

XIII

LESSONS FROM THE PAST

"By erasing the past, we ensure the success of the future."

—Proctor Eren Garai

Thousands of years ago, soured by ceaseless warfare, Jedi Master Val Isa gave up her lightsaber for a paintbrush, trading the life of a warrior for that of an artist. However, a vision of a Jedi Temple covered in blood compelled her to repurpose an old *Hammerhead*-class cruiser into a mobile hospital and temple. Her goal was to ensure that no matter what might befall the Jedi, their traditions could live on.

Meanwhile, Mandalorian warrior clans took up arms against the Republic. They struck deep into Republic territory, annexing planets in the Outer Rim and ravaging planets in the Core. Val Isa wanted to avoid battle as much as possible and used her ship to provide rescue and medical services. As the violence worsened, she attempted to hide her ship, the *Sanctuary*, in the Koler system. However, a Mandalorian strike force discovered and assaulted the vessel. The attack left the ship a half-destroyed hulk.

Val Isa perished on the *Sanctuary*, but her spirit somehow lived on in a talisman she had worn around her neck. The talisman came into the possession of a smuggler who ran afoul of the Empire and now sits in

a crate, forgotten, at an Imperial university. That talisman, and Val Isa's spirit, patiently waits for a brave and worthy person to carry on the legacy of the Jedi.

ADVENTURE SUMMARY

Lessons from the Past is an adventure designed to present a group of novice Force users with a wider view of the powers they wield. Specifically, it sets the PCs on the path to constructing their own lightsabers and honing their Force abilities. It also can be used to establish them in opposition to the Empire and as the catalyst for future adventures.

If the GM has a copy of the **FORCE AND DESTINY GAME MASTER'S KIT**, this adventure can be linked to the adventure presented there. Combined, the two adventures give any PC who wishes them the materials needed to construct a lightsaber, and non-combatant PCs a chance to enhance their own abilities. If the GM prefers to keep the two adventures separate, the rewards at the end of this adventure can be adjusted to reflect that.

As **Lessons from the Past** begins, the PCs learn of a collection of Republic artifacts at a university on the Outer Rim world Eriadu—artifacts that include Val Isa's talisman. However, Eriadu's university is guarded by an intelligence agent named Eren Garai.

Upon arrival, the PCs find their friend, a scholar named Ashur Sungazer. The scholar, both an optimist and a skeptic, wants to believe in the Jedi, but he has not yet discovered proof of their miraculous powers. As they avoid the watchful eyes of Eren Garai, the PCs and Ashur uncover the location of a lost Jedi training vessel, adrift in a dead system called Koler.

Koler is a violent red supergiant at the center of a debris field of dead ships and asteroids that hides the wreck of the *Sanctuary*. The PCs must reach the wreck and escape with Val Isa's gift: an ancient holocron that instructs the PCs in the ways of the Jedi. By inheriting her legacy, they complete a millennia-old cycle and embark on their first steps toward becoming Jedi Knights.

As the adventure begins, the GM can read the following opening crawl to the PCs:

It is a dark time in the galaxy.

Though the brave heroes of the REBEL ALLIANCE fight against the tyranny of the GALACTIC EMPIRE, countless worlds still tremble under the shadows of evil. The JEDI, guardians of order and justice, are gone, and at their passing the forces of darkness gather unimpeded.

But all is not lost. In a distant corner of the galaxy, a small band of adventurers seeks to rediscover the legacy of the Jedi. If they are successful, perhaps hope can be restored to the galaxy once again....

GETTING INVOLVED

This adventure assumes the PCs have a relationship with a scholar named Ashur Sungazer. Here are some suggestions on how to establish that relationship:

- In a previous adventure, they helped him out of some form of trouble. Ashur frequently travels the Outer Rim on research missions and has more curiosity and daring than common sense. The PCs saved him when he traveled with a con artist to a supposed ancient Jedi Temple, which in reality housed bandits waiting in ambush.
- Ashur and one of the PCs are family or close friends from the same planet. Both of them grew up hearing the legends of the Jedi, except Ashur considered them mere children's stories, while the PC sought them out as truth.
- The PCs don't know Ashur, but they experience a vision of the scholar hiding the talisman in a library-

like archive surrounded by guards. The talisman glows brilliantly until a black-gloved hand envelops it, plunging the vision into darkness. The hand clenches, the talisman cracks and crumbles, and the resultant sand dribbles down onto a planet, Eriadu.

If the PCs know Ashur, they receive a holomessage from him. The message resolves into a portly, bookish man with bright eyes and an innate enthusiasm. Read aloud or paraphrase the following:

"Hello, my friends. It has been some time since we've last spoke. However, I've come across something you may find interesting."

The holomessage pans out to show various bric-a-brac laid out on examination tables among which Ashur is walking. He pauses in front of a stone talisman, and the holomessage zooms in closely, bringing it into sharper focus. He then picks up the stone and tilts it in such a way that tiny veins of color appear on the surface. In a conspiratorial whisper, he says the following:

"I found this in the Archive at Phelar University. The crystallization in the stone reminds me of stories about lightsaber crystals, and the engravings may be several thousand years old."

"I'd prefer not to speak more here; the Empire tends to censor our communications. But if you can meet me on Eriadu, I can show you this in person. Make sure you obtain some credentials; the relic cannot be removed from the University Archive, and you need to be an accredited scholar to gain access. Not that it'll prove to be a problem for you, I think." Ashur grins briefly. "Come quickly, my friends. We have much to discuss."

THE IMPERIAL COMPLICATION

What Ashur does not know is that Imperial censors did tag his message, and they passed it to Imperial Security Bureau Agent Eren Garai for review. Garai is the head of ISB operations at Phelar University. The ISB installed him as a "University Proctor" to keep a secret watch for subversive activity.

Ashur's message certainly seems suspicious, and Garai is keeping a close eye on the scholar as a result. However, in this particular instance, Garai is actually hampered by Imperial propaganda. He sincerely believes the Jedi are a myth or a trick; thus, while he suspects the PCs may be some sort of subversives, at this stage he does not even consider the fact that they may be Force-sensitives.

The message ends with a comlink number. The PCs can use this to communicate with Ashur once they reach Eriadu.

ASHUR SUNGAZER [RIVAL]

Ashur Sungazer is an accredited and accomplished human scholar specializing in galactic history. Though he traveled in his youth, now that he is entering middle age he has settled into a new career on Phelar. Even though Ashur grew up under Imperial rule and knows no other life, he found himself drawn to the stories and legends of the Jedi. His natural curiosity drove him to travel across the Outer Rim on research missions several years ago, and the galaxy's cruelty has not dulled his optimism.

Ashur is unsure whether the Jedi really existed, as he was only a child when the Clone Wars ended. The rational part of his mind believes Imperial propaganda, accepting that those who called themselves Jedi were likely charlatans or simply deluded. However, another, purer part of him wants to believe in the myths of heroic Jedi paladins of virtue and light.



Skills: Computers 2, Cool 1, Discipline 2, Knowledge (All) 3, Perception 1, Vigilance 1.

Talents: None.

Abilities: None.

Equipment: Breath mask, datapad, stylus.



BACKGROUND: ERIADU

The PCs automatically know that Eriadu is an active trade center in the Outer Rim. They may also make an **Average** (◊◊) **Knowledge (Outer Rim)** check to learn the following information:

- ✳: An industrial Outer Rim world located in the Seswenna sector, Eriadu hosts over twenty billion souls, primarily humans, living under a miasma of haze and smog from rampant pollution. Its government of five noble houses resides in its capital, Eriadu City, presided over by a planetary governor. Its primary spaceport is the city of Phelar.
- 🏭: The planet's industry focuses primarily on manufacturing, computer technology, droids, and servicing the Imperial drydock in orbit. The whole planet chokes on class inequalities; power politics, wealthy titled families, and bureaucratic corruption dominate day-to-day life on Eriadu.
- 🎓: The spaceport city of Phelar's primary university holds a massive collection of artifacts called the Archive, located on the Phelar University campus. The Archive possesses a surprising amount of security and only allows accredited scholars entry. The Archive has made Phelar a more diverse city, with all manner of species coming and going.
- 👤: The late Grand Moff Tarkin came from Eriadu. Tarkin was very popular on his home planet, and his death means there is little love for Rebels and subversives here.

ACT I: A WEALTH OF KNOWLEDGE

Traveling to the Eriadu system should not prove to be difficult for the PCs. If the PCs have their own vessel, then they can travel there directly. Since Eriadu relies heavily on trade, customs enforcement is nearly nonexistent. If the PCs do not have a ship, they can hitch a ride on a passing freighter, which can get them to Eriadu in a few days. Once the group lands on Eriadu, read aloud or paraphrase the following:

As you step off the ship, you see a bustling urbanized planet covered in industrial sprawl. Crowds of people move past the spaceport, beneath the ominous gaze of stormtroopers standing on the corners of major streets. The smog-filled air compels the people to wear decorative breath masks along with their fashionable turbans.

Once on the surface of the planet, the PCs may use the local comm grid to contact Ashur. He is happy to hear from the PCs, and is more than happy to talk with them. He agrees to meet them off campus if asked, but he points out that the artifact he wants to show them is locked in the University Archive and that it might be easier if the PCs simply gain access to the Archive and meet him there.

If the PCs want to meet Ashur before entering the Archive, Ashur suggests a small tapcafé off campus. When they meet, he tells them what he knows about the talisman (which isn't much; see page 430), but he reminds the PCs that they really should see it for themselves.

If the PCs want to meet Ashur in the University Archive, he tells them he can be found in office 182, on the 35th floor. He also reminds them they'll need identichips to prove they are accredited scholars to gain access to the Archive.

Unfortunately, Ashur cannot help the PCs obtain the identichips. The PCs can forge their own identichips by successfully making an **Average (◆◆) Computers check**. If they go to a forger instead, they must pay 100 credits per chip and succeed on an **Easy (◆) Streetwise check** to find someone reliable and trustworthy on Eriadu. If the PCs generate ☒ ☒ on either check, they obtain working identichips, but flaws in the design either impose ■ on checks the PCs make to deceive Eriadu security personnel or grant □ to those personnel if they interrogate or scrutinize the PCs.

If the PCs fail in their attempts to obtain an identichip, they must figure out another way to gain access to the Archive. At this point, the GM should allow the players to implement any plans that seem to have a reasonable chance of success. A few possibilities could be pretending to be a cleaning crew,

knocking out some of the security staff and posing as new recruits, or even sneaking into the Archive (if they choose this option, see page 429).

BAD AIR

The air quality on Eriadu is poor enough that it can cause long-term health problems. Hopefully, the PCs won't be on the planet long enough to suffer long-term effects, but any PC without a rebreather (except those who don't need to breathe at all) suffers □ to all Brawn- and Agility-based checks when outdoors.

A SHEEP AMONG WOLVES (OPTIONAL ENCOUNTER)

While the PCs are gathering identichips and wandering around campus, the GM can use this optional encounter to give them a chance to make some moral decisions, and possibly even make some new friends. Read aloud or paraphrase the following:

As you wander the campus, you notice two security guards grab the arms of a tall, scrawny scholar and pull him behind a building, out of sight of the public. The scholar struggles, and one guard stuns him with a quick jab to his gut.

If the PCs follow the guards, they see the following:

The guards shove the scholar onto the ground, but the scholar shouts defiantly, "I wasn't the one who sent your brother to prison. He sent himself. He shouldn't have been selling contraband."

Other scholars notice the one-sided fight, but from their hurried strides and averted gazes, you can sense their fear of getting involved.

If the PCs don't intervene, the guards give the scholar, Psyrel Capanus, a sound beating, leaving him bleeding and battered in the alley. **The PCs each earn 1 Conflict for their inaction.** If the PCs intervene, they have several options to get the guards to back down, some of which can earn Conflict for the PCs.

If the PCs attempt to reason with the guards or bluff them (perhaps suggesting their superior is approaching), they must succeed on an **Average (◆◆) Charm or Deception check**. Success means the guards back off. Failure means they laugh at the PCs and tell them

to get lost. The PCs can also attempt to threaten the guards, with an **Average (◆◆) Coercion check**. If they succeed, the guards back down, but if they fail, the guards attack the PCs for threatening them. Either way, the PC who makes the check earns 2 Conflict. Finally, the PCs can attack the guards without warning, although this results in 4 Conflict per PC, and 10 Conflict per PC if they kill the guards instead of incapacitating them. (The profile for the guards is on page 428).

If the PCs help, Psyrel conveys gratefulness that there are still “good citizens in the Empire.” Psyrel, like

a typical citizen of Eriadu, has wealth and ambition but remains nearsighted with regard to the faults of the Empire and is very provincial with regard to his planet. He won't hesitate to turn the PCs in to Garai if he suspects lawbreaking. However, if the PCs pass themselves off as visiting scholars and ask him for a reference to get into the Archives, he won't hesitate to provide it, adding to checks made to deceive the Archive's security forces.

A TRIP TO THE LIBRARY

The Phelar University Archive, a relatively new, ugly, and towering skyscraper, dominates the campus. The other dozen or so buildings, while tall and imposing, sport design flourishes from the time of the Republic. Student housing surrounds those buildings, and a large security wall with over a dozen open gateways encompasses the university. Atmosphere scrubbers dot the campus, lending an odd near-subsonic hum. Various streetlamps remain lit even during the day due to the smog, issuing a misty, brownish-yellow glow.

SECURITY CHECKPOINT

To enter the Archive, the PCs must first pass a checkpoint with sensors, identichip scanners, and two security guards. Luckily for them, these guards haven't seen any real danger in years, and their monotonous questions, outdated scanners, and lax process make boredom the PCs' ally.

If the PCs' identichips don't identify them as scholars, the two security guards immediately turn them away. If they do have proper identichips, the bored security guards run through a list of basic questions: “Are you carrying any contraband or restricted materials? Are you armed, and if so, do you have a permit for your weapon?” and “Do your studies require restricted research materials?” Depending on their answers, each PC must make an **opposed Cool versus Vigilance (◆◆) check** to proceed through the security checkpoint unnoticed. If the PCs try to sneak in a weapon or other small object, the object should have an encumbrance no greater than 2, and the PC should make an **opposed Stealth versus Perception (●◆) check** instead. If the PCs tell any significant lies during the questioning, they should make an **opposed Deception versus Discipline (◆◆) check** instead. Finally, if more than one of these circumstances applies, the GM should select which check is the most appropriate based on the PC's actions; generally, he should avoid having the PCs make more than one check in this en-

counter. Remember, the quality of the Player Characters' identichips may add bonuses or setbacks to this encounter.



CAMPUS SECURITY GUARD [MINION]



Skills (group only): Brawl, Coercion, Melee, Perception.

Talents: None.

Abilities: None.

Equipment: Comlink (handheld), truncheon (Melee; Damage 4; Critical 5; Range [Engaged]; Disorient 2), padded armor (+2 soak).

If any Player Character fails the check, the GM can have the guards bar that PC from entry unless one of his quick-thinking comrades can come up with an explanation or excuse for his behavior. If the PCs succeed with or or , the guards let them through, but they flag them as suspicious individuals and send a report to Garai.

ISB AGENT EREN GARAI

Any new scholars arriving at the Archive must meet with University Proctor Eren Garai for a short orientation briefing. This briefing is ostensibly to instruct the scholars in the proper procedures for handling materials and requesting restricted items while at the Archive. Of course, Eren Garai is actually an ISB agent, and he uses his position to subtly review new arrivals without drawing undue attention. Once the Player Characters pass through the security checkpoint, read aloud or paraphrase the following:

A thin, wiry man with a shaved head and a cybernetic brain implant approaches you wearing a dull gray and semi-official suit. He smiles pleasantly as he reaches out to shake your hands. "Welcome to Phelar and our university here! I am Proctor Eren Garai. Before we let you delve into our research materials, the university would like to give you a quick orientation tutorial. I know it sounds tedious, but we do have a certain way we like things done here."

The PCs can attempt to convince Garai to postpone their orientation by passing an **opposed Charm** or **Deception versus Discipline** () check. However, Garai does approach them at a later point to insist on the orientation briefing (and the GM should ensure this happens at an awkward time for the PCs: perhaps when they're deep in the middle of researching Ashur's talisman). However, if the guards at the Archive entrance flagged the PCs as suspicious, he politely but firmly insists on conducting the orientation briefing now, and cannot be dissuaded.

EREN GARAI [NEMESIS]



Skills: Brawl 2, Charm 2, Coercion 2, Cool 2, Deception 2, Discipline 2, Knowledge (Education) 1, Knowledge (Xenology) 1, Perception 3, Ranged (Light) 2, Streetwise 2, Vigilance 2.

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

Abilities: None.

Equipment: Breath mask, cybernetic brain implant, hand scanner, hidden disruptor pistol (Ranged [Light], Damage 10; Critical 2; Range [Short]; Vicious 4, always generates a Crippled Critical Injury unless the injury would otherwise be worse).

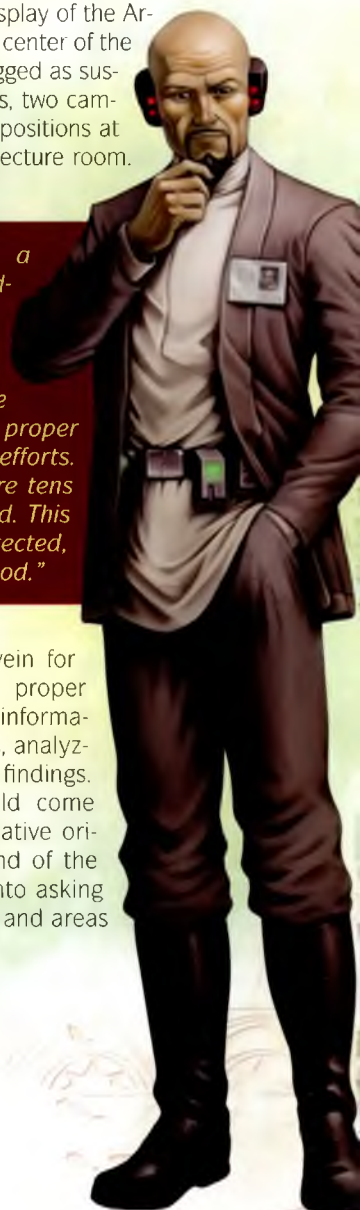
When the PCs agree to the briefing, Garai brings them to a small, semicircular theater lecture room. In the center, a computer desk gives the lecturer several screens for manipulating a holographic projector above.

Garai taps a screen, and a display of the Archive appears, rotating in the center of the projector. If the PCs were flagged as suspicious by the Archive guards, two campus security guards take up positions at the entrance to the theater lecture room.

Read aloud the following:

"Phelar University is a major center for advanced learning in the sector, and our Archive is crucial to that effort. For that reason, we take great pains to maintain proper procedure for research efforts. Some of our artifacts are tens of thousands of years old. This knowledge must be protected, preserved, and understood."

Garai continues in this vein for some time, discussing the proper procedures for requesting information, checking out datapads, analyzing artifacts, and reporting findings. In appearances, this should come across as a dull but informative orientation briefing. At the end of the briefing, Garai transitions into asking the PCs about their studies and areas of expertise.



BEHIND THE MASK

Garai listens patiently to their responses, recording interviews for future analysis. At the end of the briefing, each PC must make an **opposed Charm or Deception versus Discipline (●●◆)** check or an **opposed Knowledge (Education or Xenology) versus Knowledge (Education or Xenology) (●◆◆)** check to convince him of the PC's scholarly background. The PCs should add ■ to the check if they mention Ashur Sungazer by name, have already been identified as his associates, or were flagged as suspicious.

Succeeding at the check indicates that Garai has no immediate desire to track and follow that particular PC. (Although by nature, he remains suspicious of everyone.) ✨ ✨ ✨ or more indicates Garai's interest in grooming that PC as a contact, mole, or agent, although he will not approach the PC about this currently, and he may not have the chance to do so before the PCs out themselves.

If a PC fails the check, Garai assigns a plainclothes agent (use the **Campus Security Guard** template, on the previous page) to accompany that PC at all times. A 🛡️ result changes the guard to the **Armed Security Guard** template (see page 430). Each 🛡️ 🛡️ adds an additional agent. The guards won't interfere with the PC's day-to-day dealings at the university, but do catalog his activities. When the group gets ready to leave Eriadu, these agents may hold the PC for further questioning.

At the end of the briefing, if everything goes well, Garai merely says:

"If there is anything you need, please contact me. I want your stay to be both pleasant and illuminating. Good luck on your research!"

BREAKING IN

The PCs might avoid running through the checkpoint and instead break into the Archive. If they do this, they may have to contact Ashur beforehand and get him to meet them inside after their break-in (since Ashur can enter the Archive on his own). Since the PCs remain free to walk around the university, they have the time to talk to scholars and to scout out the campus grounds. If the PCs succeed on an **Average (◆◆) Skulduggery check**, they learn the following:

- ✨: Only four armed security guards patrol the outside of the Archive during the night, on regular, four-hour shifts, watching the cargo entrance and the main entrance.
- ✨ ✨: Eight additional armed security guards patrol the interior during the night, on four-hour shifts.
- 🚪 🚪: There are four additional emergency exits that lead into the Archive. They are locked, but not guarded.

With his gift for memorizing names and faces, Garai screens the Empire's next generation of instructors, scholars, and academics for potential sedition, "incorrect thinking," or recruitment. Garai has one blind spot: he truly believes the Empire's propaganda on the Jedi and the Force. He thinks the Jedi are merely children's stories.

If, for any reason, the PCs become suspicious of Garai, they can attempt to slice into university records and find out more about him. A successful **Daunting (◆◆◆) Computers check** reveals that Garai's university employment profile is false and was probably installed by a government organization. Failure means the profile looks legitimate, though any 🛡️ generated on a failed check can reveal that his employment profile is too sparse for a longtime employee. 🛡️ 🛡️ 🛡️ or 🛡️ can mean that the PCs' electronic intrusion is noticed by Garai.

- 🛡️ 🛡️ 🛡️ or 🛡️: On the last night shift, the one before dawn, the bored and tired guards get sloppy. Decrease the difficulty of checks to break in by one.

To get inside, the PCs must slice one of the Archive entrances by succeeding on an **Average (◆◆) Computers check**. Any 🛡️ generated can be spent to deactivate the following:

- Internal sensors assist the guards with regular heat signature and motion sensor sweeps.
- The guards use the building's own internal network to coordinate with each other. PCs can scramble the network and prevent them from coordinating, but the guards still can call for backup with a silent alarm.
- The interior guards can trigger a silent alarm to summon not only the security guards outside, but also Garai himself (with his own complement of **Tactical Assassin Droids**; see page 440).

If the PCs attempt to sneak past the guards at the main entrance or cargo entrance, each must succeed on an **Average (◆◆) Stealth check** to avoid being seen by the guards. However, the doors are unlocked so the guards can access the building's interior.

Once inside, each PC must make at least one additional **Easy (◆) Stealth check** to avoid being seen or heard by the roaming internal security patrols. If he fails, he is spotted by a pair of armed security guards and must deal with them in some manner. If a PC generates 🛡️ 🛡️ or 🛡️, he makes a noise and two of the guards hear and come to investigate.

ARMED SECURITY GUARD [MINION]

The Archive's armed security forces are a subset of regular campus security. Their main difference is that they are authorized to carry weapons. However, they are under strict instructions to leave their blasters on stun unless they are confronted with deadly force.



Skills (group only): Coercion, Melee, Perception, Ranged (Light).

Talents: None.

Abilities: None.

Equipment: Comlink (handheld), truncheon (Melee; Damage 4; Critical 5; Range [Engaged]; Disorient 2), light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), padded armor (+2 soak).

MEETING ASHUR

When the PCs make it past the checkpoint and into the Archive proper, read or paraphrase the following:

In contrast to the bustling city and campus, the tall, ominous Archive building remains still and silent as a tomb. Noise suppressors keep the scattered conversations muffled, the lights remain dim, and the scent of dust and ancient things permeates the otherwise perfectly filtered air.

The Archive contains over one hundred floors, not including the basements filled with power generators, computer cores, high-security storage units, hidden prison rooms, Garai's indoctrination and training facilities, and underground access corridors into Phelar. The outside appears dull, monolithic, and imposing.

Each floor contains the artifact storage shelves, which are rolling crates stacked neatly on top of each other. Overworked maintenance droids constantly shelve, re-shelve, and reorganize the crates on each floor. Scholars log their requests with a droid, take the received contents of the crates on plastic trays, and walk to various tables and desks to study them closely. Each desk and table has an interface by which the scholars may access the computer core.

The Archive refers not only to the building, but also to the building's vast database containing all research of the past two decades as well as the catalog of the artifacts stored in those crates. This database has no connection to the HoloNet. Each crate should have a label noting when the objects were discovered, by whom, where, and any other important information, but most are incomplete or missing.

The PCs find Ashur Sungazer waiting for them in the foyer past the security checkpoint. If the PCs have a relationship with him, Ashur gives his friends a hearty embrace and says:

"I'm so glad you got inside! I've been going out of my mind waiting for a chance to share in this discovery. I have a feeling about this talisman. It's not just a piece of jewelry. It's special. I know it."

The conversation should be modified if Ashur has already met with the PCs. If the PCs don't know Ashur, they must succeed on an **opposed Charm versus Cool (♦♦)** check to convince him they mean to help. Add due to his trusting nature. Failure means that he reports them to Garai, mistaking them as thieves.

After the introductions, Ashur takes them to the Illum Talisman (the talisman he showed them in the message). As they walk through the Archive, he whispers the following:

"So, there're two problems with this talisman. Besides not knowing enough about what it is, I'm not sure where it came from, either! The university receives dozens of cultural artifacts from across the galaxy every day. They get put into storage immediately for cataloguing. Unfortunately, a lot of the paperwork is incomplete or just missing. It did come with some starship wreckage, but who knows if it's from the same dig site." Ashur smiles ruefully. "It's as frustrating as it is exciting."

INVESTIGATING THE ARTIFACT

The Archive has several repositories of artifacts, each of which is a large room with a single entrance. At each entrance is a window through which scholars can receive crates of artifacts from a custodian droid. Ashur checks out a crate from a droid using a long alphanumeric code. Then, he leads the PCs down another hall to a research room with a series of long tables, desks, computer terminals, and a supply of archaeological research equipment. He opens the crate and sets out a series of artifacts. The Player Characters have opportunities to investigate each of these artifacts. The GM can spend or generated on any checks made to investigate the artifacts to have Garai notice their ongoing research in the course of his routine surveillance and take an additional interest in the PCs. Remember, Garai is already keeping an eye on Ashur. He uses the Archive's surveillance systems (hidden holocams and a flagging system that tracks what artifacts each researcher checks out of the Archive) to watch him, and if the PCs' actions catch his attention, he'll use the same systems to keep tabs on them.

AN ANCIENT HELMET CUT IN HALF

If the PCs succeed on an **Average (◆◆) Knowledge (Outer Rim) check**, they remember that this style of helmet came from wars with the Mandalorians waged thousands of years ago. With 🗣️ or 📖, they discover the following:

- The cut was made by a lightsaber.
- The Mandalorians pushed deep into Republic territory during the onslaught, getting as far as Onderon and down through to Corellia and Duro.

AN OLD TRANSPONDER

With a successful **Average (◆◆) Mechanics check**, the PCs can extract an old transponder code and the name of the ship, the *Astral Jester*. With a successful **Easy (◆) Knowledge (Core Worlds) check**, the PCs remember several folktales about a modern captain of the *Astral Jester*, who claimed he knew secret hyperspace lanes through the Deep Core but never returned from one of his travels there.

A STORMTROOPER OFFICER'S REPORT

The report notes the "acquisition" of these artifacts a little over four years ago. When played, the recording projects the following:

"Lieutenant TK-575 reporting. All useful cargo has been confiscated and added to our stores. The smuggler has been judged and sentenced." You then hear the sounds of blaster fire. "All other cargo, a transponder, helmet, electronics, and some sort of necklace, will be delivered to Eriadu. Nothing else to report."

AN ANCIENT DROID CONTROL CORE

PCs who succeed at a **Hard (◆◆◆) Knowledge (Core Worlds) check** discover that the partially functioning control core belongs to a Basilisk war droid. With additional 🗣️, the PCs can learn the following:

- The Mandalorians once rode these hulking, four-legged machines like tauntauns.
- Basilisks were semisentient.
- No one manufactures these droids anymore. The knowledge of their construction is lost to time.

Note that the control core won't help the PCs learn more about Val Isa, the Ilum Talisman, the *Sanctuary*, or Koler, but it serves as an alternate means to defeat the Basilisk. See **The Lair of the Beast**, on page 437.



THE ILUM TALISMAN

The last object in the crate, a roughly teardrop-shaped stone chip about two-and-a-half centimeters long, with distinct but unrecognizable carvings on one side, radiates power to any Force-sensitive nearby. Tiny veins of crystals, seen only when held up to the light, give the stone an almost organic, living quality. A hole has been carved into the top and a thread woven through it so the talisman can be worn around the neck.

Succeeding on a **Hard (◆◆◆) Knowledge (Lore) check** allows the PC to recall that a Jedi Master known as Val Isa wore this charm, the Ilum Talisman. This was unusual for Jedi, since they eschewed jewelry. Additional 🗣️ can reveal the following:

- Val Isa guarded a "traveling sky temple."
- The talisman is also called "the weight of our history."
- This stone came from Ilum.

In addition, a successful **Hard (◆◆◆) Knowledge (Education) check** reveals that the unrecognizable carvings are actually an ancient proto-Republic dialect, spelling out "Val Isa. Jedi Master."

Using the Sense Force power allows a PC to discern the spirit of a once-living being in the talisman. Read the following aloud:

The talisman feels like a living thing. It exudes calm and serenity. But you also sense sadness, loss, guilt, and mourning. You intuit a wish to do better, to be better, and you feel that the talisman will help you achieve this goal.

The first Force-sensitive to put the talisman on experiences a vision: the last moments of Val Isa. The GM should read aloud or paraphrase the following, shortening or elaborating as he sees fit.

You find yourself on a stone dais, staring at a hidden safe embedded in the floor. A holocron sits nestled in the safe's center. The safe's lid, a stone block the size of an astromech droid, lies off to one side.

The dais stands in the middle of a large chamber made of dark stone, perhaps thirty meters wide and just as tall. Stone walkways arc in circular patterns around the chamber.

Even as you lift the stone block into place over the hidden safe, the chamber shudders and you hear distant explosions rumble. You turn to your students and the crew of your starship. One, wearing an officer's uniform, looks up from his comlink. "Master Isa. The Mandalorians have breached the hull!"

You nod firmly. "Go. I will hold them here. You can still escape in the Sanctuary's shuttle."

Your students protest, but you accept no argument. In a moment they've fled, leaving you alone. You kneel down on the dais, your lightsaber sitting on the stone before you. Soon, the sounds of combat fill the halls, and a pack of armored warriors bursts into the chamber. You look at them calmly. "I do not seek a fight."

The warriors howl and leap at you, weapons drawn. You wait calmly, until they are moments away. Then your lightsaber flies into your hand, and you spring forward to fight your last battle.

As the vision fades, the PC senses Val's parting words:

"Do not follow my example. Jedi cannot retreat from the world. They must struggle, succeed, and fail with the rest of the galaxy."

Nobody else who puts on the talisman will experience the vision.

PUTTING CLUES TOGETHER

At this point, the PCs have just enough information to ask the right questions, and with a large repository of galactic knowledge at their fingertips, they can get answers quickly. Whatever subjects they wish to explore, present to them the Archive's many well-researched theses with a mix of factual history and blatant propaganda. Use the following as examples:

- **If the PCs research the *Sanctuary*:** The Archive has hundreds of documents on the fleet sizes of the Republic. The Archive does have a flight record from the *Sanctuary*, a "support ship," which lists the following worlds and systems: **Fedalle** (an industrial world in the Core), **Rendili** (an industrial world in the Core known for its stardrives), **Koler** (a red supergiant system), **Duro**, and **Exodeen** (an Imperial planet in the Colonies).
- **If the PCs research the *Astral Jester*:** A hundred years ago, the captain of the *Astral Jester* filed dozens of well-documented erroneous flight plans, hoping to establish a claim for a Deep Core hyperspace lane. The flight plans detail lanes from **Coruscant** to **Fedalle**, **Koler**, **Khomm** (a Deep Core planet with a genetically modified biosphere), and **Mauphin** (a minor Core system trailing Daupherm).
- **If the PCs research the Mandalorian Wars or the planet of Mandalore:** A good number of papers document the losses the Republic took on **Churr** (a minor farming world near Quellor), **Commenor** (a wealthy planet in the Colonies), **Duro**, and **Koler**.
- **If the PCs research the Basilisk war droid or the planet of Basilisk:** The Archive and the Empire officially believe the Basilisk war droids to be myth. Research missions to the Basilisk system have revealed only a primitive reptilian species. Fabled sightings of war droids occurred on worlds including **Basilisk** (an environmentally damaged Core World), **Gefthaine** (a primitive forest world near Mandalore), **Koler**, and **Mandalore** (the Outer Rim world where the Mandalorian clans originated).
- **If the PCs research Lieutenant TK-575:** The Archive contains records of older, declassified military mission reports. The PCs can discover TK-575's tour of duty, which included a winding path from **Commenor** to **Exodeen**, **Empress Teta** (near Koler), and **Lamman** (an asteroid system trailing Duro) hunting for criminals, smugglers, and contraband.
- **If the PCs research Val Isa:** The highly redacted records around Val Isa depict her as a mad, reclusive painter and any associations with Jedi powers as merely children's stories. Curiously, there are no images of her paintings and only one mention of specific titles, these being "**Bespin: air**," "**Dantooine: stone**," "**Koler: fire**," and "**Mon Calamari: water**."

- **If the PCs research Ilum:** The few, highly redacted papers suggest that the Jedi believed crystals contained nature spirits. Other papers suggest that the crystals of **Illum** possess toxins that caused hallucinations, giving rise to the myths of the Jedi's supernatural powers. No scholar managed to set foot on Ilum; all the papers borrow heavily from Imperial ground and survey reports.
- No information on the **Illum Talisman** exists in the Archive.
- **If a PC uses Seek:** If any PC uses the Seek power successfully, the power points him in the direction of the Core.
- **If the PCs research Koler:** The PCs don't find mention of Koler besides its pseudo-legendary status as a system of lost ships, but due to the instability of hyperspace lanes in the Deep Core, every system in that section of space has that reputation. As a red supergiant star system, it likely has no inhabitable planets.

This is a process-of-elimination puzzle for the players. All of the above entries have Koler in common; this is the PCs' next destination and the resting place of the *Sanctuary*. If the PCs need additional help figuring this out, the GM can have one make an **Average (◆◆) Discipline check** while meditating on the problem. Success means the PC's mind fixates on the "Koler: fire" painting by Val Isa.

THE ILLUM TALISMAN

The Illum Talisman can do more than guide Force users to the wreck of the *Sanctuary*. It can also help a Force user calm himself and use his abilities. This talisman has no price associated with it; Force users may find it priceless, but most people see it as a curio. However, when a Force-sensitive character wears it, once per session he may add 1 to any one check.

FLEEING THE ARCHIVE

When the PCs decide to leave the Archive to head to Koler, Ashur immediately volunteers to accompany them. The PCs can attempt to convince him to stay. However, Ashur is very excited, and the PCs must succeed at an **opposed Charm versus Cool (◆◆) check** (or **opposed Coercion versus Discipline (◆◆) check** if they want to threaten) to convince him to stay.

The larger problem the PCs face is how to deal with Garai's surveillance. How difficult it is to elude the ISB agent depends on how much the PCs have aroused his suspicions over the course of their activities. The PCs could have provoked his interest if they acted suspiciously when entering the Archives, if they generated too many ⚡ when interacting with him or during the course of their research, or if they generated too many ⚡ when researching Garai directly. How suspicious these activities have made Garai is up to the GM (who should base Garai's suspicions on how often the PCs have drawn his attention).

For simplicity's sake, the GM should select one of three possibilities: Garai is mostly oblivious to the PCs' intentions, Garai is moder-

ately suspicious of the PCs, or Garai is convinced the PCs are seditionists and is waiting to arrest them.

If Garai is oblivious to the Player Characters' true intentions, the PCs have a good chance of sneaking out of the Archives unimpeded and escaping offworld before Garai realizes that they've gone. Each PC should make an **Easy (◆) Deception, Stealth**.



IN THE BELLY OF THE BEAST

At several points during this adventure, the PCs may fail to evade Garai's grasp, and some or all may be captured.

While that result lies beyond the scope of this adventure, it does not necessarily mean the PCs are doomed. They still have two minor but significant advantages. First, while knowledgeable about the Empire's cultural enemy, Garai does not believe in the Jedi or the Force. Second, he believes that anyone and everyone can be corrupted.

The PCs have a chance to escape if they can convince Garai that they are mere criminals. A successful **opposed Charm** or **Deception versus Perception check** means that Garai takes them "under his wing" as potential Imperial agents.

Also, if only some of the party are captured, the GM has the option of having Garai bring them along with him as he pursues their friends to Koler. This may provide the captured PCs with a chance to escape at the climax of the adventure.

or **Cool check** to leave the Archive unnoticed (the type of check depends on whether they lie their way out, sneak out, or brazenly walk out without generating suspicion). The check represents the possibility that Garai or a guard notices something strange about the PCs at the last minute. Add ■ to any PC's check if that PC attempts to leave with an artifact. If any of the PCs fail the check, proceed to **Facing the Music**, below. Otherwise, they make it to the spaceport.

If Garai is moderately suspicious, the PCs must make a **Hard (◆◆◆) Deception, Stealth, or Cool check** to leave unnoticed. Add ■■ to the check of any PC who tries to leave with an artifact. If they fail, Garai notices them leaving. He already planned to stop them for questioning, and he moves to apprehend them. Proceed to **Facing the Music**.

If Garai is convinced the PCs are Rebels or seditionists, the PCs cannot escape unnoticed. As soon as they attempt to leave the Archive, Garai, leading a group of armed security guards, attempts to apprehend them. Proceed to **Facing the Music**.

FACING THE MUSIC

If the PCs are noticed while leaving the Archive and Garai has reason to try to apprehend them, read aloud or paraphrase the following as soon as the PCs leave the Archive building.

The campus lights suddenly take on an ugly, off-yellow tint: the signal that the university is on alert. You notice the crowds of scholars tense up as they look about to find the source of trouble.

On various computer monitors, both public and personal, you see your images, (assumed) names, and identichip numbers displayed, along with the text "wanted for questioning."

If Garai was moderately suspicious or certain the PCs were seditionists, the PCs should immediately spot a squad of six armed security guards (two minion groups of three) pushing their way through the crowd

toward them. The encounter begins with the PCs and guards at medium range. The guards attempt to close with the PCs and attack with their truncheons and blaster pistols set to stun. However, the crowds mean both groups must treat the area as difficult terrain for the first two rounds (at which point the crowd scatters and leaves the area clear).

If Garai was oblivious to the PCs' intentions, the GM should have the PCs noticed by four campus security guards (page 428) rather than six armed guards. Read or paraphrase the following encounter instead.

"Hey, you!" You look to see a group of four campus security guards heading toward you. The one in front has his baton out and is pointing in your direction. "I need you to come with us!"

In either encounter, the PCs can attempt to flee or fight, depending on their preference. If they manage to move to extreme range, they flee into the surrounding city. Likewise, if they manage to defeat the guards, they have a few minutes to flee before reinforcements arrive.

If the PCs appear to be losing, an air purity warning sounds and the haze thickens. The PCs can now attempt to lose the guards in the miasma, weaving through the overworked air purifiers and alleyways in-between the academic buildings and dorms. Each PC must succeed on an **opposed Stealth versus Perception (●●) check** to get lost in the haze.

If a PC fails the check, then he runs into a single armed security guard at short range who immediately moves to subdue with a truncheon. After a couple of rounds, have the PC make another **opposed Stealth versus Perception (●●) check** to get lost in the haze.

Even when they escape, the PCs still haven't eluded Garai's grasp. The intelligence agent doesn't want to risk a high-speed chase through the streets of the capital, so he simply calls ahead to the spaceport to put all ships on lockdown. The Archive becomes inaccessible to them, although a friendly NPC may still do research on their behalf. See the section **Traveling to Koler**, on the following page for information on the lockdown.

TRAVELING TO KOLER

Reaching the spaceport should not prove very difficult. However, if the Player Characters have their own ship, they must make it to the spaceport before Garai issues a lockdown order for any ships that could possibly belong to the PCs. They must pass an **Easy (◆) Piloting (Planetary) check** with ■ due to traffic or must each pass an **Average (◆◆) Athletics check** (depending on whether they're on foot or in a speeder) to reach the spaceport before the lockdown order. If they succeed, they may lift off before the order goes through. Proceed to **Act II: The Wreck of the Sanctuary**, below.

If the PCs cannot reach the spaceport in time, they still have several chances to escape. Garai cannot lock down every ship in a busy commercial spaceport, and he is unsure which ship belongs to the PCs. He must settle for interdicting any light freighters that have arrived in the last several days. The spaceport complies, using ground-based tractor beams to hold the starships in their landing pads while spaceport security goes from ship to ship investigating each in turn. The PCs have a half hour before security reaches theirs.

Each spaceport dock consists of a cylindrical blast wall with an open ceiling and doors and hatches large enough for freight transports and foot traffic. Inside the dock, the ship sits in the middle of some basic maintenance equipment and refueling stations. Upon lockdown, the blast doors and hatches seal shut, and a tractor beam keeps the ship grounded. To rescind or defeat the lockdown, the PCs have several options:

- They can access the spaceport data-net via their landing bay terminal. By passing a **Hard (◆◆◆)**

Computers check with ■, they can override the lockdown and shut off the tractor beam that secures their ship to the dock.

- A quick trip to one of the adjoining landing bays reveals a light freighter cleared to leave. A successful **Average (◆◆) Skulduggery check** or any Force power that allows a PC to read thoughts can obtain the starship's takeoff clearance. The PCs can use that clearance code to rescind their own lockdown and leave. The PC who does so gains 2 Conflict.
- When the security patrol (two minion groups of three armed security guards [page 430]) arrives, the PCs can attempt to deceive it into thinking they are not the fugitives Garai is looking for. An **opposed Deception versus Discipline (◆◆) check** or a Force power that influences people's thoughts can accomplish this. Otherwise, the PCs can attempt to incapacitate the security patrol, then bluff spaceport control by using the patrol's comlinks. This simply requires an **Average (◆◆) Deception check** once the patrol is disabled.

Finally, if the PCs arrived on the planet without a ship of their own, the GM can give the PCs a chance to procure passage on another freighter or steal a starship. The GM can have the PCs use any of the previous encounters to represent obtaining clearance for a chartered freighter, or for stealing an Imperial shuttle.

Once the PCs escape, Garai begins an immediate pursuit. He follows the PCs closely in a shuttle (he has no time to call for backup), staying just far away enough not to be noticed. He returns in the adventure climax.

ACT II: THE WRECK OF THE SANCTUARY

Koler, a system on the edge of the Deep Core, contains an ancient red supergiant slowly shedding its atmosphere, a few rocky planets (once gas giants) in unstable orbits, an asteroid field, and the debris of destroyed starships. The wreck of the *Sanctuary* sits in the middle of a cluster of asteroids, so battered and ancient that it has become nearly indistinguishable from the tumbling rocks around it.

Getting to Koler requires an **Average (◆◆) Astrogation check** at minimum, barring exacerbating circumstances such as pursuit, damage, and navicomputer problems. Since the system sits in the Deep Core, the check has a ■■ penalty. Failure means the PCs' ship suffers a Critical Hit as it comes out of hyperspace into a clutch of asteroids or the edges of a solar flare, as per rules for minor collisions (page

248). Success means that the ship arrives at their destination without suffering damage.

LOCATING THE SANCTUARY

The PCs need to make a **Piloting (Space) check**, adding ■■■ due to the asteroids, old starship debris, and high-radiation solar wind, and with a difficulty set as per the rules in **Stellar Phenomena and Terrain** (page 246). ☆ means they reach the *Sanctuary*. ▼ means they must try again. ☄ can inflict system strain on the ship, while ☄☄☄ or ☄☄☄☄ can have the PCs notice a high-speed asteroid or plasma wavefront on a collision course with their ship. They must succeed on an **Average (◆◆) Piloting (Space)** or **Gunnery check**, or suffer a major collision as per the rules on page 248.

THE WRECK

Only half of the *Sanctuary* survived the attack and subsequent secondary explosions, which split it roughly down the middle from bow to stern. Now, it looks like a gothic tower with twisted structural beams for spires and electrical arcs for lanterns. The *Sanctuary* still has a thin atmosphere, since repair systems and long-dead droids patched up the hull breaches after the battle.

If the PCs succeed on an **Average (◆◆) Perception check**, they find the **Sternward Airlock**. If they fail, they find the **Forward Airlock** instead. Any PC who experienced the vision from the Talisman automatically knows of the **Sternward Airlock** near the central dome structure and the **Jedi Training Room**.

SANCTUARY LAYOUT

The *Sanctuary*, an old *Hammerhead*-class cruiser retrofitted as an emergency rescue cruiser, retained some of its basic armaments, but Val Isa wanted the ship to be a bastion of learning, meditation, and Jedi practice. She had hoped the ship's mobility would let it avoid a destructive end, but the assault by the Mandalorians proved her wrong.

As the PCs explore the wreck, the GM can heighten the tension by describing the creepy atmosphere and ancient desolation, and by calling on the PCs to make fear checks. The GM can have the PCs make an **Easy (◆) fear check** as a plasma wavefront buffets the ship, causing it to creak and moan alarmingly. Failure can cause the PCs to be disoriented for the rest of the encounter, and ☉ can inflict strain. Partway through the exploration, the GM can have the PCs make an **Average (●◆) fear check** with one difficulty upgrade as they hear a bone-chilling howl from the Basilisk war droid. Failure here can cause the PCs to cower in terror or suffer more severe effects, as detailed on page 326. ☉ should inflict 2 Conflict.

Notable features, from bow to stern, include:

BRIDGE SUPPORT

The actual bridge, now gone, used to sit one deck above this one. This room handled sensors and communications. The sensors, long fried from exposure to solar radiation, cause random power spikes. An ancient protocol droid, plugged into the communications system, has lost its mobility and independence. For all intents and purposes, the droid simply acts as a voice for the comms system. With an **Easy (◆) Computers check**, the PCs can transmit a scrambled signal to attract the Basilisk to this location (which may be useful for luring it into a trap). Each ☉ inflicts 1 strain from the electrical shocks. If the PC fails the check, he still rigs up the signal, but he suffers 3 wounds from a particularly unpleasant jolt.

TURBOLASER BATTERY ROOM

A pressure hatch at the rear of bridge support leads to the cramped battery control room directly behind it. The independent power cells of the battery still function. A clever PC can rig these power cells to overload and explode in two rounds with a successful **Average (◆◆) Mechanics check**. Upon detonation, everything in the room gets vaporized (PCs can be incapacitated with a +50 Critical Injury roll at the GM's discretion), and the explosion bursts into bridge support. Any being in bridge support must make a successful **Average (◆◆) Coordination check** or suffer 8 wounds. Even with a successful check, if the check generated ☉☉☉, the being still suffers 4 wounds from the blast.

FORWARD AIRLOCK AND FREIGHT ELEVATOR

A functioning airlock is located close to bridge support. A freight elevator takes up the whole of the airlock's interior but remains non-functional.

HOSPITAL/MEDICAL LABS

This section is open to space. Nothing of value survived the vacuum and exposure to Koler's unrelenting solar winds.

REPAIR BAY AND GENERAL STORAGE

This section once supported the hangar in the deck below, but Val Isa converted it into a repair bay, general storage, and a hospital. Over the centuries, the Basilisk and the repair droid have ripped out wiring, bulkheads, and infrastructure for raw material for repairs. As such, this section is now a junk pile of spaceship hulls, droid parts, and even a single oil bath tank full of black, rancid, murky oil.

The repair droid barely functions, having taken parts from itself to maintain the Basilisk. If the PCs succeed on an **Average (◆◆) Computers check**, they can give it instructions to install the control core on the Basilisk war droid. See **The Lair of the Beast**, on the next page.

If the PCs entered through the forward airlock, they find the Basilisk in this room.

JEDI TRAINING ROOM

See the section **Hero's Legacy**, on page 439.

STERNWARD AIRLOCK

This functioning airlock is located near the science labs. A freight elevator takes up most of the interior but remains non-functional.

CREW QUARTERS

The crew quarters on this deck are forward of the Jedi training room. During the first hull breach, several bulkhead doors closed and sealed off the crew quarters from the rest of the ship. Without power, the PCs need to manually crank open the bulkheads through a successful **Average (◆◆) Mechanics check** just to

traverse this section. If they fail the check, the PCs suffer 3 strain due to the time and effort.

SCIENCE LABS 1 AND 2

This section once housed several small laboratories, some of which supported the hospital and others which were devoted to pure science. Equipment, beakers, and machinery lie scattered and shattered throughout both labs.

In Lab 1, the PCs find a still-functioning electromagnet. With an **Average** (◆◆) **Mechanics** check, they can rig it to fire once before burning out. If the electromagnet fires, everyone in the room must make an **Average** (◆◆) **Resilience** check or suffer 4 strain (12 strain if a droid) and temporarily lose their metallic possessions, as the metallic items fly into the magnet. Any computer systems, such as datapads and comlinks, stop functioning for twenty minutes due to being shorted out by the electromagnetic pulse.

In Lab 2, the PCs find a still-functioning particle accelerator. With a **Hard** (◆◆◆) **Mechanics** check, they can jury-rig the accelerator into a one-shot blaster cannon (Ranged [Heavy]; Damage 15; Critical 2; Range [Short]; Ammo 1, Cumbersome 5).

ENGINEERING

In this ravaged section, split in half by a giant bulkhead door, a single surviving power plant still powers the malfunctioning gravity generators. If the PCs wish, they can put the power plant and gravity generators on a feedback loop that will cause the ship to collapse in on itself and explode, providing excellent cover for their escape. This requires an **Average** (◆◆) **Computers** or **Mechanics** check. The explosion occurs after about five minutes. Each ♻️ can subsequently double or halve the time, depending on which is more advantageous to the PCs. See **Escaping Koler**, page 440.

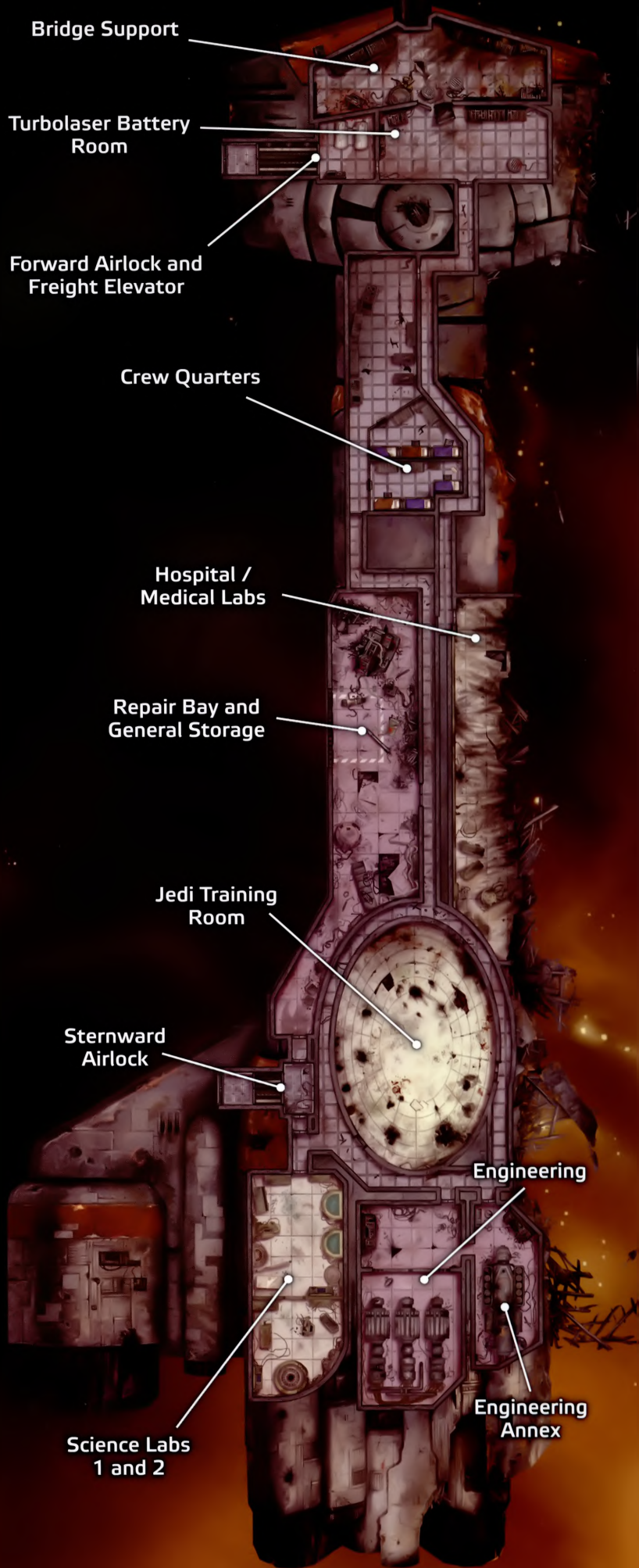
STARBOARD ENGINEERING ANNEX

A narrow service corridor connects engineering to this annex. The controls no longer function; its associated engine is long destroyed. However, the PCs might be able to salvage parts to repair their ship. If they make an **Average** (◆◆) **Mechanics** check, each ♻️ or ♻️ provides about 500 credits' worth of material to repair hull trauma.

THE LAIR OF THE BEAST

During the assault on the *Sanctuary*, a Mandalorian warrior perished, and her Basilisk war droid refused to leave her corpse behind. Over the centuries, the Basilisk has maintained a relatively low power profile, activating every so often to patrol the wreck.

A little over four years ago, a salvage ship accidentally jumped into the system. The ship docked with



the *Sanctuary*, and the Basilisk immediately attacked its crew. This salvager managed to grab various bits and parts, including the Illum Talisman, and left his crew to die on the *Sanctuary*. He escaped only to soon meet his fate at the hands of a stormtrooper firing squad. The Basilisk still hunts the *Sanctuary* hallways, expecting either its masters to return or new enemies to arrive.

It is up to the GM as to where the PCs may encounter the Basilisk war droid for the first time, but he should allow them some time to explore the wreck beforehand. When the PCs first encounter the Basilisk, read or paraphrase the following aloud:

Old servos and ancient mechanisms simulate labored breathing as a massive, four-legged metal beast creeps out from the shadows. Though it once must have been symmetrical, centuries of patchwork repairs using the parts of other droids have turned this powerful mechanized creature into an ugly, hulking nightmare of metal and rust. It growls and gets ready to pounce.



If the PCs are not too busy running or fighting for their lives, they can make a **Daunting** (◆◆◆◆) **Knowledge (Lore)** check to identify the creature as a Basilisk war droid.

DAMAGED BASILISK [NEMESIS]

In the ancient days of the Mandalorian Wars, the Mandalorians rode into battle on nightmarish war droids called Basilisks. More sentient than most droids, Basilisks were heavily armed and could even fly through space. Most were destroyed when the Mandalorians lost the war thousands of years ago, and most of the galaxy has mercifully forgotten they exist.



Skills: Melee 2, Vigilance 3.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Crippling Blow (increase the combat difficulty by one; if the target suffers wounds, then the target suffers 1 strain each time he moves for the rest of the encounter), Knock-down (may spend ⚔ to knock target prone with successful melee attack).

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum and underwater; immune to poisons and toxins), Silhouette 2.

Equipment: Claws (Melee; Damage 7; Critical 2; Range [Engaged]; Vicious 1).

The Basilisk has a larger silhouette than the PCs. It traverses the *Sanctuary* through the main corridors, but the PCs can utilize smaller service corridors and crawlspaces to escape. Evading the Basilisk this way requires a successful **opposed Athletics or Coordination versus Athletics** (◆◆◆◆) check.

COMBINING THIS ADVENTURE WITH THE GAME MASTER'S KIT

This adventure is designed to be used before or after the **GAME MASTER'S KIT** adventure, **Hidden Depths**. In that adventure, the Player Characters have the opportunity to gather their own crystals with which to build their lightsabers. The **GAME MASTER'S KIT** also describes how to build a lightsaber hilt, and the PCs can find this information in Val Isa's holocron.

However, if the GM does not want to combine the adventures, he can choose to instead make lightsabers available to the PCs at the climax of **Lessons from the Past** instead. If he does so, he can put two basic lightsabers in the vault and have Val Isa's lightsaber found as well. See page 176 for a basic lightsaber profile.



SANCTUARY'S REWARDS

The holocron of the *Sanctuary* contains a mnemonic imprint of Val Isa's personality, recorded before her death. Her personality manifests itself as a serene older human woman with a hint of impish humor about her. Of course, while very lifelike, the holocron's personality is not truly sentient, though it may be hard to tell this at times.

The holocron of the *Sanctuary* is intended to be a tool the PCs can use to learn about the ancient Jedi Order. It is not an unlimited fount of information, of course, and its knowledge is several thousand years old (so it knows nothing of current events). However, it contains a great deal of basic Jedi instruction, which allows the GM and players to explain how the PCs are able to learn Jedi Force practices and train with lightsabers, for example.

The holocron also grants the following mechanical benefits to the party:

- Each PC may count Discipline and Medicine as career skills as long as the group possesses the holocron.
- When making a Knowledge (Lore) check to learn about the Jedi, the PCs may use the holocron to make an assisted check. The holocron counts as having three ranks in Knowledge (Lore).

If the PCs kept the control core from the Archive, they can use it to help them weaken the Basilisk. A successful **Average** (◆◆) **Mechanics check** makes the core semi-operational. If a PC manages to install the core in the droid (a **Hard** (◆◆◆) **Coordination check** while engaged), the droid suffers □□ to all actions as it eats up processing power. Due to age and damage, the core cannot be used to directly control a droid. Each ☹ ☹ represents additional bad code that adds another □ to the Basilisk's checks.

If the PCs reprogram the repair droid in the repair bay, they can have it install the core when the Basilisk returns from its patrol. See **Repair Bay and General Storage**, page 436.

HERO'S LEGACY

When the PCs find the Jedi training room, read or paraphrase the following aloud:

The room appears almost exactly like it did in your vision. However, only a few sections of the winding walkways and platforms remain intact. Instead, the now wide-open chamber has a cathedral-like stillness, and rubble surrounds the central dais.

The Jedi robes of Val Isa lie sprawled in the middle of the dais over the location of the safe in your vision. Surrounding the robes lie the remnants of her foes; armor is scattered all about, and the ground is covered in the dust of stone, metal, and the long-decayed and deteriorated remnants of the deceased.

Searching the robes reveals very little. Val Isa's lightsaber is missing. The floor appears seamless, and no handle or markings hint at the existence of the safe. If a PC who experienced the vision tries to find it, he can do so with a successful **Average** (◆◆) **Perception check**. If he did not experience the vision, the check becomes **Daunting** (◆◆◆◆). The GM can allow players to retry the check at a later point in the adventure, after a prolonged search, if they fail the first time.

The easiest way to open the safe requires a PC to use the Move Force power. Originally designed as a Jedi exercise, the block over the safe has silhouette 1. The block can also be removed manually with a successful **Hard** (◆◆◆) **Athletics check**. Failing the check means suffering 3 strain.

Inside the safe, the PCs find a single holocron (see the **Sanctuary's Rewards** sidebar).

If the PCs haven't encountered the Basilisk yet, it appears here.

GARAI'S ARRIVAL

When the PCs discover the Jedi training room or if they spend an inordinate amount of time exploring the *Sanctuary*, Garai arrives at Koler in an ISB covert ops ship, a *Simiyiar*-class light freighter called the *Starhound*. Garai has four tactical assassin droids in the cargo hold, ready to board the wreck of the *Sanctuary*.

If the PCs docked their ship to the wreck of the *Sanctuary*, Garai misses it on his first scans and moves to board the *Sanctuary*. If the PCs left their ship in the open, or if someone is still aboard, Garai moves to disable it with ion cannons first. If there is an NPC pilot aboard the PC's ship, the GM can have the NPC move the ship deeper into the asteroid field while Garai focuses on the wreck of the *Sanctuary*, which he correctly guesses is the true prize. If the GM needs the profile for the *Starhound*, use the *Simiyiar* profile on page 264.

At this point, Garai moves to board the *Sanctuary*. Instead of using an airlock, he adheres the *Starhound* directly to the hull and cuts through into the interior. He then boards the ship with his droids. He leaves the *Starhound*'s three command crew (use the TIE Pilot profile, on page 408) to guard the ship. He stays with his droids and hunts through the *Sanctuary*, looking for the PCs. He would like to take at least one PC alive, but if the PCs use deadly force, he responds in kind.

TACTICAL ASSASSIN DROID [RIVAL]



Skills: Melee 2, Ranged (Light) 1, Vigilance 3.

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink, and can survive in vacuum and underwater; immune to poisons and toxins).

Equipment: Force pike (Melee; Damage 6; Critical 2; Range [Engaged]; Pierce 2, Stun setting [if Stun setting is used, Pierce does not apply]), integral wrist blaster (Ranged [Light]; Damage 5; Critical 3; Range [Medium]; Stun setting).

CONFRONTING GARAI

How the GM manages the confrontation between the PCs and Garai depends on the PCs' prior actions, and whether the PCs take immediate action upon his arrival.

If the PCs took a long time to defeat the Basilisk and explore the wreck, or if they do not respond to Garai's arrival immediately, Garai has time to locate the PCs and attack them with his full force. In this case, Ga-

rai confronts the PCs in one of the locations of the GM's choosing, backed up by all four tactical assassin droids. If the PCs have three or fewer players, reduce the number of tactical assassin droids to two. If the PCs have five or more players, add another tactical assassin droid.

If the PCs dealt with the basilisk right away, explored the wreck quickly, or immediately took steps to deal with Garai when he arrived, they can deal with his forces in two groups instead of one. The first group they encounter has two tactical assassin droids. The second group has Garai and the remaining tactical assassin droids.

Besides fighting Garai directly, there are several options canny PCs could use to deal with him, including:

- **Getting the Basilisk to attack Garai:** Once Garai boards the *Sanctuary*, he becomes fair game for the Basilisk (if it is still active). If the PCs wish to lure the droid toward Garai to pit them against each other, have one of the PCs and Garai make a **competitive Perception check** to represent the PC trying to avoid the Basilisk while Garai tries to search for the PCs. The loser ends up confronting the Basilisk.
- **Boarding Garai's ship:** The PCs can hijack Garai's ship if they manage to evade him in the wreck. The hardest part is getting inside the vessel, as the lock on the outer hatch requires a **Hard (◆◆◆) Computers check** to open. Once inside, they must fight the ship's command crew.

ESCAPING KOLER

Luckily, if the PCs eliminate the powerful ISB agent, the *Starhound*'s command crew detach from the wreck and flee immediately.

If the PCs wish to flee instead of confronting Garai and they make it off the wreck, they can make an **Average (◆◆) Astrogation check** as soon as their ship leaves the wreck. Success means they can jump after three rounds, and each 🌀 reduces the time to jump by one round. In this scenario, the *Starhound* starts within long range of the PCs' ship and attempts to close the distance and engage it.

EXPERIENCE REWARDS

Besides the usual XP rewards granted for each session, the GM can give additional XP for the following:

- +10 XP for escaping Phelar without arousing Garai's suspicions.
- +10 XP for defeating the Basilisk.
- +5 XP for recovering the holocron.