of the Krath within the royal

IRON CITADEL ARTIFACTS

The Iron Citadel was host to the Krath, and as such, if found, would alter the perception of history in the galaxy. Some of the most prized relics sought by Qel-Droma Epics scholars include:

Ulic Qel-Droma's Lightsaber Crystal: Before turning to the dark side on Empress Teta, Qel-Droma wielded a Jedi lightsaber with a powerful yellow-green blade.

Translation Talisman: This Sith talisman was worn around the neck, and featured a fist-sized golden scarab with a Sith glyph on its carapace. Its wearer could instantly understand the Force-imbued writings of Sith scrolls and spellbooks. Krath leader Satal Keto found one on Onderon and reproduced it to train his fellow Krath.

Mandalorian Basilisk: Armored Mandalorian Crusaders under the command of Qel-Droma operated out of the Iron Citadel. Many rode Basilisk war droids into combat. These fearsome, heavily armored four-legged droids were armed with blaster cannons, missile launchers, and mines. Some could even achieve spaceflight and rivaled most starfighters of the day.

bloodline. Others believe the Republic destroyed the citadel while retaking the system from the Krath. Most outside Empress Teta doubt it ever existed at all.

CREATURES AND CHALLENGES

Empress Teta is essentially one gigantic urban sprawl. Most of the creatures encountered here are also found across the galaxy, although some are unique to the planet.

TETAN GUARD [RIVAL]

The Tetan monarchy trains the most loyal and capable members of its system defense force for a spot on the Tetan Guard. The guards are responsible for the security of the palace and the ruling family. To a lesser extent, they protect the entire royal bloodline and that of any Tetan noble. As warriors, they are fearless when defending their leadership, and as investigators they are tireless at seeking justice for those who threaten the security of the Tetan elite.



Skills: Brawl 3, Coercion 2, Cool 3, Discipline 3, Ranged (Light) 2, Ranged (Heavy) 2, Vigilance 3.

Talents: Body Guard 2 (may perform a Body Guard maneuver once per round to protect one engaged ally. Suffer 2 strain; all combat checks targeting ally until the start of the Tetan Guard's next turn are upgraded twice.)

Abilities: None.



Equipment: Ceremonial blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), ceremonial armor (+2 soak, +1 defense), binders, comlink.

MINING GUILD ENFORCER [RIVAL]

The Mining Guild is one of the single most powerful organizations on Empress Teta. While it uses subtle political maneuverings in the rarified halls of the planet's government, on the streets it enforces its authority with tough individuals who can be as brutal as any mobster.



Skills: Brawl 2, Coercion 2, Discipline 1, Streetwise 2, Vigilance 1.

Talents: Loom (When an ally engaged with the Mining Guild Enforcer makes a successful Charm, Deception, or Negotiation check, add   to the check).

Abilities: None.

Equipment: Spiked knuckle-gloves (Brawl: Damage 5; Critical 3; Range [Engaged]; Vicious 1), leather jacket (+1 soak), comlink, Guild membership.

OSSUS

Astronavigation Data: Atega system, Auril sector, Outer Rim region

Orbital Metrics: 231 days per year / 31 hours per day

Government: Ysanna tribal government

Population: 3,750,000 (Ysanna 99%, other 1%)

Languages: Ysannan, Basic

Terrain: hills, forests, mountains, caves

Major Cities: Knossa

Areas of Interest: Imhar Canyon, Eocho Mountains, Jedi ruins

Major Exports: none

Major Imports: technology

Trade Routes: none

Special Conditions: none

Background: An ancient world that legend suggests is tied to the origins of the Jedi, Ossus has long been sought by treasure hunters and academics. The Qel-Droma Epics claim Ossus was a Jedi retreat and knowledge repository, decimated when Sith Lord Naga Sadow triggered stars in the nearby Cron Cluster to become supernovae. Death and destruction washed over Ossus, leaving a barren and scarred world.

The Cron Drift asteroid field is an astronomically new feature to the Auril sector, estimated to have occurred thousands of years ago, and the powerful gravitational fluctuations within it make it nearly impossible to traverse. The danger hasn't stopped thrill-seekers from trying to find a way through the drift. Thousands of expeditions for Ossus have departed and never returned, presumably suffering some catastrophic hyperspace mishap in the Cron Drift. However, others swear they have reached Ossus, presenting astrogation charts and recovered artifacts as proof, though almost none have stood up to basic academic scrutiny. Nonetheless, scoundrels along the Perlemian Trade Route near the Cron Drift prey on the naive and desperate by selling forged star charts and artifacts.

The Imperials have no official stance on the veracity of Ossus's existence, but the Imperial Navy actively restricts traffic to the Cron Drift, and it has hyperspace checkpoints at the best jump points from the Perlemian Trade Route. Less patrolled, however, are the nearby Salin Corridor and Tion Cluster, where an entire cottage industry supporting treasure hunters exists on worlds like Belderone and Foran Tutha.

Legends tell of Jedi survivors who hid deep within the caves of the Eocho Mountains, and of their Force-sensitive descendants, the Ysanna. According to these accounts, the planet is still recovering, and powerful lightning storms

ravage the surface. Force-sensitive shamans among the Ysanna, known as storm shepherds, have learned to predict the lightning storms, allowing their tribes to return to the surface to grow food.

JEDI SECRETS

While Ossus is unobservable thanks to dense nebulae, asteroid fields, and gravitational distortions, some time ago the Jedi Order announced that Ossus is a real planet. Official statements lent credence to the potential historicity of the Qel-Droma Epics, which feature Ossus in many passages. As recently as a century before the Clone Wars, the Jedi Order suggested they possessed Ossus artifacts that the Qel-Droma Epics mention by name.

During the Clone Wars, rumors swirled of a secret Jedi hyperspace route to Ossus. Many believed that on their former retreat, the Jedi had access to a hidden fortune that they used to fund their order. The composition of the treasure varied wildly from rumor to rumor; speculations included mountains of pure gemstones created from the Cron Supernovae to secret alchemical forges that turned lead into aurodium. The rumors and conspiracy theories increased as public sentiment turned against the Jedi during their final days.

DEFENDER OF KNOWLEDGE

Once a bulwark against Sith and Hutt aggression, mythical Ossus was best known as the largest repository of Jedi knowledge in history. Now a lightning-ravaged wasteland, Ossus still hides countless Jedi secrets within its ruins.

HISTORY

Scholars debate the historicity of Ossus as a real place. Many believe the world is merely the mythic setting of the Qel-Droma Epics, using familiar tropes found in other mythological homeworlds of the gods. Some believe the Jedi adopted a world and named it after the fictional planet. Others insist Ossus exists exactly as the stories claim. In the past, conspiracy theorists pointed to Jedi budgetary accounting to accuse them of maintaining a secret retreat. Thanks to the scarcity of authenticated records from the era, it is unlikely research can provide verification of the planet's existence.

LOST PARADISE

Despite the alleged importance of Ossus to the Jedi Order for thousands of years, or perhaps because of it, the Qel-Droma Epics claim the Cron Supernovae destroyed the planet approximately four thousand years ago. Legend describes the havoc in detail, especially the world's evacuation. The Jedi had little warning of the coming cataclysm and were only able to save a fraction of the priceless artifacts. The most important relics made it to the Jedi Temple on Coruscant via nearby Exis Station.

MODERN HISTORY

Though the legend of Ossus is public, only desperate trea-

sure hunters, conspiracy theorists, and the most optimistic of academics go searching for it. A favorite story of conspiracy theorists, allegedly told by a dying ARC trooper, involves Ossus during the Clone Wars. According to the story, early in the Clone Wars, the former Jedi Count Dooku led a cadre of IG-100 MagnaGuards to Ossus, where he established a Separatist base from which to search for lost artifacts. Almost two years later, in response to rumors of a Separatist discovery, Jedi Master Tholme sent an elite contingent of ARC troopers to investigate. The unit infiltrated the base and recovered numerous artifacts before calling in an airstrike.

PEOPLE AND CULTURE

The Jedi credited Ossus as having been their cultural center for a 12,000-year period, which they made a near-mandatory pilgrimage site for Jedi of that era. Jedi operating along the Perlemian Trade Route are said to have gone to Ossus for unique opportunities to train under other Masters and contemplate a wider view of the Force.

YSANNA

According to legend, what few Jedi survived the Cron Supernovae banded together to survive the vast wasteland Ossus had become. Over millennia, while the non-human population quickly died out, the humans became the tribal Ysanna, a group of near-humans with a high percentage of Force users among them. Their shamans, known as storm shepherds, defined the Force as a sort of atavistic magic. The tribes still live near the caves their ancestors once took shelter within, farming the nitrogen-rich soil of the valleys near the Echo Mountains.

POINTS OF INTEREST

While Ossus is at best a devastated ruin plagued by lightning storms, the Qel-Droma Epics detail a great number of sites that were once central to the Jedi Order. These locations have long been lost, and if they still exist (or ever existed at all) they do so as ruins.

GREAT JEDI LIBRARY

Jedi Master Odan-Urr designed and oversaw the construction of the Great Jedi Library to honor a promise to his Master. The library stood for nearly a thousand years as the physical embodiment of Jedi dedication to knowledge. It required several days' pilgrimage to reach Ooroo Canyon, where the library sat atop a lone hill, far from Knossa Spaceport and Ossus City.

The epics fail to provide an accurate description of the library, and scholars argue about its size. Speculations range from a 100-square-meter, four-level building to mammoth

installations with spires of solid gold. The legends mention several archival collections, classrooms, reading areas, information kiosks, and housing, and they even describe some areas in detail. While countless old maps and floorplans circulate around the black market, many trace back to a long-dead con artist named Skavak.

HALL OF KNOWLEDGE

The Hall of Knowledge was the main public area of the Great Jedi Library. The hundreds of thousands of datacards in the hall were said to contain ancient star charts, Jedi texts, galactic histories for thousands of worlds, and philosophical treatises from the great thinkers of the age.

CHAMBER OF ANTIQUITIES

The Chamber of Antiquities was where Master Odan-Urr catalogued and studied ancient artifacts, translated and digitized writings, and kept the most treasured and danger-

ous items in the entire library. Two levels below ground, the chamber was a labyrinth of rooms and vaults, designed to protect its valuable contents. Visitors were seldom permitted into the chamber, which was only accessible by two lifts from the first sublevel.

GARDENS OF T'ALLA

The gardens were named for an ancient Jedi Master of the mythical, treelike Neti species, which lived on Ossus's forest moon. According to the epics, Jedi Master T'alla constructed the gardens and then planted herself at their center, transforming into a tree. The gardens, specifically the tree thought to be T'alla, were a favored place for contemplation by visitors. The gardens grew over the millennia, and included vast hedge mazes and colorful flowerbeds. There were greenhouses where the Jedi AgriCorps grew and experimented with plants. Jedi Masters visiting with Padawans favored the rock gardens, inspiration for the Muntuur Stones of Coruscant, for more physical training. Librarians often taught courses outdoors, where old Masters engaged in philosophical debates before backdrops of vine-covered pillars, gazebos, and fountains.

IMHAR CANYON

Only a few days' walk from the Great Jedi Library, this great canyon was home to a network of submerged tunnels. The aquatic Jedi Master Anstak had offices near the surface, but he spent most of his time deep in the tunnels, where he had a small temple. Some believe Master Anstak and his students could have survived the Cron Supernovae, protected within the deep caverns.

Master Anstak's temple had three caverns. The first, and largest, was an archive that held delicate items that were created by aquatic species and could not be preserved in open air. It also had remote access that allowed fast communication between the Great Jedi Library and its underwater branch. The second chamber was a small praxeum, where aquatic Padawans could train comfortably. Finally, there was Master Anstak's vault, where he kept, created, and experimented with Force artifacts related to underwater endeavors.

KNOSSA

One of the few cities on Ossus named within the epics, the stone and bronzium city of Knossa with its squat domes sat high in the western Eecho Mountains. The mountains were

LIGHTNING STORMS

Uicious lightning storms ravage the surface of Ossus. Any check that generates ⚡ on Ossus can, at the GM's discretion, subject a PC, NPC ally, or useful piece of equipment to a lightning strike. Conversely, ⚡ can have lightning strike an enemy of the PCs if the GM feels it is appropriate.

Anyone struck by lightning suffers 10 strain and one Critical Injury. Any equipment struck by lightning is disabled until repaired by a **Hard** (⚡ ⚡ ⚡) **Mechanics check**.

NAVIGATING THE CRON DRIFT

The Cron Drift is a dense asteroid field containing the rubble of dozens of star systems. Once a nebula where stars were born, the region is now a dangerous hyperspace hazard filled with gravitational anomalies, asteroids, and black holes. Navigating a jump to Ossus requires a successful **Formidable** (◆◆◆◆◆) **Astrogation check** with □□□. However, Force users making a **Foresee** power check just before the jump can spend Ⓛ to reduce the difficulty of the Astrogation check once (and may spend additional Ⓛ for the same effect again). The GM may further downgrade the check's difficulty by providing the PCs with ancient star charts or probe droid astrogation data of the Cron Drift.

Failed checks that generate ⚡⚡⚡ can cause a collision or other hyperspace mishap, making the ship revert to realspace. Jumping out of the Cron Drift after such a failure requires an **Average** (◆◆) **Astrogation check**. If ⚡ or ⚡⚡⚡ are generated on a successful check, Ossus is discovered, but upon entering the atmosphere the ship is struck by lightning, inflicting 10 system strain (which may or may not disable the ship and cause a crash-landing).

allegedly riddled with crystal caves, and one peak is home to the Eye of Ashlanae, a powerful vergence. Knossa Spaceport, which resembled a sprawling promenade wrapped around Agorn Mountain, was originally built to support pilgrims visiting the nearby Eye of Ashlanae.

JEDI PRAXEUM

Created to house Jedi pilgrims to the Eye of Ashlanae, the Ossus Jedi Praxeum became a source of knowledge and assistance for those Jedi defending the oppressed throughout the Rim. For a time, the praxeum contained the largest single collection of Jedi knowledge in the form of scrolls, holocrons, and other artifacts. Jedi Master Odan-Urr received his training there under Jedi Master Ooroo, who managed the facility until his death during the Great Hyperspace War. The training of Jedi Padawans continued at the praxeum for another thousand years, until the Cron Supernovae destroyed the city.

The Ossus Praxeum was a five-tiered ziggurat, each tier dedicated to a value of the Jedi. The top tier, Knowledge, was where the most treasured artifacts and tomes were stored. Beneath it was the tier of Harmony, which contained the Masters' council chamber, diplomatic offices, and meditation rooms. The Serenity tier was reserved for dormitories, supplemented by meditative balconies, pools, and gardens. The Peace level, ironically, was where Jedi trained for combat. Finally, the ground level represented the Force, and was reserved exclusively for training students to manipulate the mystical energy field.

KNOSSA BRANCH LIBRARY

Jedi Master Odan-Urr's Great Jedi Library lacked any sort of large-scale spaceport, and it was a great distance from Knossa. To provide library access to the horde of visiting

academics and Jedi seeking knowledge for time-sensitive investigations, Odan-Urr commissioned the Knossa branch library, a square stone building with a tower set in each corner. The branch library provided public remote access to the unrestricted digitized archives at the Great Library, but visitors could also remotely control a droid at the Great Library to search its nondigitized scrolls and tomes. Those still stymied could request an appointment for assistance from a Jedi librarian, who could conference with Jedi at the Great Library to fulfill restricted information requests.

OSSUS CITY

A modest village in a tranquil valley approximately fifty kilometers from Knossa, Ossus City was a place of recovery for the Jedi, from wounds both physical and psychological. A small temple staffed by a rotating cast of young Jedi healers provided primary care to the sick and wounded. Surrounding the temple were small cottages that slept four: one healer and three patients. Farther out were a variety of huts, cabins, and tents occupied by elderly Jedi seeking a quiet end in peaceful contemplation of the Force. While recovering, Jedi patients often visited with the older Masters, seeking wisdom and guidance.

CREATURES AND CHALLENGES

Ossus is still an endless wasteland with a small population of tribal Ysanna who occupy the

most-recovered areas. The Ysanna depend on the native kirruk, which they use as a mount and beast of burden.

YSANNA HUNTER [RIVAL]

The Ysanna are humanoids who wear tribal masks and ride the powerful kirruk. While farming is the Ysanna's main source of food, hunting is becoming more useful as creatures repopulate. The Ysanna hunt with a concussion bow, which fires projectiles whose trajectories they can influence with the Force. The tribes feel a duty to protect the Jedi ruins from each other and from outsiders, though they can't explain why.



Skills: Discipline 1, Ranged (Heavy) 2, Survival 3, Vigilance 2.
Talents: Animal Empathy (when making checks to handle or tame animals, a Ysanna hunter can add ● to the check and spend ● to add ✨ or ☺ to the check), Force Rating 1.
Abilities: Projectile Guidance (when making a ranged attack with a concussion bow, a Ysanna hunter can add ● to the check and spend ● to give the attack the Pierce 3 quality).
Equipment: Concussion bow (Ranged [Heavy]; Damage 8, Critical 5; Range [Medium]; Cumbersome 2, Limited Ammo 1, Prepare 1), beast-hide armor (+ 1 soak), travel rations.

KIRRUK RIDING BEAST [RIVAL]

These muscular, horned reptilian quadrupeds are cave dwellers, and hardy enough to survive the decimation of Ossus. The Ysanna call them "kirruk" after their squawking call, and they breed them to serve as beasts of burden and riding mounts.



Skills: Athletics 3, Brawl 3, Resilience 3.
Talents: None.
Abilities: Silhouette 2, Trained Mount 2 (add ■ ■ to a rider's Survival checks while mounted on a kirruk).
Equipment: Teeth (Brawl; Damage 8; Critical 2; Range [Engaged]; Pierce 3), claws (Brawl; Damage 6; Critical 3; Range [Engaged]; Disorient 1).







POWERFUL VERGENCES

"The Force knows you better than anyone, even you."

—Jedi Saying

The Force flows throughout the galaxy. Through the blackness of interstellar space, across the windswept surfaces of the most distant Rim worlds, and even among the artificial canyons of Coruscant; the Force envelops everywhere and everything. However, there are some locations where the Force is particularly strong. These locations are known as "vergences."

WHAT IS A VERGENCE?

A vergence is a location where the Force concentrates like a whirlpool in a fast-flowing river. Here, the power of the Force is strong, sometimes very strong indeed. Those with the ability to touch the Force can guide and use this power to accomplish great and terrible things.

A vergence can occur just about anywhere. These locations are often places with weighty histories and great import to the wider galaxy, but not always. A small, dark cave on Dagobah can house a vergence as powerful as the seat of the ancient Jedi built on the planet that rules the galaxy. Likewise, these locations can be as large as an entire planet, or as small as a single room. They can even exist beyond the bounds of time and space.

Nobody knows what creates a vergence. Jedi scholars once posited a variety of theories as to what creates a vergence. However, for every theory floated, another scholar or sage eventually found an example of a vergence that broke the newly established rules. Vergences are not always fixed, either. Some grow and ebb with the aging of the galaxy, and some have been lost for thousands of years (if they ever existed at all). Some Force users have said that it is as if the Force actively tries to confound attempts to understand it.

Even though they are ill-understood, vergences have long been sought out by the Jedi, the Sith, and other Force-using traditions. Many vergences are the sites of temples or other constructions, some dating back thousands of years.

FAMOUS VERGENCES

This chapter contains several famous vergences throughout the galaxy. Most, but not all, are concentrations of the light side of the Force. A few are wellsprings of darkness instead. Many have had special significance for the Jedi, but some are unknown to the wider galaxy.

CORUSCANT JEDI TEMPLE

For centuries, the Jedi Temple stood on Coruscant as a symbol of the might and wisdom of the Jedi Order. Built atop the ruins of an older Sith shrine, the temple was a combination academy, military headquarters, and holy site where young people from across the galaxy were trained in the ways of the Force. Like the Jedi themselves, much about the temple, its construction, and what went on inside was shrouded in mystery. Only a select few non-Jedi were ever allowed into that hallowed space, and even then only on a very limited basis.

HISTORY

For a time before the rise of the Galactic Republic, the dreaded Sith dominated the galaxy. During this time, the Sith built a shrine complex atop a mountain on Coruscant as a sign of their great power. The shrine stood black and menacing against Coruscant's sky, an implied threat to anyone who would stand against the Sith dominion, until the Jedi laid siege to it and burned it to its foundations. With the Sith routed from Coruscant and their corrupt shrine little more than a smoking crater, the Jedi Order decided that they would stamp out the memory of the Sith's legacy on Coruscant. Over the foundations of the ruined Sith shrine, the Jedi laid the foundations of their own grand temple in an attempt to bury the Sith, symbolically at least, once and for all.

Over the following centuries, the Jedi Temple slowly took form. The ruined foundations of the Sith shrine were steadily buried beneath layers of plasteel and ferrocrete as a massive, flat-topped ziggurat was built around them. The mountain's interior was hollowed out and packed with hundreds of chambers and grand halls connected by uncounted kilometers of broad corridors. Important Jedi art and artifacts were brought to the temple from all across the galaxy, and records from the lost Great Jedi Library were installed in the newly built Temple Library. The ziggurat was crowned by five tall, slender towers: one at each corner and one, incredibly tall and graceful, in the center directly over the site of the shrine.

With the completion of the towers, the Jedi Council members left their temporary lodgings and installed themselves in their new permanent home in the Tower of First Knowledge. The Jedi Order was now firmly entrenched on Coruscant. Over the centuries, the fortunes of the Jedi Temple followed those of the Jedi Order. The structure of the ziggurat continued to grow, spreading over the surrounding area and increasing steadily in stature and glory. Sometimes thousands of Jedi lived and worked in the temple, and at other times, a mere handful were left to tend to the systems and stand watch over the empty halls. Thanks to the constant building and expansion, the interior of the temple was a maze-like warren of corridors, halls, and rooms of every shape and description. It was so complex that not even the oldest and wisest Jedi could navigate it without a holomap.

The temple served as the operational and spiritual headquarters of the Jedi Order for just over a thousand years. During the Clone Wars, the Jedi Council ran various military campaigns from the Council Chamber in the Tranquility Spire and the massive military communications room located a few floors below.

Thanks in part to the influence of the dark side energy that still emanated from the Sith vengeance, the Jedi were unable to see the treachery and evil of Darth Sidious, who was daily in their midst in his guise as Chancellor Palpatine. It was the creeping influence of the vengeance over the millennium as much as the schemes of Darth Sidious that led to the downfall of the Jedi. The Sith influence weakened the Jedi and allowed physical and spiritual shortcomings to spread throughout the order like a cancer. By the time Darth Sidious made his final play for control of the galaxy, he had but to gently push, and the entire Jedi Order collapsed like a house of sabacc cards.

POINTS OF INTEREST

The current conditions within the Jedi Temple are unknown. After the purge of the Jedi Order, the site was refashioned into the new Imperial Palace. The glory of the old temple now lives on only in fragments of data left in forgotten archives and in the memories of those few Jedi and Force adepts who survived Order 66. The points of interest presented below describe the Jedi Temple as it was before the fall, but the existence of these places today can neither be confirmed nor denied.

JEDI ARCHIVES

The Jedi Archives once held all of the Jedi's knowledge and history and even, it was suggested, the sum total of all galactic knowledge. Constructed in the first years of Jedi residence on Coruscant, the Jedi Archives initially held what few holobooks and artifacts were evacuated from the old Great Jedi Library on Ossus. Located near the summit of the temple ziggurat, the Archives was a huge cruciform chamber, two stories tall and centered around an ornate rotunda. The four main branches of the chamber held tens of millions of holobooks, datapads, and ancient tablets covering every imaginable subject. The central rotunda was the main public space, reached via the Archives' main entrance; it contained long rows of data terminals, study carrels, and a central reference desk staffed by the head librarian. Associate librarians assisted by JN-66 and SP-4 data analysis droids kept the Archives neat and organized and helped visiting Jedi with their studies and research. The Archives also contained a highly secure section in which a number of priceless holocrons were kept.

Like much of the rest of the Jedi Temple, little is known about the fate of the Archives after the sack of the temple. Rumors suggest that all of the data pertaining to the Jedi was destroyed in an effort to wipe their memory from the galaxy. Further, it is also rumored that the holocrons fell into the hands of the Emperor.



ROOM OF A THOUSAND FOUNTAINS

Located in the temple's First Knowledge Quarter, the Room of a Thousand Fountains was a massive seven-story greenhouse built as a meditative retreat for Jedi visiting or working in the temple. Designed by a cadre of supremely talented botanists and artisans, the area was packed with exotic flora and fauna from across the galaxy.

The warm, humid, and eminently comfortable space smelled of flowers, greenery, and rich, wet soil. Dense copses of green and golden-leafed trees, lush green shrubs and grasses, towering bromeliads, and flowers of every conceivable shape and color filled the soaring greenhouse. Countless birds, butterflies, and insects flitted about, while the constant bubbling of brooks, chatter of fountains, and rush of shallow waterfalls provided a soothing, almost hypnotic soundscape to accompany the natural beauty.

Walking paths of dirt, crushed gravel, and ornate cut stone crisscrossed the floor of the room, and mezzanines and catwalks offered a series of elevated viewing terraces. Benches and small gazebos were scattered throughout the space, providing comfortable places for rest, meditation, and friendly gatherings. The vast dome of the ceiling contained a sophisticated holoprojection suite programmed to simulate a day-and-night cycle complete with sunrises, sunsets, sculpted clouds, and the night skies of a hundred worlds.

The Room of a Thousand Fountains served the Jedi as a public, multi-use space. Along with meditation and relaxation, it was used for quiet meetings, exercise, biology instruction, and even lightsaber training. It is presumed that the Room of a Thousand Fountains was heavily damaged or destroyed during the purge of the Jedi at the end of the Clone Wars, but nothing is known about its ultimate fate.

TEMPLE DETENTION CENTER

The Temple Detention Center was a multilevel, high-security prison facility located in the southwest quarter of the Jedi Temple. Built initially to detain Sith and Sithspawn, the massive complex contained hundreds of cells, mess halls, interrogation rooms, armories, guard barracks, and control centers.

As it was designed to hold some of the most powerful Force users in the galaxy, the Detention Center was built from cortosis-reinforced duracrete sheathed with rare Force-resistant alloys. Its doorways were sealed by blast doors and shield generators, and a ray shield generator sealed the whole complex off from the surrounding quarter. The inner cell blocks of the Detention Center were the maximum security cells, designed to detain powerful Sith and fallen Jedi. Outer cell blocks were medium and low-security wings designed to hold criminals who were not Force users and those Jedi and apprentices who had broken one of the order's many laws.

TEMPLE PRECINCT

Also known as the Temple District, the Temple Precinct was an administrative district surrounding the Jedi Temple on Coruscant. Composed of dozens of city blocks, the precinct was controlled jointly by the Jedi Council and the Galactic Republic. A bustling, constantly busy region, the precinct held many important government buildings, hundreds of private residential blocks, a vast entertainment district, a smaller museum and education district dedicated to the history of both the Galactic Republic and the Jedi Order, and countless small commercial districts catering to the tastes and needs of the wealthy bureaucrats who called the sector home.

The Temple Precinct suffered heavily during the siege of the Jedi Temple. Clone armies destroyed or occupied many of its governmental buildings, and the museum district was utterly destroyed. Most of the residents fled the fighting, along with business owners and entertainers. Today, the precinct is shockingly quiet and sparsely inhabited.

TEMPLE SPIRE

The Temple Spire was the tallest of the five spires that crowned the Jedi Temple on Coruscant. Also called "Tranquility Spire," the Temple Spire was built in the center of the Jedi Temple's roof, equidistant from its four smaller siblings. For the thousand years of its existence, the spire was considered among the holiest sites in the Jedi Temple. It was filled with large galleries depicting the glorious history of the Jedi in mosaics, tapestries, and ornate sculpture installations. These galleries were viewed through transparisteel turbolift tubes that ran through much of the tower, taking visitors to and from the important levels at the top.

At the apex of the spire, which stood more than a kilometer above the surrounding Temple Precinct, were a number of important halls and chambers. Many were given over to meditation and contemplation of the Jedi's place within the universe, while others were meeting rooms, lecture halls, a huge interactive holomap room that acted as both a planetarium and a repository of countless galactic charts, and even a modern military command and control center built during the Clone Wars.

Above these chambers was the Veranda, which consisted of three multilevel wings jutting out from the sides of the tower, supported by buttresses. The Veranda housed a VIP hangar that could handle light ship and speeder traffic carrying dignitaries and important Jedi; the Hall of Knighthood, where Padawans took their vows and became full-fledged Jedi Knights; and dozens of private meditation rooms, where Padawans spent the week before their knighting ceremony in deep contemplation.

At the very summit of the Temple Spire was the Pinnacle Room, a round chamber with a domed ceiling and walls dominated by massive arched windows. Within this room were kept the most sacred documents of the Jedi Order, some of which were rumored to date from the Order's founding. The Jedi Council also held meetings in this room, and by the time of the Clone Wars, it was the group's primary meeting place.

THE JEDI TEMPLE GUARDIANS

During the heyday of the Republic, the Jedi Temple Guards protected the Coruscant Jedi Temple. Selected from the ranks of the Jedi by the temple's head of security, the Temple Guards cloaked their identities behind ceremonial robes and masks. Their anonymity represented their total commitment to the ideals of the Jedi, and allowed them to serve as impartial arbitrators of conflicts within the temple.

The Temple Guardians wielded unique, double-bladed lightsabers with distinctive yellow blades. Their armor appeared purely ceremonial, but wove cunning layers of protective fabrics together to create a subtle but effective defense against blaster bolts and blades.

3	2	2	3	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE		
4	18	18	2	2	

Skills: Discipline 2, Medicine 2, Melee 2, Lightsaber 2, Perception 2, Vigilance 2.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Force Rating 4, Parry 4 (when struck by a hit from a melee attack but before applying soak, suffer 3 strain to reduce damage by 6), Reflect 4 (when struck by a hit from a ranged attack but before applying soak, suffer 3 strain to reduce damage by 6).

Abilities: Force Power: Bind: Spend 1 to immobilize one target within short range until the end of the user's next turn. Spend 1 to increase the range of the power by one (may activate this multiple times). Spend 1 to affect 1 additional target (may activate this multiple times). Spend 1 whenever an affected target takes an action, it suffers 3 strain.

Equipment: Temple Guard Lightsaber Pike (Lightsaber; Damage 6; Critical 2; Range [Engaged]; Breach 1, Defensive 1, Linked 1, Sunder, Stun 4, Unwieldy 3), Jedi Temple Guard Armor (+1 soak, +2 defense), keys.





Today, the Imperial Palace stands at the center of Imperial government. Towering over the middle of the newly created Federal District, the Imperial Palace casts a pall over the surrounding cityscape. The temple grounds have been converted into the Palace Court, which has parade grounds for military displays and berthing docks for some of the smaller sub-capital classes of Star Destroyers. In addition, both the COMPNOR Arcology building, with its thousands of Imperial ministry offices, and the headquarters of Imperial Naval Intelligence have been constructed close to the palace for ease of access.

THE CORUSCANT VERGENCE: THE FUTURE IN MOTION

When the Sith built their shrine on Coruscant, they did so over a powerful light side vergence. This decision was made in an attempt to corrupt the vergence and use its power to fuel dark rites. Their plan worked to a point, and by the time the Jedi took Coruscant and pulled the shrine down, the vergence had become corrupted with dark side energies. The Jedi were well aware of the dark side corruption of the vergence, but believed they could reverse the process and return the vergence to the light side. Thus, they built their new temple atop the foundations of the old Sith shrine.

Unfortunately, the Jedi were wrong on this account. Even as they built the temple, a small portion of lingering Sith corruption infused its foundations. That hint of dark side influence may have been enough to cloud the judgment of the Jedi, leaving them vulnerable to the manipulations of Darth Sidious.

CURRENT STATE OF THE TEMPLE

Today, the Temple Spire is occupied by Emperor Palpatine as his seat of power. Passersby still see lights in the windows of the Pinnacle Room, where it is presumed that the Emperor holds court with his lapdog Vader and his simpering pack of courtiers and favor-seekers.

During the fall of the Republic and the purge of the Jedi Order, the temple was besieged and occupied by the 501st Legion. As the 501st laid its siege, the fallen Jedi Anakin Skywalker led an elite force of clone commandos into the temple to slaughter everyone within. Despite brutal close-quarters fighting, the temple and the area around it survived the fall of the Jedi. To cement his dominance over the galaxy and the destruction of the Jedi, the Emperor moved into the temple almost immediately and declared it the new Imperial Palace.

During the months that followed, Imperial agents scoured the temple of all traces of its former occupants. The numerous statues, paintings, and tapestries recording the Jedi's proud history were destroyed, replaced with statues of the Emperor and art dedicated to the glory of the new Empire. Palpatine moved his quarters into the old Tranquility Spire, which stood tall atop the palace, and held court in the Pinnacle Room.

The Jedi Archives were looted, the data held within spirited away by Imperial Security Bureau agents for study and eventual destruction. The secrets held within the Archives led to the deaths of countless Jedi and Force-sensitive individuals, and to the discovery and destruction of many hidden temples and facilities. Jedi artifacts found in the temple, including many holocrons, were destroyed, were locked away for further study, or found their way onto the black market. Within a year of the temple's conversion to the Imperial Palace, barely a trace of the former Jedi inhabitants remained.

CORUSCANT VERGENCE RULES

When making Force power checks or using Force talents within the Coruscant vergence, add automatic ○ to the check.

When a Force user meditates within the Coruscant vergence, the Force can reveal many things, including other places, the past, and the future. Within the temple, however, the visions can sometimes be cloudy and ambiguous. After meditating at the vergence, Force users may add ○ no greater than their Force rating to the next Knowledge check they make that session. Each ○ generates automatic ✨ for the check results.

Any ● or ☠ generated by the Knowledge check negatively affects its results. This reflects the lingering corruption from the Sith shrine, which can cloud visions and provide incorrect answers to questions. The details of these negative effects are left to the Game Master's discretion, but they should involve misleading or misdirecting the PC in some way. In addition, the GM can have any Foresee power check made at the vergence become a combined check with a **Hard (◆◆◆) Vigilance check**. Any ● or ☠ generated can create the same negative consequences described above, but ☞ or ☹☹☹ can guarantee that the visions the PC sees are truthful, or can simply reveal that a lingering corrupting influence is at work.

ILUM JEDI TEMPLE

For millennia, the Jedi Temple at Ilum and the vast crystal cave complex beneath it were the Jedi Order's principal source of precious kyber crystals. Novice Jedi came from all across the galaxy to test themselves in hopes of gaining a new crystal with which to build a lightsaber. This endured until the end of the Clone Wars.

HISTORY

The Jedi built their temple on Ilum as a way to secure and limit access to the riches of the newly discovered crystal caves. Constructed at the largest natural entrance to the cave complex, the facade of the temple is set at the base of a sheer vertical cliff hundreds of meters high. The facade is a tall, baroque, cathedral-like edifice carved from the native stone. It is etched with bas reliefs commemorating the history and glory of the Jedi Order and is pierced with tall and narrow arched windows inset with multicolored panes. Two enormous doors hewn from the black, light-absorbing stone found within the caverns seal the entrance, each one accented with a silvery alloy. Due to the typical Ilum weather and the temple's low frequency of use, the entrance is often sealed behind thick walls of ice and drifting snow; their removal is typically a visiting Jedi Knight or Padawan's first test in the ritual.

The interior of the temple is calm and quiet, lit from without through the stained glass windows of the facade and from within by hidden glow globes placed high up in the ceiling. The temple consists of a single massive room carved out of the heart of an ice mountain, surrounded by several smaller rooms and passages. Shaped roughly like a bell, the room is round on the bottom and soars hundreds of meters up to a domed ceiling. In its center, where the ritual begins, are two tall and forbidding statues of hooded Jedi brandishing lightsabers standing among a group of ornately carved obelisks. Opposite the main entrance is what appears to be a stone carving of a waterfall but is, in fact, a true waterfall frozen solid by Ilum's lethal cold.

This sheet of ice seals the crystal caves off from the temple proper and can only be thawed once every seventeen days, when the sun rises over the temple. The thawing is accomplished by focusing sunlight through a huge kyber crystal suspended from the dome of the ceiling in a complex mechanical cradle. The crystal magnifies and focuses the sunlight on the waterfall, melting away the ice and exposing the cave entrance. Almost immediately, however, the waterfall begins to freeze over again.

THE TEMPLE TODAY

Ever since the fall of the Galactic Republic and the violent purge of the Jedi Order, the temple at Ilum has stood silent and empty. Knowing full well the importance of the crystal caves to the Jedi Order, Emperor Palpatine had an Imperial garrison dispatched to secure Ilum before the bodies in the Jedi Temple at Coruscant were cool. The Imperial troops moved swiftly, killing Jedi who had fled to the temple and building a base of operations on the frozen world.

To date, the Imperial forces on Ilum have done little damage to the temple or the caves inside. Instead, Imperial Army Engineers built a massive reinforced plasteel containment vessel over the temple's entrance. This feat of engineering is five meters thick and armored like the flanks of a Star Destroyer. The entrance is guarded around the clock and seems, for all intents and purposes, impenetrable.

THE ILUM VERGENCE: THE GATHERING

One of the most important parts of a young Jedi apprentice's training was the construction of the Padawan's first lightsaber. This task, as much a mystic ritual as a technical exercise, involved traveling to Ilum and undergoing a trial within the crystal caves deep beneath the Jedi Temple there. Known as "the Gathering," this trial was undertaken by groups of six to eight younglings who had progressed far enough in their training to wield a lightsaber.

The times of the Gathering were dictated by the position of Ilum's sun. Only when the light of the weak star was strongest would it shine through a particular temple window with enough force to melt the frozen waterfall over the entrance to the crystal caves. Once the entrance was open, the participants in the Gathering would enter the caves, having been instructed to complete their trial before



the waterfall froze again at sundown. (In truth, a participant could break through the frozen waterfall if they became trapped, something the Jedi did not tell their younglings so that the youth would take the trial seriously.)

Before entering the caves, the gathered younglings were given a lecture on the nature of kyber crystals, lightsabers, and the Jedi, and how the three were intertwined. They were then sent into the caves with the following instructions: work together, trust in the Force, and find their kyber crystal. As they searched through the caves, guided by the Force toward a single crystal that was destined to be theirs, the younglings each endured an ordeal wherein they faced their deepest emotional flaws and insecurities. Only through overcoming these weaknesses could younglings discover their crystal.

Countless generations of Jedi underwent the ordeal of the Gathering. Even some more experienced Jedi came to the caves and endured the trial alone, often more for personal improvement or penance than for a new kyber crystal. The Gathering forced participants to take a long, hard look within themselves and face some potentially ugly truths.

ILUM VERGENCE RULES

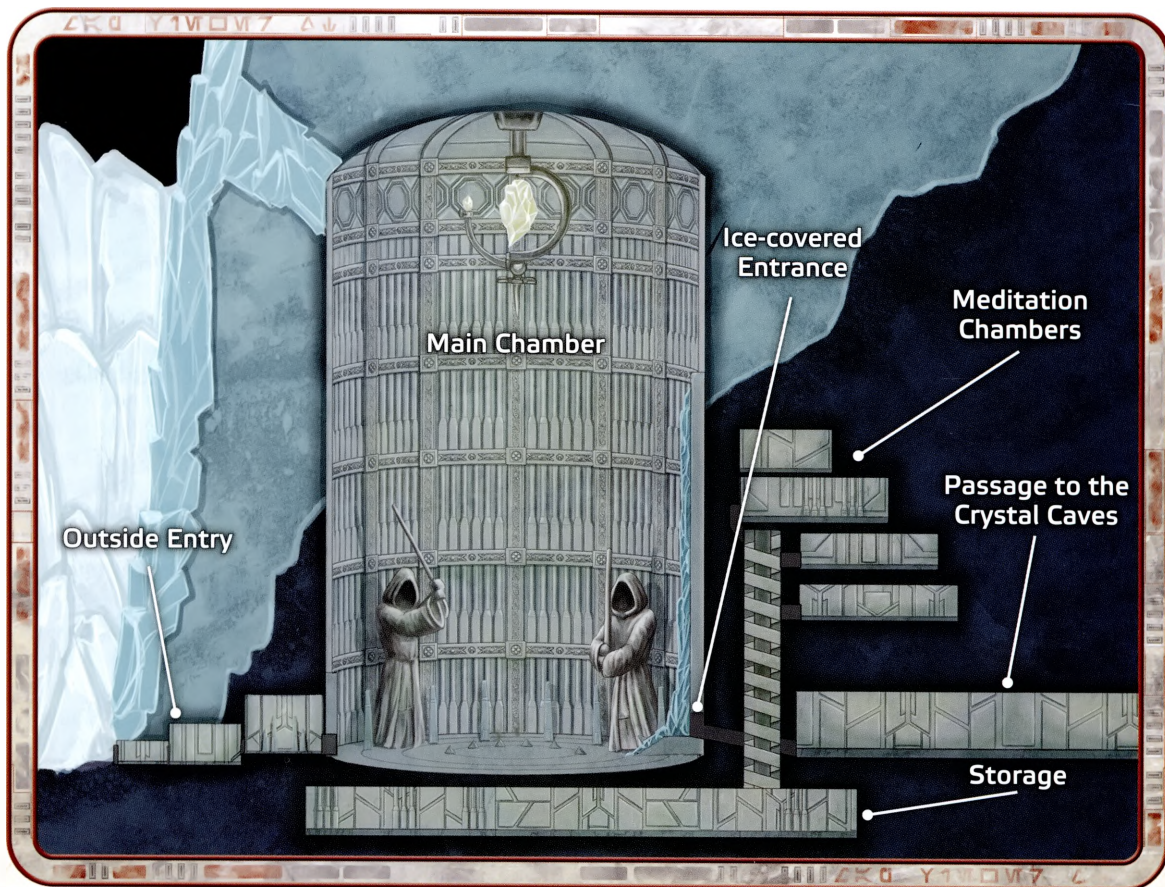
When making Force power checks or using Force talents within the Ilum vergence, add automatic $\bigcirc\bigcirc$ to the check.

As characters search through the crystal caves during the ordeal of the Gathering, each is confronted by a test meant to exploit each character's deepest insecurities and

personal weaknesses. These tests take the form of tough decisions and situations that play on a character's emotional weakness and must be overcome by the character (both by making checks and through good roleplaying on the part of the character's player).

Upon encountering the first test, a character must make a **Hard** ($\blacklozenge\blacklozenge\blacklozenge$) **fear check** (or another check if the GM feels a different skill would better represent them overcoming their personal emotional weakness). Success on this fear check means he has taken a major step toward knowing himself and facing down his insecurities. Failure on the initial fear check fills a character with fear and self-doubt, muddling his thinking and often leading him to make poor and even life-threatening decisions. This generates 5 Conflict for the character. In addition, the GM can have the PC make an additional **Hard** ($\bullet\blacklozenge\blacklozenge$) **fear check** to attempt to overcome his fears a second time.

Successfully navigating the Gathering is incredibly difficult, but the payoff is more than worth the danger. The Gathering is as much a roleplaying exercise as it is a matter of game mechanics. Game Masters and players should exploit a character's experiences, background, and the emotional weakness of his Morality, and use that to personalize the trial. Overcoming the trial of the Gathering grants Player Characters a new Ilum kyber crystal (see page 197 of the **FORCE AND DESTINY** Core Rulebook). In addition to obtaining the lightsaber crystals, Player Characters should come out of the ordeal with better understandings of themselves.



DAGOBAH TREE CAVE

The forgotten world of Dagobah holds a small but intense vergence in the Force in the form of a mysterious tree cave. Hidden deep amid Dagobah's endless, dense swamps and abundant fauna, the cave is an overgrown landform encased by a tangle of tree roots, gnarled branches, and curtains of vines. The dark vegetation and Dagobah's ever-dim lighting makes it difficult to ascertain the makeup of the interior, whether it is a hole in the ground, a void within a massive tree, or a combination thereof. The thick overgrowth surrounds a narrow, natural entry, and signs of an ancient stone structure in the form of walls and wide, shallow steps provide another entrance to the area.

The vergence is small in area but intense. It is very strong in the dark side of the Force. Despite this, its presence in the Force seems to ebb and flow according to its own manner of being. Those who venture close experience feelings of coldness, menace, malice, and darkness. However, the distance from which the vergence can be detected varies unpredictably. While most sentient beings seem to notice a chill and a creepiness to the area, those with stronger connections to the Force gain a much deeper sense of the darkness within.

Though visitors usually recoil from the cave, Dagobah's ever-present animal and plant life are largely undeterred. The cave is home to a multitude of creatures, from tiny insect-like life forms to many types of small reptilians. The animals don't seem overly influenced by the dark side presence that surrounds them, and while the plants at the cave are twisted and foreboding to behold, they are the same in many places on Dagobah.

THE DAGOBAH VERGENCE: FEAR GIVEN FORM

Those entering the cave become subject to the dark forces of the vergence for the duration of their stay. Every entrant's experience is different and usually highly personal. The vergence tends to confront individuals with their worst fears. Whether through apparitions and illusions or by interacting directly with characters' minds, the vergence compels or misleads them into acting out personal scenes that reveal their natural weaknesses and worries. How individuals respond to threats determines the outcome of the scene. Whatever the results, characters are usually left with a great sense of doubt and fear about what they just experienced and what it means to their future.

The cave is not just dark, but evil. It selects and twists the visions it presents to induce the worst possible outcomes, even if subjects believe they chose the right response. The obvious danger confronted in a vision isn't the only threat, and often isn't the worst threat, to the individual experiencing the vision. The way the individual observes, negates, or deals with that threat usually reveals a darker and unwanted outcome. The result or consequence may be one the individual didn't even consider until being made to live through it in fear-inducing detail. As the subject's fear increases, so does the likelihood of a future fall to the dark side.

DAGOBAH VERGENCE RULES

When making fear checks or any other Discipline or Vigilance checks within the Dagobah tree cave vergence, a character must add \square equal to his Force rating to the check. Each \bullet result cancels one \star in the check (in other words, treat \bullet results as \blacktriangledown results).

Upon entering the tree cave, Force users see an illusion of one or more of their greatest fears coming true. The illusion might portray a Force user's most current concern or a long-held worry. The character might be confronted or attacked directly (as Darth Vader attacked Luke Skywalker), or the character could be a helpless observer unable to influence or stop the events of the vision (as Yoda experienced on his visit to the cave before the end of the Clone Wars).

The PC makes one or more skill checks while experiencing the vergence. The exact checks depend on the events involved, but at a minimum, the PC must make a **Daunting (◆◆◆◆) fear check** when first seeing the illusion or vision.

ADVENTURING IN THE TREE—LITERALLY AND FIGURATIVELY

The **FORCE AND DESTINY** Core Rulebook on page 337 discusses the concept of adventuring in the tree, featuring Force-centric encounters of highly mystical origin and experience. These encounters often blur the boundaries between what is really happening around a character and what might exist only in the character's head. In extremely rare cases, the character may not even remember the encounter afterward.

These types of encounters give the Game Master and players more room to creatively explore characters' motivations and reactions in unusual and unexpected environments. In addition, some PCs might have experiences they don't want the other PCs or NPCs to know about. Adventuring in the tree gives the GM and player the opportunity to develop the player's character in ways that are true to the character, but could cause immediate difficulties with the character's relationship with other PCs, which they may want to avoid revealing for the moment.

In the **FORCE AND DESTINY** Core Rulebook, the concept of adventuring in the tree is abstract and somewhat freeform. Since this section of *Nexus of Power* presents the location that inspired the concept, this sidebar provides some additional advice for using both sets of information together. It also covers how the GM could use both in an adventure or campaign.

First, there is the practical matter of the PCs' going to Dagobah. They must first discover what and where Dagobah is, and have a reason for wanting to travel there.

Next, if the adventure is to comply with existing canon, the PCs shouldn't know anything about Yoda's presence. It's simple enough for him to foresee their arrival and disappear after concealing his hut.

Alternatively, the GM could restrict the PCs' visit to the area immediately around the cave. GMs who aren't concerned with maintaining continuity with canon may handle Yoda however they feel works best for the adventure.

In an iconic location from the movies such as Dagobah, part of the fun for players is experiencing something familiar through their own characters and adventures. Although their characters probably have no knowledge about the place or the tree, the players likely do. They'll have certain expectations about the experience, which the GM should keep in mind before considering going too far afield from Luke Skywalker's brief encounter with the illusion of Darth Vader.

Also of note is the fact that Luke entered the cave alone. The GM should consider what happens if the PCs enter together. Do they each have their own internal mental experience, or are they subject to illusions that they can all see and react to as a group?

The extent of the tree and of the cave aren't well defined in either *The Empire Strikes Back* or *The Clone Wars* episode "Voices." This gives the GM some freedom with regard to layout. However, these areas do seem to be somewhat confined, so a secret labyrinth or series of large chambers is probably best left to other areas, vergences, or adventures.

If the GM wants to use the cave and Dagobah for more unusual Force encounters, the pureness of the Force on this world opens the location to a wide range of possible fantastic visions and experiences. The "Voices" episode depicts constructed items like walls and stairs, and these might lead to other hidden locations the GM could create as needed.

If successful on the fear check, the PC forms a pool containing one for each uncanceled ☹ result from the check. The PC may spend those as desired on subsequent skill checks made within the verge, until the pool is exhausted. If the fear check is successful but generated uncanceled ☹, the PC suffers 1 strain per ☹.

If the fear check fails, the PC gives into his fear. Besides the narrative effects this may engender (striking out against the vision, fleeing it, or otherwise reacting to it as if it is real and not recognizing it as an illusion), the PC also gains 5 Conflict, plus an additional 1 Conflict for every additional ▼ generated on the check. The GM also forms a pool of one per uncanceled ☹. The GM may add those to subsequent PC skill checks, until the pool is exhausted.

In addition to imposing the outcomes above, the GM may and should impose additional effects of the PC's success or failure, based on the PC's specific fear.

Subsequent skill checks depend on the illusion. The PC might have to fight an enemy using combat skills; resist an enemy's taunts or deceptions using social skills, Cool, or Vigilance; or avoid being overcome by fear, panic, or desperation when shown a personally devastating vision. The difficulty of these checks, including Melee and Brawl checks, is typically a minimum of **Hard** (◆◆◆), or the difficulty should be upgraded once.

The GM should be wary about making his PCs make too many additional skill checks in the Dagobah tree cave. Generally, one or two subsequent checks is enough to get across the effects of the cave. The vision ends when the character has overcome the challenge set in front of him. Success or failure is less important than whether he gave into his fear (failed the fear check) at the beginning of the encounter, and whether or not his actions were inspired out of fear, anger, or hate.

JEDI TEMPLE OF EEDIT

In the midst of a dense Devaronian jungle not far from Tikarook stand the shattered ruins of the once-elegant Jedi Temple of Eedit. The Jedi knew the temple as a place that aided visitors in their personal rebirth and in fortifying their inner strength and resilience. Now, it stands as a testament to those same ideals as the vergence of the Force within it begins to recover from the devastating damage inflicted by Imperial forces.

PAST ENVIRONS

Eedit Road, the road approaching the temple, was once a grand, formal promenade that cut a wide, straight path through the jungle. Deep red in color, it ended at a stately monumental staircase leading up to the temple's massive doors, which were set in the larger of the temple's two towers.

The temple itself was quite small compared to the massive Jedi Temples on other worlds. Its pair of dissimilar gray towers were placed quite close together and joined at their bases. The larger tower was capped with decorative fins.

Adjacent to the towers was a circular courtyard once used by the Jedi for meditation, Force training, lightsaber training, and contemplation. A few smaller buildings bordered the courtyard. Inside the towers were a large entry hall and a few classrooms, as well as caretakers' offices, dining facilities, and sleeping rooms. The temple had little in the way of staff; it was not uncommon for a single Jedi Master and an apprentice to be the only caretakers on hand for extended periods of time.

During the Clone Wars, the temple also served as a Republic surveillance post, teeming with sensors and communications dishes. In addition to a Jedi Knight and his Padawan, Republic clone troopers operated and protected the station.

CURRENT CONDITION

Using the Temple of Eedit for military purposes proved to be the start of its undoing. In his guise as Darth Tyrannus, Count Dooku ordered his new apprentice, Savage Opress, to attack the temple and kill the Jedi guarding it. When Opress arrived, Separatist droid forces were already attacking the facility and fully engaged in fighting the clone trooper defenders. Axe in hand, Opress charged down Eedit Road and cut through friend and foe alike until he was the last one standing from either side. The temple grounds sustained serious damage, as did the surveillance and communications gear, but it was not yet a total loss.

After the end of the war, the Empire sought to destroy anything and everything to do with the Jedi. Imperial forces targeted the facility directly, bombing it and then going back through to ensure the destruction of anything with obvious Jedi symbolism. Blaster bolts, grenades, and explosives vandalized the once-artistic statues, residences,

IMPERIAL SURPRISES

After so many years, the Imperials have largely left Eedit to rot in the jungle. Local forces periodically patrol the area by air, but usually only give it a cursory look. Such patrols are usually carried out by different individuals each time, so changes to the grounds may not be immediately apparent or detected. Any obvious signs that the ruins are inhabited, or seem to have sentient visitors, prompts a closer look.

Within the ruins, Imperial demolitions experts have rigged booby traps for anyone who might come to search the place. While a few have been set off by animals, most have been rigged in such a way that they are difficult to trigger other than by someone actively searching the place, such as by digging into the tunnel rubble. Some of the traps are quite old, may malfunction, and may have become easier to detect.

It is also possible the Imperials may have left small sensors to detect non local life forms or to provide video surveillance to a nearby garrison. It is likely that a silent alarm is set to signal the Imperials. If the Imperials suspect activity at the site, they may send or station a probe droid near the temple to see who visits the place.

and much of the courtyard. Even so, some of the ruined statues manage to retain their beauty, which is evident if someone stops to take notice.

The top of the main tower was blown away, which scattered rubble inside and out. The entry hall sustained substantial damage; rubble completely blocks the main doors, and an enormous crater dominates the hall. It is obvious that the explosion was deliberately set, possibly to destroy something that used to be in the center of the room.

The old courtyard is now overgrown with trees and other vegetation, as the jungle seeps back into the space. The perimeter buildings are useless ruins. What was once a central fountain has become a dark pool with waterborne vegetation. The courtyard is inhabited by pikhrans, which discovered it served as a fine refuge from the sentient hunters and animal predators in the surrounding jungle.

THE TUNNEL

Due to the rubble, wanton destruction, and probably Imperial planning, entering the temple grounds is difficult. The main hall is completely impassable. Dropping into the courtyard from above is possible, but limited to smaller vehicles at best. Plus, the pikhrans are none too pleased at the intrusion.

However, an old tunnel that once served as a secret passage remains largely intact. Damage has exposed its exterior entrance, though it requires some searching to notice it. The tunnel is in poor shape, thanks to the Imperials and decay over the years. Many parts are partially or completely caved in and blocked with rubble, though they can be cleared with some serious effort. The tunnel offers direct access to the temple's interior.

EEDIT ADVENTURES

Characters can use Eedit as a short-term base of operations, or they may visit periodically to train and to use the vergence to help restore mind and spirit. Characters researching the ruins may discover that frescoes and other paintings in the main hall and other tower rooms provide limited instruction for lightsaber training and forms. They may have to work to interpret the images, or to clean and restore them to make them readable. The GM may require skill checks such as Knowledge (Education), Knowledge (Lore), or Perception to determine whether they are able to accurately interpret what they find.

EEDIT VERGENCE: A PLACE OF LEARNING

The Eedit vergence, the original impetus for the temple's construction, doesn't appear to have been significantly affected by the battles of the Clone Wars and the ravages of the Empire. Upon entering the temple grounds, visitors are still surrounded by the power of the Force. Force sensitives can feel the presence of the vergence through the stronger connection it provides to the Force. Those who are not Force-sensitive may also perceive a general sense of strength or renewed spirit.

The vergence is strongest in the courtyard. It is one of the reasons the animals feel safer here than in the surrounding jungle. Force users find that manipulating or learning new Force powers and abilities is enhanced here, especially those related to healing and renewal of spirit. Force users who are tainted but not fully corrupted by the dark side find reconnecting with the light side a little bit easier. Meditation and contemplation in the vergence can also be more powerful and revealing, especially when concentrating on personal resilience, renewal, or strength of spirit. On rare occasions, foreseeing is enhanced.

The power of the Living Force is slowly driving a rebirth of the courtyard. Plants left behind by the Jedi are thriving, and the jungle advance is slowed but not stopped. Predators find it difficult to operate in and around the vergence (add two or more ■ to predatory animal skill checks). The longer characters stay in the area, the more they notice the pleasant or beautiful things that survived or appeared after the attacks.

EEDIT TEMPLE VERGENCE RULES

Light side Force users double the amount of strain they recover at the end of an encounter while within the Eedit Temple vergence. Dark side Force users, however, do not recover strain at the end of encounters.

A PC with a Force rating of 1 or higher at this site can choose to meditate for an hour on the resilience of life made stronger by the Force. Afterward, once per day while at this location, the PC may make a **Hard (◆◆◆) Discipline check**. The PC may heal two wounds per ✨ and heal two strain per 🌀. The PC may also spend 🌀 to heal one minor Critical Injury. At the GM's discretion, the PC may spend additional 🌀 to heal more severe Critical Injuries.

Additionally, if a PC spends three days in silent and contemplative meditation at the site, he may purchase one rank in either Medicine, Resilience, or Survival, reducing the cost of that rank by 5 XP. A PC may only ever do this once.



THE ACABLAS RUINS

For centuries, the Acablas vergence has drawn powerful Force users to the planet Auratera (see **Auratera**, page 48). The vergence is complex and dangerous, which is obvious even to untrained and less powerful Force users. Ancient Jedi used the vergence to test and train Jedi Masters, just as they had Padawan learners endure trials at other vergences. Ancient Sith also used the Acablas vergence to test or punish potential Sith Lords and powerful apprentices, though in a much more violent fashion and often to a lethal end.

The original discoverers of ancient Acablas predated the Jedi and Sith. These explorers built the original temple-like structures of the area. Most of these were destroyed or fell to ruin as the millennia progressed. Control of Auratera and the vergence shifted throughout history, as the Republic, Jedi, various Sith Empires, and others gained and lost control of the Salin Corridor hyperspace route (once known as "the Warrior's Trace") and the Vorzyd sector.

Both the Jedi and the Sith built temples and similar structures around the vergence, often on the ruins of earlier buildings. Sometimes the newcomers tore down their opposing order's structures, but sometimes they lacked the resources to do much more than take over what still stood. Some temples and chambers are quite elaborate. The resulting layering of new over old has made for some unusual and complicated interiors, with radical jumps in style and condition from chamber to chamber. It is certain that many structures and rooms have been buried or blocked up and lost to the centuries' neglect.

THE CENOTE

The center of the vergence is within an enormous cenote, an underground natural cavern with a hole at the top and partially flooded by a slow-moving underground river. The dome-shaped chamber is connected to a complex of dangerous, twisting caverns, which are periodically intersected by the equally twisting river. Early visitors reinforced and decorated the dome of the cenote, demonstrating their power with the Force and their ability to carry out the work that was done at the heart of the vergence.

Little of the site's natural rock remains visible in the dome, which was once completely covered with a conglomeration of materials including a rock-hard, duracrete-like substance, stone slabs, and intricate masonry. Much of the reinforcement has worn down, and some fell into the waters below it centuries ago. The artificial surface of the dome is adorned with cryptic symbols and stylized illustrations of Force powers in use. Though most of the abstracted subjects are humanoid, some are not, and it is difficult to pinpoint exact species. In places, it is clear that original works have been replaced with later pieces. It is difficult to determine whether the replacements were made to conceal the earlier art or to replace naturally damaged portions of the dome's facing.

The lower portion of the chamber remains mostly in its natural state. A stone walkway encircles the chamber wall just above the typical water level. Regional floods and droughts can cause the water level to vary greatly, though

DROIDS AT ACABLAS

As droids are unaffected by the vergence, they were used extensively over time to build and maintain the site. The last of the Jedi maintenance droids failed a few years after Order 66. Reviving their remains may give the PCs limited knowledge about the area, but the droids usually don't know much more than their assigned tasks. However, it is also possible for PCs to find an ancient droid with better information within the ruins. While this droid may not be repairable, portions of its memories or files might be retrievable with great effort

the water stains on the dome seem to indicate it has not risen above three quarters of the chamber's depth. A central, roughly circular stone platform rises just above the normal water level, directly beneath the opening in the top of the cavern. The platform and walkway are so old and worn that it is difficult to determine whether they were naturally formed or constructed by ancient visitors. At the walkway level are a number of tunnel openings leading to other chambers.

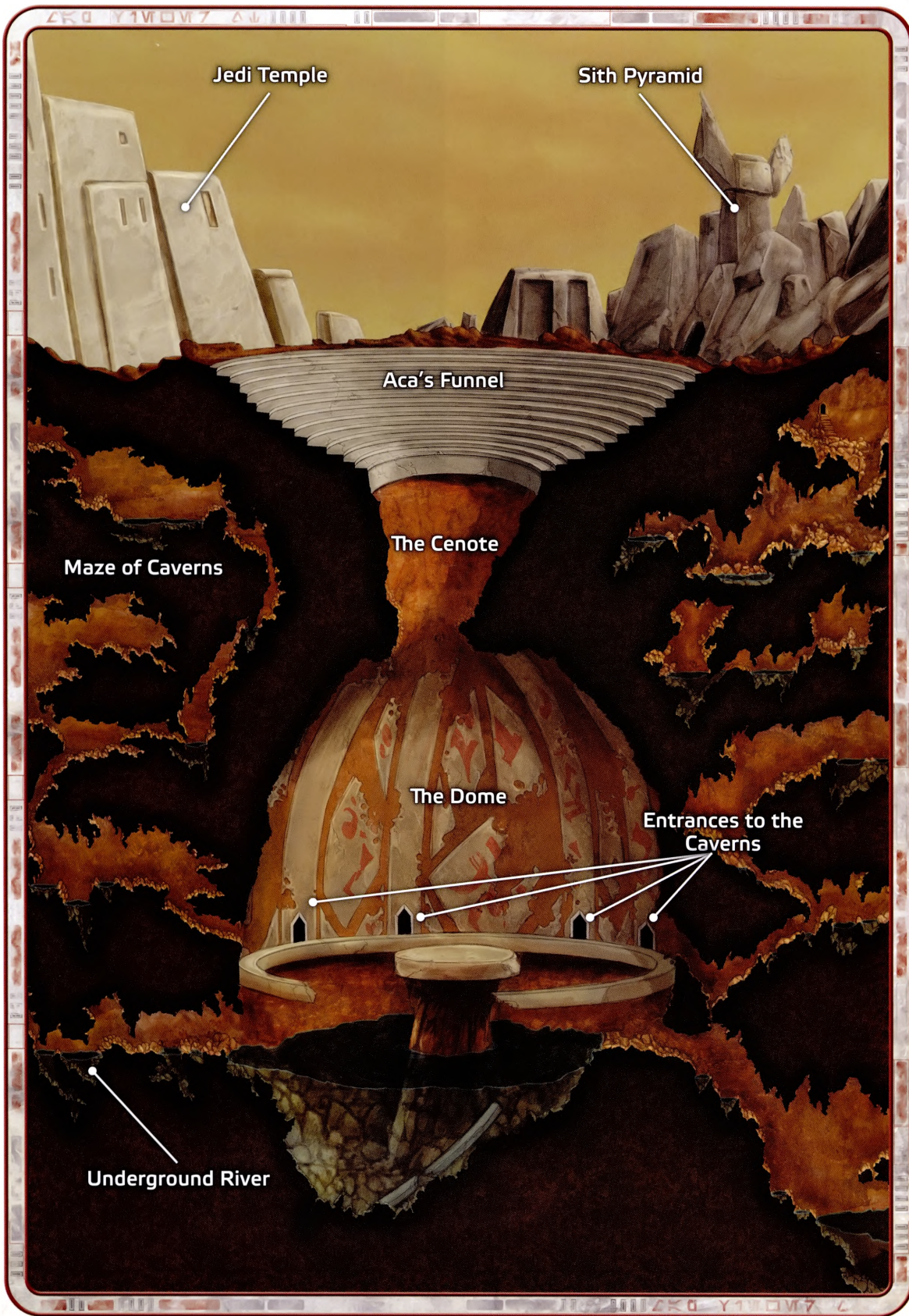
The water in the chamber is extremely clear and cool. It is part of the underground river and is fed and drained by multiple tunnels. With strong enough light, it is possible to pick out shapes and other details under the water, down many meters to the rough chamber floor. The water holds many secrets, including discarded items from ancient rituals.

An indeterminable number of skeletons are scattered throughout the pool. Most are likely unfortunate souls who failed their trials or attempts at exploration and became overwhelmed by the vergence. However, a fair percentage met violent ends at the hands of fellow Sith Lords and apprentices. Despite the dead, the vergence seems to suppress or eliminate any lingering spirits that are often associated with ancient Sith sites.

ACA'S FUNNEL

Outside, above the cenote, the ground sinks in an enormous, irregularly shaped elliptical cone, its narrow portion ending in a flat, stone-paved surface. The circular opening to the cenote is slightly off-center, between the stone-paved surface and one of the narrow sides of the ellipse. Originally a natural rocky formation, the funnel was transformed into a winding stairway, now highly treacherous due to weathering and other damage.

The ruins of ancient temples and training and meditation sites surround the funnel. Some dot the rim, while others were built farther away to escape the immediate effects of the vergence. Most of the sites on the rim give vantage points over the funnel, though the reasons for most are lost to time. Jedi and Sith structures are severely damaged and heavily deteriorated, but their basic forms are recognizable. Over time, neither side ever completely eliminated the other's buildings.



THE SITH PYRAMID

The Sith Pyramid maintains its recognizable pyramid form, though its peak and edges are heavily eroded. The pyramid is built into the side of the funnel, its entrance at the rim and the funnel side extending about halfway down the cone. Gaping holes in the pyramid's sides, the results of some ancient internal explosion or external attack, leave the interior open to the elements. At the rim, the ruins of a ceremonial path lined with the remains of Sith statues lead to the once-formal entrance. A long, cantilevered balcony extends over the funnel, ending high, but not directly, above the cenote opening. Sith alchemists performed rituals on the balcony, and more than one Sith Lord and apprentice met their end here.

THE JEDI TEMPLE

The Jedi Order held the Acablas Ruins from the end of the last ancient Sith Empire until late in the Clone Wars. They treated it more as an archaeological site than an active temple in order to avoid irritating the Aurateran citizenry and to hide it from dark side Force users and Sith (see **Auratera**, page 48). The last Jedi Master and apprentice who served as caretakers there were recalled to Coruscant near the end of the Clone Wars and were caught up in Order 66.

The temple consists of two towers flanking a tall central building on the funnel's rim. Underground chambers and older structures are built into the side of the funnel. Whereas the Sith Pyramid is entered at the top of the rim, the Jedi Temple has a formal path that ascends a monumental stair to reach an opening about halfway up the funnel on its outer slope. Stone overlooks once provided exterior training areas outside of the funnel.

AUXILIARY BUILDINGS

Few caretakers lived within the temple, due to its proximity to the vergence. A small number lived in chambers on its exterior side on occasion. Any Jedi Masters with Padawans resided in nearby auxiliary buildings to protect their wards from the vergence. The most recent stone and metal structures are adjacent to a landing zone for Jedi ships. The auxiliary buildings contained research facilities, data libraries, food, replacement parts, living quarters, and training rooms. The buildings have suffered greatly since the Clone Wars ended, having been damaged by storms and the multitude of native creatures that have moved in. The landing zone is overgrown but is reasonably usable.

THE ACABLAS VERGENCE: TESTING ONE'S LIMITS

Though Auratera is powerfully influenced by the light side of the Force, the Acablas vergence is much less stable. It is as though the dark side has concentrated much of its strength at the vergence rather than let itself be spread thin across a bright world. The light side opposition is equally powerful, but neither holds permanent sway over the location.

The vergence is usually aligned with the light side of the Force, perhaps influenced by the abundance of light in the star system. However, local events or changes in the star

RESEARCH AND EXPLORATION

The Acablas Ruins offer the Game Master an opportunity to insert Force-related artifacts, unusual experiences, and training opportunities into a Force and Destiny campaign. No matter what the PCs might be interested in, the GM can find a place for it in and around the ruins. Jedi or Sith holocrons might be well hidden in their appropriate temples, stored in their enemy's most formidable vault, or sitting in a long-forgotten, bricked-up and abandoned chamber. Other teachings might be more readily available in one of the ruined libraries or stashed away among a Master's personal items. The PCs might even take advantage of the training areas.

Whatever task or opportunity to learn the GM presents, it is important to remember that the Acablas vergence is powerful and always tests those who might benefit from it. Even simple tasks become dangerous within the cenote.

system can cause it to abruptly switch from light side to dark side alignment, and vice versa. Altering the vergence from one state to another is more easily achieved during certain alignments of Auratera and its suns. Ancient Sith and Jedi realized this and used it to their advantage, especially when trying to wrest control from each other.

Even when Acablas is aligned with a user's Force inclination, it is not easy to withstand or work within its bounds. While the effect is greatest in the cenote, its outer edges extend beyond the rim of Aca's Funnel (see page 80). The vergence is used primarily to test individuals, but it can also enhance foresight and provide useful guidance. These effects may happen at any time, but they aren't constant. What is consistent is the presence of a variety of lesser effects that skilled Force users can keep at bay or under control, but that overwhelm the senses of less talented or experienced users.

ACABLAS VERGENCE RULES

When making Force power checks or using Force talents within the Acablas vergence, add automatic ○○ to the check if the vergence is aligned with the light, or add ●● to the check if the vergence is aligned to the dark.

The vergence's alignment seems to switch at random times (and should happen when the GM chooses). However, a character may attempt to switch the alignment. The rituals used should focus on meditating on the power of the stars' natural light, and should only occur during an auspicious time such as a solar eclipse or when both suns are visible in the sky. In addition, the character must make a Force power check as part of the ritual, and spend ○○○○ without using ● (or ○ if he is a dark side Force user).

Upgrade the difficulty of all checks for sentient living beings within the vergence twice. In addition, when a character suffers strain in the vergence, he increases the strain suffered by 2. A character may spend a ⚡ on any check to no longer have the difficulty of his checks upgraded for the remainder of the session.

LOTHAL JEDI TEMPLE

Somewhere in Lothal's far northern latitudes stands what appears to be the ruins of an ancient monument or tomb. This megalithic structure is composed of a tall, conical stone spire dozens of meters tall. Radiating out from the spire, like ripples in a pond, are a number of concentric circles carved into the ground. When seen from above, the whole site resembles a primitive solar system map. The site is not just a simple ancient ruin, however. It is also the site of a powerful vergence and a hidden Jedi Temple.

HISTORY

Long ago, Jedi pilgrims passing through the Outer Rim stopped to construct the Lothal Temple. The majority of the Temple existed underground, built into a pre-existing network of caverns. Corridors and chambers were widened and shored up with ornate stone pillars. Large caverns were embellished with stone and tile to create meditation and study rooms. To make an entry hall, the Jedi hollowed out the central spire and built within it a broad, circular room. The spire was set back in place, and a grand entrance was built into it. For added security, the spire was worked in such a way that it could screw itself into the ground like a bolt to seal off the entrance.

The Jedi soon realized that the vergence was concerned with exploring the nature of a Jedi's attachment to others and how those attachments related to that Jedi's service to the Force. It also became a place for Padawans to face their first real challenge as fledgling Jedi, and it soon became representative of the bond between Master and student.

With the fall of the Jedi Order, most of the scant information kept about Lothal was lost. Some old records make oblique mentions of the temple and its ordeal, but only someone who has a strong command of Jedi history would understand their significance.

THE LOTHAL VERGENCE: THE ORDEAL

The trial in the temple at Lothal probes the nature of the relationship between Jedi Master and Padawan. To enter, both Master and student must commune with the stones to raise the central spire from its bed and reveal the temple's entrance. Once inside, the Padawan enters the Ordeal while the Master waits in the entrance hall in a deep meditative trance. As the Padawan travels through the catacombs, he is beset by powerful visions of his Master, friends, and family. Meanwhile, the Master waits in the entrance hall, hoping the Padawan can overcome the visions and return.

LOTHAL VERGENCE RULES

While at or within the Lothal Temple, a character may spend 1 generated while making Force power checks or using Force talents to add 1 to one other character's next check

during the current round (or within the next five minutes in narrative time). The other character must also be within the Lothal Temple, and must also have a close personal bond to the first character (such as that between Master and student).

A Padawan embarking on the ordeal is subjected to visions of terrible fates befalling the Padawan's Master and those closest to the Padawan. The character must make a **Hard (◆◆◆) Vigilance check** or Seek power check to dispel illusions. Success means the PC can dispel the illusions, and takes a step toward letting go of attachments. Failure means the PC lashes out in an attempt to affect the visions and suffers 5 strain, plus an additional 1 strain for every uncanceled ☹. The PC can reattempt failed checks, but PCs who exceed their strain threshold have failed the trial and receive 10 Conflict (or more, if the GM feels the circumstances or a PC's actions warrant it).

Successfully negotiating the Ordeal and locating the central hall means that the PC has taken a step closer to throwing off his attachments to others. Failure means that the PC was unable to overcome personal attachments throughout the Ordeal. If a Player Character generates any ☹ or ☹ on the check, these results can be spent to give the PC additional insight into the nature of attachment. For example, a PC who generates ☹ ☹ may learn how to care about those nearby without letting those attachments cloud the PC's judgment or rule the PC's decisions.

MORTIS

Can the Force create a place? If so, what would that place be like? Can the Force be personified? If it could, how would that being behave? Old stories tell of Jedi Masters and Sith Lords who found themselves in a realm that seemed to be an incarnation of the Force itself. This place is Mortis.

A PLACE OF PURE FORCE

Whispers and ancient legends speak of a world outside of any known system—outside the galaxy and maybe even outside of the universe—where the Force converges into a realm of dreamlike fantasy. Those who find themselves somehow drawn into the realm of Mortis experience a place where the daytime is peaceful and the light itself seems to heal. Tiny, luminous creatures cavort in a rolling landscape of green and blue and brown that seems to be the incarnation of life itself.

This all changes when the night comes.

When the light disappears, plants wither, the luminous creatures vanish, and a scalding rain falls from a sky as black as endless night. Any being stuck without shelter at night risks death from the rain, the beasts that roam Mortis, or both.

Despite the day-night cycle, there is no discernible sun in the sky in Mortis; the light simply comes. At night, pinpricks of stars like the eyes of stalking creatures stare down at the unwary. These stars conform to no known constellation or arrangement.

Upon leaving Mortis, beings who spent days or weeks inside find that only seconds have passed since they left.

GETTING TO MORTIS

No one finds Mortis; they only find themselves in it, drawn inexplicably through the Force. Sometimes Mortis manifests as an enormous diamond-shaped structure with a door that opens to allow a ship in. Other individuals could simply walk through a door

or fly a well-traveled trade route and arrive in Mortis rather than the next room or their expected destination.

THE FATHER, THE SON, AND THE DAUGHTER

Many dangerous animals roam Mortis, but visitors will only encounter three intelligent beings there: the Father, the Son, and the Daughter.

These three beings are incarnations of the Force itself. The Son represents the unfettered dark side, the Daughter is the pure light side, and the Father is the mediator between his two children, his strength keeping either one from overwhelming the other. Each can take any form they choose, and likely are not creatures of flesh and blood.

THE FATHER

The Father typically appears as a wizened old humanoid nearly three meters tall, with a long flowing beard and skin the color and consistency of a smooth, gray stone. He has piercing blue eyes and moves slowly, as though beset by great age. He speaks with a deep but tired voice. When necessary, the Father can defend himself, or act to control either the Son or the Daughter.

Interacting with the Father can be an exercise in frustration. His responses may come across as cryptic or nonsensical, or he may be so direct and blunt that he can lay someone's secrets bare.

THE SON

The Son is a white-skinned male humanoid who chooses to incarnate himself dressed head to toe in black, with crimson tattoos covering his face. His eyes glow a menacing red color, and he speaks in a pleasant but firm and commanding voice. He is quick to anger and thrives on conflict.



USING MORTIS IN AN ADVENTURE

Mortis is not a physical place in the galaxy and, as such, a GM can incorporate it into almost any adventure. Mortis is more of a spiritual realm or a sort of waking dream; the GM can have PCs enter it without warning and without any time passing in the “real world” while they do so.

That being said, visiting Mortis should also be momentous and impactful, and not done lightly. Such an event could be used to provide a Force-sensitive character with valuable insights about the character’s own morality, or perhaps could be used when a character is about to become a light side paragon or fall to the dark side to herald the PC’s commitment to the light or dark. While it might not make sense as the climax of an adventure, a visit to Mortis would be an excellent lead-up to that climax.

The Son is the most direct of the three inhabitants of Mortis. He greets visitors to assess their usefulness to him, and any that he can manipulate or use against his family are soon subject to the Son’s charms. If any visitors are Force-sensitive, the Son attempts to move them to the dark side. He can cause his targets to see dreams and visions, and he will not hesitate to blatantly deceive his victims to get them to succumb to anger or rage.

The Son would love nothing more than to overthrow his Father, destroy the Daughter, and escape Mortis. He is a master schemer and manipulator, hatching plans that can take millennia to come to fruition. He revels in the fury of combat, and incarnates himself as an enormous winged demon when entering into a fray.

THE DAUGHTER

The Daughter often chooses to remain invisible, but when she does take visible form, she appears as a tall, willowy, humanoid woman. Her long, teal-green hair fans around her fine face, and her skin seems to glow in any amount of sunlight. She wears a long, white dress that spills around her feet and always remains spotlessly clean. In moments of reflection, she can seem sad and far older than her youthful appearance might suggest.

The Daughter is constantly on guard against the Son’s latest schemes. She knows that he will attempt to manipulate visitors, so she offers what protection she can, including warning them about the dangers of Mortis. Her main goal is to see that visitors escape Mortis safely, though her concern can come across as reserve or disinterest.

When roused to action, the Daughter appears as a winged griffin, her green hair a majestic feathered ruff offsetting her enormous birdlike head. A massive pair of snow-white wings spread to either side of her feathered body. The only hints of her deadly abilities in this form are her large claws and the wicked beak capping her noble face. While in griffin form, the Daughter defends the helpless or offers succor to those in need.

MORTIS LOCATIONS

Mortis’s ever-changing landscape can never truly be mapped: everything inside appears or vanishes at the whims of the Father, the Son, and the Daughter. There is a pair of places that often appear, however, even if their locations vary.

THE MONASTERY

The Father can often be found in his Monastery, a soaring, pyramid-like structure atop a rocky spire. From the outside, the Monastery appears to be some kind of temple, and a glowing crystal at its pinnacle is visible for kilometers in any direction. On the inside, rooms and corridors shift and don’t correspond to any intentional floor plan, and anyone on the inside who tried to map the building would quickly find that it is significantly larger than its exterior dimensions would allow. Tiny meditation rooms open into enormous chambers in which thin bridges cross impossibly deep chasms. Glowing symbols covering the walls and floors correspond to no recognizable language.



THE CATHEDRAL




The Son has created a tall, black tower he refers to as his Cathedral. It is made of impossibly black rock that seems to reflect no light whatsoever. A circular base, much like the ribs of some giant beast, leads up to a dagger-like point. Above the tower, an enormous glowing green orb winks malevolently into the perpetual night surrounding the Cathedral. Inside, the structure is a series of prison cells, tiny rooms, oubliettes, and hallways. Smaller towers ring the larger one, and at the latter’s base lies an open courtyard. Partway up the center tower, looking out upon the Son’s domain, is a vast circular window before which sits an enormous throne.

THE MORTIS VERGENCE: BALANCE ABOVE ALL

Mortis is a powerful vergeance of both light and darkness. Everything that occurs in Mortis does so at the discretion of the Son, the Daughter, or the Father. Any bonuses granted by the vergeance are ultimately in the control of these three beings (and, of course, the GM).

MORTIS VERGENCE RULES

When making Force power checks or using Force talents within Mortis, add   to the check. Any Conflict a PC receives while in Mortis is doubled.

Normal notions of time and space are meaningless in Mortis, and Force users can more easily see their futures and those of their allies. At some point during a character’s stay in Mortis, the GM should have him make a Foresee power check (he counts as having the basic power even if he normally would not). The Force user may spend  to see a year into the future (this replaces the usual duration upgrade) and may activate this multiple times. However, if the PC uses any  to generate  for this vision, the visions he sees are universally terrible and tainted by the Son; designed to drive the PC to the dark side. (The GM should not tell the player this!)

THE WELLSPRING OF LIFE

Some vergences are natural concentrations of the Living Force itself. When a place teems with life, the Force eddies and flows through it like a vast cosmic river. Sometimes those eddies collect into pure, focused living energy. These places are known as "Wellsprings of Life," and they are some of the strongest and most powerful light side vergences in the galaxy. It is thought that all life may have originated from such a vergence, and the Wellspring may be where the Force could be given form and voice.

THE LEGEND

Jedi Master Qui-Gon Jinn first recognized the importance of Wellsprings of Life not long before his death at the hands of Darth Maul. He began studying these vergences, first theorizing about their existence, then pinpointing several locations where they might be found. His study was cut short by his untimely demise, but Master Qui-Gon's spirit lived on after his death, and he was eventually able to contact Yoda and tell his old friend about his studies.

Prior to the end of the Clone Wars, Yoda journeyed to Dagobah, a planet where the vast amount of native life made a natural focal point for the Force. Deep within the swamps, Yoda finished what Qui-Gon had started: learning the location of the Wellspring of Life.

AN ISLAND OF LIGHT IN THE GALAXY

The Wellspring of Life that Yoda journeyed to appeared as a planet deep in the heart of the galaxy. A nebula of golden gas envelops the Wellspring, glowing with the warm radiance of a sunrise. Scanners cannot penetrate the nebula, and if one attempts to enter, its ship's systems soon shut off and go inactive. If the pilot trusts in the Force and lets it guide him, he may pass into the nebula unharmed, his ship seeming to fly without his guidance. Should he attempt to fight unresponsive controls (or if, perhaps, he is deemed unworthy), the pilot may end up on the far side of the nebula in a powered-down ship, with no memory of how he got there. He can restart his vessel, but any attempt to reenter the nebula generates the same result.

If the pilot manages to pierce to the heart of the nebula, he finds a planet at its center. Though cracked rock and clay cover the entirety of the surface, the planet has a breathable atmosphere and is perfectly hospitable. There is a clean purity to the stark features that belies any notion of bareness associated with this world.

Across the surface of the planet, great geysers of light erupt. To those who can sense the Force, it is as though life itself were boiling from deep within the world. One who is brave or wise enough can descend into one of the geysers, flying through the light and into the planet's interior.

WITHIN THE WELLSPRING

The space within the world defies all known scientific laws, and seems as impossible as it is awe-inspiring. A great hollow space occupies the center of the world, filled with amber clouds and drifting islands of solid earth. Jungles of strange

FINDING THE WAY

Locating the Wellspring of Life is nearly impossible without the Force as a guide. The Wellspring does not stay in a fixed place; much like the Force itself, it moves in the constant cosmic flow. Thus, only a Force sensitive may find the Wellspring. To find the Wellspring of Life, a Force user must use the Force in some way. The most reasonable ways to do so are to use the Seek Force power to sense the location of the Wellspring or to Foresee traveling there in the future, along with details of the route. However, the GM can accept nearly any use of the Force to find the Wellspring, as long as it makes narrative sense. Since the Cosmic Force may choose who travels to the Wellspring, the GM can conspire to have events guide a PC to its location as well.

and exotic plants grow on these islands, forming entire, vibrant ecosystems populated by uncountable creatures.

Force users can travel through these jungles for hours, days, or even weeks and not be disturbed; animals will not attack them, and hunger will not bother them. They do not even require sleep.

LIFE IN THE WELLSPRING

The dangers of a normal jungle are absent within this Wellspring of Life. Instead, characters may encounter creatures here that exist nowhere else in the galaxy.

These creatures are creations and expressions of the Living Force itself. Characters may find a beloved childhood pet wrapping its tail around their leg, or catch a glimpse of a long-extinct animal from a planet consumed by a supernova thousands of years ago. These creatures only exist within the Wellspring of Life, and anyone attempting to remove one finds that the animal vanishes upon leaving.

Other dangers exist within the Wellspring, however. These dangers are those of the soul and psyche.

LIFE AND BEYOND

Meditating within the Wellspring of Life allows a being to become closer to the Living Force than is possible nearly anywhere else. A Force user can begin to visualize connections between living things: trees, small planets, and the animals that call them home. Then, the Force user understands the connections between the living things and inanimate objects: clothing, rocks, even the ground itself.

Finally, the Force user's understanding surpasses normal notions of time. Just as the Living Force connects everything in the present, so it does through space-time itself, turning what most beings perceive as linear into an interconnected tapestry of life and the galaxy. It is here that the Force user senses the connection between the Living Force and the Cosmic Force.

The Living Force is the Force that is contained within (and created by) each and every living creature. When a living thing dies, its life passes from the Living Force into the Cosmic Force, and becomes one with the Force. In essence, the Living Force renews and powers the Cosmic Force. Thus, the Well-spring is not only the foundation of life in the galaxy; it is also the linchpin that links the Living Force and the Cosmic Force.

Being so connected to the Force elicits powerful visions of the past, present, and future. It also allows a Force user to focus on the very nature of the Force, and in so doing, come to a greater understanding of how it affects all living creatures. This does not make the Force user more powerful—only wiser and more knowledgeable. This wisdom and knowledge is the key to one of the rarest abilities a Force user can possess: the continued existence of one's spirit after death.

No one knows what changes occur when Force users preserve their essence after death. It is the rarest of skills, and something only a few master. More importantly, only those whom the Force deems worthy are able to do so. To become a luminous being who transcends mortal flesh is no simple matter, for it means one has kept one's life from flowing into the Cosmic Force. Though the Force user still remains a part of the Force, he is now apart from it as well.

As a luminous being, the Force user also becomes separated from the mundane world. Though the being may interact with those still alive, the limits of that interaction are largely unknown. Does his state of existence completely change? Is he no longer affected by physical distances? Can he interact with his physical surroundings, or can he simply speak to other Force-sensitive beings? Does the Force user eventually become one with the Force, as happens with most beings with a powerful connection to the Force? Only those who make this transition can know for certain.

THE FIVE PRIESTESSES

Strange individuals exist within the Well-spring. Their appearance may vary depending on whom they appear to, and they may not be individuals at all. Rather, they could simply be reflections of the Force. They seem to exist somewhere between the Living Force and the Cosmic Force, and perhaps they are the personification of that link. Or, perhaps they are the first Force users to achieve immortality, and now guide the few others they deem worthy.

These Five Priestesses have sometimes appeared as beings of glowing light, and at other times as humanoid figures wearing long, black robes. Their faces are obscured by masks, each mask showing a different emotion: serenity, joy, anger, confusion, and sadness. If it is an individual's fate to learn the secrets of immortality, that individual must learn how to do so from the priestesses.



THE WELLSPRING: THE TRIALS OF IMMORTALITY

The trials one undergoes to learn the secrets of immortality vary depending on the individual and that individual's understanding of the Force. For a Jedi (or someone who has undergone some aspects of Jedi training), one of the first steps of a trial is to face one's own hubris.

The Jedi learn to reject the dark side and to never give in to its temptations. However, those who succeed in doing so run the risk of falling to pride, both pride in their ability to resist and in their belief that they have mastered the evil within them. To pass the trial, Force users must face a manifestation of their own dark side and accept that it is a part of them that can never be banished, while at the same time ensuring that it has no power over them.

Force users who manage to accomplish this must still pass through visions of pain and sadness, but also of peace and joy. They must reject it all, the good and the bad, and remain calm and free from emotion. Only then can they begin the lifetime of training and learning that are required to understand the secrets of immortality.

WELLSPRING VERGENCE RULES

When making Force power checks or using Force talents within the Well-spring of Life, add   to the check. The sheer strength of the Living Force in the Well-spring imbues the user with vitality. Injury, death, and exhaustion can occur within the Well-spring; however, the power of the Force there makes such events unlikely, if not impossible. At the end of an encounter, all living characters heal all wounds, strain, and Critical Injuries they are suffering from. Dead characters, however, do not return to life. Their essence becomes part of the Cosmic Force.

More than any other trials a PC may face, the trials of immortality must be a matter of narrative and roleplaying rather than of success or failure on a check. A GM should not have a player begin the trial unless both have decided that this is the story arc they want the player's PC to follow. In a sense, this means success is preordained. However, just because the player and GM have a tacit understanding as to the outcome of the trial doesn't mean both can't have some fun roleplaying the encounter.

When roleplaying this trial, the first encounter can be with the PC's hubris. This serves to reveal that even skilled Force users can improve themselves. To achieve this, the GM can have the PC face off against a dark reflection of the PC—and can use the character's own profile to represent it. The GM can describe the dark reflection in whatever manner seems appropriate (as a shadowy apparition with glowing red eyes, a cloaked figure with hidden features, or even some nemesis of the PC's), and can have the dark reflection taunt, mock, or even attack the PC (and the PC's attacks have no effect on the reflection in turn). Only when the PC accepts that the dark reflection is a part of himself but denies its power over him does it vanish and the encounter end.

The second encounter is even more narrative. The GM should describe a vision in which the Force user is confronted with scenes from that PC's own story and adventures. Some should show the character's great failures or potential future failures, and then offer the PC a chance to fix things. Other visions should present idyllic scenes of what the PC wants most: peace, power, prosperity, or joy. Only a PC who rejects all of these visions can succeed.

Even a Force user who makes it through these trials still faces a lifetime of learning and study. Undoubtedly, this means the character will face more adventures in the future.

OSSUS AND LOST POWER OF THE JEDI

Once a key stronghold for the Jedi Order, Ossus was allegedly destroyed thousands of years ago by a Sith-triggered supernova. However, the Qel-Droma Epics that describe the world also describe its evacuation, and even suggest the planet might be recovering from the destructive ordeal. If the planet were rediscovered and a safe, secret hyperspace route could be mapped, the hidden world of Ossus could make a perfect location from which to rebuild the Jedi Order.

THE RELIABILITY OF LEGENDS

Many tales have been told of the Jedi and the Sith, but the truth about their origins and early adventures has yet to be revealed. The tales within this section should be treated merely as inspiration for Game Masters and players who want to use this material to establish a deep history for their characters' universe, and should not be treated as canonical truth.

OSSUS VERGENCES

Vergences are common across Ossus, and the Ysanna have marked most with a circle of dark stones. The Ysanna believe the vergences are haunted, evil places to avoid. However, Ysanna shamans undergo a mastery ritual that requires them to visit a crystal cave. There, they meditate until they defeat the ghosts within and receive a vision of their destiny.

EYE OF ASHLANAE: THE SIGHT

Ancient even during the mythical time of Jedi Knight Ulic Qel-Droma, the Eye of Ashlanae allegedly began as a monument to Jedi who fell in battle. The squat pyramid is said to rest atop the site of a historic battle of the First Great Schism between Jedi. Eventually, it became a place Jedi Masters brought their Padawans to instruct them in Jedi philosophy and have them meditate on their role within the Force.

The Eye was a fifty-meter-tall, ochre-hued, stone ziggurat almost twice as wide at its base as it was tall. Legend claims the original survivors of the First Great Schism each carved a block of stone from the lower Eocho Mountains. Each Jedi took weeks to levitate a bantha-sized boulder to the sacred battleground, where the Jedi further shaped and fitted the stones to construct the monument to their fallen. A wide staircase led halfway up the pyramid, entering onto meditation rooms within.

While the entire structure was important to the Jedi, two areas were more sacred than the rest. The rooftop, which featured an intricately braided, circular vector design, provided ample meditation space for nearly one hundred pilgrims at a time. Over the millennia, the city of Knossa grew around the ziggurat, its buildings including a Jedi Praxeum, a spaceport, and eventually a satellite research center for the Great Jedi Library.

While the rooftop meditation area represented an outward-looking eye, to the Jedi, it is just as important to peer inward. Deep beneath the temple, among the warren of catacombs, was a modest rocky chamber with a dozen seats arrayed around a simple stone platform. The platform, said to be the spot where the last blow of the First Great Schism was struck, was a powerful vergence that can be felt throughout the structure. In this chamber, the Jedi Council of the day decided the issues of their time.

The Eye of Ashlanae was considered a great source of Jedi power. The Jedi Masters often meditated within or atop the shrine before making important decisions, attempting to look inward to ensure that their decisions were being made in keeping with the highest moral traditions of the Jedi Order, free from the corruption of fear, resentment, or jealousy.

The Jedi considered Ashlanae the center of Jedi culture on Ossus, until the scouring of the planet by the Cron Supernovae. However, the ruins of the temple may still exist on Ossus's surface, waiting for intrepid explorers to rediscover it.

ASHLANAE VERGENCE RULES

When making Seek, Foresee, or Sense Force power checks (or using Force talents that involve predicting the future or sensing the surrounding world) within the Eye of Ashlanae vergence, add automatic ● to the check.

A Force-sensitive character who is present at the Eye of Ashlanae can choose to meditate for an hour on the nature of life, death, and the Force. Afterward, each of those PCs can make a **Hard** (◆◆◆) **Discipline** check. Success means they have sensed an upcoming threat to themselves or others, and overcome their fear of it. They may downgrade the difficulty of the next fear check they make once.

QEL-DROMA'S GRAVE: ECHOES OF PAIN

This site near the landing pads of Knossa Spaceport allegedly marks the spot where mythical fallen Jedi Ulic Qel-Droma slew his own brother in a fit of rage. Ulic's slaughter of his own kin took place just moments before the devastation of Ossus by the Cron Supernovae. The local Ysanna have marked off the spot with a thirty-meter perimeter of gleaming, astromech-sized black stones. The site is located in the ruins of a field that was once a paved avenue just outside the Great Jedi Library.

According to legend, Ulic's ability to feel and manipulate the Force, his very spirit, was taken from him on the spot by his brother's allies. The powerful emotions wielded in these acts warped and twisted the Force, creating a dark vergence that bends those who wander past toward evil, jealous ends.


CRYSTAL CAVES

The Echo Mountains on Ossus are riddled with deep caves. Historically, Jedi Masters sent their young apprentices into the caves for the Trial of Spirit, one of the five ancient tests of Padawans. Those who were worthy sometimes received crystals to construct lightsabers.

A Force sensitive who enters one of the crystal caves of Ossus is beset by a feeling of unease, as if being probed or watched. Experiences are described as having a dreamlike, surreal quality. The Force seems capable of measuring a hopeful Jedi and exposing his deepest vulnerabilities. A Jedi must recognize his weaknesses and resist acting on the resulting impulses.





Visiting the site twists Force users' emotions until they see their closest allies as their most dangerous enemies. Those who succumb to the dark power of the site often feel their allies are holding them back, plotting against them, or responsible for some great tragedy that befell them.

QEL-DROMA'S GRAVE VERGENCE RULES

When making a Force power check or using a Force talent to attack an ally, add automatic  to the check.

The Qel-Droma Epics tell of a group of powerful Jedi who were trying to harvest as many Adegan crystals as possible before the Cron Supernovae. According to legend, a minor cave-in trapped the Jedi, who survived the supernovae thanks to the safety of the crystal caves. Some legends suggest these Jedi were the progenitors of the native Ysanna.

If a PC wishes to enter the caves, the GM should use the rules for the Gathering trial on page 74. However, instead of finding an Ilum crystal, he should consider giving the PC a mephite crystal (page 200, **FORCE AND DESTINY** Core Rulebook).

When a Force sensitive is subjected to voices and images that twist and turn the PC against an ally, the PC must make a **Daunting** (   ) **Cool check**. Success means the PC can see through the manipulations of the dark side and resist its malevolent influence. Failure means the PC desires a confrontation with an ally or friend (the GM should pick the one who makes the most narrative sense). Depending on the form this confrontation takes, the PC may receive Conflict from his actions.



TYTHON AND THE ORIGINS OF THE JEDI

The earliest days of the enigmatic Jedi Order are detailed in several legends and myths, one of which attributes its origins to the mysterious world of Tython. Before the order was wiped out, Jedi scholars debated with historians and academics about Tython's historical existence. According to the Jedi, Tython was a lush world hidden in the Deep Core, steeped in powerful vergences.

TYTHON'S HISTORY

According to legend, Tython has been home to a number of mysterious and ancient species that have since vanished from the galaxy, leaving behind only cryptic ruins. When the last of these civilizations gave way, nine extraordinary hyperspace-capable temples called Tho Yor appeared simultaneously above Tython. Each floating temple housed thousands of Force-sensitive pilgrims representing emerging species with native Force traditions. Beneath the Tho Yor, the pilgrims erected temples and small support cities. Eventually, the pilgrims combined and codified their teachings and formed the Je'daii Order. Later, they used their unique abilities to explore the system and move their kin who were not Force sensitive to safer colonies offworld.

The myths credit colony ships from Tython with the discoveries of Empress Teta, Coruscant, and Corellia—three planets vital in the establishment of the Republic. However, after 10,000 years, the Tho Yor ships vanished, and tensions between Je'daii factions spilled into open conflict. Afterward, the Je'daii separated into the Sith, who fled to the Rim, and the Jedi, who chased them as far as Ossus before settling there. Tython was deemed off-limits by the fledgling Republic, but Jedi and Sith occasionally visited the world before shifting hyperspace routes cut off access.

REDISCOVERED HOMEWORLD

Jedi Master Satele Shan, who would later become Grand Master of the Jedi Order, allegedly rediscovered Tython after a crushing defeat at the hands of a new Sith Empire. Historians argue she merely discovered a world with mysterious ruins in the Deep Core and named it Tython to rally the Jedi. Unfortunately, Tython suffered a great catastrophe not long after the Great Galactic War, forcing an evacuation. Hyperspace lanes collapsed, and soon Tython faded from prominence, known only to those studying the origins of civilization. Despite Tython's obvious parallels to Ossus of the Qel-Droma Epics, Jedi maintained the legends were literal truth up through the Clone Wars.

Rumors persisted throughout the ages regarding re-discovery of the fabled Jedi homeworld. During the Separatist Crisis, as public opinion slowly turned against the

THE REVAN MYTHOLOGIES

Jedi holocron gatekeeper Ilija Orpin provides an extensive account of Jedi history, including its possible origins on Tython, via a series of fables called "the Revan Mythologies." Unfortunately, the myths fail to provide a precise location for Tython and lack much corroborating evidence for its existence, making it difficult for scholars to accept her version of history. Most scholars consider the myths derivative of the Qel-Droma Epics, updated to better acculturate Jedi younglings of the day.

Many of the stories in the Revan Mythologies feature a mysterious alien species, the Rakata, as the antagonist. The reptilian species is said to have dominated the galaxy using exotic machinery and hyperspace-capable ships that employed the Force as a power source. Jedi heroes in the Revan Mythologies often discovered Rakatan devices of astonishing power and were forced to choose between destroying the devices and being corrupted by their power.

Jedi, conspiracy theorists insisted that the Jedi had found Tython once again and set up a secret temple there. The conspiracies often accompanied rumors of vast Jedi treasure hordes hidden on the planet. Few give the rumors much credibility, but they have served as fodder for anti-Jedi holovid pundits and as a lure for treasure hunters.

LEGENDARY LOCATIONS

Jedi Master Orpin's Revan Mythologies describe countless temples and ruins on Tython, including those connected to the ancient Je'daii and to the Jedi Order.

SEARCHING FOR TYTHON

Allegedly, Tython is buried within the Deep Core, guarded by shifting mass shadows that make hyperspace travel dangerous. The Empire restricts access to the Deep Core and defends all known routes into the region. Individuals on ships caught trying to run the Imperial Hyperspace Security Net receive extensive prison time after a painful interrogation. PCs trying to locate Tython can adapt the rules found on page 66 for finding Ossus.

TYTHOS RIDGE

A long range of squat, jagged mountains on Tython's Talsc continent, the Tythos Ridge was a location of great significance both to the Je'daii and to the Jedi Order after Satele Shan's rediscovery of the planet. To the ancient Je'daii, the ridge marked the landing sites of two of the mysterious Tho Yar. To the Jedi Order under Grand Master Shan, the ridge was home to a new Jedi Temple, from which the Jedi explored their history on Tython, trained new apprentices, and managed their war with the resurgent Sith Empire. The Jedi of Tython also protected a Twi'lek refugee colony from a primitive species of mutated, sentient-eating Rakatans known as the flesh raiders.

KALETH: TEMPLE OF KNOWLEDGE

"Kaleth" was the Je'daii word for sanctum, and this building served as a repository for knowledge and a center for efforts to expand it. It also functioned as a meeting place for the Je'daii Temple Masters during periods of great crisis. The temple was said to have been built atop the ruins of an even older facility constructed by the ancient Kwa civilization. Legend suggests the Je'daii searched the Kwa ruins for ancient knowledge, incorporating it into their teachings.

During the more than twenty-two millennia between the exodus of the Je'daii and the alleged rediscovery of Tython by Master Shan, several Force sects are thought to have inhabited Kaleth. Although ancient mechanical defenders and tribes of flesh raiders constantly frustrated later Jedi explorations of the temple, one fable details a successful expedition into the Chamber of Speech. The chamber was a well-defended cave filled with a massive computer that appeared to be an early Je'daii attempt at a holocron, complete with its own gatekeeper. The legends state the technology was adopted from Kwa artifacts discovered in the ruins below.

VUR TEPE: THE FORGE

Constructed beneath a Tho Yar temple over an active volcano, Vur Tepe was the forge in which the ancient Je'daii created Force-imbued weaponry. Swords made in the temple's forge were allegedly indestructible, with impossibly sharp edges that never dulled. When the Jedi Order returned to Tython under Grand Master Shan, they quickly revamped the ancient forge, modifying it to assist Padawans in lightsaber construction. Lightsaber hilts from the forge were allegedly made using the same Force-imbuelement techniques that created the indestructible blades of their forebears.

JEDI TEMPLE

Located in a valley on the northern side of the Tythos Ridge only a short journey from the Kaleth and Vur Tepe ruins, the Jedi Temple was built after the Jedi were driven off Coruscant by a Sith incursion. The temple was a mere outpost compared

to the massive edifices of Coruscant or fabled Ossus. It was inspired by the Alderaanian construction of the day, with some of the architectural elements of B'omarr monasteries. Its three small equidistant spires flanked a squat cylindrical tower bracketed by a large rectangular hangar.

The main tower featured a spacious atrium with a grand double stairway. Between the two sets of stairs hovered a dodecahedron similar in appearance to a Jedi holocron known as the Eye of Zallow, a floating memorial to the Jedi who fell during the Sacking of Coruscant. The other towers held three of the traditional Jedi Councils, including the High Council, the Council of First Knowledge, and the Reassignment Council. The Council of Reconciliation was notably absent, perhaps owing to the militarization of the Jedi described in the Revan Mythologies.

ANIL KESH: TEMPLE OF SCIENCE

The Je'daii used three pylons to suspend the domelike obsidian temple of Anil Kesh over a mysterious, seemingly bottomless chasm that disrupted a Je'daii's connection to the Force. The Je'daii at Anil Kesh devoted themselves to scientific exploration of the Force energies on Tython. These Je'daii would also visit the Abyss of Ruh (see page 92) to capture some of its mutated creatures for their experiments, breeding those that proved useful.

SILENT DESERT

The Silent Desert was a vast stretch of wasteland on the continent of Thyr, split by canyons and mesas riddled with caves. The desert sands had an eerie sound-absorbing property and served as the hunting grounds of the dangerous silik lizard. The silicon-based life form could absorb energy directly from the sands to sustain itself or produce sparks. The blinding sparks could scare away predators or disable prey long enough for the silik lizard to drain its victim's spinal fluid through its hollow fangs.

CHECKS IN SILENCE

The Silent Desert absorbs all sound, making any skill checks that require spoken communication or otherwise rely on a PC's sense of hearing very difficult. Upgrade the difficulty of all Perception and Vigilance checks twice. Spoken communication may be completely impossible, at the GM's discretion, requiring characters to write or pantomime to get their points across.

QIGONG KESH: TEMPLE OF FORCE SKILLS

In the center of the Silent Desert, carved into the walls of an isolated canyon that disrupted the noise-cancelling effect of the sands, was Qigong Kesh. Here, ancient Je'daii

honed their mastery of Force powers and experimented with new ways of drawing upon the mystical energy field. The relative silence of the region, with only the Force and other students for diversion, engendered an atmosphere of creativity among the Je'daii. However, Je'daii Masters watched their charges closely, ensuring they remained on a path of balance.

TYTHON VERGENCES

Uergences appear on Tython in such great numbers that they nearly cover the surface. Still, some places were of particular note within the mythos.

JE'DAII TEMPLE VERGENCE

The nine Tho Yor craft that brought Force-sensitive pilgrims to Tython landed at powerful vergences there. The pilgrims built temples at each landing site, enabling them to use the power of the vergences to grow in the Force and also as a place to meet other Force sensitives, eventually coalescing into the Je'daii Order. Je'daii often meditated on the Force flowing through temple vergences in search of insight.

To achieve the rank of Je'daii Ranger, Padawans had to travel alone or in small groups across Tython, visiting all nine Je'daii Temples at the Tho Yor landing sites. This journey was known as the Padawan Trial and took months or even years to complete. At each temple, Padawans would learn from the Temple's Masters, broadening their training in the Force and discovering their destinies.

JE'DAII TEMPLE VERGENCE RULES

After meditating at this vergence for at least four hours, a character heals all strain he is suffering, and does not need to eat, drink, or sleep for the remainder of the day.

After a character spends three days meditating and studying at the vergence, he may purchase one basic Force power, reducing the cost by 5 XP to a minimum of 0 XP.

ABYSS OF RUH VERGENCE

On the southeastern end of the Tythos Ridge, a deep canyon known as the Rift stretched for nearly a thousand kilometers, averaging over a kilometer deep. The Rift experienced frequent volcanic eruptions and seismic quakes, and it was riddled with pits of quicksand and acid. Deep within the Rift, a bottomless pit of dark energy known as the Abyss of Ruh emitted a powerful dark side aura. The Abyss was named for Je'daii Ranger Rian Ruh, who went mad after discovering it.

Scholars from Anil Kesh launched excursions near the Abyss to capture and attempt to understand the strange, Force-mutated creatures there. The Abyss itself seemed

bottomless; some theorized that the Abyss of Ruh and the chasm beneath Anil Kesh connected at some point deep underground. Many believe the Kwa carved the Abyss and chasm as a way to harness Force energy.

ABYSS OF RUH VERGENCE RULES

Characters must add to any Willpower-related checks made while at this vergence.

Although the vergence has no trial associated with it, any character who spends time here finds his actions tainted with the presence of the dark side of the Force. Whenever a character would gain one or more Conflict at this vergence, increase the Conflict gained by one.

JE'DAII TEMPLES

While Qigong Kesh, Vur Tepe, Kaleth, and Anil Kesh are described previously, five other Tho Yor ships also brought pilgrims to Tython.

Bodhi, Temple of the Arts: The Je'daii secretly buried a Tho Yor ship near the coast on the continent of Masara, erecting a sprawling arts campus above it. Kwa, Gree, and Rakatan artifacts collected by the Je'daii were hidden within the Tho Yor.

Akar Kesh, Temple of Balance: Erected high atop a pillar of stone, just beneath the largest of the Tho Yor ships, the Temple of Balance was a philosophical place, where Je'daii contemplated the nature of the Force and the need for balance between Ashla and Bogan, the two moons of Tython that embody the light and dark sides of the Force.

Mahara Kesh, Temple of Healing: A monolithic pillar in the middle of the ocean topped with a series of emerald-green towers, Mahara Kesh is where Je'daii studied healing through both the Force and more conventional means.

Padawan Kesh, Je'daii Academy: This stone fortress served as a training academy for Je'daii initiates to study basic Force skills and the philosophy of balance until they were ready to undertake the Padawan Trial.

Stav Kesh, Temple of Martial Arts: Stav Kesh was a sandstone temple built atop a peak in the icy mountain ranges. Je'daii here practiced Force-enhanced martial combat skills, drawing upon the Force to increase their speed, power, and endurance.

VERGENCE CREATION RULES

The Force is a living energy field that surrounds and penetrates everything, binding the galaxy together. In some places and around some objects, raw Force energy flows in powerful torrents, allowing Force sensitives to perform great feats. This section details the rules for GMs to create their own vergences in the Force, tailored to specific PCs to make for exciting, memorable challenges along players' journeys toward Force mastery.

CREATING VERGENCES

To create a vergence, a GM must first identify it as a site or object. Vergence objects are typically only of minor or moderate strength, but unlike a site, they offer mobility. Vergences also have associated alignments, strengths, and unique qualities. GMs might select a quality from **Table 2–1** or create their own.

When a GM creates a vergence using his rules, he needs to choose and define three core elements of the vergence.

1. Vergence strength
2. Vergence alignment
3. The vergence's unique quality

Note, the qualities and benefits presented here are intended to be very general examples of possibilities the GM can use for vergences he creates. Unique qualities, by their very nature, should be unique; this is why the qualities presented in the specific vergences earlier in this chapter may not match with the options presented here.

VERGENCE STRENGTH AND ALIGNMENT

Every vergence is an access point to the raw energy of the Force. While no two vergences are exactly alike, Jedi archivists and researchers have managed to classify known vergences into various types. Vergences might be light side vergences, dark side vergences, or neutral vergences, and each of these types exists in varying strengths.

STRENGTH

For the purposes of gameplay, vergences fall into one of two strength categories, which determine several factors for a vergence, as detailed below:

Minor Vergence: When making Force power checks or using Force talents within a minor vergence, a Force-sensitive character adds an automatic ○ result to the check if the vergence is a light side vergence. If it is a dark side vergence, a Force-sensitive character adds an automatic ● result instead. Minor neutral vergences provide no mechanical benefit, but Force users within feel more confident and connected to the Force.

Major Vergence: When making Force power checks or using Force talents within a major vergence, a Force-sensitive character adds automatic ○○ results to the check if the

vergence is a light side vergence. If it is a dark side vergence, a Force-sensitive character adds automatic ●● results instead. If it is a neutral vergence, a Force-sensitive character adds ○ to the dice pool before the check is rolled.

Note that each of the strengths include three sub-options. These are the possible alignments for a vergence, and the GM should select one (and only one) for his vergence.

UNIQUE QUALITIES

Each vergence is a unique site, expressing itself as the Force wills. Some vergences provide trials that test Force users' character and shape their destiny. Other vergences make it easier to access specific aspects of the Force, which those with training can exploit.

Table 2–1: Sample Vergence Unique Qualities on page 94 outlines some potential unique qualities the GM could add to his own vergence. A GM should generally only select one unique quality for a vergence.

VERGENCE TRIALS

When a Force-sensitive PC enters a vergence with a trial, the PC experiences visions or illusions that offer a difficult moral choice. The GM should tie the experience to that PC's Morality, background, or Motivation. Players interested in sending their characters to the dark side may choose to fail a check automatically, getting the chance to roleplay out their character failing the trial and gaining Conflict from it. Otherwise, the PC must succeed on a check to resist his darker nature. The type of check is defined by the vergence.

Force users exit a trial forever changed, having undergone a significant spiritual journey of personal insight. Players should roleplay their characters accordingly. GMs should encourage players whose characters have experienced a trial to amplify the emotional strength or weakness of their Morality as befits the trial result for at least the remainder of the session. Unless a trial is specifically indicated as being repeatable, a character can only undergo that trial at a specific vergence once.

HIDING WITHIN A VERGENCE

During these dark times, what few Jedi remain have gone to ground, and some have been wise enough to conceal themselves within a vergence. The powerful Force energies of a vergence can twist and obscure the presence of Force users, making them much more difficult to sense. The powerful vergence at the Jedi Temple on Coruscant may have helped conceal Palpatine's darkness from the Jedi Order, while the dark side cave on Dagobah possibly enabled Yoda to hide from the Empire.

TABLE 2-1: SAMPLE VERGENCE UNIQUE QUALITIES

Unique Quality	Description
Trial of Fear	This trial confronts the PC with visions of the PC's greatest fear. Make a Hard (◆◆◆) fear check . Success means the PC has taken a major step toward conquering the fear. Downgrade the difficulty of the next fear check related to the PC's greatest fear once. Failure means the PC is consumed by fear, generating 5 Conflict plus 1 additional Conflict for every net ☹.
Trial of Attachment	This trial subjects the PC to visions of terrible fates befalling the object or person to which the PC is most attached. The PC must make a Hard (◆◆◆) Vigilance check or Seek power check to dispel illusions. Success means the PC can dispel the illusions and takes a step towards letting go of attachments. Failure means the PC lashes out at the visions and suffers 5 strain plus an additional 1 strain for every net ☹. The PC can attempt the check again, but exceeding the strain threshold results in failing the trial, and the PC gains 10 Conflict.
Trial of Aggression	The PC encounters the PC's most hated enemy. The PC must make a Hard (◆◆◆) Cool check . Success means the PC has achieved a measure of serenity and inner peace. Failure means the PC is consumed by rage and gains 10 Conflict, plus an additional 1 Conflict for every net ☹.
Trial of Sacrifice	The trial subjects the PC to visions in which the PC must trade life itself to protect the defenseless. Make a Hard (◆◆◆) Discipline check . Success means the PC has demonstrated selflessness, which, for a dark side character, can mean a major step towards atonement. At the end of the session, while resolving Conflict and adjusting Morality, the player should roll 2d10 and increase his character's Morality by that amount. Failure means the PC is consumed by rage, generating 10 Conflict, plus an additional 1 Conflict for every net ☹.
Unifying Force Vergence	Time and space are more fluid at this vergence, and Force users can more easily see their future or that of their allies. When using the Foresee power (or an equivalent ability), Force users at the vergence may spend 1 to increase the time they can see into the future by one year, and may activate this multiple times.
Living Force Vergence	Meditating at this vergence deepens a practitioner's connection to the Force. After mediating in this vergence for at least an hour, a character may make an Average (◆◆) Discipline check . Success adds 1 to all Force power checks the character makes for the rest of the session.
Cosmic Force Vergence	When a character meditates at this vergence, the Force can show many things, including other places and the past. A Force user may add a number of 0 no greater than Force rating to one Knowledge check he makes while at this vergence (limited to once per session). The character may spend 1 to add ☹ or ✨ to the check. The character may also try and push the Force to reveal long-forgotten secrets, although this veers in the direction of the dark side. The character may spend 1 and suffer 4 Conflict to add ☹ to the check.

ENHANCING VERGENCES

All vergences strengthen a character's connection to the Force, but some are particularly useful for amplifying specific techniques. The natures of these enhancements vary widely; Force powers might be amplified only while at the site, or they might provide an insight that allows a temporary benefit for the rest of the session.

USING A VERGENCE IN A CAMPAIGN

Vergences are powerful tools for GMs to use in a campaign. They can test a Force user's commitment to the light side or the dark or grant visions that lead the PCs to adventure. Vergences can even function as headquarters for a party, providing them with a powerful resource against future challenges. Finally, giving vergences a rich history provides a flavorful background, enhancing immersion within a campaign.

THE JEDI TRIALS

Before the dark times, when the Jedi Order was still strong, it subjected Padawans to a series of five tests known as the Jedi Trials before they could become Jedi Knights. The five

traditional tests were of skill, courage, spirit, flesh, and insight. While those learning to use the Force during the time of the Empire don't answer to a Jedi Council requiring the traditional Jedi Trials, GMs may wish to incorporate them to lend a sense of accomplishment and mark their spiritual growth toward mastery of the Force.

While undergoing a trial should be a significant step in a Force user's journey that a GM plans for, the timing of the trial does not have to be predetermined. The triggering of a PC's Morality offers a great opportunity to add a preplanned encounter at a trial vergence to the session. GMs can theoretically use a vergence to account for any of the trials, but the internally focused trials work best at vergences, specifically the trials of spirit and insight.

TRIAL OF SPIRIT

This trial pits would-be Jedi against their own shortcomings and is one of the best trials to conduct using a vergence. GMs should tie this trial as closely to PCs' Moralities as possible, in a way that gives them an opportunity to resist their emotional weaknesses with Cool or Discipline checks. While success won't immunize PCs from their emotional weaknesses entirely, it should give them a firm moral footing from which to resist the darker aspects of their characters.



TRIAL OF INSIGHT

Jedi were difficult to fool, thanks to their trust in the Force. The Trial of Insight tests a Force user's ability to resist illusions and deceptions. GMs looking to use a vergence for this trial can create illusions that require a Foresee power check or Vigilance check to dispel. This trial also often includes some kind of riddle or puzzle for the Jedi to solve, with an answer that is further clouded by illusions.

TRIAL OF THE FLESH

While this trial historically involved physical pain, it was later adjusted to focus on sacrifice and commitment to the light side. GMs looking to use a vergence for this trial should create a vision tied to characters' backgrounds, forcing PCs to choose between protecting the objects of their attachments or sacrificing themselves and the beings they are attached to for the greater good. This can usually be accomplished with a Cool or Discipline check.

TRIAL OF COURAGE

Jedi must strive for fearlessness, even in the face of certain death. GMs looking to use a vergence for this trial should work with players and examine their Moralities, backgrounds, and Motivations to determine what their greatest fears might be. Such fears usually involve death or a personal failure that leads to the death of someone else. This is typically accomplished with a fear check.

TRIAL OF SKILL

The Jedi Order required its members to show a basic degree of competency with the lightsaber and an ability to use the Force to affect and enhance themselves for the purposes of combat. This trial rarely involved vergences (consider instead the **Trial of Skill** modular encounter, page 131). However, GMs wishing to use a vergence for this trial can require a series of checks that include Enhance or Heal power checks or the Deflect, Healing Trance, Healing Aura, Sleight of Mind, or Quick Movement talents.

FAILING A TRIAL

Should PCs fail a trial, GMs should encourage them to play up their emotional weaknesses significantly for the next few sessions, or until they have a chance to redeem their failures with another trial or situation during gameplay. This should include at least one instance in which

their emotional weakness generates Conflict. If ☹ or ☹ are generated, GMs may wish to require additional instances of Conflict generation, or to put the PCs in situations where they must make Cool, Discipline, or fear checks to resist performing Conflict-generating actions tied to their emotional weaknesses.

A SOURCE OF VISIONS

Vergences, regardless of their classification, are still direct connections to the Force. Because of this, GMs can use any vergence to provide cryptic visions to PCs meditating nearby. GMs can design these glimpses of insight to start an adventure or foreshadow a difficult, critical decision the GM has planned for later. It is important to make visions granted in this way indistinct and open to interpretation, raising far more questions than they answer. Players who have invested significantly in the Foresee Force power should receive clearer visions and receive additional details based on the upgrades purchased.

ULTIMATE POWER

A vergence can be a major reward for a party after a lengthy adventure or major arc of a campaign. The power provided by a vergence, particularly an enhancing vergence, can become a resource for PCs to use in future adventures, and can even function as a headquarters for the party. Of course, the vergence can provide access to future trials, and its power might draw other Force users to the site seeking to ally with or destroy the PCs.

A LINK TO THE PAST

Providing a rich and detailed background for a vergence can help players feel connected to the legacy of the Jedi throughout history. GMs should consider the alignment, strength, and unique qualities of a vergence when creating a history. Deaths of powerful Force users, great battles between Force sects, or experimentations with the Force can all create powerful vergences either at the site of the event or in a significant object used there. Even if PCs don't know how or when a vergence was created, revealing the history of which factions have controlled the vergence and what they accomplished with its power can be just as interesting. The more history a vergence has, the richer the experience for the PCs tested by it.





PLAYER OPTIONS

*"Through the Force, things you will see. Other places.
The future...the past."*

—Yoda

More beings live in the galaxy than a single mind can process, let alone retain. They dwell within dramatically different cultures, originate from different species, and even perceive the world through different senses in unimaginable ways. Yet the Force provides a connection between all of them, regardless of how foreign they might be to one another.

The galaxy's diversity creates a complex tapestry of living beings. When perceived through the Force, the interactions become more apparent and the splendor emerges. At times, the most extreme differences reveal the shared elements of sentient life even more clearly. Beings capable of interacting through the Force discover ways to share their thoughts and perceptions through it. Even those who have already passed on from this life may find ways to share their meditations upon the Force with future generations.

The worlds and locations presented earlier in this volume are places that have a strong connection to the Force. They offer particularly compelling stories to the heroes in a

FORCE AND DESTINY campaign. Several of these worlds even include distinctive Force traditions that remain active during the current dark times. Others still hold secrets lost after the events of Order 66. Learning of such places can be an irresistible draw to a student of the Force. Few can pass up an opportunity to visit and explore them. Regardless of the distance they must travel and the risks they must overcome, most Force users feel compelled to seek out the artifacts and expertise that remain in these sites.

To truly bring such places to life, they must be filled with inhabitants and their characteristic gear. This chapter presents several species that are associated with the worlds described earlier and are suited for both Player Characters and NPCs. It also details equipment and artifacts that could be found in these places. A visit to one of these worlds could be a perfect opportunity to create a new character using one of these species. Alternatively, tools from this chapter might elicit a novel backstory for a character traveling to other parts of the galaxy, possibly answering the call of the Force.

NEW SPECIES

The Force calls to members of almost every species in the galaxy. Those who hear and answer its whispers often travel far from their native systems to fulfill their destinies. This section presents several species that embrace exploration of the wider galaxy.

ALEENA

The diminutive Aleena are enthusiastic explorers and travelers, making them a common sight throughout the galaxy. Renowned for their quickness and adaptability, Aleena readily embrace adventure, often in the form of competitive sports, including Podracing. Some use their natural athleticism to fund their travels, working as entertainers or athletes. Others take on service with military groups. Their small stature makes them ideally suited to roles as explorers or scouts.

Physiology: Aleena are a reptilian species. Their skin is covered in scales that typically range in color from tan to blue or purple. Their elongated skulls house two large eyes, a broad nose, and a large, tooth-filled mouth. The curvature of their mouth suggests a perpetual smile to many non-Aleena. Mature Aleena average about eighty centimeters in height.

Unlike many reptilian species, Aleena are warm-blooded. They maintain their body temperature in part through a particularly rapid digestive system, believed to be a by-product of the competitive nature of their homeworld. The ability to rapidly convert food into energy is tightly linked to the species' characteristic quickness. Aleena are omnivores who typically prefer very spicy cuisine, but there is no clear physiological basis for this preference. Visitors to their homes and world are often surprised by the food's intensity.

Society: Aleena are fiercely loyal to their families. In their native cultures, extended families dwell together, often sharing interlinked rooms within a larger structure. All Aleena within a village typically share blood ties.

This strong connection continues when they travel beyond their worlds of origin. It is rare for an Aleena to travel alone. Instead, family members commonly travel together. In cases where a single Aleena travels as a performer, relatives join the performer as an entourage. They rejoice in their kin's success and offer comfort at times of disappointment.

Homeworld: Aleen Minor is an Inner Rim world and the species' planet of origin. It held membership in the Galactic Senate for millennia. The world's climate is unrelentingly harsh, and the planet is home to such vicious predators as sagcatchers. Frequent travelers, Aleena have colonized other worlds, including Aleen, a world in the Mid Rim that many galactic citizens understandably confuse with the Aleena world of origin. Their population has grown substantially through their travels, such that far more Aleena live elsewhere in the galaxy than on Aleen Minor.

Languages: All Aleena are fluent in their native language of Aleena. Most also learn Basic, especially those who choose to travel from their homeworld.

Perception of the Force: Aleena do not have their own distinct cultural Force tradition. As the Aleena were long-time members of the Galactic Republic, the Jedi Order typically inducted young Aleena who evinced Force sensitivity. Aleena familial loyalty sometimes created a conflict for Padawans. Family members reestablished contact with their children, and many Aleena Jedi spent their careers upon Aleena. This was officially frowned upon by the Jedi Order, because Aleena Jedi were seen as not contributing to the greater galaxy.

SPECIES ABILITIES



- **Wound Threshold:** 8 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 95 XP
- **Special Abilities:** Aleena begin the game with one rank in Coordination. They still may not train Coordination above rank 2 during character creation. Aleena are smaller than average and count as silhouette 0.
- **Sturdy Frame:** Aleena begin the game with one rank in the Durable talent.

ALEENA AND FAMILY

Aleena rarely travel the galaxy in isolation. Aleena journeying without the companionship of friends or loved ones may be doing so because they are performing some vital service for their family. They might be venturing across the galaxy to recover a family heirloom, or perhaps simply working to make money to send back home.

Alternatively, an Aleena might have run afoul the laws and been forced to flee justice. This is less likely, as a naturally gregarious species such as the Aleena tend not to commit violent crimes. Finally, Force-sensitive Aleena are likely to leave home to protect their family from Imperial reprisals. Perhaps their Force-granted ability to sense emotional bonds across space and time grants the sense of community they crave even outside of their homeworld.

BARDOTTAN

Bardottans are characteristically intelligent and deeply spiritual, and many demonstrate high levels of physical skill as well. They are often scholars, devoting their lives to the intense study of a specific field. Many travel the galaxy in pursuit of their research. Academic Bardottans typically only continue a journey after they have uncovered all information in their current location that is relevant to their research. As



Aleena

Bardotta

Devaronian

Gungan

they study, Bardottans tend to meditate as a key component of the learning process. Often, these meditations include reflections upon history, family, and their cultural interpretation of the Force.

Physiology: Bardottans are a saurian species, with scaled skin. Their lower legs bend backward, and they walk on three-toed feet. Their forearms are shorter than their lower extremities and end in three fingers and a thumb. Their long necks are heavily wrinkled and can bend in any direction. A beak-like snout dominates their head. Bardottans vary substantially in height at maturity, ranging from just over a meter to more than two meters tall. Their skin tones range from pale gray to yellow, green, and even purple. Some have a consistent tone across their bodies, but others have distinctive markings, including striped and spotted patterns.

Society: Bardottan culture traditionally values knowledge and education very highly, and cultivates an intense devotion to spiritual matters. Bardottan scholars tend toward a high degree of secrecy with the information that they uncover in the course of their research, only sharing details with outsiders when it becomes absolutely necessary. They are proud and independent beings who are reluctant to ask for assistance. Instead, they prefer to resolve issues internally whenever possible. They expect outside intervention only when situations become particularly dire.

Bardottans deliberately isolate their society into groups within different academic and religious fields. Because they

consider all information precious, earning the right to information is a part of their educational and professional process. They become quite loyal to their immediate peers, but they are reluctant to work with those outside of their group.

Homeworld: Bardotta is the homeworld of the Bardottan people. The planet's government is a monarchy, though the king or queen is assisted by a contingent of Dagoyan Master advisors. Bardotta has isolationist tendencies. Almost all of the planet's inhabitants are members of the native species.

After their exposure to the larger galaxy millennia ago, Bardottans colonized other worlds, including Phu. Cultural norms on some colonies vary substantially from the culture native to Bardotta; for instance, Bardottans from other worlds are not always as secretive or isolationist as those from the species' homeworld.

Languages: All Bardottans are fluent in Basic and many also study the traditional Bardottan language. Those who explore other cultures often master other languages as part of their studies.

Perception of the Force: The Bardottans have a strong cultural Force tradition, whose skilled practitioners are known as the Dagoyan Masters. This tradition links the Force to the idea of living in harmony with the galaxy. The Dagoyan Masters use the Force as a tool for education and understanding, sometimes integrating its use into negotiations. They are nonviolent, believing that the Force should never be used to injure another living being.

Bardotta is also home to the hidden Frangawl cult. This order embraces the dark side of the Force in the worship of an ancient demon named Malmourral. The Frangawl cult willingly employed violence in their traditions, even going so far as to extract the Living Force from their victims so that they could sacrifice it as part of their rituals.

Bardottans are opposed to the Jedi tradition of taking younglings to Jedi Temples for training. The Dagoyan Masters believe that any Force-sensitive members of their species should join the Bardottan tradition. This led to a conflict of interest with the Jedi, in which the Bardottan government labeled them as kidnappers.

SPECIES ABILITIES



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 105 XP
- **Special Abilities:** Bardottans begin the game with one rank in Knowledge (Lore). They still may not train Knowledge (Lore) above rank 2 during character creation.

BARDOTTAN SECRECY

The Bardottans are a proud species. While they hold themselves and others to a very high standard, they are uncomfortable admitting to those times when they have failed to live up to that standard. Bardottans recognize that their culture has gone through growing pains, as most do. However, they have tried to conceal these mistakes from the greater galaxy rather than using them as an example from which others could learn.

The Frangawl cult is a tragic example. In their shame, the Bardottans have tried to ignore the cult's existence, even as cultists have kidnapped and sacrificed important citizens. Because of the Bardottans' degree of sophistication, these incidents have been rare, but they remain deplorable.

DEVARONIAN

Devaronians independently developed the hyperdrive tens of thousands of years before the Battle of Yavin. They explored and made contact with the greater galaxy long before other inhabited systems near Devaron were officially discovered by the Republic. Members of the entrepreneurial species are a common site in spaceports and other centers of trade.

Devaronians have the misfortune of resembling mythological demons of many galactic cultures. Because of this, they are one of the galaxy's most distrusted species. As a

consequence, members of other species are often slow to take Devaronians at their word.

Physiology: Devaronians are a bipedal mammalian species. Their skin color ranges from red to green, and a pair of pointed horns dominates each male Devaronian's head. Females have vestigial spots in the same location as the males' horns. Devaronians' mouths are filled with sharp, pointed teeth that are particularly effective at rending the meat that dominates their diets.

Devaronians have black, silver-based blood. This unusual trait is linked to a particularly thorough blood filtration and cleansing system. Members of the species possess two livers, which constantly cleanse the body of toxins and carcinogens. This grants them an exceptionally high resistance to poisons, also enabling them to consume foods that would be highly toxic to other species.

Devaronian physiological quirks cause sulfur to be a particularly effective stimulant. When inhaled, the material rapidly enters the bloodstream, granting prodigious strength and speed. However, this is one element that their livers cannot cleanse as effectively over the long term. Extended exposure to sulfur can have serious medical consequences for a Devaronian.

Society: Devaronian culture is primarily matriarchal. The species shows a certain cultural dimorphism linked to gender. Female Devaronians are typically far more settled. They value security and prosperity, preferring to raise their young within a stable environment. Males, by contrast, have an innate cultural wanderlust. They enthusiastically pursue constant travel and have an inherently high level of risk tolerance. In spite of this, males do embrace responsibility for their mates and offspring. Male Devaronians typically send the majority of their earnings back to their spouses on a regular basis, preferring to support their families even as they explore the galaxy.

Homeworld: Devaron is a temperate world in the Colonies region. The planet includes dense jungles and cooler mountainous regions. The species has established prosperous cities in most regions of the planet, though the oldest and most populous are within the low mountains. Devaron's jungles encompass a range of dangerous predators, which continue to thrive on the largely civilized world. Journeys to these uncivilized regions can be dangerous even for accomplished explorers.

Languages: All Devaronians are fluent in Basic. Relatively few study their ancestral language of Devaronese.

Perception of the Force: Devaronians have a high frequency of Force sensitivity, but they do not have any prominent native traditions of Force users. There have been a number of notable Devaronian Jedi, however. In fact, the Eedit Temple was founded on Devaron because there were enough younglings from this planet and neighboring systems to justify a local training facility. In keeping with the Devaronian gender-specific personality traits, female Devaronians were more heavily represented within the order. Their inherent yearning for travel and adventure tended to interfere with training regimens for male Devaronians.

SPECIES ABILITIES



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 95 XP
- **Special Abilities:** Devaronians begin the game with one rank in Survival or Deception. They still may not train Survival or Deception above rank 2 during character creation.
- **Resilient Metabolism:** Devaronian physiology is naturally hardy and resistant to toxins. Members of the species add automatic ✨ to all Resilience checks they make.

GUNGAN

Few Gungans travel away from their homeworld of Naboo. Instead, most prefer to live in cooperation with their planet's natural ecosystems. In fact, Gungan galactic travelers are often exiles. Gungan law is unforgiving, and expulsion is a common form of punishment. Consequently, Gungans found offworld are seldom characteristic of the species.

Physiology: Gungans are a bipedal, amphibious species. They are tall and thin, averaging nearly two meters in height. Their expressive, long ears and eyestalks are set around a bill-like mouth. They are omnivorous, with a diet composed largely of mollusks and aquatic plants. Gungan compound lungs are capable of efficiently extracting oxygen from both air and water. Gungan infants are born as tadpoles within water cradles. Their limbs develop within a month of birth.

Society: The various Gungan cities are largely stratified according to residents' membership in particular clans. Interrelations between cities have been established through carefully worded treaties. A High Council serves as an overall governing body that exists largely to resolve disputes between the different cities.

Gungan society places a very high value on peace and order. While they are a generally happy people, they have little tolerance for elements that disrupt their lives. Even minor crimes are treated severely; vandalism, for example, merits corporal punishment or even exile.

Gungans are proud of their independence and are willing to go to great lengths to defend it. Each city maintains its own militia armed with energy shields and plasmonic energy balls. Gungans make extensive use of animal mounts, and their natural tools remain effective in combination with their shield technologies. The various militias train together regularly and can assemble into a planetary Grand Army to face broader threats.

Homeworld: Gungans are native to the planet Naboo near the Outer Rim Territories, though they share habitation with humans on that world. The planet's climate is primarily temperate. Substantial oceans separate its heavily forested landmasses. Almost all Gungan habitats are largely under-

water, while cities dominated by humans are located upon dry land. The two species have a long history of interacting peacefully with one another. The Gungan High Council links Gungan and human societies together to form a planetary government. Members of both species contribute to the democratic process, particularly for interaction with offworld entities. Currently, this government is under the oversight of the Empire.

Naboo's oceans have a broad range of predators, including the sando aqua monster and the opee, both large enough to swallow a bongo sub in a single bite. Areas immediately surrounding their cities are largely secure, but extended journeys can incorporate a high degree of risk.

Languages: All Gungans speak their native Gungan as well as Basic.

Perception of the Force: Gungans do not have a native Force tradition or a strong tradition of membership in the Jedi Order. However, their cultural tendencies to live in connection with the natural world are consistent with an understanding of the Living Force. Gungan underwater cities are relatively isolated, even from Naboo's human population. It is likely that Jedi simply failed to discover the majority of Gungan Force sensitives who might have joined the order.

SPECIES ABILITIES



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Gungans begin the game with one rank in Athletics. They still may not train Athletics above rank 2 during character creation.
- **Amphibious:** Gungans may breathe underwater without penalty and never suffer movement penalties for traveling through water.



NEW WEAPONS

Although blasters are ubiquitous across the galaxy, many of the inhabitants of more isolated worlds wield more esoteric weapons. Some of these may seem primitive, but can still be effective in the right hands.

ENERGY WEAPONS

The blaster may be the most common hand-held energy weapon in the galaxy, but it is not the only type, and tinkers on many worlds have found clever alternatives.

ENERGY SLINGSHOT

Less a weapon than a device for mischievous pranksters, the energy slingshot is a wrist-mounted device. The user points her wrist at the target, pulls back the energized “cup” and, when she releases it, the slingshot fires a disorienting shock-burst over short distances. The shock-burst is non-lethal but very annoying, meaning that this “weapon” is legal on most worlds. Plenty of municipalities even allow minors to purchase it, to the chagrin of law enforcement officers who have to put up with being pelted by shock-bursts from rowdy young hooligans.

Triggering the Disorient quality on this weapon requires  instead of  .


EXPLOSIVES AND OTHER WEAPONS

In spite of the blaster’s ease of use and its ready availability, not every culture fully embraces the weapon. Some view a different weapon as a hallmark of their culture’s martial training. In other cases, alternative weapons might work better in the environment they inhabit.

AURATERAN BOOMERANG

Although Auraterans have access to modern energy weapons, the simple but reliable boomerang is still a popular weapon for local hunters and trappers. The weapon takes

skill to use, and many an enthusiastic amateur has lost her boomerang by throwing it into a tree or off a cliff. But if thrown correctly, the boomerang either hits its target or spins around in mid-air, then hitting the original target on the return flight or landing in the user’s hand.

If retrieved, a thrown boomerang can be used again. A character may spend  on a missed attack (including an attack made with the Guided quality) to have the boomerang return to the user’s hand.

GUNGAN ATLATL

A Gungan warrior could throw one of her signature plasma balls like a grenade (and often do), but a Gungan atlatl gives the weapon a greater range and aids in accuracy. The atlatl also protects the wielder from inadvertent discharges. These weapons are traditionally carved from nonconductive hardwoods.

Atlatls throw Gungan plasma balls (see Table 3–1: Ranged Weapons), giving them greater range. An atlatl must have a supply of plasma balls for ammunition.

GUNGAN PLASMA BALL

Plasma balls are the predominant ammunition for Gungan weaponry. Loaded with a fluid-like plasma, the ordnance bursts upon impact with the target, discharging its payload. Plasma balls vary in size, with versions roughly twenty centimeters in diameter associated with most handheld weapons. They are especially dangerous to droids and mechanical devices.

LONGBOW

Much less technically sophisticated than a blaster, a longbow remains a deadly weapon in properly trained hands. The quiet twang of a bowstring also does not carry nearly as far as the firing sounds of a blaster or slugthrower. In a primitive environment, characters separated from technological resources can fashion arrows from natural materials far more easily than they can develop a charging system for an energy weapon.

TABLE 3-1: RANGED WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Energy Weapons									
Energy Slingshot	Ranged (Light)	3	NA	Short	1	0	40	4	Disorient 2, Stun Damage
Explosives and Other Weapons									
Aurateran Boomerang	Ranged (Light)	4	5	Medium	1	0	65	6	Guided 1, Limited Ammo 1
Gungan Atlatl	Ranged (Light)	5	3	Medium	2	0	100	7	Accurate 1, Burn 1, Ion, Limited Ammo 1
Gungan Plasma Ball	Ranged (Light)	5	3	Short	0	0	20	7	Burn 1, Ion, Limited Ammo 1
Longbow	Ranged (Heavy)	5	5	Long	5	1	120	4	Cumbersome 3, Limited Ammo 1, Pierce 1

BARDOTTAN ELECTROLANCE

Bardottans traditionally wield a one-handed lance as a ceremonial weapon. Lances hold a cultural significance to the species, as Bardottans have used them as their preferred melee weapon since long before the incorporation of modern technologies. Modern electrolances are similar to force pikes in that they emit a powerful blast when striking the target. They can also be set to stun. This setting is most commonly implemented when used by law enforcement personnel seeking to incapacitate a suspect for further questioning.

The grip of the Bardottan electrolance is placed in the middle of the weapon. The lance is carried like a walking stick, with the longer end extended above the wielder's head. It is the longer end that is used to strike a foe. In combat, the shorter end is typically pivoted to parry incoming attacks. The shorter end also incorporates a counterweight, making it better balanced for one-handed use.

The Bardottan electrolance is a one-handed weapon, however it cannot be wielded with other weapons. It may, at the GM's discretion, be wielded while using a shield.

GUNGAN ELECTROPOLE

Gungan herders traditionally use electropoles to guide and guard their shaaks. Though it is essentially a peasant weapon, familiarity led the Gungan militia members to incorporate it into their military traditions. While herders typically used the weapon while afoot, militias often use electropoles while mounted upon kaadu. Its relatively low weight makes it well suited for use in one hand while controlling a mount with the other. Because electropoles were designed for controlling cattle as well as scaring off predators, the weapons incorporate both stun and deadly settings. The electronic components of an electropole are watertight, so they can be used effectively on land or underwater.

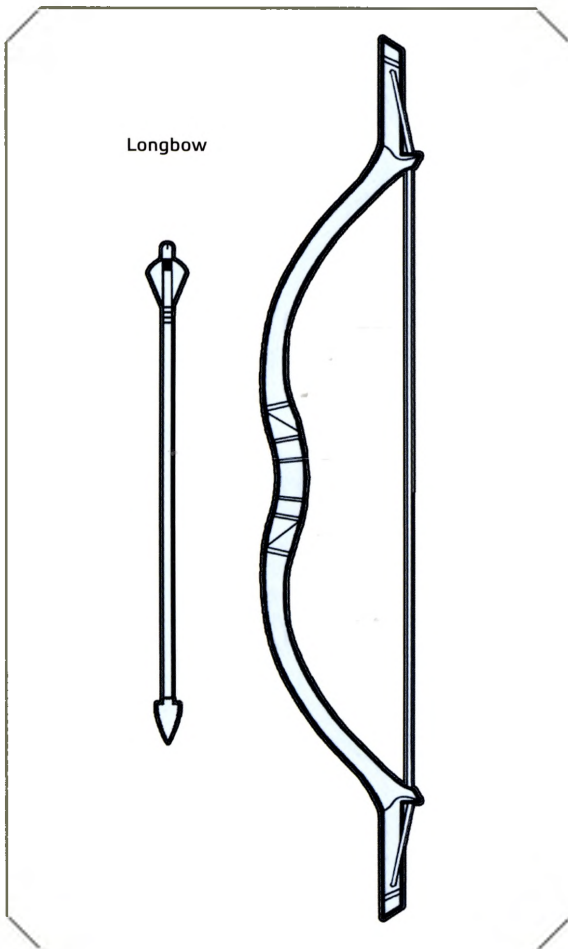
An electropole may be thrown as a ranged weapon. If used in this manner, change the skill to Ranged (Light) and the range of the weapon to short. The weapon also gains the Limited Ammo 1 quality (but can be retrieved and used again).

GUNGAN PERSONAL ENERGY SHIELD

Gungan engineering incorporates a particularly advanced understanding of shielding technologies. Their underwater cities make use of shielding extensively. Even their offensive weapons are designed around encasing a ball of high-energy plasma within a temporary energy shield. It is hardly surprising, then, that they are one of the few species that have successfully designed an easily portable defensive shield.

The Gungan personal energy shield is sized to the wearer. It is worn on the user's off-hand arm, so that a weapon can be wielded in the other. Notably, it does not completely encase the user in a secure field. Rather, it only offers defense against attacks coming from a single orientation. To benefit from the shield, the wielder must be able to focus on deflecting attacks.

The value of the Gungan personal energy shield's Defensive quality is reduced to 0 while the wielder is suffering from the staggered or disoriented condition.



However, a longbow is a large weapon, even the smallest models being well over a meter in length. Good arrows, nearly a meter long, are also awkward to carry and extremely difficult to conceal. A longbow is an unusual and distinctive sight on most of the galaxy's worlds. Passersby are likely to remember seeing a warrior who chooses to carry one in place of a more common weapon.

A longbow requires a supply of arrows to fire; if the GM needs to set a price, she can charge 1 credit per arrow (or a few copper pieces on Weik).

MELEE WEAPONS

Many species have characteristic Melee weapons that are a part of their cultural martial proclivities. In some cases, these weapons are particularly well adapted either for the species' physiology or for its native environment. In other cases, such weapons are a hallmark of their world's technological developments. Often, a culture continues to use a weapon even if better alternatives are available, due to a strong military tradition associated with it. In many cases, specific weapons achieve a level of cultural significance that encourages their continued use.

TABLE 3-2: MELEE WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Melee Weapons									
Bardottan Electrolance	Melee	+2	3	Engaged	3	2	300	5	Defensive 2, Stun setting
Gungan Electropole	Melee	+2	4	Engaged	3	2	450	5	Stun 3, Stun setting
Gungan Personal Energy Shield	Melee	-1	5	Engaged	4	0	1,000	7	Defensive 2, Deflection 2
Training Stick	Lightsaber	+1	5	Engaged	2	0	35	3	Accurate 1, Disorient 1, Stun Damage
Voss Warspear	Melee	+2	4	Engaged	4	2	215	8	Defensive 2
Weik Greatsword	Melee	+4	3	Engaged	4	2	315	8	Cumbersome 4, Defensive 1

TRAINING STICK

The Jedi have used lightsabers for so long that most forget there may have been a time when they had no access to energy weapons. However, on worlds with Force traditions but no ready access to energy weapons, other devices were used. The so-called "training stick" looks to be nothing more than a simple walking stick, but is perfectly balanced to be used as a duelist's weapon. Although most commonly found in the hands of an apprentice, some master swordfighters prefer the simple training stick as a non-lethal weapon that, to the untrained eye, appears to be nothing more than an elder's cane.

This weapon appears to be a harmless cane. Add ■■■ to a character's Perception or Vigilance checks to discern this weapon's true nature.

VOSS WARSPEAR

A spear is essentially a blade at the end of a long pole, typically about two meters in length. In a pinch, tying a combat knife to the end of a reasonably straight branch is enough to fashion a spear. A less hastily constructed version incorporates a double-edged blade as well as a shaft that is made of a material sturdy enough to parry other weapons. The city guard of Vossport on Weik prefer heavy, long spears as their primary weapon, as they are simple to master and versatile.

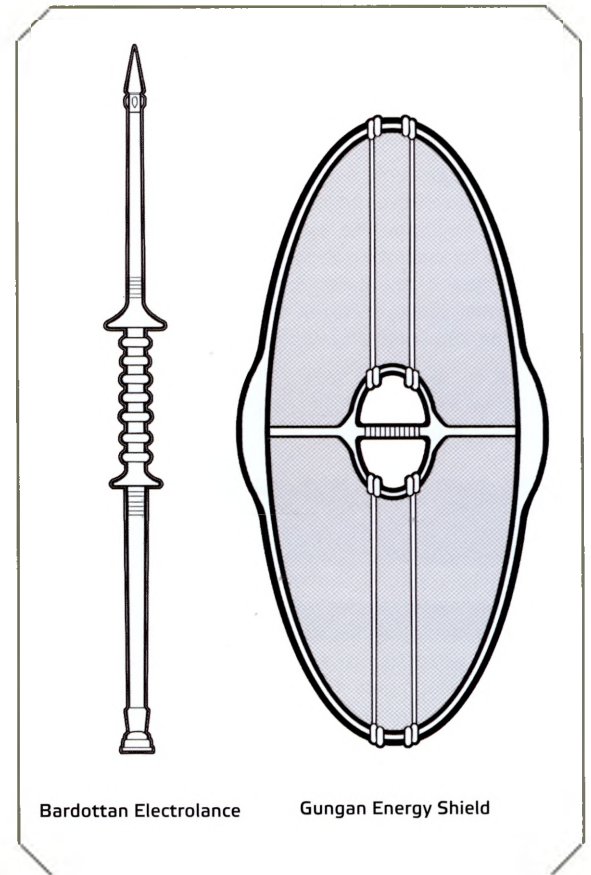
The Voss warspear is a one-handed weapon, however it cannot be wielded with other weapons. It may, at the GM's discretion, be wielded while using a shield.

A spear may be thrown as a ranged weapon. If used in this manner, change the skill to Ranged (Light) and the range of the weapon to short. The weapon also gains the Limited Ammo 1 quality (but if retrieved, it can be used again).

WEIK GREATSWORD

Regardless of technological advances, a simple metal sword remains an effective and reliable weapon. A sword never runs out of power. It is heavy enough and long enough to give a warrior a significant advantage in combat against an unarmed opponent or one wielding a more compact weapon. Legends suggest that long before the invention of the lightsaber, the earliest Force adepts used swords as their preferred weapons. A greatsword permits a wielder to employ a tremendous amount of power and leverage to each swing.

The greatsword requires two hands to wield.



GEAR

The gear found on many low-tech worlds often serves the same purpose as gear on worlds with a higher technology level. However, it is usually more expensive, and shows the touch of an artisan instead of being mass-produced in a factory.

DRUGS AND POISONS

The following are some drugs and consumables available on the worlds detailed in this book.

FRANGAWL FORCE POWDER

Frangawl cultists are masters of dark side techniques, including ones that deal with capturing and corrupting the Living Force in a sentient being. The cult practices rituals that culminate in acts of brutal sacrifice. As their victims die, Force sensitives among the cultists use tools to extract the Living Force from them. Once extracted, the energy can be used to power a ritual in progress, or it can be preserved for some future purpose.

One way the cultists preserve the energy is to store it in a very fine crystalline powder. When charged with the Living Force, the powder glows with a faint blue hue. A single sacrifice typically yields several doses of Frangawl Force powder.

A Force-sensitive character can consume a dose of Frangawl Force powder as a maneuver. Upon doing so, the PC gains 10 Conflict and adds automatic ●● to the PC's next Force power check during that encounter.

LONGSIGHT

Longsight is a rare substance, extracted from caves beneath Aleen's surface. In concentrated doses, the drug is lethal to all known species. However, when strongly diluted, the material has an inexplicable effect upon sentient beings. As long as the drug remains within the system—normally until the end of an encounter—an individual's will becomes extraordinarily potent and focused. Although the user suffers intense mental strain, for some the benefits outweigh the costs.

A dose of longsight is typically injected directly into the bloodstream as a maneuver. Once injected, the character increases her Willpower by 1 until the end of the encounter. However, at the beginning of each of her turns until the end of the encounter, she suffers 2 strain.

SULFUR INHALER

Sulfur is a very common element, broadly available across the galaxy. Devaronians have a unique reaction to the material. While most species find its presence noxious or even poisonous, it stimulates Devaronian physiology. Many Devaronians exploit this by placing purified sulfur in a small, pressurized air cylinder. When inhaled, the sulfur moves into the bloodstream quickly and travels throughout the body.

A Devaronian with an inhaler can use a maneuver to inhale a dose of the drug from it. The character suffers 2 strain and adds □ to any Brawn or Agility checks she makes until the

end of the encounter. Additional doses inflict more strain but do not give any additional bonuses. A dose is ineffective and unpleasant for most non-Devaronians.

TOOLS

Lightsabers are not the only pieces of equipment a Force sensitive finds useful, and many simple tools can be incredibly handy to have around.

ADAMITE SIGNET RING

When the Paladins of the Adamite Tower agree to accept a new member into their ranks, they present that individual with one of the extremely rare blades of their order. That novice must travel deep into the ruined depths of the Adamite Tower. There, they must cut a ring of metal from one of the impossibly tough metal fittings, metal that cannot be forged by any technology on Weik. They carve their crest and the symbol of the Tower on the ring with the tip of their blade, and this signet ring forever declares them to be a Paladin.

Possessing a signet ring signifies to anyone on Weik that the character is one of the Paladins of the Adamite Tower. Possessing a signet ring under false pretenses earns the lasting enmity of all Paladins and their allies.

BARDOTTAN CHRONOSCANNER

Due to their concern for the preservation of antiquities, Bardottan port security officers often carry chronoscanners, in addition to more typical security gear. In use, the chronoscanner is capable of quickly analyzing the chemical composition of an object and estimating its date of manufacture within a range of roughly a century. While it cannot pinpoint the exact date that an item was created, it can readily distinguish between an ancient artifact and a more recent replica.

SPORTING MACROBINOCULARS

Sporting macrobinoculars incorporate typical macrobinocular functions with video recording and playback features. Aleena sports enthusiasts are typically credited with the integration of these extra features into the device. Sporting macrobinoculars also see use in the field of espionage. Spies can track their targets' schedules or selectively record their prey's actions for later review.

Sporting macrobinoculars magnify objects up to five kilometers away, and can record objects viewed. They also remove ■ imposed due to long range or poor light.

COPORA-TECH THERMAL CUTTER

Designed for cold-weather expeditions, the Copora-Tech Thermal Cutter is basically a scaled-down mining beamdrill. The handheld device projects a heat beam that can evaporate snow and cut through ice, making it invaluable for digging snow shelters on inhospitable worlds.

A thermal cutter's charge lasts for roughly five minutes of continuous use, and can remove one cubic meter of snow per minute, or dig through 10 centimeters of ice per minute. If plugged into a fusion lantern, it can run indefinitely, otherwise it requires a new battery. Nefarious individuals can also use a thermal cutter as a weapon with the following profile (Melee; Damage 4; Critical 4; Range [Engaged]; Burn 1, Inaccurate 2).

VERGENCE STARCHART

Most starcharts showing the location of legendary vergences are clever (or not so clever) fakes designed to part foolish treasure hunters from their credits. Even if someone manages to get his hands on the real thing, it can be nearly impossible to interpret, since a starchart that actually shows the location of a vergence can be thousands of years old.

A vergence starchart (if it is real), shows the location of one vergence (chosen by the GM). To read the chart correctly, the character must make a **Hard (◆◆◆) Astrogation check** with **■ ■ ☹** on a check can be spent to determine whether or not the chart is real.

WIZARD POUCH

A wizard's pouch is essentially a bag with a shoulder strap; created for the "mages" of Weik to carry spell components. These pouches are often crafted to exacting standards, enchanted with runes of power, and made with the finest ingredients, all under the belief that such measures are necessary to preserve the innate magic in a sprig of holly or vial of mynock blood. That these precautions are entirely unnecessary has not stopped several prestigious Vossport craftspeople from making exorbitant profits from their construction.

Wizard pouches increase a character's encumbrance threshold by 1.

DROIDS

There is a long-standing tradition of using combat droids to oppose Force-sensitive warriors, since they are less susceptible to certain Force powers.

CHAMELEON DROID [RIVAL]

The Arakyd Industries spelunker droid was originally intended for mining purposes. The Confederacy of Independent Systems modified and armed these droids for combat purposes. Removing the heavy mining gear, they added a minelayer, blasters, and a holographic cloaking array. It is the last item that led to their new name, "chameleon droids."



Skills: Perception 2, Ranged (Heavy) 1, Stealth 2.

Talents: Stalker 2 (add **□ □** to Coordination and Stealth checks). Cunning Ambusher 2 (opponents add **■ ■** to Initiative checks using Vigilance)

TABLE 3-3: GEAR

Item	Price	Encum	Rarity
Drugs and Poisons			
Frangawl Force Powder (1 dose)	(R) 2,000	0	10
Longsight (1 dose)	(R) 650	0	8
Sulfur Inhaler (10 doses)	120	0	3
Tools			
Adamite Signet Ring	500	0	8
Bardottan Chronoscanner	1,200	0	2
Sporting Macrobinoculars	250	1	2
Thermal Cutter	125	2	3
Vergence Starchart	1,000	0	10
Wizard Pouch	50	-	4

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum and underwater; immune to poisons and toxins).

Equipment: Blaster carbine (Ranged [Heavy]; Damage 9; Critical 3; Range [Medium]; Stun setting), minelayer with 24 anti-personnel mines (drop one mine as a maneuver, detonates when another character moves to engage with the mine, dealing 12 damage to each character engaged with the mine).

STONE GUARDIAN [RIVAL]

Some facilities require discretion and art as much as they do security. Stone guardian droids are specifically designed for these situations. They provide a potent defense that is utterly in keeping with the overall tone of a site.

Despite the name, stone guardians are not actually constructed out of stone. Their armored shells are simply sculpted and painted to resemble some form of rock or marble. When inactive, stone guardians appear to be decorative statues. The statues might be freestanding, or they could appear to be a support pillar or a part of a wall. Only when they activate does their true nature become clear. A stone guardian's passive detectors are extremely sensitive and rigged to detect any intruders who enter its domain. When they identify a threat, the droids activate and attempt to eliminate it.



Skills: Athletics 2, Brawl 3, Perception 2, Vigilance 2.

Talents: Durable 2 (reduce a Critical Injury result by 20, to a minimum of 1).

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum and underwater; immune to poisons and toxins).

Equipment: Stony fists (Brawl; Damage 8; Critical 4, Range [Engaged]; Concussive 1), integrated SecureTech "Night-sight" passive sensor suite (allows the droid to see in dim and dark conditions and to hear sounds far above and below a human's range of hearing; adds **□** to Vigilance checks).

NEW RELICS AND TALISMANS

Relics and artifacts of a world's early history can be found on a great many planets. However, when a world is a nexus of the Force, such relics can be much more than they appear, imbued with otherworldly power.

Although each relic has a price and rarity, the GM should remember that these items are unique in the galaxy, and these prices and rarities should be taken as rough guidelines on how valuable they can be. If she needs to set credit value, that price should depend on the situation. Someone who does not know the history or the power of a relic might charge a few credits or give it away free. However, someone who understands a relic's true power might spend hundreds of thousands of credits on obtaining it. And, of course, obtaining one of these items should never ever be left up to a matter of simply rolling dice.

TEAR OF THE ELDERS (NABOO)

Before humans ever came to Naboo, another starfaring species discovered the Gungans in Naboo's swamps and seas. Little is known about these so-called "Elders" beyond what can be gleaned from the statuary they left behind on the planet and on Rori, one of the planet's three moons. The Elders, it is theorized, were humanlike in appearance, though even that conjecture is only tenable if the enormous faces of their monuments are held to be representative of the Elders themselves, which is far from certain. Another theory, based on certain features of the faces, holds that the Elders were Force users. This would seem even more tenuous than other beliefs concerning their physiology, were it not for the existence of a Force artifact known as the Tear of the Elders.

Long treasured by the Gungans, the Tear of the Elders is a fist-sized piece of granitic rock, shaped, as its name suggests, in a teardrop formation. Teams of Gungan geologists and artisans who analyzed the Tear uncovered three crucial facts. First, it is formed of the same substance the Elders used in their statues, a rock matrix native to Naboo and its moons. Second, none of the hundreds of known examples of Elder statuary depict tears. Finally, unlike the monumental statues, the Tear has no toolmarks of any kind. These facts, along with the Tear's shape, would suggest that it is an unlikely, but not impossible, naturally occurring stone form, were it not for the widely known legend about it.

According to this legend (Gungan scholars insist that it is historical truth, though they can offer no documentary evidence supporting their claim), sometime in the long years between the departure of the Elders and the first visits to Naboo by humans, the Gungan people adopted the relics of the Elders into their religion in practices that continue to this day. The isolated monuments of the Elders are considered holy sites, and they are venerated as places of great power. It was at one of these sites—the Gungans do not say which, specifically—that the event they call "Tearfall" occurred.

Force sensitivity is neither rarer nor more frequent among the Gungans than the galactic average, so it is no surprise that before the rise of the Republic and the founding of the Jedi Order, some few Gungans evinced powers that would now be recognized as Force-based. One such Gungan, his name lost to history, was the resident guardian of an Elder statue. In the course of his meditations, this Gungan cast his awareness out into the world, eventually becoming so skilled that he could sense events over the whole surface of Naboo, and even beyond. On the day he sat before the Elder statue and sensed the first human scout ships entering orbit, a great and unaccountable grief overcame the Gungan mystic. When he looked up, he saw a gray tear impossibly welling up in the stone face he sat before. Holding out his hand, he caught the Tear of the Elders in his hand as it fell.

GAME EFFECTS

Once per game session, when a Force-sensitive character holds the Tear of the Elders, the character may make a Force power check. As part of this check, the character may spend 1D to detect one threat the PC is likely to encounter during the current game session. The GM has the final say as to what this threat is and how the character perceives it. The Force user could see the threat clearly, or in a metaphorical sense. A battalion of stormtroopers, for instance, might appear as a solid white wall, impossible to penetrate, while a dark side Force user might manifest as a figure formed out of storm clouds, lightning flickering malevolently within.

THE GRIMOIRE OF SYCLOS THE LAME (WEIK)

Whereas most citizens of other planets may believe the Force to be but a legend, on the Wild Space planet of Weik, the Force is known to exist without a doubt. Equally feared and celebrated, it is utilized by many of the world's residents on a daily basis. It is not, however, understood in the manner propagated by the Jedi, or even the Sith. Instead, on Weik, the Force is viewed as magic.

TABLE 3-4: RELICS AND TALISMANS

Item	Cost	Rarity
Bardottan Sphere	50,000	10
Crown of Verity	6,000	9
Dram of Orphne	9,000	8
Dolina Ring Seeds	18,000	10
Eyes of Laqasa	2,000	10
Grimoire of Syclos the Lame	4,000	10
Herder's Gauntlet	8,000	9
Master Lodaka's Lightsaber	(R) 20,000	10
Taradon's Helm	11,000	10
Tear of the Elders	7,500	9

Over the centuries since the unique culture of Weik arose in the wake of a crash landing, all the trappings and mysteries associated with fantasy holodramas and children's tales have found real-world analogs on the planet. Ignorant of how the wider galaxy sees such things, the people of Weik are familiar with what they consider to be "magical" weapons and armor, ensorcelled objects of power ranging from clothing to tools, and even, as in the case of the legendary Grimoire of Syclos the Lame, spellbooks.

Befitting its portentous name, the Grimoire is a large, leather-bound book, its cover tooled with mystic patterns, reinforced with bronze bosses, and liberally decorated with darkly sparkling gemstones. Central to the cover design is a glyph of power that only offplanet observers might recognize as a stylized, winged lightsaber. Of greater interest to most students of the Force, however, is the book's contents.

Hand sewn into a cloth binding, some eight dozen gathers of parchment form 386 closely lined pages. The source of the parchment is a minor mystery among the many that surround the Grimoire. Though the Grimoire was clearly prepared in the manner traditional on Weik—from animal skins flayed, soaked, and stretched on frames—the green-gray color of its pages suggests that the skins used were not those of any animal known to the planet. Neither is the luminous ink used in scribing the pages of a formula replicated in any other known Weik-produced book, whether "magical" or not.

The effect of the glowing amber ink against the background of gray and green would have offered a challenging reading experience even if Syclos the Lame—if she was in fact the scribe—had been an accomplished calligrapher. Unfortunately, whoever penned what have been called the book's "mad ravings" was far more concerned with utilizing every square centimeter of available space than with legibility. It has been estimated that the Grimoire of Syclos the Lame contains more than a half-million individual words, whereas books of similar provenance and size usually contain around two hundred thousand, even when they are not so liberally embellished as the Grimoire.

It is those embellishments—or rather, their many reproductions—that have given this tome its fame on Weik. Taking the form of creatures out of nightmare, the capital letters heading each page are hollow-eyed, many-limbed monsters, rendered in glowing ink that seems to cause them to move on the page. No figure is repeated across the Grimoire's pages, yielding a fiendish menagerie of beasts that would give pause even to far-traveled big game hunters of the wider galaxy. The Beasts of Syclos, as they are popularly known, may be found copied in many other volumes, and they have even been rendered in stone as rain-spouting gargoyles on Weik's cathedrals and castles. Large mock versions of the creatures crafted from paper and daub are carried aloft on wooden poles through Weik's villages. This occurs at sunset on the autumnal equinox, in a celebration known as the Feast of Worms.

But for all its local fame, the Grimoire has been little studied by the sages of Weik. The peculiarities of its production and the nigh-indecipherable scrawl of its scribing would be daunting enough, but Weik is a place where legends are given great credence, and according to legend, to read the



words of Syclos the Lame is to invite madness. The secrets it unlocks are said to be sorely tempting for the power they offer, but the ultimate promise of the lame wizard's teachings is death. The Grimoire's information is said to be applicable to beasts across the galaxy, not just those located on Weik.

GAME EFFECTS

Studying the Grimoire of Syclos the Lame for at least one hour allows a Force-sensitive character to add \square to all Force power checks or checks involving Force talents when dealing with creatures detailed in the Grimoire. The bonus lasts until the end of the game session. (What creatures the bonus applies to is ultimately up to the GM, as some creatures may not be covered in the Grimoire.)

However, until the end of the game session, the difficulty of all fear checks made while confronting these creatures is upgraded twice. Any Conflict generated by a \heartsuit result on a fear check is doubled.

THE EYES OF LAQASA (DEVARON)

The Jedi Knight Laqasa Trill was a Devaronian woman and an incredibly skilled hunter, excelling at an activity more often practiced by Devaronian men. Trill was an exemplar of the philosophy of hunting that ecologists promote, carefully choosing her marks from overpopulated game species or stalking the rare rogue predators that target sapients. She insisted that hunting was a meditative act, and she claimed to owe her phenomenal success to the Force-enabled connection she shared with her quarry.

Although she was an accomplished Jedi, Trill was careful never to use the order's signature weapon, her lightsaber, in the hunt. Instead, she adopted the tools and weapons of the local hunters in whatever environment she found herself, thus mastering a dizzying array of techniques and technologies. She was not above modifying the accoutrements she came across in her travels, however, and at least one example of her tinkering is thought to have survived to the present day. Rumored to be stored in a hunting lodge deep in Devaron's Blue Mountains, the Force-imbued goggles known as the Eyes of Laqasa miniaturize the functions of high-end electrobinoculars within a pair of crystalline lenses set into a leather headband. It is those crystal lenses, and the powers the Jedi invested in them, that mark the Eyes of Laqasa as a powerful Force artifact.

The particular impetus for the invention of the Eyes of Laqasa is a Devaronian legend. Late in Laqasa Trill's life, a male hunter secretly and illegally imported a troop of large predators that shared the characteristics of simians and reptiles. Their world of origin is unknown to this day, but what made the animals unique, even more than their viciousness, was their Force-enabled chameleon ability, a trait that had evolved in the beasts to such an extent that they were practically invisible in natural surroundings. The hunter released the troop into a supposedly enclosed hunting sanctuary, which they promptly escaped after slaying their would-be killer and his game wardens.

For the next two years, the troop wreaked havoc on the ecosystem of Devaron's northern continent, ranging far and wide and eluding the finest hunters on the planet. It was then that Laqasa Trill arrived, making one of her infrequent visits to her homeworld. When she learned of the situation, she vowed to end the threat posed by the alien predators once and for all. Taking only what she could carry on her back, the idiosyncratic huntress disappeared into the wilderness.

The Jedi was never known to take trophies except for this instance. When she returned to civilization over a year later, she wore an ankle-length, color-shifting cloak woven from the hides of her prey. She also wore a set of goggles she had constructed in the course of her hunt, and she recorded in her journals that she owed not only her success to the Eyes, but her very life.

GAME EFFECTS

When wearing the Eyes of Laqasa, Force-sensitive characters remove all **■** imposed due to darkness, concealment, camouflage, or similar effects, and can see normally as if in normal daylight.



THE BARDOTTAN SPHERE (BARDOTTA)

One of the most powerful objects ever encountered by the legendary Jedi Master Mace Windu was the Bardottan Sphere, a Force artifact designed to capture the Force from living beings and store it as though in some battery. The Sphere could focus the captured energy into a Force wielder when certain mystical and gravitational effects were applied. Now held by the Dagoyan mystics of Bardotta, the Sphere became known on that planet when Master Windu rescued the Bardottan sovereign, Queen Julia, from the clutches of the Nightsisters, an organization of dark side Force adepts.

Whether the Nightsisters constructed the Sphere or discovered it is unknown, and the Bardottans have denied all requests to access the studies of the artifact that might reveal its provenance. Exhaustive records searches have found no mention of such an item either before or since Windu's encounter with the Nightsisters. It seems likely the item is unique and was crafted by the Nightsisters or their allies shortly before its use during the events surrounding the kidnapping of Queen Julia.

In appearance, the Sphere is not particularly notable. It takes the form of a large crystalline sphere of milky transparency, its color dependent on the light it reflects. It is only when a Force-sensitive being attuned to the Sphere wills it to a semblance of mineral life that the Sphere glows with an internal light and works its "magic." When activated in this manner, the Sphere forms a link with a nearby living creature, as directed by the controlling Force sensitive. In theory, this could be any living being, as the Force surrounds and penetrates all things, but in practice, the Nightsisters and their minions seem to have chosen only sentients as their targets. Once the link has been established, the Sphere cuts off the target's connection with the Force and then drains the Force contained within the target's living self, leaving behind a husk bereft of life. The exact mechanisms of this process are, as with so many Force artifacts, unclear. The Sphere is obviously not mechanical in nature, and neither can it be said to be living. It has been theorized that the Sphere, when inert, is in fact a sort of anti-Force artifact, cut off from the universe and reflecting the all-surrounding Force away from itself. If this is true, say those who hold this theory, then a type of "Force vacuum" exists within the bounds of the Sphere, one that naturally attracts the Force when the Sphere becomes active.

The Nightsisters did not use the Sphere as a simple tool of execution, however. The Sphere not only drains the Living Force from its victims, but also stores what it has stolen for a time. The Nightsisters could then tap into that stored Force, using it to fuel any number of Force powers to much greater effect than they could on their own. The Bardottan Sphere, then, is a power booster for Force users, its power being purchased at the ultimate price, paid by those its users have targeted.

In its history and recorded use, the Sphere of the Nightsisters has been understood as a tool of evil and murder. To be sure, there is little to suggest that it was created with anything but the

literal theft of life in mind. However, at least some of the Dagoyan mystics who guard the Sphere today are said to have taken on a more curatorial role, studying the Sphere with an eye toward using its considerable powers in a benign way, more in keeping with their relatively peaceful philosophies. These Bardottans have begun to agitate for more access to the Sphere, arguing that if they can plumb its mysteries, they can control its effects, and perhaps find ways to utilize its curious binary nature as an object that sometimes reflects the Force and sometimes absorbs it. The discussion about whether to pursue this course of action usually ends there, though, as those who wish to activate the Sphere have thus far been unable to formulate detailed plans for its use that meet with the approval of Bardotta's sovereign and the Dagoyan council. The activist scholar-mystics argue that they must first be allowed greater access to the Sphere before they can provide any such details, but their requests have been denied as being too fraught with potential danger.

GAME EFFECTS

While the Sphere is in a character's possession, the character's Force rating increases by one. If the character sacrifices a living being to store its life force in the Sphere, then the character's Force rating increases by the Force rating of the sacrificed being, as long as that creature's Force rating was 1 or higher. However, a character who uses the Sphere during a session gains 5 Conflict at the end of the session, in addition to any Conflict accrued due to any sacrifices the character makes to power the Sphere.

THE CROWN OF VERITY (AURATERA)

In the days of the Republic and even before, the Outer Rim world of Auratera, little visited now, attracted the attention of Force users from all over the galaxy. Its curious day-night cycle might have been enough to interest scouts and astronomers, but it was the presence of the powerful vergence of Acablas that drew Jedi, Sith, and other Force sensitives to the planet for millennia. Over the course of Auratera's history, such visitors had varying degrees of success in penetrating the ruins around Acablas and coming to understand its mysteries.

At least one Jedi is known to have been studying Acablas on Auratera at the time of Order 66. Though he is presumed dead, the fate of the Ithorian Master Tobar Ka-Teen is unknown. What is known is that Ka-Teen had, with the permission of the Jedi Council, carried with him to Auratera a powerful and ancient Force artifact known as the Crown of Verity.

In surviving Jedi records, the so-called "Crown" is actually described as a silvered skullcap capable of altering its own size and shape so that it might be worn by any sentient possessed of a discernible head. The Crown of Verity is said to have been used as a symbol of office by the Magistrates of Benetage before that Outer Rim planet was mysteriously abandoned almost thirty thousand years ago. How it came to be held in the Jedi Temple at Coruscant is unknown. Force-sensitive beings who don the Crown find themselves simultaneously able to discern any lie and unable to utter any falsehood themselves.

His final, probably fatal trip to Auratera did not mark the first occasion on which Master Tobar Ka-Teen was allowed use of the Crown. His fascination with what constitutes truth had led the philosophy-minded Ithorian to make several studies of the artifact. He sought a way to duplicate its properties in other devices, and to expand and perfect the Jedi's already considerable innate sensitivity to falsehoods.

Ka-Teen's interest in truth-telling had a dark origin. Shortly after he was named a Jedi Master, the Ithorian fell afoul of the Black Sun criminal syndicate when he inadvertently interrupted their machinations aboard Krist Station, a deep space trading outpost. Seeking to punish the Jedi for his interference, the Black Sun placed a bounty on Master Ka-Teen's head, hiring a deeply corrupt human woman known as Kallyx the Piner to capture him and learn everything the Jedi Order knew about Black Sun activities by any means necessary.

"Piner" is an ancient and obscure term for torturer, and the weeks Tobar Ka-Teen spent under the knives of Kallyx before his rescue by fellow Jedi tested him beyond anything he had been trained for. However, to his astonishment, the gentle Ithorian found a capacity for something he had never thought possible in himself: lying.

Instead of revealing anything about Jedi operations or intelligence, Master Ka-Teen successfully wove a complex net of deception that ensnared Kallyx the Piner. Seeking to protect his fellow Jedi, Ka-Teen found his only option to be what he later described as "the abandonment of truth."

Despite being hailed as a hero by the Jedi Council, the Ithorian turned deeply inward following the episode, becoming an intensely private individual who spent more time alone in the libraries and archives of Coruscant than with his fellow Jedi Knights. Tobar Ka-Teen was seeking something elemental, and that search led him first to his studies of the Crown of Verity, and then, apparently, to the mysterious vergence on Auratera in the ruins of Acablas.

Though he was not a general and took little part in the Clone Wars, Ka-Teen was accompanied to Auratera by several squads of Republic troops. Order 66 was enacted during his scheduled stay on the planet, and there is no reason to believe he survived its execution. However, there is no record that the clone troops "guarding" him ever returned from Auratera, either. Thus, the planet is the last known location of the Crown of Verity, and of the Jedi Master who so desperately desired to understand its secrets.

GAME EFFECTS

A Force-sensitive character who dons the Crown of Verity automatically fails all Deception checks while wearing it. At the same time, she gains automatic ✨ ✨ ✨ on any checks to detect lies or determine whether someone is telling the truth.

THE HERDER'S GAUNTLETS (IKTOTCH)

The Iktotchi people are blessed with the talents of precognition, an ability found to benefit from augmentation by the Force when their world was incorporated into the Republic thousands of years ago. Though their natural talent for

foretelling the future fades exponentially the farther they travel from their home moon, Iktotchi Force sensitives, particularly among the Jedi, formulated many techniques to expand and refine their native precognitive abilities using the Force.

One common Force power that did not come naturally to the Iktotchi, however, was the ability to move objects at a distance. Their native precognition, in other words, did not translate automatically into skill with the Force ability that mimics telekinesis. Though Iktotchi Jedi more than made up for this with their mastery of other Force talents, the Jedi Master Needa Kame saw an opportunity in the seeming shortcoming.

Around 900 BBY, Needa Kame took a leave of absence from his Jedi duties and traveled to Iktotchi for an extended period of meditation and study. He built a retreat in the mountains of that windswept moon, and devoted over a decade to developing the Force-imbued Gauntlet that bears his name. Exquisitely crafted from the hide and horns of a sure-footed ungulate native to the Iktotchi highlands, the Herder's Gauntlet is, unsurprisingly, fitted for an Iktotchi, with larger fingers and a broader palm than a human's.

During his years of working on the Gauntlet, Master Kame was not completely isolated. The inhabitants of the village closest to his simple dwelling frequently made the half-day trek to visit the Jedi, bringing him food and other supplies in exchange for advice, or out of simple neighborliness. Over time, the children of the village transitioned from fearing the strange old man to adopting him as a sort of eccentric grandfather. Needa Kame did not discourage this, being possessed of both a gentle soul and a sparkling sense of humor.

It was this latter quality that eventually led to the breakthrough that allowed the completion of the Herder's Gauntlet. Through years of experimentation and tinkering, Master Kame had come frustratingly close to realizing his ambition of creating an aid for Iktotchi Force users unskilled at telekinesis time and time again, only to have some obstacle or oversight see him fall short. It was when the village children were visiting him on one occasion that the Jedi, wearing the Gauntlet because he had been working on it when they arrived, decided to amuse his guests with some legerdemain, showing off some perfectly mundane sleight-of-hand tricks he had learned at the Jedi Temple on Coruscant in his student days. But Needa Kame fumbled the trick he was performing (pulling a local fruit from behind a small girl's ear), earning good-hearted jeers from the children. At that moment, the Jedi experienced a revelation, realizing that his Gauntlet was as advanced as it ever need be. Instead, it was his application of the Force that had been wanting. Readdressing the problem, he centered himself, held out his gauntleted hand, and lifted the delighted little girl into the air.

GAME EFFECTS

A Force-sensitive character who wears the Herder's Gauntlet counts as possessing the Move basic power, and may make a Move Force power action as a maneuver. A character who does so may not attack an opponent with this use of the Force power (what constitutes an attack is ultimately up to the GM, but should include disarming or incapacitating opponents as well as dealing damage).



THE DRAM OF ORPHNE (ALEEN)

The curious Mid Rim planet of Aleen has long been speculated to be a place with a strong natural resonance with the Force. Unusual (some would say impossible) features of the planet's ecology, topology, and atmosphere lend credence to theories that the Force saturates the very crust of the planet, and the existence of the artifact known as the Dram of Orphne adds further support.

The bifurcated world of Aleen is divided into the surface world, populated by the gregarious and relatively well-known Aleena people, and a mysterious Underworld, ruled by the towering, treelike Kindalo. The division between the two peoples and their environments is absolute. For centuries, it was thought that only the world's massive arbozoic trees could be said to cross the boundary between the two worlds of Aleen. But during the Clone Wars, a creature out of legend revealed itself. Members of a Republic relief force encountered an Underworld being known as Orphne—neither Aleena nor Kindalo, but of some other, unknown species—a sylphlike being who spoke in riddles.

When those Republic personnel found themselves trapped in the Underworld, they only escaped when they managed to puzzle out the answer to a conundrum posed in verse by Orphne. Critical to their escape was their physical location. By solving the riddle, they moved within what has come to be known as Orphne's Fountain, a sophisticated device based on either unknown technology or on the Force itself. Orphne's Fountain transported the trapped Republic personnel from the Underworld to the surface on a massive jet of water. A phenomenon practically unknown on the relatively arid planet, this unexpected event is well remembered by the Aleena.

According to official Republic records, what happened next was relatively straightforward. A breach between Aleen's surface and subterranean worlds was sealed, ending

the groundquakes that had necessitated the Republic relief effort in the first place. However, unknown to the commanders of the clone forces on the planet, agents of then-Chancellor Palpatine had been secreted among the medical and support staff sent to their division. One of these agents, acting on standing orders to record any unusual phenomena possibly related to the Force, collected a sample of the water of Orphne's Fountain. The agent planned to smuggle the sample offworld to Coruscant.

Why what has become known as the Dram of Orphne never made it off Aleen is unclear. It is possible that the agent was discovered and countered (or even eliminated) by either the Aleena or even the Kindalo, perhaps acting at the behest of Orphne. The vial is currently held by Aleena mystics, who have enshrined it at the center of one of the colossal statues they tend. The Aleena, unlike the Kindalo, are not known to have ever had direct contact with Orphne, but they nevertheless hold the Dram sacred, using it as a focus of unusually efficacious healing rituals.

GAME EFFECTS

A Force-sensitive character who possesses the Dram of Orphne heals 1 additional strain at the end of an encounter. A Force-sensitive character who possesses the Dram of Orphne also heals 1 additional wound when benefiting from natural rest. Finally, when making a Medicine check to heal another character, any character with the Dram of Orphne may add to the check.

MASTER LODAKA'S LIGHTSABER (LOTHAL)

In the galaxy at large, if Lothal is known at all, it is as an Imperial world home to a Siemar Fleet Systems production line for TIE fighters. Some Imperials also know it as a source of Rebel activity. But for generations of Jedi, the planet was known for its hidden temple, which safeguarded a Force-shrouded source of the kyber crystals utilized in lightsaber construction.

Hidden deep within the temple are the remains of the Rodian Jedi Lodaka. An unparalleled master of the third form of lightsaber dueling, Soresu, the Rodian was unusual among Jedi for also spending much of her time mastering a discipline not often thought of in conjunction with the order: physics. Specifically, Lodaka was fascinated by the material properties of the various crystals used in lightsaber construction, and she took a disciplined, reasoned approach to their study. A true scientist, she made careful, controlled experiments with many forms of crystals, both natural and manufactured, concentrating her efforts on modifications in the form of chemical coatings. She theorized that the effects of the different forms of crystals used in lightsabers could be enhanced by manipulating the crystalline structure of the base crystal. Although she used modern grav-field projectors and micromanipulators to conduct her experiments, it is thought she only achieved success when she manipulated the crystals on a molecular level using the Force.



All of Lodaka's notes and papers were either destroyed or taken when the Jedi Temple on Coruscant was overrun following the implementation of Order 66. Only one of the crystals she modified is thought to still exist, and it is the one in her own lightsaber, which remains with her body on Lothal. It represented Lodaka's finest work, as the particular modification she applied at least partially addressed a problem that had vexed lightsaber wielders for thousands of years.

GAME EFFECTS

Master Lodaka's Lightsaber is a weapon with the following profile: (Lightsaber; Damage 10; Critical 1; Range [Engaged]; Breach 1, Sunder, Vicious 2).

Master Lodaka's Lightsaber has an encumbrance of 1 and zero hard points. Attacks made with this lightsaber ignore the Cortosis quality. It also cannot be shut down due to contact with refined cortosis.

TARADON'S HELM (ILUM)

Somewhere in the icy wastes of Ilum, the wreckage of a starfighter serves as the tomb of the Jedi Taradon, a Corellian human possessed of extraordinary prowess as a pilot. Taradon was a member of the Jedi Order in the early days of the Republic. If legends are to be believed, he pursued evildoers with blade and blaster for almost a century before disappearing while fighting off a raid of the Jedi-protected planet Ilum.

Taradon is known to have brought dozens of galactic criminals to justice, but unlike other famous Jedi Knights, he rarely met his foes face to face. Instead, he haunted the spacelanes, ghosting in and out of hyperspace at the controls of one of the half-dozen starfighters and gunboats he is known to have piloted. Whether acting on his own or at the behest of the Jedi Council, the human always preferred to stalk his prey while safely ensconced in a cockpit, where his preternatural skills and technical acumen eventually led him to develop the omnicompatible piloting device known today as Taradon's Helm.

Though many shipwrights and pilots have heard tales of the Helm, few could venture to describe its physical characteristics, much less its functions. The Helm is known to have been human-portable, hot-swappable into the hardware of dozens, if not hundreds, of different ship types; and capable of integrating piloting, navigation, and weapon systems into

a discrete, maddeningly complicated interface. What is less well known is that Taradon imbued his unique invention with secret crystalline technologies that tap into the Force, enabling those who use it to channel their courage and wisdom into extraordinary acts of piloting derring-do.


In fact, the device now called the Helm (it is unknown by what name Taradon referred to it) is relatively small and bears more resemblance to a modern slicer's gear than to surviving examples of early Republic starship control mechanisms. It takes the form of a control box studded with switches, buttons, and indicator lights, roughly rectangular but tapering to a conical point on one side. This cone, along with the leads that extend from it, is the interface point that connects Taradon's Helm to the controls of almost any craft capable of flight, from simple atmospheric hoppers to interstellar dreadnoughts. The design is wickedly clever, with multiple methods available to connect the Helm to a ship, accounting for the mind-boggling array of craft it could augment.

Reinforced and rugged, the Helm is believed to have survived the crash that took Taradon's life on Ilum. It may be seen as ironic that this ace of the spacelanes and ship's captain without peer died in a crash, but, in fact, other survivors of the battle in the planet's frigid skies believed that Taradon of Corellia sacrificed himself in a successful last-ditch effort to fight off a force led by turncoat Jedi raiding for kyber crystals.

Taradon was flying in close action against a starfighter piloted by a rogue Jedi when they entered orbit around Ilum. The traitor pilot was a Rodian Jedi turned assassin named Deelguh, whom Taradon had trained with as a young Padawan. Taradon had long sought to bring Deelguh to justice, only to be stymied time and again, as the Rodian was his near-equal as a pilot. Knowing that the fearsome fighter would become yet more dangerous if the raiding mission succeeded, Taradon knew the raid must be stopped. With Deelguh's ship about to land, having successfully fought off Taradon's attacks, the Corellian apparently chose to bring both vessels down in a fiery collision. Presumably unable to eject or unwilling to leave his ship behind, Taradon rode his burning craft all the way down to the surface, to his death. He died secure in the knowledge that Deelguh had also met his end.

Expeditions to investigate the crash site were never successful in locating the wrecked ship, but a careful examination of Taradon's transmitted flight logs revealed an unidentifiable surge of energy coming from the Corellian's navicomputer moments before his death. The Jedi who reviewed the logs theorized that it might have been a function of the legendary Taradon's Helm, fighting to protect its master, a conclusion scoffed at by others, who said the Helm would never have disobeyed a command.

GAME EFFECTS

A Force-sensitive character who possesses Taradon's Helm may reroll one  when making checks that involve piloting or using a starship or vehicle. If there is some question as to whether the check involves piloting or using a starship or vehicle, the GM is the final arbiter.

DOLINA RING SEEDS (DAGOBAH)

The swampy world of Dagobah has been erased from galactic charts, but the rare visitors of times past brought away samples of the planet's unique flora and fauna. One example from Dagobah's extensive catalog of vegetative wonders is the dolina ring seed, samples of which are held by several universities and agribusiness concerns throughout the galaxy. Although the samples' provenance is now unknown, their unusual shape and mysterious properties continue to be studied by scientists.

The seeds are just that, embryonic plants forming both the culmination and the beginning of the life cycle of an unknown angiosperm. However, unlike the vast majority of coated seeds that have been cataloged from across known space, dolina ring seeds are not spherical or ovoid. Instead, the hardened fruit layer, or endocarp, surrounding and fused to the actual seed material takes the form of a woody ring about three centimeters in diameter. This unique shape has long fascinated biologists, who seek to learn what form of plant might grow from a ring. However, no dolina ring seeds have ever germinated away from the soggy soils of Dagobah, so no one now living knows what manner of shrub, flowering plant, or tree might grow from them.

Normally, thus stymied, scientists would turn their attention to some other wonder, but the dolina ring seeds have characteristics that make them fascinating on their own. For one thing, they are near-indestructible, capable of withstanding tremendous pressures, extremes of temperature, and baths of caustic and corrosive chemicals with little or no physical evidence of trauma to their outer coatings. Another property unusual in a clearly biological artifact is the seeds' extraordinary density. Though small enough to be held in the palm of a human's hand, and even of a size and shape appropriate to be worn as jewelry on some sentients' fingers, dolina ring seeds mass in at an incredible nine kilograms on average, making them some of the heaviest known plant matter.

There is another characteristic of dolina ring seeds, known to only the very few Force-sensitive scientists who have studied them, kept as a closely guarded secret. Their Force reactivity was first discovered and described by a Sullustan agronomist in the employ of a Mid Rim foodstuffs company just a few years after the end of the Clone Wars. All of this scientist's research, and the scientist herself, were promptly confiscated by agents of the Empire. Around the same time, a human farmer and chemist working independently came across a dolina ring seed in a lot of seed stocks he had purchased as part of a load of salvage from a Trandoshan junk dealer. Unaware of the scant findings that had been published about the ring seeds, this man at first kept the sample as a simple curiosity. It was only when an Imperial sweep of his planet for Force sensitives targeted his young daughter that the ring's value became apparent.

Seeking to protect his daughter from Inquisitorial kidnapping, the farmer hid her in his laboratory while he tried to convince the Imperial agents that she was offworld with her mother. A quick records check showed the agents that

the farmer was in fact a widower, and then the casual brutality of the Empire evinced itself as they shot the man in cold blood. Overhearing the execution, the girl cast about desperately for anything that might save her, and it was then that the innate Force abilities that had attracted the attention of the Inquisition in the first place reacted with the dolina ring seed. Sensing that she should do so, and ignoring its incredible weight, the girl slipped the seed onto her thumb. The energy of the Living Force filled her body, taking the form of an incredible burst of speed. The Imperial agents saw only a blur as she fled into the night, never to be seen by them again.

Now a grown woman, Sylva Trasker is an accomplished Force adept and a member of the Rebellion. She still wears the dolina ring seed her father found, now on a chain around

her neck, its weight unfelt and thus no hindrance. It gives her the ability to run at tremendous Force-granted speeds, though such efforts are only sustainable for a short time and are exhausting. Tests performed by Sylva and Rebellion scientists show that both the variable weight and the speed-granting properties of the seed are only active when it is held by a Force-sensitive being.

GAME EFFECTS

A Force-sensitive character who possesses a dolina ring seed may perform one free Move maneuver during each of his turns. This Move maneuver may be in addition to any other maneuvers performed this turn and can allow the character to perform three maneuvers in a turn. (The user also ignores the ring seed's weight.)

LOCATION-SPECIFIC MOTIVATIONS

Although Motivations are usually personal to the character, they are also likely affected by the worlds they are from and by locations that have had a great impact on a character's life. This section details Motivations that may be specific to planets described in **Chapter I: Worlds of the Force**

Characters hailing from the locations outlined in this book, or characters who have other ties to these locations (such as a scholar who has been studying Ossus, for example), may choose from the following Motivations during **Step 8: Determine Motivation** of character creation (see page 105 in the **FORCE AND DESTINY Core Rulebook**). If they do so, they should not roll for a random Motivation, but rather simply choose from those in **Table 3-5: Location-Specific Motivations**.

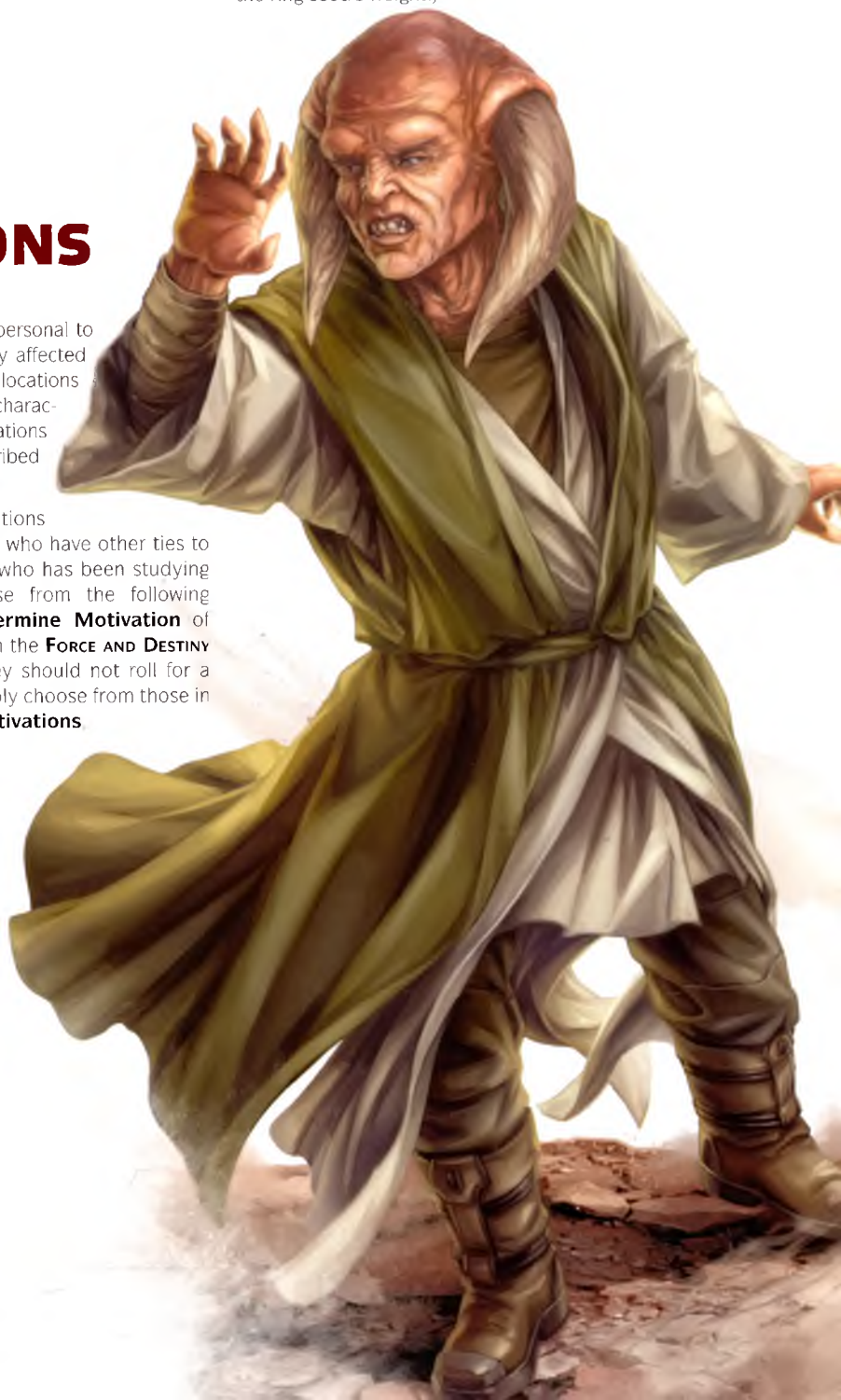


TABLE 3-5: LOCATION-SPECIFIC MOTIVATIONS

Planet	Motivation
Aleen	Enamored of the Kindalo: This character is fascinated by the legends of the underground Kindalo culture, and wants to learn everything about it. This may cause problems among the locals when the character starts to disturb forbidden holy sites.
Aleen	Follower of Orphne: The character encountered the mystic Orphne and had a life-changing experience. The PC will talk about it to anyone who will listen, and continues to seek out mystic experiences that will further change her life.
Auratera	Isolationist: This character wants to ensure that the wider galaxy continues to fail to notice Auratera, and goes to great lengths to ensure its secrecy.
Auratera	Study the Past: The collection of different archaeological constructions at the Auratera vergence fascinates the character, inspiring the PC to become something of an amateur archaeologist.
Bardotta	Preservationist: The character believes Bardottan history to be extremely important—and potentially at risk. The PC will do anything to preserve historical sites and artifacts, and will personally hunt down those who sell such things offworld.
Bardotta	Mendicant: This character has taken a vow of poverty and wanders the galaxy, hoping to build a deeper connection with the Force by renouncing unimportant things. The PC may rely on the good will of others, but will repay the favor in any way possible.
Bardotta	Frangawl Sympathizer: This character believes the old ways are the best. The PC harbors secret beliefs in the Frangawl traditions, and although not a Frangawl cultist, would turn a blind eye if the cult were to attempt to stage another return.
Devaron	Matriarch: This character is a staunch supporter of Devaron's matriarchal society. Whether female or male, the character believes that male beings should defer to females in important matters, and will only grudgingly accept male leaders under great duress.
Iktotch	Visions of the Future: This character believes—correctly or incorrectly—that she has a sense of precognition that allows him to anticipate the future. She insists on providing this information to her companions and becomes greatly distressed when it is not acted upon.
Iktotch	Exile: This character was part of the Iktotchi exodus before the Empire seized control of the galaxy and blockaded Iktotchon. The character longs for the day when it becomes possible to return home—when the Empire is no longer a threat to the beloved moon.
Iktotch	Collaborator: This native of Iktotch actively worked with Imperial agents to assist with the moon's occupation. Whether regretting these actions or not, the character is reviled by the Iktotchi and will always be an outsider to them.
Lothal	Up from Poverty: This character has spent her entire life living in Lothal's squalor, and wants nothing more than to drag himself out of it. Credits, riches, her own ship—any status symbol at all to help him forget lean nights of eating old leather and grass.
Lothal	Revolutionary: Sickened by the Empire's oppression, this character wants nothing more than to join a revolution to remove the Imperial presence from Lothal once and for all. The PC may want to concentrate efforts on local sabotage or to journey into the galaxy to join a larger cause.
Lothal	War Profiteer: For a few Lothalians, the Imperial occupation has been incredibly lucrative. This character has colluded with the Empire in some way, to great personal gain, and will do anything to protect this wealth.
Naboo	Envoy: The character seeks to mend the differences between the Naboo and Gungan peoples. The PC may attempt this through political means, or by engineering an event that might lead to unification.
Naboo	Poet: The character wants to experience the beauty and majesty of galactic life, then return home and express the experiences in word or in song. The PC may recklessly pursue beauty and experiences where others would be more cautious.
Naboo	Gungan Rights: The character believes the Gungans are an oppressed minority on Naboo and seeks to establish them either as equals or as superior to the Naboo. The PC may be outspoken in this belief to the point of obnoxiousness, or may harbor it deep inside, fearing to express it.
Ossus	Archaeologist: The character is aware of the ancient history of Ossus, and actively engages in scholarship and fieldwork to uncover more of the planet's secrets.
Ossus	Plunderer: The past means nothing to this character, apart from an easy way to make some quick credits. Artifacts, old texts, even the location of a hidden antiquity site—all of these things are merely means to the end of increasing wealth.
Weik	Force-Reverent: This character views any Force user as a powerful wizard, capable of wreaking great destruction or being an immense help. The PC displays a level of respect bordering on obsequiousness to any Force user. A Force-using character with this Motivation sees the Force as indistinguishable from magic; upon encountering other Force users, the PC may attempt to teach them rituals, spells, and chants so they can "harness" their power.
Weik	Caste Member: This character knows her place within the social hierarchy, and doesn't easily tolerate beings who do not. She is quick to point out beings she believes have jumped above their station—or those who are acting beneath their station.
Weik	Wide-Eyed Wanderer: This character has lived a sheltered existence and views the galaxy at large as a scary and nearly magical place. Blasters are confounding, droids may be devils in disguise, and travel between the stars is akin to dark sorcery. However, all this only serves to interest the character more, inducing a hunger to travel in this strange and wondrous galaxy.



IV

MODULAR ENCOUNTERS

*"Adventure? Excitement?
A Jedi craves not these things."*

—Yoda

This chapter provides the Game Master with a number of encounters and challenges to incorporate into existing campaigns. The encounters are specific to worlds of historic importance to Force users or where the Force is naturally powerful. However, it wouldn't take much effort to rework the details and fit the basic aspects of a given encounter into most other areas where the PCs may be traveling.

The idea behind modular encounters is to give the GM flavorful scenes and circumstances that can be incorporated into the larger story. Doing so adds variety and depth to the greater adventure, and offers the players a true sense of place. This helps alleviate the problem some space-going campaigns encounter, in which locations experienced all begin to feel the same. Using these modular encounters can truly exemplify the unique character of the worlds within.

WHAT IS A MODULAR ENCOUNTER?

GMs frequently run one or two adventures in succession and, if the players are having a great time and want to keep going, let the adventures evolve into a campaign. Other GMs plan campaigns from the start, crafting long

story arcs that may run for months. Some GMs rely on adventures written for a particular setting, while others craft their own stories, often strongly influenced by the backgrounds, Moralities, and Motivations of the PCs.

Modular encounters are meant to supplement the work of the Game Master, adding in "set pieces" to enhance the overall experience for everyone involved. They are the kinds of scenes and challenges that can crop up at almost any time, filling in some downtime during a campaign. They can also be triggered by specific choices the players make, giving the GM an effective response to an unplanned turn of events.

In fact, modular encounters have all kinds of uses, including the following:

- **Fleshing Out a Location:** The GM can use a modular encounter to make a location feel more "real" to the players. The modular encounters presented here have been specifically selected to evoke iconic elements of settings detailed elsewhere in this book.
- **Filler for an Off Night:** Perhaps one or more players are missing for a session, and going forward with the current big plan would be difficult or impossible without them. A modular encounter might be an excellent contained event for the players present.

TABLE 4-1: MODULAR ENCOUNTER LIST

Modular Encounter	Description
Exploring the Acablas Ruins	The PCs find themselves on the backwater world of Auratera, where they explore the Acablas Ruins.
Witch's Wrath	A cunning foe who believes the party is trying to usurp her discovery of an ancient site ambushes the PCs on Empress Teta.
Cave Security	Jedi hopefuls constructing their first lightsabers must locate the legendary Jedi Temple on Ilum before undergoing an age-old tradition to prove themselves worthy.
Vault of Justice	While exploring the ruins of Ossus, the PCs stumble into the Chamber of Antiquities, where an ancient power yearning to escape the vault calls to them—but is the power a treasure, or a trap?
The Trial of Skill	The PCs are put to the test in a series of ever-increasing challenges, as they face one of the final steps on the path to becoming Jedi.
The Light Within	A once-powerful bastion of the light, a temple now tainted by the dark side of the Force, must be cleansed of the evil within.
If It Sounds Too Good to Be True...	An agent of the Emperor and a crafty Nautolan lure the PCs into a trap on Naboo with promises of rare artifacts.
The Menagerie	While on the isolated world of Weik, the characters must stop a rampaging monster that breaks free from a traveling circus. But who set it free in the first place?

- Planned Part of an Adventure:** The Game Master can specifically select a modular encounter to be a key piece of an adventure. The GM may use it to set up another important element of the story, or to act as a transition from one situation to another.
- Foundation for an Entire Adventure:** Most modular encounters can be fleshed out or otherwise expanded to become far larger stories, especially if the players latch on to some aspect of the experience and expand upon it. Some modular encounters can be greatly expanded upon to function as the centerpiece for an entire campaign. They could function as the culmination of a PC's character arc, or as the beginnings from which all future adventures in the campaign can spring.
- Reacting to Unexpected Player Choices:** Sometimes players make choices that derail a GM's plans for the evening. Most modular encounters are flexible enough that the GM can drop one in on the fly as an appropriate response.
- Dealing with Triggered Morality:** If a PC's Morality triggers at the start of a session, the GM might select a modular encounter that gives that character a chance to take center stage and play up an emotional strength or weakness.

Each modular encounter opens with a brief description indicating what it's about and what's supposed to happen. This is the "thumbnail," intended to give the Game Master a rapid understanding of the encounter. This introduction section also lets the GM know how the encounter begins, and what kind of setup or circumstances need to be in play in order to use the encounter.

The second part describes the actual encounter. The location, events, and profiles for NPCs and adversaries can be found here. Finally, the modular encounter wraps up with rewards and resolutions. If the group has the chance to obtain any-

thing of value (such as credits, contacts, gear, or an important lead on a larger investigation), this section will get into that. Ultimately, how things are concluded and what situation the PCs are left in at the end is also described.

USING THESE ENCOUNTERS

Each of these modular encounters is meant to help the Game Master guide the players in exploring situations and settings steeped in the power of the Force. Taking a look at them as a whole is useful in plotting out which ones to use, how to use them, and when. Having a general plot in mind should make inserting one or more of these encounters into an adventure relatively easy.

In some cases, the GM may stage one of these encounters as the opening for a campaign. Other encounters may occur when the PCs travel to the location in question, or otherwise engage with the particular nature of the encounter. **Table 4-1: Modular Encounter List** provides an overview of the encounters in this chapter.



EXPLORING THE ACABLAS RUINS

This encounter takes place on Auratera while the PCs are exploring or performing some other task. After an arduous journey to the Acablas Ruins, the PCs feel the overwhelming pull of a nearby Force vergence. The PCs must undergo a test of character to make it one step closer to their goal of mastery of the Force.

GETTING THE PLAYERS INVOLVED

While most characters won't be native to Auratera, the PCs might have discovered its existence in an ancient archive, holocron, or journal belonging to a former Jedi or Sith caretaker of the site. Alternatively, they might pull in for emergency repairs, or find themselves sent there by a Jedi in hiding acting as a mentor, or follow an agent of the dark side there. Once they are on Auratera, the vergence can call to some or all of the PCs of its own accord.

JOURNEY TO ACABLAS

The modular encounter should begin play while the party is within the forested area surrounding the Acablas Ruins, between the Square Sea and the Erkeere Ridge. Once the party has arrived at such a location, read the following aloud:

From within the clearing of the thin-trunked neelee forest you feel a faint tug at your consciousness. As you look up over the tree line to the overcast skies, you see two beams of light from Auratera's suns illuminating a lonely rock formation near the horizon. As you look to the light, the tug grows more powerful, and you know your future hinges on what happens when you reach the beams' target.

The rock formation is roughly twenty kilometers from the party. The PCs can make a **Daunting (◆◆◆◆) Knowledge (Lore) check** to see what they know about the region. Reduce the difficulty of the check once if the character is from Auratera. Success means the character knows there are ancient ruins there, but it is unlikely the PC is aware of any connection to the Jedi or Sith. 🗣️ or 📖 can be spent to learn more about the site's history. (See **The Acablas Ruins**, page 80, for details on the site.)

THE HIKE

When the party is ready to set out, have one PC make a **Hard (◆◆◆) Survival check** to determine the best path. Failure means the party spends some time wandering lost through the forest before finding the right track, and this may have an effect later. The GM should mention that the

RUNNING EXPLORATION ENCOUNTERS

A major theme of this modular encounter is exploration. Players need to feel anchored to location more so than in other encounters, which is typically accomplished through vivid descriptions of scenery that engage all of the senses. GMs should not only describe what players see, but what ambient sounds they hear, and even what they can smell or feel on the air. GMs shouldn't be afraid to embellish upon descriptions provided in read-aloud text.

As such, the pacing of an exploration encounter can be quite different from typical combat or social encounters. There is a tendency to enjoy a few quieter moments to let the sights and sounds resonate with players between planning and action.

trek is taking longer than expected. Once the path is found, read the following aloud:

The spindly trees give way to thicker specimens with tufts of long, thin needles. Wild, thorned brush stretches like a web between trees. A faint, low static sound, like a hissing of air, seems to surround you, steadily growing louder as you travel. Eventually, the ground turns rocky and the brush clears, revealing the edge of a roaring waterfall. A pack of soaring sky-blue skysnares dive down the ravine, vanishing in the spray of mist below. Moments later, they emerge with fresh fish in their beaks, screeching a noble cry before gliding toward the mountains beyond.

The party is on a high ridge about halfway up the waterfall, which itself is nearly forty meters high. If the Player Characters failed the Survival check at the beginning of the encounter, the PCs should feel hungry and tired, and each one should make an **Average (◆◆) Resilience check** to press on. Failure means the PC can still continue, but his exhaustion temporarily decreases his strain threshold by 2 until the end of the session or until he gets a full night's rest.

CROSSING THE FALLS

The two sides of the falls are at short range from each other. This is too far to normally jump, but there are a few different ways to cross. Characters with jetpacks or similar equipment can land safely on the other side without a check. Alternatively, spanning the gap are two cables, one above the other: the remains of a long-rotted bridge. Characters can make a **Hard (◆◆◆) Coordination check** to shimmy across using both lines.

As another option, characters who prefer an alternate route can climb along a slick, thin path that runs behind the waterfall. Traversing this path requires a certain amount of brute strength to hold on against the rushing water. PCs must succeed at an **Average (◆◆) Athletics check** with ■■ due to the slick surface and cold water to cross safely. If the PCs fail



Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).

Abilities: Silhouette 2.

Equipment: Beak (Brawl; Damage 4; Critical 1; Range [Engaged]; Inaccurate 2, Vicious 4), claws (Brawl; Damage 6; Critical 3; Range [Engaged]; Pierce 2).

THE CLIMB

Across the waterfall, the path gets increasingly steep and rocky. Have one character make an **Average** (◆) ◆ **Survival check** to determine the best path. Failure means the wrong path was selected, and the PCs must double back. Again, this ends up being an exhausting detour, and is going to make things harder down the road. Once the PCs are headed the correct way, read the following aloud:

Both suns are low, on opposite horizons, one setting over the forest, while the other is just touching the mountains to the east. The sky is a riot of color, ranging from deep reds and oranges near the setting suns to rich purples and blues above. The path is littered with small, sharp rocks, and the steep inclines stress your lower joints. Eventually, the path ends in a crumbling orange rock face riddled with large grooves and seams.

either of these checks, they simply fail to start climbing and have to try again. However, if they fail with one or more ☹️ or ☹️, then they slip and fall into the stream below. Although the stream is at medium range, landing in water as opposed to on solid ground means the characters only suffer damage as if they fell at short range, see page 221 of the **FORCE AND DESTINY** Core Rulebook.

Finally, PCs can opt to hike downstream for a half-kilometer and cross where the stream is calm, which requires an **Easy** (◆) **Athletics check** with ■■ (due to the cold water and swift current) to swim across. However, if the PC generates ☹️ ☹️ while crossing, they disturb a nesting ursosaur, which attacks them. Note that killing the creature, which is only defending its territory, should generate Conflict in an amount the GM deems appropriate. Using this longer route also takes quite a bit of time, forcing the party to once again make a **Hard** (◆◆◆) **Resilience check** or **Daunting** (◆◆◆) **Discipline check** to continue. Failure means the party must rest and eat, or suffer 2 strain.

URSOSAUR [RIVAL]

The ursosaur is a stocky, scaled quadruped covered in thick scales ranging in color from light brown to verdant green. Its dark beak is capable of clipping off the twigs of young neelee trees for nesting, but it could just as easily snap a character's limb clean off. While they primarily subsist on a diet of berries and freshwater fish, these massive reptiles are still considered a threat to those who wander close. Ursosaurs are very territorial, especially if still caring for their young.

4	2	1	2	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 6		W. THRESHOLD 16		M/R DEFENSE 0 0	

Skills: Athletics 2, Brawl 3, Coercion 4, Perception 1, Survival 3, Vigilance 2.

The top of the sheer rock face is at medium range from the PCs. While PCs with a jetpack can make it to the top without a check, others must succeed at a **Hard** (◆◆◆) **Athletics check** to climb, with ■■ because the rock is soft and crumbling. If the characters failed their survival check earlier, upgrade the difficulty of this check once. If one character goes first and is able to lower a rope, it reduces the difficulty of the check once for each of those who follow. If the PCs fail the check, they are unable to make the ascent and start over. However, failure with one or more ☹️ or ☹️ means they fall when half-way up (meaning they fall at short range from the base of the rock face, see page 221 of the **FORCE AND DESTINY** Core Rulebook).

THE ACABLAS RUINS

Once the characters have climbed the face, they can see the disc-shaped top of the Jedi ruins poking up through a mass of trees blanketing the rocks. The PCs can walk quickly through the forest until they hit a large set of stairs. Read the following aloud:

Two crumbling towers loom ahead, built into the rocks of the high ground. A wide stairway leads to a large pair of sealed doors. Trying the doors startles a swarm of small black birds, which loop and twist as though evading some unseen predator and vanish into the forest. Your head swims, almost drunk from the raw Force energy emanating from the area. Still, you want nothing more than to get inside, to find what is drawing you in, and satisfy its purpose for you, a step on your path to destiny.

Have each character make a **Hard (◆◆◆) Discipline check**. Failure means they are distracted by the powerful waves of Force energy coming off the vergence and must upgrade the difficulty of all their skill checks once until they leave the vergence. At the GM's discretion, a Ⓢ on a check may be spent to eliminate this penalty on all subsequent checks the PC makes.

FORCED ENTRY

The main doors are large, heavy, and locked, and should be treated as a silhouette 4 object with a soak of 10 and a wound threshold of 30. Because the doors are locked, upgrade the difficulty of any attempt to force open the doors twice.

If the PCs struggle with the main door, have them make an **Average (◆◆) Perception check**. Success means they discover a set of far less intimidating doors on a central overlook platform above the stairs. Getting to the platform requires a jetpack, a **Hard (◆◆◆) Athletics check**, or an **Enhance Force power check** or **Move Force power check** to leap vertically to short range.

Once on the platform, the PCs can take a moment to enjoy the view. The entire swath of land they have traveled is laid out before them. When their attention returns to the doors, treat them as a silhouette 2 object with a wound threshold of 15 and soak of 5. They can also be opened with a **Hard (◆◆◆) Skulduggery check**.

CAVERN CRAWLING

Once the party is inside the ruins, read the following aloud:

Through the doors is a vast, empty chamber covered in decades of dust, droppings, and cobwebs. You let the Force guide you, winding down a flight of narrow stairs that follow the contours of the cylindrical flanking tower. You can feel the weight of the mountain's peak above you, and know you are far below ground. Eventually, the stairs end, and you come to a natural cavern the size of a bulk freighter, its roof spiked with dripping stalactites that make it seem as though it is raining indoors. The tug in the Force grows stronger the farther you go, and you know you must be close to your goal.

The party can continue through the cave, following a small stream formed from the dripping waters. Farther into the cave, the stream joins a powerful subterranean river. Eventually, the cave ends, though the river flows through a low opening. When the PCs reach this point, they can see that swimming in the river is the only way to move forward. Have each PC make a **Hard (◆◆◆) Athletics check** to swim. The current is flowing in the direction the PCs want to go, adding □ to the check. ⚡ on the check can represent the PC's being bashed into rocks or the walls of the cave, accruing strain, which ⚡ might upgrade to wounds.

PCs who fail are trapped in the current and require rescue, which any ally who generates ⚡ ⚡ ⚡ or Ⓢ on the check can provide. PCs who fail and are not rescued find themselves washed up in the cenote chamber, a danger-

ous place for all but the most powerful Force users. There, they can face their own trials, though at greater difficulty and peril than if they had been able to swim the river, as detailed previously.

HEART OF THE STORM

Note that even if all the PCs succeeded on the previous check, they still find themselves separated when they emerge from the river. Read the following aloud:

You emerge from the river in a cave that is completely dark. You call out, but get no answer. You are alone. The ground feels soft and spongy beneath your feet, and your steps make no sound. This is it. You are here. Just a few steps more, and your destiny may be revealed. A dozen little flitting globes of light, like glow flies, dance happily around you. They glow brighter until it hurts your eyes, and white is all you can see. Then the light dims, and you are somewhere else, and you see it...

The PCs each see something different when the light dims, according to their emotional weakness. GMs should construct brief, personalized scenes in which each PC has a choice to either act on the emotional weakness or resist it. The beings who appear in these scenes should be party members, nemesis characters from the campaign, friendly NPCs, or characters from a PC's background or Motivation.

The scene can be something as simple as "you see your nemesis in front of you, his hand near his lightsaber," to something more elaborate, such as, "You see the person you love smiling and laughing in conversation with your friend. Your love reaches out to touch your friend's hair." In either situation, the PC's emotional weakness should compel the PC to lash out in fear, anger, or jealousy. The visions should be simple scenarios that tempt the weakness, forcing the PC to resist that impulse.

Depending on the nature of the PC's emotional weakness, the PC should make a **Hard (◆◆◆) Discipline** or **Cool check**, at the GM's discretion, to resist the compulsion it induces. Any player who rescued an ally who failed the swimming check may upgrade the ability of this check once. Note that if the PC failed an earlier Discipline check near the ruins, the difficulty of this check may be upgraded. Failure means the PC lashes out in anger or cowers in fear and accrues 10 Conflict, plus an additional 1 Conflict per net ▼ or ⚡. Success adds +2 to the result of the d10 rolled to resolve Conflict at the end of the session, with another +1 added to the result for each net ✨ or ⚡.

After their trials are complete, the PCs wake up on the bank of the cave's river, in view of a cave exit. A simple path leads the party back in the direction they came from.

DENOUEMENT

Each Player Character who undertook a vergence-enhanced test of character at the Acablas Ruins should gain +10 XP. Players should be encouraged to play up the growth of their character as a result of this trial, whether they passed or failed it.

WITCH'S WRATH

This encounter takes place on the streets and alleyways of Empress Teta. While the party is exploring the Royal District, strange war droids led by Sianna Sekko, a dark side Force witch, ambushes it. The witch believes she has found the location of the fabled Iron Citadel, and she thinks that the party is on the same trail. She hopes to eliminate any competition for the hoard of artifacts thought to lie within.

Though this encounter is designed for use in Empress Teta's Royal District, it can easily be transplanted anywhere in the galaxy that might hide ancient relics.

KNIGHT LEVEL ENCOUNTER

Witch's Wrath is a reasonably difficult encounter with a Nemesis-level adversary. It is recommended that GMs use this against groups of Knight level PCs (see page 321 of the **FORCE AND DESTINY** Core Rulebook), or PCs of an equivalent power level.

GETTING THE PLAYERS INVOLVED

The party might be on Empress Teta for any number of reasons. An encounter elsewhere in the galaxy that involved andris spice smuggling or a Mining Guild carbonite shipment might have left a trail that led the party to Empress Teta. It is also possible the party came to Empress Teta to learn more about the ancient Qel-Droma Epics, in hopes of gaining some insight related to their own burgeoning Force powers.

AUTOMATED ASSAULT

Once they are near the Tetan Royal Palace, have the PCs make an initiative check using Vigilance; then, read the following aloud:

While walking along the palace wall, admiring the gleaming towers of Cinnagar, you come to a small alleyway between two towers. The towers appear abandoned and in disrepair. The street is oddly quiet, and a brief glance confirms you are alone. Before you can remark on the unnatural silence, you feel the unmistakable presence of the dark side. While scanning for the source of this malevolent presence, three nearby storm drain hatches burst, spewing aggressive, skeletal droids armed with humming energy weapons.

Since the droids and Sekko were hiding in ambush, they should add to their Cool check for determining Initiative. Two minion groups of four war droids each attack the party, starting at short range. Sianna Sekko remains hidden deep in the alley at medium range, behind a dumpster. Both

VILLAINS OF LEGEND

For those GMs who wish to incorporate Legends material into their campaigns, it is possible to use the information in the Empress Teta planet entry on page 61 to make Sianna Sekko a Krath Witch and her war droids Krath War Droids. Alternatively, GMs can make Sianna, her droids, and the cult she belongs to simply be inspired by the legendary Krath, drawing on local fears associated with their mythology to pursue their own dark ends.

minion groups swarm whomever they perceive to be the greatest threat among the PCs.

BATTLEGROUNDS NOTES

The fight takes place on a deserted, one-landspeeder-wide alley that curves along the massive, 100-meter-high palace wall. The alleyway is several hundred meters deep and features fire escapes on one side and dumpsters on the other. A nearby shop window reveals an abandoned eatery. While the tables have been removed, a gutted bar is visible in the back, near a set of swinging doors that lead to an empty kitchen area.

CULTIST WAR DROID [MINION]

These custom war droids look like skeletal humanoids with smooth, blank faces. Each carries a unique pulse-wave array that looks like a metallic unstrung bow, but fires a powerful disrupter blast. The ends are filed to sharp points suitable for spearing opponents if necessary.

The droids identify the strongest opponent within range and swarm until victorious, then systematically move to the next most powerful target. Sianna Sekko programmed the droids to fight the Jedi, so they always favor a target with an activated lightsaber.

3	2	2	2	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		W. THRESHOLD		M/R DEFENSE	
5		6		2 2	

Skills (group only): Brawl, Melee, Ranged (Light), Vigilance.
Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum and underwater; immune to poisons and toxins), Coordinated Assault (When a minion group of three or more cultist war droids attacks a target, increase the strain cost to use the Dodge, Parry, or Reflect talents by 2.)

Equipment: Pulse-wave array (Ranged [Light]; Damage 8; Critical 2; Range [Short]; Vicious 3), pulse-wave edges (Melee; Damage 6; Critical 4; Range [Engaged]; Pierce 2), ablative plating (+1 soak, +2 defense).

WAVE TWO

After the PCs eliminate the droids, read the following aloud:

As the last droid falls, its electronic innards scatter across the street. The droid's featureless head bounces and rolls into the alley, coming to a rest at the feet of a cloaked figure. You recognize her as the source of the earlier disturbance in the Force.

"You won't find it before I do," she says, her voice rising. "It is mine. It is my birthright!" With that, she draws a dark, curved blade, angling it at the party. "Attack!" More droids leap through windows in the alley, and more spring from the storm drains, surrounding you. The woman smiles coldly as the droids close in.

Having taken the measure of the party, Sianna has deployed the remainder of her droids, two minion groups of five war droids each. The droids and Sianna start at medium range from the PCs, one group in front, and one group behind them.

During Sianna's first turn of combat, she remains hidden (the first PC to act should make an **opposed Vigilance vs. Stealth check** to see if she remains hidden successfully; this check does not require an action). She attempts to use Misdirect to convince the PCs that they are being attacked by an illusory version of her or another unit of war droids (depending on how many upgrades she can activate). Since this is a Force power check targeting the PCs, it should be accompanied by an **opposed Discipline vs. Discipline check** (the GM should use the PC with the highest Discipline to set the difficulty).

During subsequent combat rounds, Sianna goes after the PC who appears to be the weakest or least competent combatant. If she suffers more than 10 wounds, she retreats, using the Force to leap to a fire escape catwalk. There she either uses Misdirect again to hide herself from the PCs, or uses her stimpack and opens fire with her blaster pistol.

SIANNA SEKKO [NEMESIS]

Sianna is a young woman born into the noble houses of Empress Teta. Over a decade ago, when she was still a young girl, her parents were killed. Sianna inherited the family estate under the guardianship of her uncle. Unknown to Sianna, her uncle was part of an underground dark side cult that claimed a lineage to the legends of the Qel-Droma Epics. The cult trained Sianna, who excelled at creating illusions via the Force, and began sending her on covert missions to locate and reclaim dark relics throughout the galaxy. She takes orders from a shadowy handler she knows only as the "Tailor."

Sianna is convinced a rogue Jedi killed her parents, and she is driven to track down their murderer to satisfy her need for vengeance. What Sianna doesn't know is that her handler is the one who murdered Sianna's parents, in order to isolate her for recruitment as an agent.



Skills: Deception 2, Discipline 3, Lightsaber 3, Ranged (Light) 1, Stealth 2, Vigilance 2.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Ataru Technique (when making a check using the Lightsaber skill, may use Agility instead of Brawn), Force Rating 3, Improved Parry (when parrying a hit that generated ☉ or ☼ ☼ ☼, may hit attacker once with blood blade [dealing base damage] after original attack resolves), Parry 3 (when hit by a melee attack, suffer 3 strain to reduce damage by 5), Reflect 3 (when hit by a ranged attack, suffer 3 strain to reduce damage by 5).

Abilities: Force Power: Enhance (when making an Athletics, Coordination, or Resilience check, may roll an Enhance power check as part of the pool, spending 1 to gain ✨ or ☼; can make an Enhance power check as a maneuver to jump horizontally or vertically to any location within medium range by spending 1-2). Misdirect (may spend 1 to make one target within short range unable to perceive one silhouette 1 object, or perceive one non-existent silhouette 1 object; may spend 2-3 to create up to six additional illusory persons or objects; may spend 1 to increase the number of affected targets by 3).

Equipment: Blood blade (Lightsaber; Damage 6; Critical 2; Range [Engaged]; Cortosis, Pierce 3, Vicious 3), SE-14r blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Auto-fire, Stun setting), combat robes (+2 soak, +1 defense), stimpack.



PALACE SECURITY

Once PCs have destroyed the second wave of droids, or if Sianna suffers enough wounds or strain to incapacitate her, read the following aloud:

"I'm the one who found it! You can feel it, can't you? It's close. You'll never find it by yourself," Sianna spits. The sirens and flashing lights of a Tetan Guard airspeeder clearing the palace wall drown out your reply. The airspeeder comes to a halt ten meters above you. "This is an unlawful disturbance," one guard says over a loudspeaker. "Drop your weapons and surrender peacefully."

Sianna smirks at the party, then makes a Force-assisted leap into the open-cockpit airspeeder. (If Sianna was incapacitated, the GM should flip a single Destiny Point to let her heal enough wounds or strain to bring her to one below the respective threshold.) Have the party make a **Hard** (◆◆) **Vigilance check**. Success means that PC notices a small object drop from Sianna's belt during her leap. (Any PC who looks for the fallen object later, or performs a search of the area and succeeds at a **Daunting** (◆◆◆◆) **Perception check**, can discover Sianna's dropped datacard.) Moments later, both Tetan Guards fall from their craft. PCs can each make a **Hard** (◆◆◆) **Athletics check** to catch a guard or attempt a Move Force power check to stop a guard's fall.

If rescued, the guards are willing to cooperate with the PCs after they answer a few questions about the encounter. However, if the guards catch a PC in a lie, or if the PCs let them fall, they insist on arresting the PCs and bringing them in to the station. After several hours of gruff questioning, the Tetan Guards release the PCs.

TETAN GUARD [RIVAL]

The Tetan monarchy trains the most loyal and capable members of its system defense force for a spot on the Tetan Guard. The guards are responsible for the security of the palace and the ruling family. To a lesser extent, they protect the entire royal bloodline and any Tetan noble. As warriors, they are fearless when defending their leadership, and as investigators they are tireless at seeking justice for those who threaten the security of the Tetan elite.



Skills: Brawl 3, Coercion 2, Cool 3, Discipline 3, Ranged (Heavy) 2, Vigilance 3.

Talents: Body Guard 2 (may perform a Body Guard maneuver once per round to protect one engaged ally. Suffer 2 strain; all combat checks targeting ally until the start of the Tetan Guard's next turn are upgraded twice.)

Abilities: None.

Equipment: Ceremonial blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), ceremonial armor (+2 soak, +1 defense), binders, comlink.

TETAN GUARD AIRSPEEDER

Kodoos Repulsor Ltd. is a speeder manufacturing company based on Empress Teta. Well known for creating high-end racing swoops, the manufacturer was contracted by the Tetan Guard to design its patrol and defense airspeeders. What the Tetan Guard Airspeeder sacrifices in maneuverability, it gains in durability and armament. The semi-open air cockpit features two externally sealed prisoner pods, a loudspeaker, and built-in encrypted comms.



Type/Model: Airspeeder/SEC-22m.

Manufacturer: Kodoos Repulsor Ltd.

Maximum Altitude: 1,000 meters.

Sensor Range: Close.

Crew: One pilot, one co-pilot.

Encumbrance Capacity: 15.

Passenger Capacity: 2 prisoners.

Price/Rarity: 25,000 credits (R)/5.

Customization Hard Points: 1.

Weapons: Forward-mounted suppressor cannon—this weapon's entire profile uses personal scale, not planetary scale (Fire Arc Forward; Damage 10; Critical 5; Range [Long]; Auto-fire, Stun Damage).

Turret-mounted light ion cannon (Fire Arc Forward; Damage 5; Critical 4; Range [Short]; Ion).

DENOUEMENT

If the PCs survived the encounter with the droids and are let go by the guards, they are left with the mystery of who the witch is, why she attacked the party, and what she was searching for. The datacard can have anything on it the GM likes, most likely a collection of research on the **Iron Citadel** (see page 63). However, GMs might want it to reveal coordinates for one of the other worlds detailed in this book instead. The datacard might also have old holovid stories about the death of Sianna's parents. If the PCs were taken to the Tetan Guard station for questioning, they may have to deal with the Tetan Guard tailing them or bugging them during future adventuring in the system. Each PC who participated in the fight gains 5 XP.

KICKING OFF A CAMPAIGN

Sianna Sekko can make a powerful recurring villain in a campaign centered on searching for Force talismans or vergences. Sianna's handler might be in league with the Empire. Over time, the PCs might be able to discover the truth about the murder of her parents and convince her that her handler is the true murderer.

CAVE SECURITY

The Jedi prized the few worlds where lightsaber crystals could be found. Padawans would enter the mines to search for their crystals, overcoming personal challenges in the process. However, these were only the last in a series of challenges. More than one world with mines was dangerously cold and prone to brutal storms. Just finding the caves was difficult. Force adepts who managed to find them still had to decipher the systems used to seal the caves shut. Poorly prepared seekers could easily freeze to death as they tried to unlock the complex ancient systems.

This encounter is designed for characters who wish to gather crystals to build their own lightsabers, and can be used with Ilum or with another cold-weather world. An earlier adventure must reveal a map to this world, and have the PCs reach this planet. The GM should introduce this scenario as the initiates prepare to enter the caves, seeking their crystals.

FINDING THE CAVES

The planet the PCs find themselves on houses vast networks of underground caves. Most were formed naturally, but the Jedi carved additional caverns as they explored the underground passages. It is not the only world that naturally produces lightsaber crystals, but it was a good fit for the latter stages of Padawan training. Many different cave networks exist across the world's surface. Within the caves exist vergences in the Force that test Padawans and determine whether they are worthy of a lightsaber crystal.

In days long ago, Jedi Masters would send their students to this planet to undergo the trials of finding their crystals. However, since the elimination of the Jedi Order, only a number of holocrons and a few fragmented records contain maps of this planet and its caves. This modular encounter assumes the PCs have already found such a map or record. However, that only eliminates one of the many challenges they face.

The caves are largely underground, beneath ice heavy with mineral deposits. Few vessels have scanners designed for this task. Even if the heroes know which cave to look for, finding its entrance near the surface remains problematic. The world's brutal storms limit the efficiency of ship's scanners from orbit. Identifying a location on the surface that matches up with a map—which could be decades or more old—is not an easy task. The storms pound the surface, constantly changing it. The only significant geographic landmarks on the surface are the mountains, which may not be fully visible through the dense clouds. Using an orbital

WHAT IF THE PCs HAVE LIGHTSABERS?

If the PCs already have constructed their own lightsabers, the GM can adapt this as a test for their Force abilities. The Denouement section of this modular encounter covers a reward for the second option.

craft's scanners to find the proper location requires a **Hard (◆◆◆) Computers check**. The Game Master may add due to particularly extreme weather or the use of a map that is centuries or even millennia old.

Some groups may not have a map, instead traveling to the system in response to a rumor. Others might have a map but be unable to orient it to the surface. In either case, the next step is to travel to the world's surface, hoping to find a cave entrance. The brutal storms and sub-freezing temperatures pose a substantial threat, even for those with the appropriate gear.

For every two hours that characters spend exposed upon the surface, they must make an **Average (◆◆) Survival or Resilience check** (GM's choice). Game Masters should consider increasing the difficulty if the characters choose to travel afoot through more serious storms. Characters without appropriate cold-weather gear suffer on their Survival checks. Poor-quality gear incurs , while exceptional survival gear could add . Characters who fail their Survival check decrease their strain threshold by 2 for the rest of the session (or until the PCs get off-world).

Over the millennia, Force adepts dug mines and shafts to access the caves. As crystals continue to form over time, these caves could again contain lightsaber crystals. As such, characters need not be overly concerned about which cave will prove worthwhile. Their concern should focus instead upon which entrance they have the necessary abilities to overcome.

Once on the planet's surface, the characters must decide whether they are looking for any entrance, or if they are looking for a specific entrance—either because they have a map or because they seek one associated with a particular set of Force abilities. Characters searching for any entrance can attempt a **Hard (◆◆◆) Perception check** to find one. Alternatively, a successful Seek power check automatically finds the nearest entrance.



UNLOCKING THE ENTRANCE

Every cave entrance has its own set of challenges to overcome before an adept can attempt to search for a lightsaber crystal. The nature of the challenges vary substantially. In most cases, challenges were originally established by a particular Jedi Master to test students for the abilities that Master found most critical. In many cases, a particular Jedi's trainees would continue to use the same cave entrance for their own pupils.

Every cave entrance contains challenges linked to at least two Force powers. If the characters have followed directions found in a holocron to locate a cave entrance, then the associated challenges should be linked to powers the holocron referenced. If the heroes have found a random mine entrance, then the Game Master should use a random mechanism to determine the types of challenges the entrance poses.

This section presents a number of different challenges. Game Masters are encouraged to develop their own additional challenges. Game Masters should also only choose challenges that correspond to Force powers possessed by their players' characters.

BIND

As the characters enter the antechamber, a battle droid emerges from a side passage. Characters immediately notice that the droid is running toward a large, bright-red button. Wires are visible connecting the button with a series of thermal detonators mounted in the cave's ceiling. Unless the heroes can stop the droid—most easily using the Bind power, the droid triggers the thermal detonators, collapsing the cave. The ceiling collapse does not bury the heroes, but it does make the cave entrance impassable.

ENHANCE

The antechamber is separated from the mine entrance proper by a massive chasm nearly a hundred meters deep and at least ten meters across. Any character who activates the Enhance power is able to jump it without a check. Others may need to use climbing gear.

FORESEE

An electronic keypad controls a locked door that is frozen over in addition to being locked via its regular locking mechanism. Characters might try to pick the lock using Skulduggery or simply destroy the door using brute force. These attempts meet with failure—either the ice reseals the door or the wall collapses, making it impassable. Characters who successfully use the Foresee power, however, receive a vision of themselves entering the correct combination upon the keypad. Punching the code in opens the door without incident.

HEAL

A seemingly bottomless chasm gapes across the antechamber, separating the mine entrance from the outside world. A sickly looking tree branch covered in dying leaves spans the gap. The branch obviously will not support a person's weight. If anyone uses the Heal power on the branch, it rapidly grows and strengthens, and the character may cross it without incident.

MOVE

The entrance to the cave is hidden behind a massive sheet of ice. The map or sensors can identify the opening, but it is buried beneath what appears to be tons of ice. Explosives or brute force measures can clear the ice. Alternatively, if a character activates the Move power, it reveals a delicate series of levers that can trigger the huge wall of ice to shift effortlessly out of the way, revealing the opening.

PROTECT

As the characters enter the antechamber, electricity arcs down from above across a narrow suspended metal bridge. Characters who attempt to cross the bridge suffer 9 wounds from the effort. However, if a character activates the Protect power, the electricity arcs over him harmlessly, then shuts down. At that point, everyone in the party may cross safely.

SEEK

A potent holographic array conceals the mine entrance, even within the antechamber. In order to find it, the characters must succeed at a **Hard (◆◆◆) Perception check**. Any character who activates the Seek power can easily recognize the entrance, even through the array.

SENSE

A manual key lock prevents the characters from entering the mines from the antechamber. Three keyholes are present, but no keys are in evidence. A **Hard (◆◆◆) Perception check** can find one of the keys, hidden beneath a fungus growing in a crack along the antechamber wall. Additional checks can find two other keys concealed similarly. Alternatively, anyone activating the Sense power detects those three growths as well as the keys they hide.

DENOUEMENT

If the PCs pass the tests, they can find themselves within the caves. The GM can continue this encounter by having the PCs undergo a vengeance trial (see page 93), or can conclude the encounter here. Either way, any PC who successfully passed the trial receives a lightsaber crystal appropriate to the planet's location (see page 196 of the **FORCE AND DESTINY** Core Rulebook).

If the PCs already have lightsabers, the GM can instead allow each PC to purchase one upgrade for one of the Force powers he used during the challenge at a 10 XP discount.

VAULT OF JUSTICE

This encounter takes place at the ruins of the Great Jedi Library on Ossus, but GMs can easily move it to any ancient site once controlled by a Force sect. While the PCs explore the ruins, a section of ground gives way, and they fall down a short turbolift shaft. Finding themselves in a strange vault, they feel a strong Force presence. The party must disable the vault's defenses to find another way out.

GETTING THE PLAYERS INVOLVED

Players on Ossus are likely to have a strong interest in searching any sites that have a connection to the Jedi. They might be interested in learning about the history of the ancient order, or perhaps just their techniques. PCs are also likely to have an interest in the holocrons, lightsabers, crystals, and talismans that might remain within. These are typically enough to get a party rushing toward any ruins they spot.

However, should the PCs need additional motivation, there are other options to get them to enter the ruins. The various vergences and ruins on Ossus are some of the few places the Ysanna avoid. If the PCs run afoul of Ysanna hunters, fleeing for cover in the ruins could be their only option. The party might be looking for something else specific in the ruins. An ancient Neti (see **Gardens of T'alla**, page 66) the PCs met on another world might have given them a safe route to Ossus to retrieve something it left behind thousands of years ago. The party may simply be seeking proof that the planet is indeed Ossus, hoping to find a sufficient piece of evidence to return to the Hanna Institute of Antiquities on Chandrila for a sizable reward. Finally, granting one of the PCs a vision of the ruins earlier in the session can ensure their interest when they come across them later.

UNSTABLE GROUND

Once the PCs are within the ruins, read the following aloud:

After climbing an exhausting number of stone steps, rounded by four thousand years of exposure to harsh elements, you reach the ruins of the once great Jedi Library. Little remains of what the mass of rubble suggests was once a palatial facility. Chirping kaddyr bugs grow silent, suspending their mating calls as you pass through the high, narrow entrance of the library. The air feels charged; you can sense great power still remains here. You come to a small antechamber, but you notice the danger too late as your allies join you. The floor gives way, dropping you down a wide, dark shaft.

The fall is short range (see the **FORCE AND DESTINY** Core Rulebook, page 221) and ends on a steep, slick angle, before another fall of short

range. A character can reduce the damage taken from falling by making an **Average (◆◆) Athletics check**, **Coordination check**, or **Enhance power check**. Each ☆ reduces wounds suffered by one, while each ☹ reduces strain suffered by one. A ⊕ means the PC avoided taking any damage or strain from that section of the fall.

THE CHAMBER OF ANTIQUITIES

Upon landing, the PCs can take a moment to recover and take stock of their situation. They find themselves in a small, dark, dusty space at the bottom of a turbolift shaft. The heavy doors at this level can be forced open with a **Daunting (◆◆◆◆) Athletics check** or **Move power check**. The chamber beyond is completely dark, adding ■■■ to any Ranged (Light), Ranged (Heavy), Gunnery, and Perception checks made within. If one of the PCs has a glow rod, activating it eliminates the penalty. Activating a lightsaber reduces the penalty to ■.

Beyond the turbolift shaft is a dusty antechamber housing several crates of ancient scrolls that never made it to an evacuation ship. Once within, the PCs all feel a powerful presence in



the Force. Any PC who succeeds at a Sense power check can determine that the presence is nearby but feels trapped.

There is only one way forward. The next chamber is a round office filled with piles of rotted books. The skeletal remains of a Draethos (a large humanoid with massive teeth) lie face down in front of a central stone armchair with a back that reaches up to the ceiling like a pillar. Two life-size stone statues of long-forgotten armored swordsmen flank the throne. A single winding passageway leads out of the office.

Read the following aloud when the PCs are ready to leave the office:

Beyond the two proud statues, everything in the domed chamber slowly rots, a process likely to speed up now that you have unsealed the impromptu tomb. While walking toward the passage, you hear the distinct sound of stone sliding over stone. A chill runs through you, and you turn to see your worst fears confirmed: the stone golems are far more than mere decoration!

Two Jedi defense droids attack the party, focusing on driving them back into the previous antechamber. Fortunately, defense droids contain a fail-safe; an internal kill switch can be flipped using the Force. Once a Force user knows to search for a switch, a successful **Move power check** (with the fine manipulation Control upgrade) can deactivate a defense droid. Force users can discover this flaw with either a **Hard (◆◆◆) Knowledge (Lore) check** or a **Daunting (◆◆◆◆) Vigilance check**. A ⚡ during a combat or skill check against the droids might provide a clue to get a PC to attempt one of these methods, at the GM's discretion.

OSSUS STONE GUARDIAN [RIVAL]

Statues of ancient Jedi heroes were a common enough sight at Jedi Temples so as to not draw much attention. However, while most are merely statues, some conceal a secret beneath their polished stone exteriors. Jedi defense droids disguised as minimalist statues were popular in Jedi temples constructed around the time of the Qel-Droma Epics. These simple droids could remain still for millennia without maintenance, moving only when their sensors detected a threat. The powerful juggernauts would then attack all targets within their assigned area. Operating under the most basic of programming, most were unable to distinguish between friend and foe. The droids were heavily armored and, in some cases, layers of cortosis lined the droid chassis beneath their heavy stone exteriors. Still, the droids had a built-in weakness—Jedi who thought to do so could use the Force to move a shutdown switch located within a droid's torso.

5	3	2	2	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 7		W. THRESHOLD 10		M/R DEFENSE 0 0	

Skills: Athletics 2, Brawl 3, Melee 2, Perception 2, Vigilance 2.
Talents: Durable 2 (reduce a Critical Injury result by 20, to a minimum of 1).

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum and underwater; immune to poisons and toxins).

Equipment: Stone sword (Melee; Damage 9; Critical 4; Range [Engaged]; Cortosis, Vicious 2), Stone fists (Brawl; Damage 8; Critical 4; Range [Engaged]; Cortosis, Concussive 1), cortosis chassis (+2 soak; Cortosis), integrated SecureTech "Nightsight" passive sensor suite (allows the droid to see in dim and dark conditions and to hear sounds far above and below a human's range of hearing; adds □ to Vigilance checks).

A POWERFUL PRESENCE

Once the PCs defeat or deactivate the droids, they may explore the corridor beyond. Many alcoves, collection rooms, and personal quarters lie directly off the main corridor. If the PCs have an interest in searching the rooms for artifacts, consider those listed in the sidebar. It is also possible to allow other talismans to be found by the party in the Chamber of Antiquities, perhaps guarded by additional defense droids. When the PCs have had enough of idle exploration, read the following aloud:

The high, wide corridor twists unpredictably, but you can sense your goal nearby. Eventually, you come to a dead end in a circular room with four tapestries covering the walls. Each image features both a Jedi and a Sith reacting to a central image in various ways. Above the tapestries is a somewhat familiar ancient script.

A **Hard (◆◆◆) Knowledge (Core Worlds, Education, or Lore) check** reveals the script is in an old calligraphic form of High Galactic and reads, "The path to enlightenment comes to those who follow the Code." 🗿 🗿 reveals that Jedi Master Odan-Urr was believed to have written the modern Jedi Code, while 🗿 recalls that Master Odan-Urr favored knowledge above all else. This information should be withheld until the PCs are stuck, or until they have rearranged the tapestries successfully.

The puzzle in front of the PCs involves three steps that will allow the solvers to find the hidden passage out of the chamber. First, the four tapestries must be rearranged in the order listed below. Upon each tapestry is a line of the Jedi Code that requires a **Hard (◆◆◆) Knowledge (Core Worlds, Education, or Lore) check** to read. The accompanying images illustrate the lines.

- **There is no emotion, there is peace:** The Jedi and Sith are at war with each other, their lightsabers crossed. The Sith's face is a twisted mask of anger; the Jedi is focused, but at peace.
- **There is no ignorance, there is knowledge:** A mass of children dominates the center of the tapestry. On the Sith's side, the children are fighting the Sith, who is shouting at them. On the Jedi's side, the children sit attentively while the Jedi reads from a book. Behind the Jedi is a blue and green tapestry on a stone wall.

GREAT LIBRARY TREASURES

The Chamber of Antiquities was prioritized for evacuation, and what remains is mostly ancient scrolls, books, and electronic storage media, some of which have handled the ravages of time better than others. Their contents are predominantly local planetary histories, philosophical works, and outdated star charts and planetary surveys. However, some items remain that might arouse the party's interests.

Heritage Tapestry: While many have a thick coating of dust and cobwebs concealing their bright colors, what wall space is free of shelving is covered in these pictorial histories of the Jedi Order, including images of the first two Great Schisms. In any other era, they would net millions at auction, but under the Empire they would be confiscated once made public, without compensation. The seller is likely to end up in a prison cell, or dead at the hands of the ISB. However, a sharp PC may be able to sell one secretly to the right buyer. How much the PCs might be able to get should be up to the seller that the PCs find (and therefore up to the GM), and

could be as little as 10,000 credits, or as much as 50,000 credits.

Broken Holocron: This prismatic cube sits on a workbench, a few of its panels removed by a long-dead librarian who attempted repairs. The holocron seems to be lacking a power source, and possibly a few other components. While finding replacement parts could be a campaign-long side quest, repairing the holocron could provide the PCs with invaluable information just when they need it most.

Ancient Star Chart: This artistic hard-copy star chart provides general coordinates for several planets in the Deep Core and Core Worlds. The charts use an archaic, imprecise coordinates system that fails to account for several gravitic anomalies, and merely refers navigators to regional charts for more specific data. Using these charts requires a **Daunting** (◆◆◆) **Astrogation check**, and where the chart takes the PCs is up to the GM. Otherwise, the chart could be sold for between 3,000 and 5,000 credits to an antiquities collector.

- **There is no passion, there is serenity:** At the center is an old man on a hospital bed, gravely ill. The Sith holds the man's hand, weeping. The Jedi stands at the old man's side, his hands on his chest, radiating healing waves of energy, his eyes closed and his features serene.
- **There is no death, there is the Force:** The center features a woman in a funeral veil. The Sith holds the woman's hand, howling to the skies. The Jedi sits at her side in cross-legged meditation, with a wry smile on his face.

Once the tapestries are rearranged, the second step is to figure out which conceals the hidden passage. The PCs should know, being in the Great Jedi Library, to search behind the tapestry that reads, "There is no ignorance, there is knowledge." However, if not, a simple Seek or Sense power check can draw a PC's attention to that tapestry. An **Average** (◆◆) **Perception check** of the tapestry reveals that the blue and green background and the stone wall in the background of the Jedi's side of the image bear a strikingly similar geometry to the room they are in, like a picture within a picture. ☹ ☹ or ☹ reveals the children aren't actually looking at the Jedi, but at a very specific brick on the stone wall behind him, corresponding to a brick behind the tapestry.

Finally, the PCs must activate the door. Simply touching the brick is not enough, but a **Move power check**, **Average** (◆◆) **Lightsaber check**, or **Daunting** (◆◆◆◆) **Skulduggery check** can trigger the mechanism, opening a new passage that leads farther into the facility.

A TOUCH OF MADNESS

As the Player Characters proceed through the passageway, the urgency of the trapped presence within the Force grows louder, more desperate to be free. Eventually, the PCs come

to two large vault doors. It is possible to pick the lock of the first door, but all of the mechanisms are internal, requiring a successful **Daunting** (◆◆◆◆) **Skulduggery check** combined with a **Move power check** that generates ☹☹. Reduce the difficulty of the check once if the PC has the fine manipulation Control upgrade. The PCs can also use a lightsaber to cut the vault open, but this draws the ire of two more Ossus Stone Guardians.

When the PCs have opened the vault and disabled any opposition, read the following aloud:

The vault door cracks open, sucking air in behind it as though gently pulling you inside. The interior is small, no larger than a refresher. A metallic blue gauntlet rests atop a podium. Its presence in the Force is one of relief: relief and a yearning to be worn, to do justice.

The gauntlet has an innate desire to be used, and it makes an **opposed** (◆◆◆) **Discipline check** against the PCs, upgrading the difficulty for any PCs who have the Cruelty emotional weakness. Add ■ for PCs with Morality below 50, and ■■ for PCs who are dark siders. Failure means the PC has been influenced by the gauntlet and desperately wants to wear it. If multiple PCs fail the check, one PC must convince the rest of the party to back down through Opposed social checks or even combat before the PC can claim the gauntlet. If all PCs succeed on the check and resist the gauntlet's influence, they can choose what to do with it themselves.

NEER'S GAUNTLET

This metallic blue gauntlet covers the right shoulder and arm all the way down to the fingers with segmented, carapace-like plates. On the back of the hand is a rectangular-cut blue



Once the PCs enter this vault, read aloud the following:

The vault door cracks open as a cloud of dust explodes outward into your face. Once you've cleared your eyes, you see a small room, no larger than a refresher. A simple lightsaber hilt sits on a pedestal in the center of the room. It appears to have been constructed out of wood, though it seems completely intact after thousands of years.

gem that gives off a faint glow. When worn, the gauntlet feels cold to the touch, but it gives the bearer a sense of righteousness and what feels like a clearer sense of justice. Unfortunately, the gauntlet's idea of justice favors not just defeating or disarming enemies, but putting a permanent end to the opposition.

While the gauntlet feels like an empowering artifact of the light side at first, over time its power is corrupting. Tales say that the Sith Lord Neer forged the gauntlet as an anonymous gift for the powerful Jedi acting as Watchman of the Corbos system. The Jedi had lost friends in battles with the Sith, and immediately appreciated the power of the gauntlet. However, the gauntlet's power soon corrupted him. He slid into darkness, eventually maiming or murdering those he suspected of even petty transgressions. Eventually, his fellow Jedi were forced to destroy him and bring the gauntlet to Ossus for safekeeping.

GAME EFFECTS

When a Force-sensitive character wearing Neer's Gauntlet inflicts a Critical Injury, he should roll \odot equal to his Force rating. For each \bullet result rolled, the character should add +10 to the Critical Injury result, then gain 5 Conflict. A PC with the Cruelty emotional weakness must make a **Hard (◆◆◆◆) Cool check** to resist activating a Critical Injury when he has the option to do so. The GM can also have the PC make a **Hard (◆◆◆◆) Discipline check** when he attempts to remove the gauntlet. Failure means he gives into temptation and continues to wear the gauntlet (the PC may attempt to remove the gauntlet again after a 24 hour period has passed).

AN ANCIENT WEAPON

The vault door to the second vault can also be opened with a successful **Daunting (◆◆◆◆) Skulduggery check** combined with a **Move power check** that generates $\odot\odot$. Reduce the difficulty of the check once if the PC has the fine manipulation Control upgrade. If a PC uses a lightsaber to cut open the door, two additional Ossus Stone Guardians activate and attack the PC—unless this already happened when the PCs attempted to open the first vault door. In this case, all guardians in the vicinity have already activated.

THE GREELWOOD SABER

This lightsaber is crafted entirely from heavily lacquered greel wood, and after a vigorous polishing to remove the dust, proves to be a gorgeous artifact that in no way shows its advanced age.

The Greelwood Saber was crafted on Ossus by an Ithorian Jedi Master named Oorrl Morm who found a rare pon-tite kyber crystal within the caverns. He wanted to create a lightsaber that would truly emphasize the Jedi maxims of defense and protection, rather than attack. Morm died protecting his homeworld of Ithor from the predations of a band of vicious cutthroat pirates, but his sacrifice delayed the pirates long enough for a Republic Navy warship to arrive and take them into custody. After his death, his lightsaber was interred here.

GAME EFFECTS

The Greelwood Saber is a weapon with the following profile: (Lightsaber; Damage 8; Critical 3; Range [Engaged]; Breach 1, Sunder).

Force-sensitive characters wielding the Greelwood Saber decrease the difficulty of any Cool checks they make once. In addition, combat checks made to attack an opponent with this weapon gain $\blacksquare\blacksquare$, but the strain cost to activate the Parry or Reflect talents while wielding this weapon is reduced by 1 to a minimum of 1.

ALTERNATE EXIT

Near the vault is another turbolift shaft with its doors rusted off. An emergency ladder in the shaft is secure enough to climb, and a beam of light suggests the shaft leads all the way to the surface.

DENOUEMENT

If the party survived exploring the Chamber of Antiquities, they may have some loose ends to tie up. Did a PC choose to keep Neer's Gauntlet? How long can it be used before it drives the PC to darkness? Are Ysanna waiting for the party to emerge from the ruins, and are they going to let them leave with the gauntlet? As it is a vergence, if the gauntlet gets close to another Force user, there is a strong possibility the Force user will sense the vergence within the gemstone. Each PC who explored the Chamber of Antiquities gains 10 XP.

THE TRIAL OF SKILL

The Trial of Skill was one of the final tests a Padawan took to become a full member of the Jedi Order. After the destruction of the Jedi, those who seek to hone their Force powers and follow in the footsteps of the Jedi Masters must undergo their trials on an ad hoc basis.

INTRODUCTION

In The Trial of Skill, a PC or PCs are put through a rigorous series of tests designed to mimic a Trial of Skill given by the Jedi Order to its Padawans. These challenges test a pupil's mastery of the Force as well as physical and mental prowess. Master Yoda subjected Luke Skywalker to a Trial of Skill on Dagobah. This encounter uses a similar series of tests, although it need not be set on Dagobah; it can be administered anywhere.

The encounter does assume that a Jedi Master is issuing the test to another character or characters, or that the characters have found a record of the Trial of Skill and are subjecting themselves to these challenges.

PREPARING THE TRIAL

A Trial of Skill takes place in a single session, and stopping the trial for any reason means starting over. The trial typically takes place in a single enclosed "course," with a minimal chance of outside interference. The Master administering the trial will guide the Padawan through the tests, but will only step in or offer assistance if the Padawan's life is in danger. The Master can (and will) offer encouragement and words of wisdom as needed.

The Trial of Skill primarily focuses on a Padawan's physical capabilities, although the learner's overall mental fortitude is also tested. The trial is grueling, and many Padawans collapse from exhaustion on their first attempt.

PART ONE: PHYSICAL CHALLENGES

The Trial of Skill begins by challenging a Padawan's physical prowess. This is the easiest part of the trial.

THE TEST OF CLIMBING


Students climb a series of ropes or vines until they are high above the ground. The character must make an **Average (◆◆) Athletics check**. Success means the student climbs the ropes and can advance. Characters who succeed on the first try receive on the next check.

THE TEST OF HEIGHTS

After climbing, the Padawan must swing across the ropes, taking care not to fall to the ground. For Padawans who fear great heights, this can be an especially difficult task.

The character must make an **Average (◆◆) fear check**. Success means the PC manages to swing across the ropes without being overcome by fear of falling. A character who fails this check suffers 1 Conflict and must make a **Hard (◆◆◆) Athletics check** to continue across the ropes. Success means the PC masters his fear, and is able to handle the task with more confidence. He reduces the difficulty of the Athletics check to swing across to **Average (◆◆)**.





THE TEST OF ENDURANCE

The Padawan runs through an obstacle course—over trees, across uneven ground, and under branches and other obstructions. To make the test more challenging, a Master may ride on the Padawan's back to add extra weight. An **Average (◆◆) Resilience check** or a **Hard (◆◆◆) Athletics check** (upgraded once if the Master has hampered the student, such as weighing him down by riding on his back) sees the student through. A PC who fails this check suffers 5 strain and stumbles or staggers through the trial in an obviously exhausted state. All  generated should be spent to inflict strain as well.

THE TEST OF ESCAPE

Following the obstacle course, the Padawan encounters a surprise obstacle: a net trap. On the way to what the Padawan thinks is the final part of this challenge, the character must make a **Hard (◆◆◆) Vigilance check** with . Failure means the Padawan did not notice the trap, and becomes suspended in a net, unable to move. Escaping the net requires a **Daunting (◆◆◆◆) Athletics check** to climb out of the net, a **Hard (◆◆◆) Coordination check** to contort out of the net, or a **Formidable (◆◆◆◆) Brawl check** to rip out of the net. Success means the character escapes and continues with the trial. Failure on any of these checks means the character suffers 4 strain and must attempt the check again to escape.

THE TEST OF LEAPING

Finally, the Padawan must demonstrate the ability to leap great heights and distances. The PC must make a final **Hard (◆◆◆) Athletics check** to jump to a platform high above the ground. A second **Average (◆◆) Athletics check** (or  or    on the previous check) takes the Padawan to a second platform—and the end of this part of the trial.

PART TWO: MENTAL CHALLENGES

This part of the trial requires the Padawan to use Force abilities to perform a variety of tasks while distracted or under duress. These tests are designed to see how a Padawan reacts under stressful situations. They determine whether the student's control of the Force slips during these times, and whether the Padawan succumbs to the temptation of using the dark side to take the easy way to success.

Note, a Padawan needs the Move power to participate in this portion of the trial. If he does not have this power, the GM can choose to allow the PC to proceed as if he had it for this encounter only. The tests describe how the PC needs to spend 1 to succeed; two of the three tests proceed as if the PC has one Magnitude upgrade and one Strength upgrade.

THE TEST OF LEVITATION

A Master requires the Padawan to do a handstand and then balance a rock in the air. These rocks are not large; they are the size of a small pet. They may weigh around twenty-five kilograms or so. The apprentice must make an **Average (◆◆) Athletics** or **Coordination check** combined with a **Move power check**. The apprentice must succeed on the check and spend 1 to lift the rock.

THE SECOND TEST OF ENDURANCE

Next, the Padawan must continue balancing the rocks while standing on only one hand—and balancing two rocks instead of one. This requires a **Hard (◆◆◆) Resilience check** combined with a **Move power check**. The apprentice must succeed on the check and spend 2 to lift both of the rocks. The Padawan must hold himself and the rocks in position while the Master adds physical distractions—up to and including standing on the Padawan's raised foot. A Padawan who fails suffers 5 strain and tumbles over in an undignified sprawl. ☘ generated should be spent to inflict strain as well, although ☘☘ could inflict a wound instead from a particularly nasty fall.

THE TEST OF DURESS

The Padawan must then use the Force to move an object of great size. It is not expected that the Padawan will succeed at this task; humbleness in the face of failure is an important part of the training process.

The object may be a small starfighter, an enormous boulder, or even a creature of appropriate size. The object's silhouette is always 3, and the Padawan must make a **Move power check**, spending 3 to lift the object. If the PC fails (which is likely), the Master looks on disapprovingly. If the PC manages to lift the object, the Master still finds some measure of his performance to critique (and if the PC has to tap into the dark side to lift the object, the Master lays into him with bitter condemnation.)

The Padawan should make an **Average (◆◆) Discipline check** to avoid getting angry or frustrated. Success means the Padawan has demonstrated a remarkable amount of fortitude under pressure. Failure means the Padawan has failed the true test, and gains 1 Conflict.

THE TEST OF REFLECTION

At this point, the Padawan may very well be exhausted. The next test is actually designed to give the Padawan some respite, but it is also an important evaluation of the apprentice's ability to maintain control while under pressure. This should be treated as the end of an encounter, allowing the PC make a check to recover strain. However, the check must be a Discipline check in this case.

THE TEST OF FEAR

For the final phase of this challenge, the Master attempts to distract the Padawan by suggesting visions of the future and the past. This tests the Padawan's self-control and mental fortitude. The Padawan needs to make an **Average (◆◆) fear check** to deal with these difficult visions—and the Padawan's own personal fears. Success means the character receives 1 on the next test. Failure means the Padawan suffers 3 strain.

PART THREE: COMBAT CHALLENGES

Once the Padawan demonstrates the ability to maintain concentration amid distraction, the next part of the Trial of Skill requires the PC to face physical threats.

THE TEST OF CONFLICT

The Padawan must deal with a hovering drone that fires a series of blaster shots. The shots can be avoided or deflected.

For purposes of this test, the drone starts within short range of the PC. The Master admonishes the PC to not attack the drone, but simply avoid being hit by the drone's attacks. The PC can do this in a number of ways, but any option should involve the Force.

- The PC can use the Reflect talent to reflect the shots away if he has this talent and a lightsaber.
- The PC can use the Sense power's Control upgrades to upgrade the difficulty of the drone's ranged attacks and cause it to miss.
- The PC can use the Move power to hold a rock or other obstruction between himself and the drone.
- The PC can use the Protect power to absorb the shots.



BLASTER DRONE [RIVAL]

This small, robotic drone is designed to fire weak blaster shots as part of a training program. It hovers approximately 1.5 meters from the ground, and can be set to fire shots at regular or irregular intervals.

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

Skills: Ranged (Light) 3.

Talents: None.

Abilities: Hoverer (blaster drones do not have to spend additional maneuvers when navigating difficult terrain).

Equipment: Training blaster (Ranged [Light]; Damage 2; Critical NA; Range [Short]; Stun Damage).

THE TEST OF DUELING AND THE TEST OF THE CALM MIND

Next, the Master simulates a duel of the Force between the Padawan and a powerful enemy Force user. The Padawan must attack the Master, then the Master attacks the Padawan in return. However, just like the Test of Duress, the primary part of this test is to see whether the Padawan can remain calm in dangerous circumstances.

The test begins with the Master warning the PC that this test is dangerous, and he will not hold back in his assault. The Master attempts to make the attack non-lethal, and the PC should do the same, but at the same time, both should be pushing themselves to the brink and accidents can happen.

First, the Master attacks. The attack can take the form of any existing power; thematically, it can be the Master trying to hurl the Padawan across the room with Move, restrain him with Bind, dominate his mind with Influence, or any number of other powers. If the GM is using a pre-existing profile for the Master, make an **opposed Discipline vs. Discipline check**, adding \square equal to the Master's Force rating as part of the check. The Master needs to succeed on the check and spend $\bullet\bullet$ to successfully attack the Padawan (this can be

themed however is appropriate, given whatever Force powers the Master possesses). If the GM is not using a pre-existing profile, he can use the following for the ability portion of the pool ($\square\square\square\square\square\square$). The "attack" should deal 4 strain if successful.

Then the Padawan attacks the Master. As with the Master, the attack can take the form of any power the Padawan has (if he doesn't have access to a Force power, simply count the Padawan as having the Move power as in **Part Two: Mental Challenges**.) He should make an **opposed Discipline vs. Discipline check**, adding \square equal to his Force rating. If the GM is not using a pre-existing profile for the Master, he can instead use the following difficulty ($\bullet\bullet\bullet\bullet$). The Padawan needs to succeed on the check and spend $\bullet\bullet$ to successfully attack the Master (this can be themed however is appropriate, given whatever Force powers the Padawan possesses). The "attack" should deal 4 strain if successful, but it is unlikely that he succeeds. The GM should emphasize how much the Padawan strains to attack, only to have his assault effortlessly negated by the Master. The Master can even be scornful of the Padawan; mocking his efforts, questioning his abilities, and stating that he can never become a Jedi.

Once the attacks are resolved, the Padawan must make a **Hard** ($\blacklozenge\blacklozenge\blacklozenge$) **Discipline check** to remain calm and focused in the face of adversity and failure. Success means he does so, and the Master praises his abilities. Failure means he loses his temper, gives in to frustration, or falls into despair. He gains 1 Conflict, and the Master soberly tells the PC that he still has much to learn.

STRESSING OUT

If a PC ever exceeds his strain threshold, he either collapses from the effort, or mentally gives up. Either way, he fails the trial. However, the Master should present this as a learning experience, explaining that he may get the chance to attempt the trial again once he has learned more.

DENOUEMENT

Overcoming the Trial of Skill puts the Padawan one step closer to becoming a Jedi Knight. In addition, it teaches the Padawan several useful skills. These are reflected by the following discounts in XP costs for certain advancements. These discounts apply during the next time the PC has a chance to spend XP; if he does not use them then, he loses the option to use them.

- If the PC completes the Physical Challenges, the PC may purchase one rank in one of the following skills for 5 XP less than normal: Athletics, Coordination, or Resilience.
- If the PC completes the Mental Challenges, the PC may purchase the Move basic power or one upgrade for the Move basic power—or he may purchase one rank in Discipline—for 5 XP less than normal.
- If the PC completes the Combat Challenges, the PC may purchase one rank in one combat skill for 5 XP less than normal.

Each of these bonuses may only be obtained once, even if the PC attempts the Trials multiple times.



THE LIGHT WITHIN

In the wake of Order 66, Emperor Palpatine systematically sent agents to find and eliminate as many Jedi temples as possible. Liberal use of explosives and orbital bombardments annihilated many locations. Dark side adepts performed horrendous acts at other locations to contaminate them. However, a few temples managed to escape notice completely, either because they were well hidden or utterly isolated. Others were known to Imperial agents but were not fully compromised. In these rare instances, the facilities were secured against tampering; dark side forces were able to corrupt a structure's exterior and grounds, but they were unable to penetrate the interior.

Lost Jedi temples offer a precious opportunity for Force sensitives in search of training, and finding one could be the culmination of many adventures. PCs might seek a temple out because of the ancient Jedi resources rumored to be found inside. Such resources could include holocrons as well as other training materials. A sealed temple might hold tools and plans for lightsaber construction as well as droids familiar with different combat techniques. It could even house artifacts associated with other Force traditions. The opportunities for studying the Force are almost limitless.

CORRUPTED GROUNDS

The temple's grounds are disquieting to anyone, but particularly to Force sensitives. The oppressively humid air stinks of death and decay. Footing is unstable and muddy. Within a few steps, characters find that their footgear is covered in filthy brown goo, and the sludge seems to creep up their clothing. Every step through the muck requires careful thought, as maintaining one's balance is challenging. Any misstep leaves a character covered in foul-smelling filth. Checks involving movement through the muck suffer \square .

The local vegetation offers little relief from the unpleasantness. The trees are dense and tall, with a canopy more than thirty meters overhead. Little light is able to penetrate the treetops. In spite of the trees' sheer number, they look sickly. Gray moss hangs from their upper branches, smothering their native foliage in many places and obscuring a clear view of the canopy. The lower trunks are covered in a thick gray fungus, which lets out a puff of spores in response to contact. The spores are not toxic, but they smell awful and can easily trigger a sneezing fit.

ATTACK FROM THE SHADOWS

Several packs of Dark Hunters stalk the temple's exterior grounds. The hunters are well suited for the environment. Their large feet and hunched stance let them move quickly over the treacherous ground. Their dark coloration blends in well with the underbrush, making them hard to spot. When the heroes first find the area and begin to seek out the temple's entrance, one of the packs discovers them. The pack includes one Dark Hunter for every Player Character. The corrupted animals do not attack the party at the first opportunity. Instead, they take the time to size them up and get into position, using their stealth to blend into the dark woods as they observe the Player Characters.

If anyone splits off from the party, the entire pack begins its attack by targeting that individual, working to surround its prey before attacking from the shadows. After the first Dark Hunter attacks a target from the front, others launch their attack from behind it. If they have a significant numerical advantage, they may play with their prey before attempting a kill, seeming to enjoy watching their prey suffer. If a victim falls prey to their Burn effect, they are likely to observe it as it writhes in agony rather than continuing to attack.

Note that the Dark Hunters do not attack to feed. They apparently target their victims solely for personal pleasure, felling one target and then moving on to the next, reveling in the slaughter



and watching their victim's pain. These monsters are also extremely unlikely to retreat. They seem to embrace their own suffering as well. The Dark Hunters never withdraw from a fight, preferring to fall to a superior foe.

If the party does not show any signs of separating, the Dark Hunters attack when they stop moving. This is most likely to occur when the explorers finally reach the temple entrance. The Game Master must gauge the situation based upon the characters' actions—those who notice the Dark Hunters amid the undergrowth may stop to confront them before the predators can launch their attack. The creatures identify the smallest living member of the party and attack that being first. There is one important caveat; unless they are isolated, the Dark Hunters do not attack droids. The predators do not recognize purely mechanical beings as proper-smelling prey.

While additional packs of Dark Hunters roam the area, Game Masters must use their discretion regarding further potential encounters. If the party easily overcomes the first pack, then another pack might be drawn to the noise of the conflict. However, if a single pack becomes a particularly difficult challenge, then it is better to ignore the rest.

DARK HUNTER [RIVAL]

Dark Hunters were likely once members of a predatory simian species, but dark side adepts transformed them into something different. They retain their aggressive instincts and pack tactics, but they no longer hunt solely for food. Instead, these creatures revel in the act of destruction. Weighing in at more than sixty kilograms each, the bow-legged beasts stand over three meters tall and have huge arms with grasping, clawed hands. Their bodies weep with open sores, and hornlike bone spurs jut out at odd angles in numerous locations. Dark Hunters appear to be in constant pain. It may be that their violent tendencies are a response to that agony.



Skills: Athletics 2, Brawl 2, Perception 2, Stealth 2, Survival 1, Vigilance 2.

Talents: Quick Strike 2 (add to combat checks made against targets that have not yet acted in this encounter).

Abilities: Cunning Ambusher (opponents add to Initiative checks), Silhouette 2.

Equipment: Teeth and claws (Brawl; Damage 8; Critical 2; Range [Engaged]; Burn 2 [chemical]).

PURIFYING THE SITE

In addition to the Dark Hunters defending the grounds, the temple is sealed, isolating a vergerge within from the dark-

ness without. The dark side agents could not penetrate the exterior, so they added another trap. A circular metallic plate roughly thirty centimeters in diameter is located in the middle of the temple's door. The plate bears the symbol of the Jedi Order.

When the characters reach the seal, they may make an **Average (◆◆) Vigilance check**. Upon success, they notice that the plate glistens strangely. It is coated with a synthetic neurotoxin. Anyone who touches it must immediately deal with the poison's effects, making a **Hard (◆◆◆) Resilience check**. The target suffers 5 wounds if he fails the check. Each generated inflicts 1 strain on the target as the effort of fighting the poison overwhelms him. Finally, the GM can spend to make the target test against the poison again during the next round, as the poison remains in his system. Medisensors or similar tools can identify the poison, if anyone thinks to try them first.

Characters who choose to use the Force to analyze the seal before touching it can completely avoid the threat of the poison. The mechanism is dependent upon a pair of plants that grow behind the plate. PCs who use the Sense power can immediately detect that a pair of living plants grow within the door, behind the plate. Sense also reveals that the two plants were once one. Decades since the temple was last entered, the plants still bear signs of repeated cuttings, where they were once joined. If a character uses Heal on the plant, a small branch grows to rejoin the two separate plants such that they are once again a single organism. As the branch grows, the plate spins, and the energy within recognizes the presence of someone who embraces the light side of the Force.

Alternatively, if nobody in the party has the Heal power, the GM can allow the PCs to use the Move power to move the plate within the door, or the Protect power to protect a PC's hands while he spins the plate manually.

Spinning the plate unseals the vergerge within the temple. Its energy flows out to the surrounding grounds, cleansing them. The plants that were corrupted immediately resume their healthy growth. The fungal growths wither and vanish. The ground turns solid, and the noxious smell clears. Any surviving Dark Hunters are cleansed of their contamination and released from their pain. Their wounds close and horns fall off, leaving them as far less aggressive simian creatures.

DENOUEMENT

Cleansing the vergerge is an act of goodness that allows the PCs to attune themselves with the Force. The GM should not tell the PCs about the reward they receive for doing so. However, at the end of the session, each PC who helped purify the site should be allowed to roll 2d10 when checking for Morality gain and use the higher of the two results. (If the PCs did particularly heinous acts during other points of the session, or the GM otherwise feels this would not be thematically appropriate, he can choose to forgo this reward.)

IF IT SOUNDS TOO GOOD TO BE TRUE...

As the homeworld of three of the most important figures in the fall of the Republic and the rise of the Galactic Empire, Naboo is a place intimately connected to the Empire. The Imperial bureaucracy maintains a strong presence on Naboo, and both the Emperor and Lord Vader are often at the Emperor's private retreat. Theed, the capital of Naboo's human population, is crawling with Imperial operatives. Each branch of the Imperial armed forces keeps an intelligence mission operating in Theed, missions that often work at cross purposes with those of the Imperial Security Bureau and the dreaded Inquisitorius.

KNIGHT LEVEL ENCOUNTER

If *If It Sounds Too Good to Be True...* is a reasonably difficult encounter with a Nemesis-level adversary. It is recommended that GMs use this against groups of Knight level PCs (see page 321 of the **FORCE AND DESTINY** Core Rulebook), or PCs of an equivalent power level.

INTRODUCTION

In *If It Sounds Too Good to Be True...*, the PCs are targeted by an agent of the Imperial Inquisitorius as part of a plot to capture and either turn or eliminate those with a connection to the Force. The PCs may be doing anything on Naboo—hiding, investigating some mystery, or simply taking a vacation from the quiet desperation of their lives—when they come upon something that looks very much like the find of a lifetime. The characters need to be in Theed for this encounter, in any of the more upscale shopping or museum districts.

THE MEETING

The Player Characters first become entangled in this encounter upon meeting the con artist Zerala Dinn. Posing as an art and antiquities dealer, he is working in Theed as the lead agent in Inquisitor Blaise Zirkonn's Jedi hunting operation. The PCs might encounter Dinn in Theed's museum district or in one of the many antiquities shops throughout the city. Alternatively, the PCs could be introduced to him at a party or state function. When they meet, read-aloud or paraphrase the following:

A young man in a slightly worn suit looks up at you and grins. Although his clothes seem a bit disheveled, his eyes glitter with genuine good humor as he shakes your hand.

"Hello there!" he says. "My name's Dinn. Zerala Dinn. I'm in the antiquities trade. What brings you to Theed?"

However they come to meet, Dinn immediately works to put the Player Characters at ease with a full-powered charm assault. He is the consummate conversationalist: interesting, witty, seemingly genuinely interested in his interlocutor, and a master of listening and observing social cues.

Throughout their conversation, by dropping hints and asking innocuous-seeming questions, Dinn manages to piece together that at least one of the Player Characters is a Force adept. Using this information, he spins his story in an attempt to lure the characters into his employer's trap.

The nature of the story and the bait used to lure the PCs can be left to the Game Master's discretion, but the latter should be something of sufficient value to make the PCs overlook any suspicions or hesitations they might have. However, a potential story and trap are presented here for the GM to use.

At some point during the discussion, after Dinn realizes that the PCs may be Force sensitive or interested in Jedi antiquities, he makes the following pitch:

Dinn leans in close to you, speaking with a confidential air. "Perhaps I am mistaken, but I'm wondering if you would consider the possibility of purchasing something from my collection that happens to be particularly...interesting?"

"I recently obtained an item from Naboo's history known as the Tear of the Elders. It is said to pre-date humanity's colonization of Naboo, and perhaps even the rise of Gungan civilization. What's more—and this is strictly between you and me—I heard that during the Republic, the Jedi were particularly interested in this item."

If the PCs show interest, Dinn plays up the idea that he wants to make money on this deal, but he also cares that the item ends up in "the right hands." Any PCs can make an **Average (◆◆) Knowledge (Lore) check** to know that the Tear of the Elders is an actual item, and said to be something of great significance to Force-sensitives. (More information on this relic can be found on page 107).

At the end of the first meeting, if all has gone well for Dinn, he expresses interest in meeting the PCs again. If the PCs are not suspicious of his motives, he suggests they travel to his gallery in Theed to inspect the item personally. If they do seem suspicious, he suggests a rendezvous in a neutral location. Dinn will want to spend as much time with them as possible to establish that they are indeed Force adepts or fugitive Jedi, and to prepare for the next phase of his and his Inquisitor's plan.

THE TRAP

At this point, the Player Characters should have fully bought into Dinn's con. If at any point something rouses their suspicions, such as a failed skill check or information gathered from looking into his background, Dinn either doubles down on convincing the PCs that he is on the level, or he simply abandons the con and bids the characters farewell. If he abandons the con, he still reports his findings to Zirkonn. This means that, eventually, the Player Characters will have an encounter with her. If the PCs are wholly taken with Dinn and his story, he leads them directly into his ambush.

THE AMBUSH

This encounter is written presuming that Dinn leads the PCs back to his gallery. However, if circumstances have changed, the GM can adapt the encounter to fit those circumstances.

Dinn meets the PCs in his gallery, a small shop off a winding road in one of Theed's older neighborhoods. Once they enter the shop, Dinn greets the PCs. Read aloud or paraphrase the following:

You enter a spacious gallery full of scattered antiques and artifacts suspended artfully within grav-columns. At the rear of the gallery is a door marked as offices and a refresher. The entire space is well-lit from the full-length transparisteel windows that look out over the street.

"Welcome!" Dinn grins, walking over to meet you. He clasps your hands, then leads you past a group of three young men looking at a bowl, and a tall, older woman studying a piece of abstract sculpture. "The Tear is here, in the back."

Dinn leads the PCs to the back of the store, where the Tear floats in a grav column. At this point, if the PCs are feeling suspicious, they can make a **Hard (◆◆◆) Perception check**. Otherwise, they can make a **Hard (◆◆◆) Vigilance check**. Success on the check reveals that the young men and the woman are watching the PCs, not the antiques, and that the young men are all armed with concealed blaster pistols. ☹ ☹ or ☹ can reveal that the door to the offices is slightly open and there is movement behind it, or that the Tear they are approaching has no resonance with the Force and may be a fake (it is, in fact, counterfeit).

Once Dinn gets the PCs to the back of the room (or if they try to leave because they realize something is wrong), Dinn and Zirkonn spring their trap. Read aloud or paraphrase the following:

Dinn suddenly takes a long step away from you, and, at the same time the three young men pull out blaster pistols and level them in your direction. "ISB! Don't move!" one snaps.

"Thank you, Zerala," the older woman says, turning away from the sculpture and toward you. "He was quite right, you are all quite strong in the Force. My name is Blaise Zirkonn. I would like to have a word with you."

Zirkonn's first move is to simply talk to the PCs. Her ultimate goal in running this operation is to gather more Force adept recruits for the Inquisitorius and the ISB. She proceeds to offer the PCs work with the Empire under her supervision with eventual promotion possibilities. She makes it clear, however, that if the PCs refuse her they will not leave the room alive.

COMBAT

If the PCs choose to take Zirkonn up on her offer, whether in earnest or as a way to buy time to escape, they are taken to a secure facility where they begin the process of becoming Imperial agents. This choice is beyond the scope of this adventure, but the GM should be willing to run with it (whether or not this is a trick on the part of the PCs).

If they refuse, both Zirkonn and Dinn attack with intent to kill the PCs as quickly as possible. Make a check for Initiative, using Cool for both PCs and NPCs. If the PCs noticed something was wrong, they should add \square to their checks to represent their additional preparedness.

Combat begins with Zirkonn, Dinn, and the three young men (a single minion group of Zirkonn's ISB strike team) at short range from the PCs. The PCs are at medium range from the entrance to the shop, with Zirkonn and her ISB strike team minion group between them and the door. In addition, there is another minion group of three ISB strike team behind the door to the refresher and offices, they are also at short range from the PCs. There is a locked door leading out the back into an alley, but it is locked (Average $\blacklozenge\blacklozenge$) Skulduggery check to open).

This fight should be quick and extremely dirty. Zirkonn selects the most dangerous PC (preferably one with a lightsaber) and engages him in an all-out duel, using Draw Closer to pull the PC to her and away from the PC's allies. Dinn, on the other hand, selects the weakest-appearing PC (one with no lightsaber or other major weapons) and simply tries to beat him to death with his cortosis-lined heavy gloves.

If either Zirkonn or Dinn is incapacitated, the other fights the PCs until any remaining ISB strike team agents can grab the incapacitated individual and withdraw, then the other withdraws as well. Zirkonn would much prefer to escape and hunt the PCs later, should she prove outmatched by their combat abilities.

If the PCs are reaching the end of the combat, the GM can read aloud the following, paraphrasing it depending on which adversaries have been incapacitated.

Dinn falls backwards, and Zirkonn shouts angrily as her subordinate drops to the ground. "Dinn!"

She backs away, clutching her own wounds, and studies you with a mix of respect and anger for a long moment. Then she picks up Dinn's body with the Force and throws it through the plate-glass window, jumping after him with an impressive agility that belies her age. The surviving ISB agents lay down covering fire as she retreats.

In a moment, Zirkonn is gone. You stand in the ruins of the gallery, and the sound of sirens starts getting louder. Time to leave.

ZERALA DINN [RIVAL]

Zerala Dinn is a longtime associate of Blaise Zirkonn and an exceedingly cunning intelligence agent. A human male

hailing from Naboo, Dinn was once a thief and con artist operating in the Mid Rim and Outer Rim. Blessed with an abundance of luck, a devious nature, and a connection to the Force, he made his living forging documents and selling counterfeit art and artifacts to museums.

A few years ago, he had a run-in with Zirkonn that, luckily for Dinn, ended favorably for both parties. Finding that they had much in common, including their Force sensitivity and a predilection for hurting people, they struck a partnership that would bring them both surprising amounts of wealth and influence.

Dinn is currently operating on Naboo under orders from the Inquisitorius. He is Zirkonn's agent in Theed, posing as a dealer in rare antiquities and helping her find Force users. Their current ploy of leading naive would-be Jedi to their doom with the promise of ancient Jedi artifacts is working surprisingly well. They have already captured a dozen individuals who show promise as Force adepts, and they are constantly on the lookout for more.



Skills: Athletics 2, Brawl 2, Charm 3, Cool 3, Coordination 2, Deception 4, Lore 3, Perception 2, Ranged (Light) 3, Skulduggery 3, Streetwise 3, Vigilance 2.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Force Rating 1, Nobody's Fool 2 (upgrade the difficulty of any Charm, Coercion, or Deception checks attempted against this character twice), Smooth Talker (Deception) 2 (spend ♠ to gain ✪✪ on any Deception checks).

Abilities: Force Power: Influence (may make an Influence power roll as part of any Coercion, Charm, Deception, Leadership, or Negotiation check; may spend ♣ to gain ✪ or ✪ [GM's choice] per point on this check).

Equipment: Refined cortosis gauntlets (Brawl; Damage 4; Critical 4; Range [Engaged]; Cortosis), blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), armored clothing (+1 soak, +1 defense), comlink, datapad.

BLAISE ZIRKONN [NEMESIS]

Born into one of Naboo's ancient aristocratic families, Blaise Zirkonn was a bright, talkative, charming, willful child with a disarming smile and a mean streak a kilometer wide. As she grew into young adulthood, she developed an uncanny aptitude at getting exactly what she wanted from people with little more than a smile and some kind words. She attended the best schools on Naboo, and after her primary education, she enrolled in an Imperial Academy with an eye toward joining the diplomatic corps. It was at the academy where her Force abilities and her powerful personal magnetism came to the attention of an Imperial Intelligence agent, and she was steered toward the Inquisitorius.

Zirkonn has been an Inquisitorius agent for almost a decade now, but she does not hold the rank of Inquisitor.

In that time, she has captured numerous hidden Jedi and Force users for the Empire. Most of these she successfully turned to Imperial service, having to resort to execution only a handful of times.

Her current assignment on Naboo has her attached to the Emperor's court at the Imperial retreat. In addition to her regular duties at the retreat, she also runs an intelligence network in Theed and across Naboo through which she searches for Force adepts. She tends to deal with these unfortunates directly with the help of her network of agents.



Skills: Athletics 3, Brawl 2, Charm 2, Coercion 3, Cool 3, Discipline 4, Knowledge (Core Worlds) 2, Knowledge (Education) 2, Knowledge (Underworld) 2, Leadership 3, Lightsaber 4, Lore 2, Outer Rim 2, Perception 3, Ranged (Light) 3, Streetwise 3, Vigilance 3.

Talents: Adversary 3 (upgrade difficulty of all combat checks against this character three times), Draw Closer (Make a Lightsaber (Willpower) combat check against one silhouette 1 target within medium range, adding 3 to the check. Zirkonn may spend 1 to move the target one range band closer—may do this multiple times—or add 1 to the check. She must move the target to engage her or the attack misses.) Drive Back (spend 1 or 2 on a missed Brawl, Lightsaber, or Melee combat check to force the target to make a move maneuver in a direction of the Inquisitor's choice), Force Rating 3, Lightsaber Mastery (may use Willpower instead of Brawn when making lightsaber checks), Parry 5 (when struck by a melee attack but before applying soak, suffer 3 strain to reduce damage by 7), Reflect 5 (when struck by hit from a ranged attack but before applying soak, suffer 3 strain to reduce damage by 7).

Abilities: Dark Side Force User (uses Dark Side results instead of Light Side results, see page 281 of the **FORCE AND DESTINY** Core Rulebook), Force Power: Influence (May make an Influence power check and spend 1 to inflict 2 strain [ignoring soak] on one engaged target. May make an **opposed Discipline check vs. Discipline** combined with an **Influence power check**. If successful, may spend 1 to cause the target to adopt an emotional state of rage, fear, or hatred, or to believe one untrue statement for one round or five minutes. May spend 1 to increase the duration by two additional rounds or ten additional minutes.), Intimidating Presence (all enemies within short range add 1 to all skill checks they make).

Equipment: Customized lightsaber (Lightsaber; Damage 8; Critical 3; Range [Engaged]; Breach 1, Concussive 1, Disorient 2, Sunder), heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), concealed armored robes (+1 soak, +1 defense), comlink, datapad.

ZIRKONN'S ISB STRIKE TEAM [MINION]

These men and women make up the bulk of Zirkonn's forces that she uses when she needs some tactical combat muscle. They are well trained, well paid, hardened agents from the Imperial Security Bureau.



Skills (group only): Cool, Discipline, Perception, Ranged (Light), Vigilance.

Talents: None.

Abilities: None.

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), two frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6, Limited Ammo 1), padded armor (+2 soak).

DENOUEMENT

The end of this encounter depends on how the PCs responded to Zirkonn's job offer. Accepting her offer and becoming an Imperial agent could lead a campaign in some very interesting directions, especially if the PCs' plan is to use their recruitment as cover to work inside the system to bring it down.

Fighting Zirkonn and her associates can have a number of outcomes as well. If the PCs manage to kill both Zirkonn and Dinn as well as their mercenaries, they can escape the encounter. However, if any of the Imperials escape the entire Imperial Intelligence apparatus on Naboo is alerted to the PCs' identities, which means Naboo security forces start searching Theed for them, and spaceport security will be on the lookout if they try and leave the planet.

In the long term, if the PCs eliminated Dinn and Zirkonn, the Inquisitorius sends agents to investigate what happened, and may or may not track down the PCs depending on how well they covered their trail when they left Naboo. However, if Zirkonn survives, she keeps the confrontation to herself (she doesn't want to appear weak to her peers) and begins hunting the PCs personally. If the PCs also killed Dinn, Zirkonn takes a personal interest in hunting and killing the PCs, and strives to make their lives as painful and unpleasant as possible.

Finally, there is the possibility that Zirkonn dies and Dinn escapes. If this occurs, Dinn finds himself cut off from Imperial support and hungry for revenge. He integrates himself into local crime networks and tries to get as much influence and money as he can to hunt and kill the PCs. The GM can consider upgrading Dinn's profile into a Nemesis profile (perhaps by giving him a strain threshold equal to his wound threshold), as well as other abilities as appropriate.

THE MENAGERIE

Even on a world as backward as Weik, entertainment is still a thriving business, feeding the needs and desires of all manner of menials ranging from the dockworkers in Vossport to the metalcrafters in Fume. Gladiatorial matches and blood sports of all kinds are popular diversions, and hunters and beastmasters can expect to make excellent profits by capturing and selling exotic beasts caught in Weik's wilderness. However, in some cases, these hunters come across something truly exotic, and may not be aware of just how dangerous these creatures can be.

In this encounter, the Player Characters come upon one such menagerie as it is being transported through the docks district of Vossport. What begins as an entertaining glimpse at the menagerie's caged animals turns violent when one of them—a starving creature secretly imbued with the dark side of the Force—breaks free from its cage and attempts to sate its appetite on the Player Characters.

ON WEIK

This encounter supposes that the PCs are on Weik already. They may be natives of the planet with no knowledge of the wider galaxy, or they may be travelers who have come across this backwater world and are attempting to explore it while maintaining a low profile. If the latter is true, then revealing any modern weapons or technology is sure to result in the PCs being branded as sorcerers or wielders of the supernatural. Weik's citizens are somewhat used to such individuals, so the PCs would subsequently be treated with a mixture of suspicion and awe, but not outright fear.

THE CARAVAN OF CREATURES

The Player Characters are making their way along the busy streets leading out of Vossport's port district, when they hear a wailing horn up ahead. The crowds on the street part to reveal a caravan of huge wheeled cages and carts drawn by shuffling, furry draft beasts called errops, each laden with one or more large cages containing exotic animal species from the distant corners of Weik's wilds. Read the following text aloud:

The mood on the crowded street becomes suddenly jovial, as if a circus has come to town. The creaking carts slowly wend their way along the thoroughfare, their exotic contents conjuring gasps and sighs from the impromptu audience on either side of the street. A pair of cages containing ferocious vask-wolves pass you, closely followed by a cargo cart laden down by a juvenile trollbane, sedated and restrained.

As the vask-wolves hiss hungrily at the gathered throng and the trollbane snores groggily, a shout goes up behind the next cage-carrying cart. With a shriek of rending metal, the crowd's tone quickly changes to one of uncontained terror. Previously jovial citygoers scream in fear as the ululating screech of a hungry animal rises above the noise.

With a speed belying its size, a huge reptilian creature emerges from its cage on the back of the next cart in the line and snatches up one of the shouting caravan guards. As the beast chews, its eyes scan the crowd before settling on a portly woman who appears to be directing the caravan.

The creature is a dust stalker, a six-legged reptile found in the Madlands. Although it bears a superficial resemblance to an acklay, its razor-sharp mandibles and the additional pair of grabbing arms that protrude from its back give it an insectile appearance.

Although the PCs have no reason to know this, the dust stalker was goaded and then released by a member of the caravan: Orli Miscard. Although he purports to be a simple sage and animal trainer, Orli is actually a secret member of the Skyholme Lucites, a sinister cabal of dark side Force users who cause mayhem and murder on Weik whenever they have the chance (for more information on this order, see page 33).

Orli wants to kill the owner and director of the menagerie, the beastmaster Sala Vindako. Although he does not harbor any ill-will toward Sala, he wants to obtain an artifact in her possession, an ancient grimoire written by a scholar and Force user named Scylos the Lame. Sala guards this book with her life, but Orli figures that if she's dead, obtaining the item should be fairly simple.

UNDER ATTACK, BUT NOT ALONE

Though the Player Characters have attracted the attention of the goaded dust stalker, they are far from being alone in this confrontation. The caravan's beastmaster and remaining guards also want to bring the dust stalker down, but Sala still hopes to capture it alive.

THE GRIMOIRE OF SCYLOS THE LAME

This encounter offers the GM a way to introduce this rare relic to the PCs (see page 107 for more information on the Grimoire). However, it is up to the GM as to whether this item is actually the fabled tome, or if it is a copy or fake. It is just as possible that the real Grimoire is located in some other location, or maybe off-world entirely.

Sala, who worked with Orl to capture the dust stalker in the first place, recognizes the threat the beast poses to both her guards and the community at large. She's also aware that she only has a brief window in which to bring the creature down before the local authorities appear and apply lethal force in order to pacify the valuable beast. What she doesn't realize is that the dust stalker is headed straight for her.

The encounter begins with the PCs at long range from the dust stalker. For the first round of combat, treat the entire area as difficult terrain, as the fleeing bystanders obstruct movement. After the first round, enough people have fled the scene that the area is no longer difficult terrain.

Sala and one minion group of three guards are within medium range of the dust stalker, and within medium range of the PCs. Another minion group of three guards is within short range of the dust stalker, but on the other side of the row of wagons.

The dust stalker heads directly for Sala and attempts to kill her. However, if the PCs injure it or otherwise interpose themselves between it and its prey, it happily attacks them first. Sala and her guards attempt to use arrows tipped with a powerful soporific poison to bring down the creature.

THE DARK SIDE CONNECTION

Most creatures would normally flee when faced with significant injury. However, the dust stalker is being driven by the dark side Force energies summoned up by Orl. As long as he continues to influence it, the creature fights to the death.

PCs who are Force sensitive have a chance to notice this connection and potentially do something about it. The GM can have the PCs spend ☉ or ☹☹☹ from any check they make to realize that the beast is somehow being compelled through the dark side of the Force. A successful Seek or Sense power check can reveal that the

source of this compulsion is somewhere in the caravan wagons. Alternatively, a PC can make an **opposed Discipline versus Discipline** (☹☹☹) check as an action to shatter Orl's hold over the creature. If the PCs begin searching the wagons for the source, Orl senses their presence and flees, which also ends his influence over the dust stalker.

If the PCs manage to end Orl's influence over the dust stalker, the creature immediately suffers 8 strain from the mental fatigue of being pushed. In addition, at the GM's discretion, the creature may retreat back to its cage if it has suffered some major critical injuries. A PC may even make a **Hard** (☹☹☹) **Survival check** to lure the dust stalker back into its cage.

ESCAPED DUST STALKER [NEMESIS]

This large, blue, six-legged insectoid beast has been goaded into action by the covert manipulations of the Lucite Orl Miscord. Unfortunately for its owner, Sala Vindako, the dust stalker has successfully escaped its cage and intends to sate its hunger on anyone foolish or unlucky enough to get within biting distance.

5	3	1	3	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE		
7	32	20	0	0	

Skills: Brawl 3, Perception 2, Survival 3, Vigilance 2.

Talents: Adversary 1 (upgrade the difficulty of any combat checks targeting the dust stalker once), Crippling Blow (the dust stalker may increase the difficulty of its next combat check by one to inflict a crippling blow; inflicting normal damage and causing the target to suffer 1 strain whenever it moves for the remainder of the encounter).

Abilities: Silhouette 2.

Equipment: Piercing claws (Brawl; Damage 8; Critical 3; Range [Engaged]; Pierce 2), serrated teeth (Brawl; Damage 8; Critical 2; Range [Engaged]; Sunder, Vicious 3).

SALA VINDAKO, HUMAN BEASTMASTER [RIVAL]

Sala has a penchant for hunting, capturing, and training beasts. Her reputation as a beastmaster is well known, and she makes a point not to unnecessarily abuse the animals in her care. She wears a thick leather coat studded with animal teeth, and can move with impressive agility despite her bulk.





Skills: Discipline 2, Melee 3, Negotiation 2, Knowledge (Xenology) 3, Ranged (Heavy) 3, Survival 3, Vigilance 2.

Talents: Adversary 1 (upgrade the difficulty of any combat checks targeting Sala Vindako once), Hunter 2 (add $\square\square$ to all checks when interacting with beasts or animals and +20 to Critical Injury results against beasts or animals).

Abilities: None.

Equipment: Beast Goad (Melee; Damage 6; Critical 4; Range [Engaged]; Disorient 2, Pierce 2), soporific-tipped bow and arrows (Ranged [Heavy]; Damage 5; Critical 4; Range [Medium]; Limited Ammo 1; Stun 4), heavy leather clothing (+1 defense, +1 soak).

MENAGERIE GUARDS [MINION]

Sala employs several guards, who help her keep an eye on her beasts. By the time the encounter begins, one of the guards has fallen prey to the dust stalker, leaving two minion groups of three. The guards are instructed to use non-lethal means to subdue the dust stalker, but they resort to lethal attacks should another of their number fall victim to the beast.



Skills (group only): Melee, Ranged (Heavy), Vigilance.

Talents: None.

Abilities: None.

Equipment: Soporific-tipped bow and arrows (Ranged [Heavy]; Damage 5; Critical 4; Range [Medium]; Limited Ammo 1; Stun 4), light spear (Melee; Damage 6; Critical 3; Range [Engaged]; Pierce 1), heavy clothing (+1 soak).

DENOUEMENT

The encounter can end in one of several ways. First, Ori's plan can succeed, and the dust stalker can eat the unfortunate Sala. If this happens, and the PCs stick around for the aftermath of the encounter, at some point the GM can have Ori come forward and claim that her grimoire was actually his. If the PCs see through his deception, they may be able to prove his involvement in the incident and gain the grimoire for themselves.

Second, the PCs and guards can slay the dust stalker before it kills Sala. If this happens, the beastmaster is fairly displeased with the end result, although on some level she recognizes that the PCs had no choice. A successful **Average** (◆◆) **Charm check** can win her over, and then she thanks the PCs and offers them a reward of 500 golden trade coins (a local currency that is the equivalent of credits on Weik, but worthless off-world). If any of the PCs show an interest or aptitude with beasts, she also brings them into her confidence and shows them her prized grimoire.

Third, the PCs may manage to recapture the dust stalker without killing it. In this case, Sala is overjoyed at their success. She happily offers them the reward without any prompting, and invites them to accompany her caravan overland to Fume (or to another location on Weik, if the GM prefers). She happily shows off her grimoire when she has the chance.

FURTHER ADVENTURES

The GM can extend this encounter into a long-term adventure by maintaining Ori as a recurring villain. The encounter is written so that Ori generally flees without confronting the PCs. This should leave them with the knowledge that someone is out to get Sala, and that someone is a dark side Force user. Ori's profile is presented here for these purposes.

ORL MISCORD [NEMESIS]

Ori Miscord is purporting to be a sage and beast tamer. He is, in actuality, a Skyholm Lucite, a duplicitous and dangerous foe who will do anything to possess Sala's ancient tome.



Skills: Astroagation 3, Deception 3, Discipline 2, Knowledge (Xenology) 4, Melee 3, Perception 3, Vigilance 2.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Force Rating 4, Ritual Caster (must spend a maneuver before using any Force powers. In addition, may only use the Foresee power outdoors and at night.) Dark Side Force User (uses Dark Side results instead of Light Side results, see page 281 of the **FORCE AND DESTINY** Core Rulebook).

Abilities: Force Power: Foresee: Spend \odot to gain vague hints of events to come a day in advance. Spend \odot to increase the number of days seen into the future by 2 (may activate this multiple times). Spend \odot to gain more specific details. Force Power: Unleash: Make a Force power check targeting one enemy at short range, and rolls a ranged attack as part of the pool, using an **Average** (◆◆) **Discipline check** instead of normal difficulty. If the check is successful and generates $\odot\odot$, the attack deals 4 damage plus 1 damage per \star , with a critical rating of 4. Spend \odot to increase the range by one range band, spend \odot to affect one additional target within range, and spend \odot to deal 2 additional damage (he may activate all of these upgrades multiple times). Force Power: Influence: May make an opposed Discipline versus Discipline check combined with an Influence power check targeting one engaged opponent. If successful, may spend \odot to cause the target to adopt an emotional state of rage, fear, or hatred, or believe one untrue statement for one round or five minutes. May spend \odot to increase the duration by three additional rounds or fifteen additional minutes. May spend \odot to increase the range of the power by one range band. (May activate both of these upgrades multiple times.)

Equipment: Wizard's staff (Melee; Damage 4; Critical 4; Range [Engaged]; Disorient 2), hidden razor-dagger (Melee; Damage 2; Critical 2; Range [Engaged]; Pierce 3, Vicious 3) heavy and smelly robes (+1 soak), wizard's pouch.

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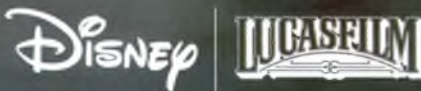
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