

STAR WARS®

ROLEPLAYING GAME

The Wellspring

A Free *Star Wars* Miniadventure
For Any Era

By Morrie Mullins



DESIGN
MORRIE MULLINS

EDITING
RAY AND VALERIE VALLESE

TYPESETTING
NANCY WALKER

WEB PRODUCTION
JULIA MARTIN

WEB DEVELOPMENT
THOM BECKMAN

ART DIRECTION
ROB RAPER

LUCAS LICENSING EDITOR
JANE I. KELLY

STAR WARS RPG DESIGN MANAGER
CHRIS PERKINS

DIRECTOR OF RPG R&D
BILL SLAVICSEK

U.S., CANADA
ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton WA 98057-0707
Questions? 1-800-324-6496

EUROPEAN HEADQUARTERS
Wizards of the Coast, Belgium
P.B. 2031
2600 Berchem
Belgium
+32-70-23-32-77

www.wizards.com/starwars www.starwars.com

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“The Wellspring” is a *Star Wars Roleplaying Game* miniadventure for four heroes of 11th level. The adventure is era-independent and can be dropped into any game where your heroes have a ship that breaks down, gets damaged, or otherwise runs into technical difficulties. The location of the moon, Lamus, is intentionally left vague; it can be anywhere in the galaxy that works with the details of your campaign.

The scenario can be modified for heroes of higher level by making the following changes to the Beastlord (a predator that appears in Scene 4) for every level the average hero exceeds 11: increasing VP by 10 points; adding +1 to all saves and skill checks; and adding +1 natural armor. The scenario can be modified for characters of lower level by reducing the Beastlord to a standard gundark, weakening the poison to 1d3/1d3 Con (DC 12), and lowering his vitality appropriately.

Background

The Wellspring is the single source from which all the waters on the moon of Lamus flow. Located near Lamus’s equator, the Wellspring constantly bubbles with warm water that has moved through the moon’s core, having traveled countless miles through winding subterranean passageways into which all the rivers and streams of Lamus ultimately feed. Once the Human settlers (who now, ten generations later, have begun calling themselves A’Mar) on Lamus realized the nature of the Wellspring, the place took on a great deal of social importance to them. Over the years, this social importance turned into an affection, and ultimately into a spiritual connection to the location. Either a “well” or a “spring” may be nothing more than a place where water can be found; a wellspring, though, is a point of origin. It is, in the eyes of the A’Mar, a sacred spot, which must be protected at all costs.

The Wellspring does have medicinal and other properties (detailed in “Wrapping Up,” at the end of this adventure), which contributed to the sanctification of the spot. But the timing of the heroes’ arrival on Lamus corresponds to what the A’Mar term “the Vigil.” Every thirty years, an astronomical oddity occurs on Lamus: The sun does not rise. Or rather, it does, but its orbital path over the course of that day precisely matches that of a planet that orbits between Lamus and its star. For the entire day, all that is visible in the sky is a halo of fire surrounding the black of the intervening planet.

The settlers who would become A’Mar were at the Wellspring on the night their sun did not rise in the morning. They’d camped there overnight but didn’t so much as sip from the warm and frothy Wellspring, unsure whether they could trust it. They were tired, sore, and frightened, and then, following their third night on the moon, there was no sunrise.

The halo of fire moved through the sky, and the settlers became more and more nervous. That night, the halo set, and they gave in to their thirst. They drank from the warm waters of the Wellspring and were revitalized. In the morning, the sun rose.

Not being primitives, they soon understood what had happened, but that initial fear was a powerful thing. Their

day and night without water became a tradition—the Vigil—that must be undertaken every time the sun does not rise. Moreover, it must be undertaken by someone who has never drunk from the Wellspring, and no one may drink from the Wellspring while the halo of fire makes its way across the sky. It's just superstition, which often defies logic, but it's important to the A'Mar and to how they view their civilization.

Due to a series of accidents, though, only one child currently living on Lamus has not drunk from the Wellspring. That child can't perform the Vigil alone. Thank goodness, then, for the timely arrival of the heroes.

Getting the Heroes Involved

Break their ship. As the Gamemaster, all you need to do is follow the time-honored tradition of forcing *Star Wars* heroes to land in places they didn't plan to explore and be heroic in ways they never expected. What's more, you can work this adventure into just about any point in your campaign and even treat it as a diversion from the "regular" action. If things are getting too heated, if conflicts have arisen too soon, or if you just need time to ponder what to do next now that the players have managed to short-circuit the plot you'd planned out months in advance—break their ship.

Do it, of course, in a manner that makes sense. The heroes' ship might take damage from a dogfight, emerge from hyperspace into a meteor shower that wasn't on any of the charts, and so on. You can even wait until an accident occurs on its own and situate Lamus nearby. The moon can be anywhere in the galaxy that you need it to be.

Once the heroes land on Lamus, they find that while Humans have lived there for ten generations, the moon still consists mainly of forests around its equator and deserts at its poles. There are no huge cities; it's much more like Endor than it is like Coruscant. The ships that brought the settlers all those years ago have long since been dismantled and put away; the A'Mar have no need to wander the galaxy. They have everything they need.

They also have everything the heroes need, since the parts from their ships (including parts from the vessels of those who came to settle more recently) are stored safely in caves somewhere west of their main settlement, Vidge-Ribu, a thriving metropolis of 1,500 men, women, and children. The A'Mar are happy to fetch whatever parts the heroes need, but they need someone to stand the Vigil beside the Wellspring. If the heroes can do that, they can have whatever they need to repair their ship and get on their way.

Scene 1: People of the Emerald Sky

A quick sensor scan shows that the polar deserts of Lamus are unstable and prone to sinkholes. A number of areas have high concentrations of life-forms, but the spot with high life-form readings *and* signs of technology is twenty kilometers north of the equator. This is Vidge-Ribu, the largest of the A'Mar settlements. Like Lamus itself, which you can place anywhere in the galaxy, Vidge-Ribu can be wherever your heroes land—as is cinematically appropriate.

You set down in a clearing among some of the grandest trees you've ever seen. They stretch skyward as if pointing out the sun and moon, so close together; from down here, it's like looking up from the streets of Coruscant and trying to find sky among all the great buildings. On Coruscant, it can be a challenge because of the traffic and smog; here, the difficulty comes from the fact that the sky is only a slightly different shade of green than the trees.

Even before you lower your ramp, people begin to emerge from behind the trees. They smile and wave. None of them seem to be armed.

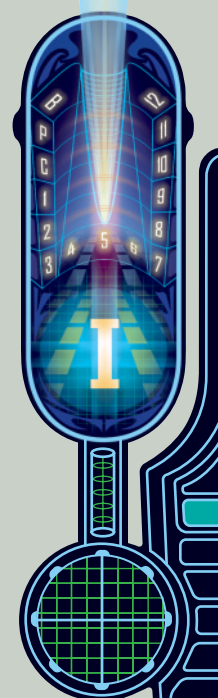
These are the A'Mar, descendants of the first Human settlers on Lamus. If they look happy, it's because they are. They always welcome visitors, and the heroes have come at a most opportune time.

The leader of the A'Mar is a white-haired woman named Jord. She stands in front of all the others as the heroes disembark. She holds a small cluster of red and orange flowers, which she extends to the first hero down the ramp.

"Welcome to Lumas. I am Jord of the A'Mar. We are pleased to have you here, to share our world with us."

Anyone who feels paranoid can make a Sense Motive check, though you shouldn't call for one if the players don't bring it up first. Any hero with a check result of 25 or higher recognizes that while Jord is sincere in her greeting, she probably has an agenda she hasn't gotten to yet. Use the following bullet points to guide how Jord deals with the heroes.

- If your ship is damaged, we can likely help. We have many parts from ships that arrived here and were disassembled. Yes, we have the part you need.
- We have everything we need right here on Lamus. There have been some who decided to stay here, rather than going back to the politics and worries of the galaxy. (Feel free to substitute "Republic," "Empire," or whatever is appropriate for your game in place of the word "galaxy.")
- We are the A'Mar. The word comes from an ancient dialect and means "People of the Emerald Sky." It suits us.
- We're very happy here. How could we not be? Look around—it's lush and beautiful, and the little development that has occurred was performed in concert with the land itself. If you decided to stay, we'd welcome you. If you just want to fix your ship and go, that's fine, too.
- In return for the part for your ship, we ask one favor. We need you and your group to stand Vigil tomorrow at the Wellspring.
- The Wellspring is the only place on Lamus where water comes to the surface. It is a sacred place for us, and every thirty years, someone must stand Vigil over it—someone who has never had a drink from its waters. We fear what might happen if the Vigil is not kept.



Long ago, a seer foretold that if the Vigil were not kept, or if it were kept by someone who had drunk from the Wellspring already, our connection to the waters would be diminished. The Wellspring is our life; it must be guarded as such.

- Please, ask about the properties of the Wellspring only when we are there and you have agreed to help us.
- We ask only that you stand Vigil one day and night, not drink from the Wellspring, and not allow anyone or anything else to do so during that time.
- We had planned on having some of our own keep the Vigil. Unfortunately, there was an accident recently. Several young people were killed while hunting, and another group of children got lost in the forests and drank from the Wellspring to keep themselves alive. We have only one child among the A'Mar who has not drunk from the Wellspring, and it would not be safe for her to keep the Vigil by herself.
- The child's name is Olianna. If you could take her with you and protect her, she would be the only one of her generation to keep the Vigil. It would mean much to us.
- Various creatures live on Lamus, including a small gundark colony, but they're all things you've probably seen before in the galaxy. Nothing you can't handle, I'm sure, but Olianna would not be able to face them alone.
- The Wellspring is special because it is the source of all life. All waters that enter the firmament re-emerge through it. The Vigil must be kept on the day without a sunrise, because that is how it has always been. (Use the material under "Background," above, to fill in gaps about the day without sunrise for the heroes.)
- If you do this, we will give you the part you need, and you can be on your way. Please, do this for us. Only those who have never drunk from the Wellspring may keep the Vigil.
- Yes, if you wish, when the Vigil is completed you may drink from the Wellspring.

If the heroes don't want to keep the Vigil, you can't really force them to do so. But the A'Mar aren't terribly inclined to give up something for nothing, and since they never leave their home, offers of money are useless. If nothing else, make it clear that the A'Mar will send little Olianna out into the forest by herself to keep the Vigil if they have no other choice. Most heroes won't want to put the girl—a sweet six-year-old with enormous green eyes and long locks of black hair—in that kind of danger.

Scene 2: Waters of Life

Assuming the heroes agree to help, Jord and Olianna escort them to the Wellspring. It's only a few kilometers away, and the heroes are free to survey the area.

The Wellspring is a pool of emerald-green water that bubbles and gurgles at the top of a small rise. The pool is twenty meters in diameter and feeds a dozen or more streams that run off in various directions. Tall trees with thick, interlacing branches cover the slopes

leading up to the Wellspring, but there are relatively few trees at the water's edge, which holds mainly small bushes and clumps of grass. From here, the contrast of the green trees, green sky, and green water is remarkable, each shade slightly different from the other but blending together much like the variety of greens you might find in any forest.

Jord speaks. "The Vigil begins in the morning. You are welcome in our homes tonight, or you may stay in your ship. We ask only that you do not drink from the Wellspring before the Vigil is complete."

If the heroes have agreed to help and if they press Jord about the nature of the Wellspring, she explains that it seems to possess healing properties. She adds that it can have other, unpredictable effects as well, but that it has been most remarkable in its ability to heal the sick and infirm.

Force-sensitive heroes get a warm, fuzzy feeling around the Wellspring. The light side of the Force is strong in this place. It's quite possible that the waters are imbued with its essence, and there's no telling what might or might not interfere with the Wellspring's ability to do whatever it does. If the heroes have a hard time accepting this, allow any Force-sensitives (or those who have made a study of the Force) an Intelligence or Wisdom check to realize that it's possible for the power granted by the Force to be due, at least in part, to the belief that such a power exists. In other words, if the A'Mar stopped believing in the Wellspring—perhaps because their customs had been violated—the Wellspring might cease to function.

The heroes can camp near the Wellspring (in which case Jord tells them it's fine to drink from the surrounding streams), return to their ship, or stay in town. If they stay in Vidge-Ribu, just wing it; it's a low-tech, agrarian community, so provide entertainment (or not) as appropriate.

Scene 3: Lost in the Woods

This scene serves as an opportunity for roleplaying, while Scene 4: The Brachian Beastlord is oriented toward combat. You can run Scene 3 first or Scene 4 first, as long as the heroes get to experience both.

The Vigil begins innocuously enough. The heroes are escorted back to the Wellspring where, with Olianna, they are left just before dawn. They have a clear view of the horizon, and as the sun and its intervening planet begin to rise, the view is spectacular.

What looks like it may be a spectacular sunrise, with shades of green and blue and purple dashing across the sky, suddenly turns dark. A nimbus of fire slowly emerges from the horizon and moves higher into the sky, casting an eerie glow over the polychromatic greens of Lamus. This halo of fire rises into the sky, inching its way up. As it does, the waters of the Wellspring seem to bubble and roil all the more, and nothing else in the forest seems to move.

Most likely, the heroes will post guards by the Wellspring. Around mid-afternoon, any characters on guard duty should roll Spot and/or Listen checks (DC 15). Success indicates

that they have either seen or heard (or both) a group of individuals coming through the forest toward the Wellspring. From the sounds of it, they're Human.

The first of the people, a young man with wild blond hair, staggers through the underbrush and spots your group. "Please, help us!"

The young man who spoke is named Uri-Los, and he's part of an A'Mar hunting party, eight in all. One of their number, Jeg, was wounded while on the Beastlord's Hunt, a coming-of-age event the A'Mar hold whenever the Vigil occurs. The Beastlord is a quasimythical creature rumored to be "the mightiest of gundarks," and is said to live deep within the forests of Lamus. No one has ever found it.

This time, though, Jeg and the others ran across something. Whether it was the Beastlord or something more mundane is unclear from their descriptions; the thing attacked them from the shadows, nearly killing Jeg, and disappeared as quickly as it had come. None of the hunters can be any more explicit about what it was that attacked them.

The young men and women who take part in the Beastlord's Hunt are not allowed to ask for help from any A'Mar until the Vigil is completed. They knew, though, that those keeping the Vigil are offworlders, so they came to ask if they could take waters from the Wellspring to heal Jeg.

Come On, Just a Sip!

The Wellspring is the only method of healing Jeg that Uri-Los and the others have considered, but the heroes likely have other means at their disposal. A Treat Injury check (DC 22) reveals that Jeg is badly wounded and has been infected with a poison (Fortitude DC 15) that will likely kill him within the hour if he is not cured. (The poison deals 2d6 points of Constitution damage as both primary and secondary damage; Jeg started with a 13 Con and took 7 Con damage when he was bitten. The secondary damage occurs 10 minutes after he is brought to the heroes.)

Treat Injury or Heal Another has the potential to keep Jeg alive, though other means are likely available, depending on the heroes' equipment. But if the characters can't help Jeg for some reason, a single sip from the Wellspring revives him, cures his poison, and restores him to his full Wound Points. (Jeg is a commoner with no Vitality Points.) Of course, allowing that would mean that the heroes have failed to perform the Vigil. Olianna can remind them of their charge at any point: "Nobody's s'pose to drink out of this today. Not until the real sun's up. He can't."

Uri-Los and the others admit to this, if pressed. To drink from the Wellspring on this day is forbidden, but, they argue, Jeg needs to be saved. They promise to keep the violation a secret so as not to hurt the heroes' standing with the rest of the A'Mar. Some of the hunters, anguished by the suffering and imminent death of their friend, disparage the no-drinking rule as old superstition and appeal to the heroes' common sense.

This could spark some interesting roleplaying. Will the heroes forbid Jeg from drinking, effectively condemning him to a painful death? If so, will they do it to uphold the beliefs of the moon's inhabitants or simply to make sure they get the parts needed to fix their ship? On the other

hand, will they strike a deal with the hunters to allow Jeg to drink and keep the whole thing secret, and if so, how will they explain this violation to little Olianna?

Scene 4: Brachian Beastlord

The thing that attacked Jeg was, in fact, as much of a Beastlord as exists on Lamus. It's the last of a sub-breed of gundark much more ferocious and deadly than its standard cousins. It's big, angry, and mean, and it has poisonous fangs.

It also shows up just after what would be sundown, when the sky is almost black because of the thick clouds overhead. Note that this qualifies as an encounter of extreme difficulty for a group of 11th-level heroes. If your group is not particularly combat-focused, use the stats for a standard gundark (from Chapter 14 of the *Star Wars Roleplaying Game* revised core rulebook), only with a poison bite.

Remember that poisons have no effect unless delivered as part of an attack that deals wound damage. Thus, unless the Beastlord makes a critical hit with his bite attack or has worn a hero down to the point where the character has only wound points left, the poison should be irrelevant.

The Beastlord attacks from the trees. Doing this provides him with an additional +10 bonus to his Hide check as he approaches.

Brachian Beastlord, Maddened Poisonous Male Gundark: Predator 7; Init +7 (+4 Dex, +3 morale); Defense 19 (+4 Dex, +5 natural); Spd 12 m, swing 12 m; VP/WP 108/20; Atk +16/+11 melee (1d6+5, 4 unarmed strikes) and +14/+9 (1d8+2 plus poison, bite) or +15/+10 ranged; SQ Constrict, low-light vision, run-by attack, scent, +6 species bonus on Listen, Search, and Spot checks, fearlessness, poison; SV Fort +10, Ref +5, Will +8; SZ M; Face/Reach 2 m by 2 m/2 m; Str 21, Dex 18, Con 20, Int 6, Wis 15, Cha 13. Challenge Code F.

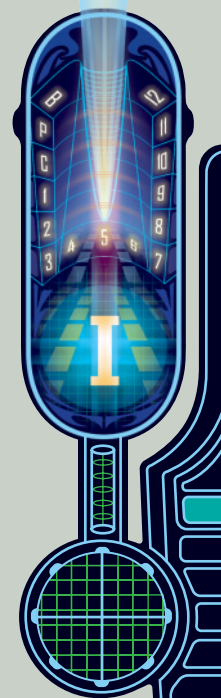
Skills: Climb +10, Hide +7 (+17 in trees in his native environment), Intimidate +5, Listen +10, Search +6, Spot +10, Survival +4.

Feats: Blind-Fight, Multiattack, Power Attack.

Special Qualities: Same as those detailed for a standard gundark in Chapter 14 of the revised core rulebook. The Beastlord's poison, delivered via his bite, is a DC 15 (2d6 Con/2d6 Con) poison, which can be treated in any of the usual manners.

The Beastlord is in pain. He, like the Humans, wants to get to the Wellspring and drink. Unlike the Humans, he's willing to rip people apart to get there. He approaches from the southeast, and any heroes in the appropriate area can begin rolling Spot checks when the Beastlord comes within the range of their vision. The treeline ends 30 meters from the Wellspring in this direction, so at worst, the heroes have 30 meters worth of warning before the Beastlord makes it to the Wellspring and drinks.

If it looks like he's going to make it too easily, he can always take a detour and go after Olianna, Jeg, or someone else who's virtually helpless. It may be a tough fight, but the heroes should be able to pull it out.



Wrapping Up

Ultimately, the heroes were supposed to stand the Vigil and prevent any person or creature from drinking from the Wellspring until the sun rose. As such, there are two possible outcomes.

Failure

The first possibility is that they failed to prevent anyone from drinking (by giving the water to Jeg, drinking it themselves, letting the Beastlord drink, or even just walking away from the whole task). If this occurs, Olianna (or any of the other A'Mar who were around) tells Jord what happened.

As it turns out, Jord does not need to be informed; she stood the Vigil years ago and felt a darkening unease the moment the Vigil was broken. (Although Jord won't put it in such terms, it's clear to any Force-sensitive hero that she is describing her experience of a tremor in the Force.) She isn't sure if the Wellspring will continue to serve her people as it has in the past. It certainly doesn't do anything for the heroes, if they choose to drink from it.

Assuming the heroes did their best to protect the Wellspring and were overpowered by the Beastlord or had to use the waters to heal someone, Jord still gives them the part they need, along with her thanks.

If, on the other hand, the heroes acted badly and ignored their charge or drank from the Wellspring for the fun of it, Jord angrily asks them to leave the moon as soon as possible. They can have the part, but they need to leave before they do any further damage. If the heroes try to drink from the Wellspring before they depart, they receive no benefits from it.

Success

The second possibility is that the heroes managed to stand the Vigil successfully and prevent anyone from drinking. Read or paraphrase the following.

Jord smiles. "Thank you. You have done the A'Mar quite a service—perhaps more than you can imagine. In thanks, we offer you the chance to sip from the Wellspring. However, only those with no darkness within them may receive the greatest benefits."

In other words, if anyone with a dark side point for which he has not atoned drinks from the Wellspring, he receives 2d8 temporary Vitality Points, which disappear in 24 hours. Any hero with no dark side points for which he has not atoned should roll 1d20 and consult the following chart to determine what happens.

1d20	Result
1	The hero becomes more in tune with woodland surroundings; this translates to a +2 competence bonus to all Listen, Spot, and Survival checks made in forested areas.
2–8	The hero gains 2d8 temporary Vitality Points. These Vitality Points disappear in 24 hours, if they are not lost sooner.
9–10	The hero gains the Quickness feat for a duration of one month (game time).
11	The hero gains the Quickness feat permanently.
12–13	The hero gains the Toughness feat for the duration of one month (game time).
14–18	The hero receives a vision of something he or she needs to do (use this to advance the plot of your campaign however you see fit). In addition, the next time the hero would be stunned, the effect is negated; keep this effect secret until it happens.
19	The hero gains the Toughness feat.
20	The hero gains a permanent +1 bonus to his or her Constitution score. The hero may roll again; on a second roll of 20, the bonus increases to +2. No further rolls are allowed.

About the Author

Morrie Mullins is a psychology professor who saw *Star Wars* in theaters in 1977 and fell hopelessly in love. He began playing roleplaying games in elementary school and started writing for the RPGA in 1999, culminating in a two-year stint as plot director for the LIVING FORCE campaign. He has written over 20 modules for the RPGA and contributed extensively to the *LIVING FORCE Campaign Guide*. Currently, he teaches and does research during the day, does freelance and other writing at night, and is firmly convinced that sleep is a crutch.